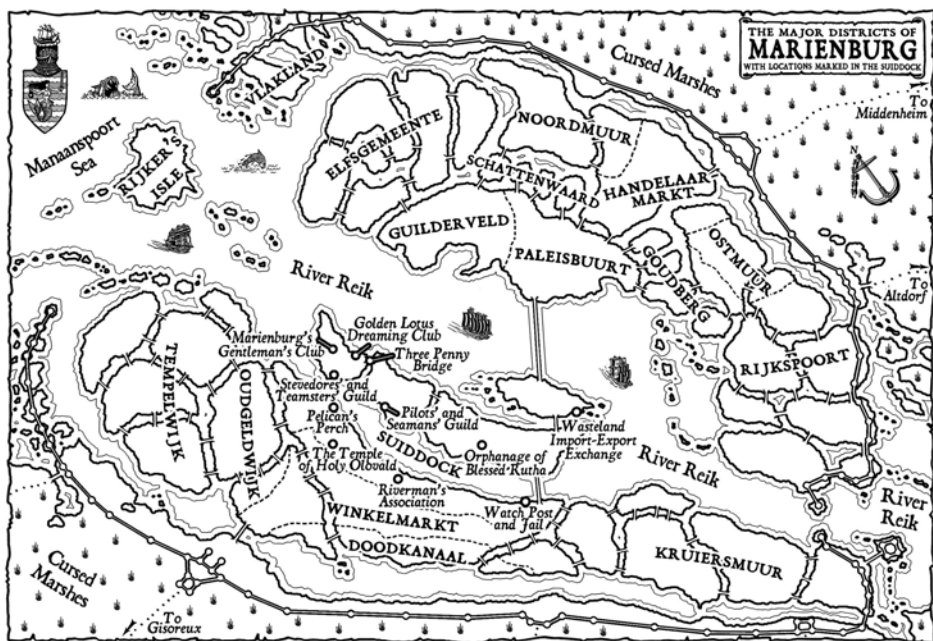


World
of
Warhammer

In the streets of Marienburg



which is a Gremlin-corrupted reskin for *World of Dungeons*,
an adaptation by Sir John the Harper of the works of the Sage Kobolds



the free city of Marienburg, wherein lies:

Cursed Marshes- the swamps and wetlands surrounding the walled city of Marienburg. They serve as a defense against invaders, and are a convenient place to dump sewage. But they also hide the taint of Chaos...

Doodkanaal- that which is the poorest part of the city, filled with vagrants and gypsies and other wretches. The waters here have long since stagnated, and efforts are taken to avoid the stench.

Elfsgemeente- the semi-autonomous ward of the Elves. Non-Elves are never allowed across their bridges.

Goudberg- a gated area, with lush parks and the lavish homes of the upper-classes. They have their own private Watch to keep out undesirables.

Guilderveld- the current center of finance and business, where banks deal in the currencies of every civilized nation, and the largest businesses make their headquarters.

Handelaarmarkt- A collection of markets and importers that deal in goods and wonders from across the world.

Kruiersmuur- a soot-covered ward wherein the cruder trades are practiced, and the militia houses its barracks. The laborers and poor call this area home, as well as the Estalian and Tilean expatriates.

Noordmuur- wealthy burghers and immigrants of high standing (and dubious fortunes) make their homes in the walled-off estates of this ward.

Oostmuur- a middle-class ward, with smaller neighborhoods of Bretonian and Halfling populations.

Oudgeldwijk- once the financial center of the city, this is now where you can find moneylenders, skilled tradesmen, and the homes of lesser merchant families.

Paleisbuurt- center of the Marienburg government and courts, and various places of high culture, including museums and concert halls.

Rijkers's Isle- this desolate rock is where the prisoners and insane of the city are dumped.

Rijkspoort- where the hard-working shopkeepers, artisans, clerks, and other middle-class citizens make their homes. The dwarves have their *Dwergsbezit* ward here.

Suiddock- where the sailors, stevedores, traders, barkeeps and harlots do most of their trade. The watch keeps a post here, to keep them all in line.

Tempelwijk- where temples and churches to the major deities all vie for space and devotees. Sigmarites have a strong presence here, which is barely tolerated elsewhere in the city. The university and the College of Wizardry are also found here.

Vlakkland- barely a part of the city at all, lowly fishermen ply their trade here, living on houseboats to avoid the constant flooding.

Winkelmarkt- where locals sell their crafts and foodstuffs. There are also treasures to be found for the right price, most likely pilfered earlier from someone else.

Character Creation

Characters have six **Attributes**. Determine their score by rolling 2D6 in order:

- On a **2**, the value is **-1**.
- On a **3-6**, the value is **+0**.
- On a **7-9**, the value is **+1**.
- On a **10-11**, the value is **+2**.
- On a **12**, the value is **+3**.

Strength is used for feats of physical might and violence; **Dexterity** determines your coordination, aim, and agility; **Constitution** allows you to endure the elements, fatigue, or toxic effects; **Intelligence** determines not only your reasoning, but your talent for magic as well; **Wisdom** is used when you test your common sense or willpower; and **Charisma** determines how personable and convincing you are.

Choose a **Nationality** or **Race**, and note what **special Ability** you are granted from that choice. Also pick a name from those available, depending on your gender.

Choose a **Career**. Each Career provides a starting **Skill**, and you may choose **one additional Skill** of your choice. You also select **one Ability** of your choice from those listed.

You begin with **60 Coins** with which to purchase your **Armaments** and **Trappings**, the important tools, equipment, weapons, and armor that you need to survive a life of adventure.

You have **one Stamina die (d6)** + **extra Stamina dice equal to your CON**. Roll all your Stamina dice and keep a number equal to your Level to determine your **current Health**. If you have a CON penalty, you do not reduce your Stamina dice, but instead subtract the penalty from each die you keep, minimum 1.

