

Dungeoneers

Dungeoneers is a tabletop fantasy role-playing game adapted by Zachary Taylor from a bedrock of Old School Renaissance creativity and trailblazers.

Attribution

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I stand on the shoulders of giants.

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Rules Summary

Characters

- Abilities, 3d6
 - Brawn
 - Finesse
 - Intellect
- Hit Protection (HP)
 - 1d6
 - HP quickly restored
- Classless, role determined by Abilities and equipment carried
- No levels or XP, in-world improvement through adventuring

Actions

- Player directed through narrative and description
- Ability Save, if risky or opposed

Saves

- Roll d20 less than Ability score
- No modifiers: Advantage/Disadvantage
- Roll of 1 always succeeds, 20 always fails
- Characters' fictional positioning determines impact of outcomes

Combat

- Attacks always hit, roll damage
 - Damage by weapon
 - Armour reduces damage
- Zones: hand, close, near, far, distant
- Heroic Deeds: ad-hoc combat manoeuvres instead of damage
- Sundered shield: blocks damage

Damage

- Damage to HP
 - After HP zero, damage to Brawn
 - HP reduced to exactly 0, roll Scar
 - Brawn damage, Save to avoid Critical Injury
- Brawn reduced to zero, character dies

Equipment

- 12 inventory slots
- Most items one slot, bulky items 2

Magic

- Spells are items carried in inventory
- Casting adds Fatigue to inventory
- Miscasting adds Corruption

Design Principles

The game design assumes the following principles.

Neutrality

The GM's role is to portray the rules, situations, NPCs, and narrative while acting as a neutral arbiter.

Classless

A single class does not limit a character's role or skills. Instead, the equipment they carry and their experiences define their speciality.

Death

Characters may be powerful, but they are also vulnerable to harm in many forms. Death is always around the corner, but it is never random or without warning.

Fiction First

Dice do not always reflect an obstacle's difficulty or its outcome. Instead, the GM arbitrates success and failure in dialogue with the players, based on in-world elements.

Growth

Characters are changed through in-world advancement, gaining new skills and abilities by surviving dangerous events and overcoming obstacles.

Player Choice

Players should always understand the reasons behind the choices they've made, and the GM provides information about potential risks freely and frequently.

Principles

The GM and the players agree to general principles that foster a specific play experience defined by critical thinking, exploration, and an emergent narrative.

Shared Objectives

Players trust one another to engage with the shared setting, character goals, and party challenges. Therefore, the party is typically working together towards a common goal as a team.

Principles for Game Masters

GMs abide by these general principles.

Information

- Provide helpful information about the game world as the characters explore it.
- Players do not need to roll dice to learn about their circumstances.
- Be helpful and direct with your answers to their questions.
- Respond honestly, describe consistently, and always let them know they can keep asking questions.

Difficulty

- Default to context and realism rather than numbers and mechanics.
- If something the players want to do is sincerely impossible, no dice roll will allow them to do it.
- Is what the player describes and how they leverage the situation sensible? Let it happen.
- Ability Saves cover many uncertain situations and are often all that is necessary for risky actions.

Preparation

- The game world is organic, malleable, and random. It intuitively makes sharp turns.
- Use random tables and generators to develop situations, not static stories or plots.
- NPCs remember what the PCs say and do and how they affect the world.
- NPCs don't want to die. Infuse their self-interest and will to live into every personality.

Narrative Focus

- Emergent experience of play is what matters, not math or character abilities. Give the players weapon trainers and personal quests to facilitate improvement and specialization.
- Pay attention to the needs and wants of the players, then put realistic opportunities in their path.
- A dagger to your throat will kill you, regardless of your expensive armour and special training.

Danger

- The game world produces a real risk of pain and death for the player characters.
- Telegraph danger to players when it is present. The more dangerous, the more apparent.
- Put traps in plain sight and let the players take time to figure out a solution.
- Give players opportunities to solve problems and interact with the world.

Choice

- Give players a solid choice to force outcomes when the narrative lulls.
- Use binary "so, A or B?" responses when their intentions are vague.
- Work together with this conversational progress to keep the game moving.
- Ensure that the player character's actions leave their mark on the game world.

Principles for Players

Players abide by these general principles.

Agency

- Ability scores and related saves do not define your character. They are tools.
- Don't only ask what your character would do; ask what you would do, too.

- Be creative with your intuition, items, and connections.

Teamwork

- Seek consensus from the other players before barreling forward.
- Stay on the same page about goals and limits, respecting each other and accomplishing more as a group than alone.