Levels & Benefits

LVL	STAMINA	ATTRIBUTES	SKILLS	ABILITIES	DAMAGE	EXPERIENCE
1	1+CON		1+1	2		0
2	+1					1000
3			+1	+1		3000
4	+1	+1 (max 3)				6000
5					+1d6	10,000
6	+1		+1	+1		15,000
7		+1 (max 3)				21,000
8	+1					28,000
9			+1	+1		36,000
10	+1	+1 (max 3)			+1d6	45,000



Experience & Training

You start at **1st Level**.

You earn **1 Experience (XP)** for **every Coin you invest** in your training after adventures. You also earn Experience for **overcoming adversity**...but it is mainly about the looting.

First time you get wounded (per Level)	20XP
First time you drop below half your Health (per Level)	50XP
First time you drop below zero Health and survive (per Level)	100XP
Defeat a minor adversary	10XP
Defeat a major adversary	20XP
Defeat a superior adversary	50XP
Defeat a minor monster	20XP
Defeat a major monster	50XP
Defeat a terrible monster	100XP
Escape from a demon	50XP
Trick or evade a demon	100XP
Survive a battle with a demon	150XP
Defeat a demon	200XP

When you've earned enough XP, your **Level will increase**, granting you access to further Skills and Abilities. It will also increase your Stamina, and, in turn, your Health.

You can also **spend 250XP** at the end of an adventure to gain access to a **new Career**, though you will not gain its starting Skill or Ability. From then on, you will be able to choose Abilities from any of your Careers.

Nationalities (Humans)

Choose one additional Ability from any Career.

Bretonians

Absalon, Ailward, Aubrey, Baldwin, Bertram, Durant, Edmund, Fray, Gerard, Galant, Humphrey, Julian, Louis, Michael, Nigel, Osbert, Roger, Swain, Terry, Walding

Amabel, Anne, Barbara, Cecily, Clarise, Diane, Edith, Eleanor, Florence, Guinevere, Helen, Isabel, Isold, Joyce, Leticia, Loveday, Margery, Mirabel, Rose, Sibyl

Estalians

Adolfo, Agustin, Ambrosio, Baltazar, Benedito, Ceandro, Demetrio, Eduardo, Enrique, Felipe, Gonzalo, Hector, Leoncl, Macario, Matias, Paquito, Pelayo, Rodrigo, Salvador, Urbano

Aldonza, Angelita, Beatriz, Camila, Carlotta, Concetta, Dorotea, Esperanza, Felicidad, Giralda, Hermina, Leonora, Mariana, Matilde, Nazaret, Nunia, Perlita, Remedios, Solana, Xaviera

Gypsies

Andrash, Aziz, Baul, Behjet, Bronko, Corin, Dilaver, Duntshi, Gagino, Guibrán, Hoval, Jehan, Kolev, Lensar, Melalo, Milosh, Othi, Petrus, Stevo, Troka

Anuaka, Bisno, Bresa, Chavi, Darkus, Everilda, Fifika, Grinza, Kruca, Lyanka, Malyoxa, Maruca, Mileva, Papusza, Piyada, Saveta, Simza, Teza, Volya, Zofi

Imperials

Adelbert, Albrecht, Berthold, Dieter, Eckhardt, Felix, Gottfried, Gustav, Heinz, Johann, Konrad, Leopold, Magnus, Otto, Pieter, Rudiger, Siegfried, Ulrich, Waldemar, Wolfgang

Alexa, Alfrida, Beatrix, Bianka, Carlott, Elfrida, Elise, Gabrielle, Gretchen, Hanna, Ilsa, Klara, Jarla, Ludmilla, Mathilde, Regina, Solveig, Theodora, Ulrike, Wertha

Kislevites

Aleksandr, Alexei, Anatoli, Boris, Dimitri, Dorofei, Fedot, Fyodor, Grigori, Ilya, Kazimir, Konstantin, Luka, Mikhail, Miroslav, Nestor, Pavel, Pyotr, Svyatoslav, Yegor

Aglaya, Akinsya, Bronislava, Daria, Ekaterina, Feodora, Grusha, Katya, Klavdiya, Lizaveta, Marya, Natasya, Olena, Praskovia, Rufina, Sonya, Svetlana, Ustinya, Vera, Zhenya

Tileans

Albergo, Alesso, Arnolfo, Baldino, Bastiano, Bernecto, Bonafide, Cambio, Corso, Davino, Forese, Francardo, Ghino, Giovanni, Lando, Lodovico, Martino, Mercato, Pazzino, Sabbatino

Adelasia, Altadonna, Bandecca, Belafanta, Bonabella, Cicilia, Comitissa, Demorola, Dolce, Fabressa, Gianetta, Ingrada, Massaria, Pelegrina, Prima, Rosanella, Santesa, Tadea, Verderia, Vita

Races

Dwarves

Minecraft: When you are underground, you always know which way is north, and the approximate time of day.

Bardin, Brokk, Dimzad, Durak, Caril, Gottri, Grundi, Hargin, Imrak, Kargun, Jotunn, Magnar, Mordrin, Nargond, Orzad, Ragnar, Snorri, Storri, Thingrim, Urgrim

Anika, Asta, Astrid, Berta, Birgit, Dagmar, Elsa, Erika, Franziska, Greta, Hunni, Ingrid, Janna, Karin, Petra, Sigrid, Sigrun, Silma, Thylda, Ulla

Elves

Attunement: When you touch someone or something, you know if they are enchanted, and whether it is for good or ill.

Aluthol, Amendil, Angran, Cavindel, Dolwen, Eldillor, Falandar, Farnoth, Gildiric, Harrold, Imhol, Larandan, Laurenor, Mellion, Mormacar, Ravandil, Torendil, Urdithane, Valahuir, Yavandir

Alane, Altronia, Davandrel, Eldril, Edonia, Fanriel, Filamir, Gallina, Halion, Iludil, Ionor, Lindara, Lorandara, Maruviel, Pelgrana, Siluvaine, Tallana, Ulliana, Vivandrel, Yuviel

Gnomes

Gadgeteer: When you examine any machine, you know its purpose and how to make it function...given the correct tools.

Burgess, Caplan, Carver, Cotter, Draper, Glaser, Hacker, Harper, Hurd, Latimer, Keyes, Link, Mills, Minter, Monger, Scriven, Tiller, Trapp, Travers, Treadwell

Brewster, Butters, Cater, Farrer, Farrow, Free, Ginger, Golightly, Lader, Mayle, Mylne, Nunn, Paige, Piper, Pippin, Prentice, Purdie, Purser, Pye, Weaver

Halflings

Iron Stomach: When you ingest rotten food, tainted beverages, or obscene quantities of alcohol, you may feel ill, but will suffer no lasting harm.

Adam, Albert, Alfred, Axel, Carl, Edgar, Hugo, Jakob, Ludo, Max, Niklaus, Oskar, Paul, Ralf, Rudi, Theo, Thomas, Udo, Viktor, Walter

Agnes, Alice, Elena, Eva, Frida, Greta, Hanna, Heidi, Hilda, Janna, Karin, Leni, Marie, Petra, Silma, Sophia, Susi, Theda, Ulla, Wanda

Careers

Arcanist

Magic is tightly regulated by the Empire and the Kislevite Tsars. The few independent spellcasters are apprentice wizards, renegade sorcerers, harmless magicians, or deviant warlocks, who all potentially could be put to the torch if they step out of bounds. Arcanists begin with the **Mysteries** skill, and choose one ability from the list below.

Alchemy: You can imbue magic within a potion, salve, or item. You start with three alchemical formulas.

Commission: You have been given license to practice magic by the city or a particularly well-connected individual. You will not be prosecuted for the use of magic unless it involves treason or other high crimes.

Enchantment: You can create illusions to make someone see something that isn't there, or mesmerise them so they believe something that isn't true.

Sorcery: You are able to cast spells that, while limited in scope, are much safer than the raw magical power of Wizardry. You start with three spells.

Summoning: You can call forth demons to seek their counsel...or so you can bind them to serve you. You start with two bound demons that you can call upon.

Vehemence: When you use damaging magic effects, add +1 die to Damage, discarding the lowest result.

Warded: When you are using magic, your protective wards keep you safe, granting +1 Armor.

Wizardry: You can create magical effects drawn from the raw power of Chaos. Such effects are powerful and wondrous, and not limited in scope like Sorcery. However, the risks of weaving such energies have hazards, both extreme and varied. You start with a Power score equal to your base Stamina +WIS.

Explorer

Explorers are fortune hunters, rangers, road wardens, pathfinders, or wanderers. They begin with the **Survival** skill, and choose one Ability from the list below.

Daring: Once per day, you can ignore the damage or effects of an environmental hazard.

Forage: When you are in the wilderness, you always find enough food and water for yourself to survive.

Hunter: Add +3 damage to ranged attacks when the target is unaware of your presence.

Rover: When you run through the wilderness, you do so without leaving obvious tracks or a trail.

Rugged: Add +1 Stamina.

Scout: When you take the lead in the wilderness, you always spot your targets before they spot you.

Tracker: When you attempt to identify and follow tracks, you can do so quickly while on the move.

Whisperer: You can converse with and attempt to command animals.

Fighter

Fighters are soldiers, criminal enforcers, knights, mercenaries, with hunters, raiders, or judicial champions. They begin with the **Athletics** skill, and choose one Ability from the list below.

Accurate: Add +2 damage to any ranged attack.

Berserk: When you are outnumbered, add +1 to the damage you inflict and +1 armor, but you must make an effort to not

immediately resort to violence in heated situations.

Deadly: Add +2 damage to any melee attack.

Duelist: You treat any one-handed weapon as Light.

Hardened: Add +6 to your Health.

Skirmish: Add +1 to any damage you inflict, and armor will never reduce your movement below Marching speed.

Slayer: You are trained in the pursuit and destruction of particular people or monsters, such as trolls, orcs, pirates or witches. When fighting them, add +1 die to damage, discarding the lowest result.

Tough: Add +1 armor, from being badass.

Miscreant

Miscreants are thieves, thugs, pirates, bandits, troublemakers, or other ne'er-do-wells. They begin with the **Stealth** skill, and choose one Ability from the list below.

Backstab: Add +3 damage to melee attacks when the target is unaware of your presence.

Cloaked: When you are under the cover of darkness, you get +1 armor.

Cutpurse: When you pick pockets or conceal things on your person, you can do so quickly while running.

Getaway: Once per day, you can automatically flee a location – sprinting, dodging, and ducking to avoid pursuit.

Lookout: When you take the lead in the city or a dungeon, you always spot your targets before they spot you.

Opportunist: When you and your allies overpower your opponents, you inflict +2 damage.

Reflexes: You always act first, and can react when suddenly surprised.

Tinkering: When you pick locks or disable traps, you can do so quickly and unnoticed while in plain sight.

Mystic

Mystics are holy priests, shamans, witches, druids, or seers. They begin with the **Treatment** skill, and choose one Ability from the list below.

Banish: When you confront spirits or demons, you can attempt to cast them out by the power of your faith alone, or inflict 2d6 damage against the mindless undead.

Blessing: When you anoint items with holy water or a lengthy ritual, the wielder is granted three damage rerolls against evil.

Commune: When you meditate with spirits or fall into deep prayer to your deity, you can attempt to seek their counsel, though their answers may be puzzling, disturbing, or conditional.

Damnation: You can attempt to inflict curses or ailments upon others, either with eye contact or through a fetish.

Divination: When you gaze into a crystal or a bowl of holy water, you can attempt to see events either far away, in the past, or in the future.

Familiar: You have an animal companion, such as a crow, rat, cat, snake or spider, magically bonded to you. You can see through its eyes, and hear what it hears.

Healing: You can neutralize poisons, remove curses, and heal wounds with a touch. This allows the wounded to make a Recovery roll, even without rest or rations.

Shifting: When drinking the blood of an animal you can attempt to take its form, leaving your possessions behind. However, it is a feat of willpower to revert to your original self, particularly the longer you stay a beast.

Noble

Nobles are the idle rich, dilettantes, wealthy merchants, robber barons, politicians, or related to royalty. They do not begin with any Skills, but instead **triple their starting Coins**. They also choose one Ability from the list below.

Affluent: When your purse is empty, you can attempt to make purchases with the promise of paying the money back at a later date.

Connected: You can attempt to obtain favors from other Nobles, whether getting a loan, an invitation to a party, or introductions to other important people.

Diplomat: You can enter negotiations, bargain, or parley, even with the most disagreeable of people, as long as they are intelligent enough to understand you.

Guarded: Once per day, you can redirect any attack against you to one of your Hirelings.

Linguist: You can speak and read all civilized languages.

Prestige: Everyone knows who you are. Halve the price of any Hirelings, as they seek your employ in order to gain later favors or advantages.

Schemer: When you bribe or blackmail others, you can do so subtly or through third parties, without drawing too much unwanted attention to yourself.

Strategy: When you are in combat, you can attempt to predict the movements, positions, and strengths of your enemies.

Scoundrel

Scoundrels are minstrels, swindlers, consultants, dancers, seductresses or jesters. They begin with the **Fellowship** skill, and choose one Ability from the list below.

Allure: When you seduce someone, you can make them reveal intimate secrets about themselves despite their better judgment. You can also attract someone's attention with only a glance.

Contort: You are able to escape from bonds or squeeze into small or tight places.

Disguise: When you use costumes and makeup, you can attempt to convincingly imitate other people, or ensure your own identity is unrecognizable.

Inspire: You can attempt to sway public opinion with your song, stories, or rhetoric.

Lucky: Once per day, you can turn any Failure into a Problem instead.

Perform: When you entertain a crowd, you can earn d6 Coins per Level each day. However, should any die roll a 1, the audience turns nasty and you won't be allowed to perform for at least a week without having rotten vegetables thrown at you.

Sleuth: When you search for clues, you can do so quickly and while on the move. You can always tell when someone is lying, though you may not know the cause of their deception.

Trick: You can attempt to distract or delay your opponent with your antics.

Specialist

Specialists are tradesmen, artists, merchants, private scholars or other hirelings that get inadvertently drawn into an adventure. They begin with the **Academics** or **Crafting** skill, and choose one Ability from the list below.

Appraise: You can tell the approximate value of artwork and trade goods once you've inspected them.

Bargain: Once per day, you can halve the price of a purchase

thanks to the different tradesmen you know, or the guilds you have contacts with.

Engineer: With the Crafting skill, you can create and repair mechanical devices and firearms.

Expert: Once per day, you can turn a Fumble into a Success.

Sailor: You can crew a sailing vessel, and never feel ill due to stormy seas.

Sapper: When using blackpowder explosives or artillery, add +1 die to damage, discarding the lowest result.

Surgeon: With the Treatment skill, you can try to mix new medicines or bring someone back from the brink of death.

Talented: Add +1 Skill.

Skills

There are twelve available Skills, briefly described below.

Academics: You are well-read in politics, histories and cultures, both local and foreign.

Athletics: Training to increase your fitness, mobility, and resistance to fatigue.

Awareness: A keen perceptiveness, curiosity, and an eye for detail.

Crafting: Training in various handicrafts, from carpentry to stonemasonry.

Deception: Quick wits, cunning, a love of exaggeration and a knack for cheating.

Fellowship: You have an ear for gossip, the gift of gab, and a knack for appeasing foul moods and hurt feelings.

Leadership: You have a commanding presence and an iron-clad confidence.

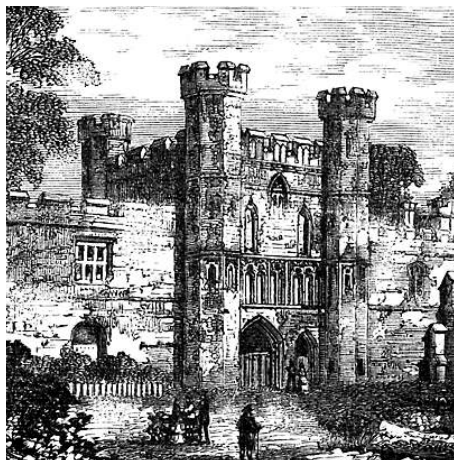
Mysteries: An education in the legends, lore, mythologies, and secrets long since forgotten.

Navigation: Training in the charting of courses across the land or sea, via maps and the position of the stars.

Stealth: You have a light foot, quick hand, and an ability to intrude where you do not belong.

Survival: You are well familiar with orienteering and living in the wilderness unaided.

Treatment: You know how to diagnose illnesses, tend to wounds, and soothe pains with ointments and medicines.



Armaments

Melee

Axe	35c	d6+1Dm, Pierce
Battle Axe	60c	d6+2Dm, 2H, Heavy, Pierce
Buckler	5c	d6Dm, Light, Defend
Club	5c	d6Dm, Light, Impact
Dagger	5c	d6Dm, Light, Throw
Flail	40c	d6+2Dm, 2H, Heavy, Impact
Greatsword	50c	d6+2Dm, 2H, Heavy
Halberd	50c	d6+2Dm, 2H, Heavy, Pierce
Hammer	20c	d6+1Dm, Impact
Hatchet	10c	d6Dm, Light, Throw
Pick	30c	d6+1Dm, Pierce
Rapier	20c	d6Dm, Light, Fast
Shortsword	10c	d6Dm, Light
Shield	10c	d6Dm, +1 Armor
Spear	20c	d6+1Dm, Throw
Staff	8c	d6Dm, 2H, Impact
Sword	30c	d6+1Dm
Whip	5c	d6-2Dm, Fast, Snare

Ranged

Bolas	10c	d6-2Dm, Snare
Bow		
Shortbow	10c	d6Dm, 2H
Longbow	30c	d6+1Dm, 2H
Crossbow		
Pistol	20c	d6Dm, Light, Reload
Medium	35c	d6+1Dm, 2H, Reload
Heavy	50c	d6+2Dm, 2H, Heavy, Reload
Repeating	60c	d6+1Dm, 2H, Heavy
Firearms		
Pistole	40c	d6+1Dm, Light, Loud, Pierce, Reload
Musket	60c	d6+2Dm, 2H, Loud, Reload
Blunderbus	80c	d6+1Dm, 2H, Blast, Heavy, Loud, Reload
Long Rifle	120c	d6+2Dm, 2H, Loud, Pierce, Reload
Sling	5c	d6Dm

Munitions

Bomb	30c ea.	2d6Dm, Blast, Loud
Fire Oil	20c ea.	1D6+1Dm, Burn, 10 refills of lamp oil

Armor

Leathers	30c	+1 Armor, Max speed Run
Mail	60c	+2 Armor, Heavy, Max speed March
Plate	120c	+3 Armor, Heavy, Max speed Walk

Armament Effects

- Blast – Damages the target and everyone adjacent to it.
- Burn – Does damage for three turns unless extinguished.
- Defend – If not used to attack, treat as a Shield.
- Fast – Can be used to attack first at the start of a combat, unless surprised.
- Heavy – You can only carry as many Heavy items as your STR score.
- Impact – Hits so hard it can be used to push opponents back.
- Light – Can be used as a secondary weapon; if your first damage roll is too low, reroll with your secondary weapon, and take the highest total.
- Loud – NOT a subtle weapon. Everyone will hear it.
- Pierce – Roll 2d6, and keep the highest.
- Reload – After firing, you must spend a turn to reload the weapon.
- Snare – Can be used to entangle or trap an opponent.
- Throw – Can be thrown accurately at nearby targets.

Trappings

Garments

1C	Poor Clothes
2C	Common Clothes
5C	Winter Cloak
	Theatrical Costume
10C	Quality Clothes
15C	Latest Fashions
20C	Official Vestments
50C	Elegant Fashions

Packs

2C	Backpack
	Waterskin
	Scrollcase
3C	Slingbag
5C	Saddlebag

Lighting

1C	5 candles, 2 hrs each
	2 torches, 1 hr each
	1 match
	Tinderbox
2C	Lamp, 4 hrs
10C	
15C	Lantern, 4 hrs

Provisions

1C	Shot of Spirits
	Quart of Grog
	Pint of table wine
2C	Week of Rations
5C	Week of Jerky
	Pint of Mead
10C	Pint of fine wine
15C	Pint of Spirits

Outdoors

2C	20' Rope
	Animal Call
	Animal Snare
	Bedroll
5C	Animal Trap
	Fishing Net
	Fishing Pole
	Grapple
	Tent
15C	Large Tent

Tools

1C	4 pieces of chalk
	Whetstone
2C	Bandage, 1 use, heals 1 Health
5C	Butchers Tools
	Collapsible Pole
	Crowbar, d6Dm, 2H
	Shovel, d6Dm, 2H
	Sledgehammer, d6Dm, 2H, Heavy
	Soothing Balm, 4 uses, dulls pain
8C	Pickaxe, d6+1Dm, 2H, Heavy
10C	Lockpicks
	Scales
	Writing Kit
15C	Crafting Tools
	Navigation Charts
20C	Cartography Kit
	Healer's Kit, 5 uses, +1 Recovery die
	Smithy Tools, Heavy

Luxuries

2C	Cosmetics
	Dice
	Shaving Kit
5C	Flute
	Horn
	Perfume/Cologne
10C	Deck of Cards
	Loaded Dice
	Mandolin
20C	Fiddle
	Mirror
	Sand Timer
35C	Lute
	Magnifying Glass
50C	Jewelry
	Spyglass

Arcane Items

5C	Pouch, Bone Powder
	Prayer Beads
	Ritual Incense
	Talisman
	Vial, Animal Blood
10C	Holy Symbol
	Lucky Charm
	Vial, Holy Water
	Vial, Human Blood
	Vial, Quicksilver (addictive toxin)
15C	Incense Brazier
50C	Vial, Monster Blood
100C	Alchemists Kit, Heavy
	Crystal Ball
	Pouch, Emerald Powder
	Religious Relic
200C	Pouch, Gold Dust
500C	Pouch, Warpstone Powder
1000C	Small Warpstone

Transport

30C	Cart
50C	Rowboat
100C	Wagon
250C	Coach
500C	Riverboat
800C	Fishing Boat
5000C	Sailing Ship
200,000C	Galleon

Lodgings

1C	Hot Bath
	Hot Meal
	Room for the Night
	Several pints of beer
	Stabling
3C	Companionship
	Fine Meal
5C	Private Room

Property

100C	Lodging for a Year
250C	Apartment
500C	Small Shop
1000C	House
5000C	Small Inn
10,000C	Large Inn
50,000C	Villa
100,000C	Manor House

Hirelings

Archer

10C/day, 10 Health, Longbow, Dagger, Leathers

Armsman

20C/day, 12 Health, Spear, Shield, Leather

Assassin

40C/Day, 12 Health, Dagger, Crossbow, Poison, Silent

Champion

60C/day, 18 Health, Plate Armor, Greatsword, Shield, Dagger

Craftsman

5C/day, 8 Health, Hammer, Tools

Expert

20C/day, 6 Health, Dagger, 2 Skills

Guide

5C/day, 6 Health, Dagger, Lantern, Rope

Henchman

10C/day, 8 Health, Dagger, Sword, Buckler

Messenger

2C/message +1C/day of travel, Club, Fast Horse

Minstrel

5C/day, 5 Health, Mandolin or Tambourine, Annoying

Servant

40C/month contract, 5 Health, Domestic

Spy

100C/week contract, Dagger, Poison, Disguise

Torch Bearer

2C/day, 3 Health, Dagger

Animals

Cat

3C, 3 Health, Claw d6-2Dm, Alert, Silent

Dog, Hunting

10C, 5 Health, Bite d6Dm, Keen Scent

Dog, Small but Vicious

5C, 4 Health, Bite d6-1Dm, Loyal

Dog, War

50C, 10 Health, Bite d6+1Dm, Savage

Hawk

20C, 4 Health, Beak 2Dm, Talon d6Dm, Fast

Horse, Riding

100C, 15 Health, Kick d6+1Dm, Fast

Horse, War

1000C, 20 Health, Kick d6+2Dm, Fast

Monkey

20C, 5 Health, Clever

Mule

30C, 10 Health, Kick d6Dm, Stubborn

Owl

20C, 3 Health, Talon d6Dm, Alert

Rabbit

2C, 2 Health, Alert, Quick

Rat

1C, 2 Health, Bite 1Dm, Alert

Raven

5C, 2 Health, Beak 1Dm, Clever

Snake

25C, 5 Health, Bite d6Dm, Poisonous, Silent

Rules Summary

Rolling the Dice

When you attempt something risky or opposed, roll **2d6** and total the results, adding one of your **Attribute scores** based on the action you're taking. The GM will tell you some of the possible risks before you roll, so you can decide if it's worth the chance or if you want to revise your action.

A total of **6 or less** is a **Failure**; things don't go well, and the GM will describe the consequences.

A total of **7 - 9** is a **Problem**; you do it, but there is some cost, compromise, retribution, harm, etc.

A total of **10 - 11** is a **Success**; you do it without any complications.

A total of **12+** is a **Critical**; you do it perfectly and receive some extra benefit or advantage.

Skills

If you have an applicable **Skill**, you can't Fail. A roll of 6 or less counts as a **Fumble**, which barely succeeds, and with a bigger compromise or complication than a Problem.

Damage

When you **inflict damage**, roll the dice listed for your weapon, and add any applicable bonuses to the result. If you are **unarmed**, you roll 1d6-2 damage.

When you **suffer damage**, reduce it by your **armor score**, and subtract the remainder from your current **Health**. When your **Health drops to zero** or below, **roll+CON**:

A **Failure** means you **die immediately**.

A **Problem** means you are **unconscious and dying**; if revived, you will only live long enough for some parting words.

If you **Succeed**, you are **unconscious and bleeding**, but you are not beyond hope.

A **Critical** merely results in **unconsciousness**; pray that a foe does not take advantage of your incapacitation.

Recovery

When you **rest and consume a ration/waterskin**, roll your **Stamina dice** and keep results equal to your Level to determine your **current Health**. If you are attended by someone trained in the healing arts, you **roll an extra Stamina die**. If you rest for a day where it is safe and comfortable, you **roll an extra Stamina die**.

The Die of Fate

Sometimes the GM will roll the **Die of Fate** to randomly determine the result of events beyond the characters' control.

Odd numbers are **ill fortune**, **even numbers** are **good fortune** (or, at least, nothing terrible). The Die of Fate might be rolled to establish the weather, indicate a random NPC's attitude, or to determine if a wandering monster appears. The GM may also roll the Die of Fate if the PCs take some action for which sheer chance is the only factor in the outcome.

Problems & Failures

When your roll results in either a **Failure**, **Fumble**, or **Problem**, you suffer the consequences of your actions. The severity will depend largely on the fiction – what you were trying to accomplish, what was opposing you, and what was happening nearby. What follows are some general examples of appropriate consequences.

Problems & Fumbles

Counter their action with another – the enemy attacks them simultaneously, a socialite throws a fit when they try to confront her.

Delay their next action – they are stunned from a sharp blow to the head, they have to gather the coins that have fallen to the ground.

Distract them – they don't immediately notice the tripwire up ahead, a dancer draws their attention away from an assassin.

Disturb their sensibilities – reveal the horror or insanity of the world around them, expose them to terrible truths.

Escalate the situation – a fire spreads to a neighboring building, a crowd starts to run in panic.

Exaggerate what they experience – make things seem more terrible than they are or, conversely, safer.

Impair their thoughts or actions – give them a general -1 penalty for a short time, knock away a useful tool or weapon.

Impede their movements or progress – block their escape route, trip them with vines or loose stones.

Impose a compromise on their success – they can only succeed IF they allow something else to happen, too.

Provoke them into action – taunt them into attacking, introduce some danger and ask "What do you do?"

Failures

Capture them – kidnap them, drop them in a pit, have a giant grab one of them.

Conceal something important – they find nothing of interest in the room...because it was hidden!

Control their actions, directly or indirectly – an ally is mistaken for an enemy, they are blackmailed into inaction.

Corrupt their minds or bodies – exposure to Warpstone causes a sudden mutation, a cursed amulet makes them dream of horrible things.

Defame their actions or intent – they are mistaken for thugs, their words are misconstrued by the court magistrate.

Inflict harm or effects – they are attacked, a spell makes them vomit uncontrollably.

Destroy something important to them – a sword is broken in the middle of a fight, a loved one is murdered during the night.

Overwhelm them with great force, while leaving an opportunity – a strike hits them for great damage but leaves the attacker vulnerable, a mob rushes at them but makes it easier to slip away in the fray.

Prevent them from doing something – a spell keeps a door locked and sturdy, an orc destroys the bridge they want to cross.

Reinforce the enemy – the enemy goblins are joined by orc raiders, a Sigmarite is infused with godly power.

Separate the characters – a cave-in splits them into two smaller groups, constables put them into different rooms for questioning.

Surprise them and force them to react – a volley of arrows is fired from afar, a mirror disgorges shadow beasts when they aren't looking.

Magic

Magic is a dangerous element, one not to be trifled with by the uninitiated.

Alchemy

Alchemy works similarly to spells, except that the magic is contained within a physical form, typically a potion or an object. Creating an alchemical object can be quite risky because of the various chemicals and explosive fumes involved, but using one is not inherently dangerous, and usually does not require a roll.

It costs **100C** in caustic chemicals, herbs, and purified minerals, and requires **a day** to prepare. If you have an Alchemists Kit, then it only costs **25C** and takes **four hours**.

Alchemists start with three magical formulas, and may learn more through research or experimentation. These formulas are built much like spells, picking **one option from each of the** following.

The Preparation is... (pick one)

- A potion, that can be consumed only once
- A salve or balm, that can be applied up to three times
- An object, that grants its effects only once to each user
- An object, that needs 2 Health of human blood to be used
- An object, that needs to be doused with holy water to be used
- An object, that requires quicksilver to be consumed before use

The User will... (pick one)

- +1 armor for one minute
- +1 to a single Attribute for one minute
- Add +d6 damage to either melee or ranged attacks for one minute
- Benefit from an Ability for one hour
- Benefit from a Skill for one hour
- Inflict 2d6 magical damage against a nearby target (3d6 if vulnerable)
- Instantly heal, +1 Recovery die
- Know the answer to one question
- Not feel pain
- Perform a superhuman feat (flying, breathe underwater) for ten minutes

Examples

Balm of the Sea

The user can apply this balm three times, and will be able to breathe underwater for ten minutes.

Dragon's Breath

The user drinks this foul potion once, and will be able to breathe fire at an enemy, doing 2d6 damage.

Bracers of the Giant

Once the user drinks a vial of quicksilver, these bracers provide +1d6 damage to his melee attacks for one minute.

Sorcery

Spells are the most reliable way to harness the powers of Chaos – specific rituals and formulas that bind and form magical energies into very specific, distinct effects. Sorcery essentially allows you to perform actions that would otherwise be mundane if you had the correct training, tools or sufficient time, but instead you do it through arcane means.

Sorcerers start with **three spells**, and may learn more through their studies or adventures. Casting a spell is not always risky, but it depends on the situation and how long it takes for the effect to manifest. Each should have an appropriately arcane-sounding name, and choose **one option** from each of the following:

Casting (pick one)

- Quick: Manifests immediately after casting, and its effect is instant or momentary
- Slow: Manifests the turn after casting, and it lasts as long as you concentrate
- Incantation: Takes a minute to cast, and it lasts for no more than an hour
- Ritual: Takes five minutes to cast, and lasts one hour per 2 Health sacrificed

Target (pick one)

- Yourself, subtly
- Someone you touch, intently
- Someone close by, loudly
- Everyone in the immediate area, conspicuously

Effect (pick one)

- +1 armor
- +1 or -1 to an Attribute
- Benefit from a Skill
- Benefit from an Ability
- Inflict 1d6 magical damage (+2 if vulnerable)
- Magically perform a mundane task instantly
- Magically perform a mundane task at range
- The function of a mundane item worth no more than 10C
- Increase or decrease a particular environmental effect

By drinking a **dose of quicksilver**, the Sorcerer can extend the duration of his spells by one rank (instant duration becomes concentration, concentration becomes an hour, etc.), or quickens the time it takes to cast by one rank.

Examples

Ghostly Candle

Slowly cast, the caster holds out his hand as if he had a lamp, illuminating the area.

Sigmar's Hunt

After a ritual, the caster gains the use of the Scout ability for one hour per 2 Health he has sacrificed.

Righteous Fury

With a quick touch of his hand, the caster inflicts 1d6 damage upon an enemy, as if he carried a sword.

Speak the Mind

Slowly cast, the caster can speak to people from afar with only the power of his mind.

Summoning

Calling forth and binding a demon is often a quick route for Arcanists to gain great power. The act of summoning can be dangerous, depending on the circumstance, and requires that you know the **name of the demon** you wish to conjure, and one of the following:

- One hour of uninterrupted ritual / A dose of quicksilver / A magic item containing the bound demon / A sacrifice worth 5 Health / A magic circle drawn with emerald powder

Once summoned, you can converse with it and ask it questions, for demons possess many secrets unknown to mortals. You can also attempt to **bind** it. Binding is always risky, as the demon will try to take every advantage of unwary mortals. It requires a circle to be drawn in gold powder during an hour-long ritual, as well as one of the following:

- A Warpstone / A portion of the spirit or demon's flesh / Signing a contract with the demon / A sacrifice worth 20 Health

When the demon is Bound, it can be summoned **once a day** to perform a single deed, typically answering questions or using balful magic (as controlled by the GM) without any risk to the Summoner. Anything beyond that will require some very tricky negotiations, as the demon will do anything to twist your requests to its own evil desires. Summoners start with **two bound demons**.

Wizardry

Being able to directly harness the energies of magic makes a Wizard particularly powerful...but it comes with great risks. Unlike Sorcery, channelling pure magic is limited only by the Wizard's own ability to endure the power being gathered into his body.

Wizards have a **Power** score equal to their base **Stamina +WIS**. For example, a 1st Level Wizard with +2 WIS would start with 3 Power. When you direct magical energies into a coherent effect, you will spend Power to create the effect.

As a default, your magic will be **slow** (manifests the turn after it is cast), affects a **single target** within line of sight, and lasts for **one minute**. By adjusting these limitations, you can increase or decrease your available Power.

+1 Power	-1 Power
Affects only yourself or a touched target	Affects everyone adjacent to the target or everyone within the area
Effects are instantaneous or only last a few moments	Target can be anywhere, as long as you have a sample of their blood
Sacrifice 5 Health of blood or ingest two vials of quicksilver	Lasts for one hour
Inhale a pinch of warpstone powder	Lasts as long as you concentrate
Requires an hour-long ritual	Lasts as long as you sacrifice 5 Health of blood every hour
Requires a fetish made from the target's hair	Manifests immediately

Each **point of Power** you end up spending can create **one** of the following effects:

- Control mindless undead equal to your INT
- Control the actions of the target
- Create an environmental condition
- Dispel an environmental condition
- Grant +1 bonus to any action
- Grant +2 bonus to one Attribute
- Grant a supernatural ability
- Inflict -1 penalty to any action
- Inflict -2 penalty to one Attribute
- Inflict 2d6 magical damage (3d6 if vulnerable)
- Instantly heal, +2 Recovery dice
- Know the answers to three questions
- Raise mindless undead equal to your Stamina

You don't want to spend all of your Power on effects, however, since it also determines how many dice you get to roll+INT when casting! If you are fortunate enough to roll more than 2d6, keep only the two highest results.

The success of wizardly magic is also different from normal, because of the terrible energies the caster is toying with:

A **Failure** means the magic will still work, but under the complete control of the GM, who will describe the disaster that follows. You will also have been **exposed to the Warp**.

A **Problem** means the magic will work as desired, but with some unforeseen consequence or side-effect, as well as **exposure to the Warp**.

If you **Succeed**, your magic will work as desired.

A **Critical** means your magic will work as desired, but because of the excess of energy, it will have **unforeseen effects** as determined by the GM. This could be bad or good, depending on the whims of the **Die of Fate**.

Exposure to the Warp

The Warp is the manifestation of pure, unbridled Chaos. The more one plays with forces beyond their imagining, the more vulnerable they become to being corrupted by the demonic energies flowing through their bodies.

The most common ways of being exposed to the Warp are:

- Ingesting or inhaling Warpstone
- Having Warpstone in your possession for at least a week
- Being cut with Warpstone or Warpstone-laced weapons
- Being exposed to uncontrolled or demonic magics
- Continued use of Wizardry

When you have been **exposed to the Warp**, roll+CON:

A **Failure** means your body contorts in the energies of Chaos, and suffers a **Warp Mutation**.

A **Problem** means you are permanently scarred with the **Taint of the Warp**. Hopefully none of your allies will notice...

If you **Succeed**, you are merely **Touched by the Warp**. The effects should abate eventually...

A **Critical** means you resist the Warp, and remain free from the clutches of Chaos for the time being...

Warp Mutations (roll 2d6)

- 2: Your body is wracked with boils and disease, -1 CON
- 3: Your bones and muscles ache with every move, -1 STR
- 4: You become bloated and heavy, tripling your weight, -1 DEX
- 5: Your legs become those of a beast
- 6: Massive horns sprout from your forehead
- 7: Your teeth become razor sharp, and tusks burst from your jaw
- 8: Your arms grow long and rubbery, dotted with hideous warts
- 9: A long, reptilian tail sprouts from your hindquarters
- 10: Your voice cracks glass and spoils milk, -1 CHA
- 11: Your eyes grow cloudy, and your mind enfeebled, -1 WIS
- 12: Your mind snaps, and you suffer delusions, -1 INT

Taint of the Warp (roll 2d6)

- 2: Your tongue becomes forked like a serpent
- 3: Your eyes glow bright and red
- 4: Eyeballs sprout upon one of your limbs
- 5: All of your hair falls out permanently
- 6: Your fingers twist and elongate, like terrible claws, 1D6 damage
- 7: All flowering plants and herbs wilt in your presence
- 8: Lower animals will never approach you, willing or not
- 9: Your body exudes the smell of rotting fish
- 10: Your body shrinks or grows significantly
- 11: The color of your skin becomes dark, like the deep ocean
- 12: Clothes you wear start to smoulder and burn after a few hours

Touched by the Warp (roll 2d6)

- 2: All food and drink in the area spoils
- 3: Your nose bleeds profusely, lose 1 Health
- 4: Your breath becomes cold and foul
- 5: Your hair becomes singed and smells of smoke
- 6: Your eyes turn white, and your voice sounds like the wind
- 7: All lower animals in the area become panicked
- 8: The skin on your body exfoliates, leaving you feeling raw and sore
- 9: You cannot use magic for several minutes
- 10: You forget your name and where you are for a few moments
- 11: You involuntarily urinate
- 12: Your nails and hair suddenly grow to twice their original length

The streets of Marienburg

NAME		CAREER		RACE/NATION	
Attributes		Skills		Abilities	
STR	INT				
DEX	WIS				
CON	CHA				
ARMAMENTS		TRAPPINGS			
Armor & Speed		Stamina	Health	Power	Exposure to the Warp
NONE SPRINT					
LEATHERS RUN	NOTES & SPELLS				
MAIL MARCH					
PLATE WALK					
SHIELD					
TOTAL ARMOR					
Coin	Level		XP		