Exploration

- Asking questions and listening to detail is more valuable than any stats, items, or skills you have.
- Take the GM's description without suspicion, but never hesitate to clarify or seek more information.
- There is no single correct way forward.

Talking

- Treat NPCs as if they were real people, and rely on your curiosity to safely gain information and solve problems.
- You'll find that most people are interesting and will want to talk things through before getting violent.

Caution

- Fighting is a choice and rarely a wise one; consider whether violence is the best way to achieve your goals.
- Try to stack the odds in your favour and retreat when things seem unfavourable.

Planning

- Think of ways to avoid your obstacles through reconnaissance, subtlety, and fact-finding.
- Do some research and ask around about your objectives.

Ambition

- Set goals and use your resources to take steps forward.
- Expect nothing. Earn your reputation.
- Keep things moving forward and play to see what happens.

Making Your Character

To create your character, download a [character sheet](#) and follow these steps, or [randomly generate](#) a character.

1: Name and Traits

Choose your character's name and appearance or roll on the [Names](#) and [Traits](#) tables.

2: Abilities

Your character has three Abilities scores that measure their general capabilities.

- **Brawn:** fortitude, strength, vigour
- **Finesse:** agility, charm, speed
- **Intellect:** intelligence, perception, willpower

For each Ability, in order, roll **3d6**. If you like, you can then swap any two Ability scores.

3: Hit Protection

Hit Protection (HP) measures your character's capability to avoid severe damage.

- HP is quickly replenished.
- Damage first reduces your HP.
- After your HP is zero, damage reduces your Brawn.
- Damage to Brawn represents a more severe injury.

Roll **1d6** for your character's HP.

4: Corruption

Players dabbling in sorcery slide down a slippery slope. Magic is volatile and warps its practitioners. Some players may want to avoid these corruptions, while others seek it actively.

Your player starts with **zero** corruption.

5: Classless

Many games have fixed character classes or roles you must choose to determine your character's capabilities. However, you are all dungeoneers, explorers, and ne'er-do-wells seeking adventure and glory in this game. Your character can strap on plate armour and swing a battleaxe as readily as they can cast a spell, pick a lock, sneak in the shadows, or traverse a wilderness. The equipment they carry, Ability scores, and imagination determine your character's capabilities.

If you'd like to be a warrior, put your highest Ability score in Brawn and arm yourself with the best weapons and armour that you can acquire. If you prefer a stealthy rogue, make sure you have lock picks and high Finesse. Spell grimoires and a high Intellect will help you along the path of sorcerous arts. Or perhaps a little of all three?

Alternately, if you would prefer to play a specific character archetype, see the optional [Archetypes](#) table.

6: Background

Either choose or roll your character's occupation before becoming an adventurer on the [Backgrounds](#) table.

Your character's background does not have any particular game effect. The background might suggest something your character knows or a possible contact.

7: Starting Equipment

Characters have a total of **twelve** inventory slots. Most items take up one slot, and small items can sometimes be bundled together into a single slot. **Bulky** items take up two slots and are typically two-handed, heavy, or awkward to carry.

A character with a full inventory (filling all slots) has their HP reduced to **zero** while encumbered. You cannot carry more items than your inventory allows and must drop excess items.

All PCs begin with:

- Rations (3 days)
- Waterskin (3 days)
- 2d6 x10 coins

Roll on the [Starting Equipment](#) tables to determine what additional equipment, armour, and weapon your character owns.

See [Equipment](#) for details on the items such as armour value, damage die, and inventory slot attributes.

Names

Choose a name or roll d68 (d6 for the tens digit and d8 for the ones digit).

Roll	Name	Roll	Name
11	Aerg	41	Kutz
12	Agn	42	Kvetin
13	Arvant	43	Lygan
14	Belsum	44	Margar
15	Belum	45	Merkari
16	Brint	46	Nagl
17	Börda	47	Niduk
18	Daeru	48	Nifehl
21	Eldar	51	Prügl
22	Felban	52	Qillnach
23	Gotven	53	Risten
24	Graft	54	Svind
25	Grin	55	Theras
26	Grittr	56	Therg
27	Haerü	57	Torvul
28	Hargha	58	Törn
31	Harmug	61	Urm
32	Jotna	62	Urvarg
33	Karg	63	Vagal
34	Karva	64	Vatan
35	Katla	65	Von
36	Keftar	66	Vrakh
37	Klort	67	Vresi
38	Kratar	68	Wemut

Surname

Surnames are optional and never based on a hereditary family lineage but rather the given name of a parent.

For your character's surname, roll to determine your parent's name. Then, for a female character, append "-sdottír" to your parent's name, or, for a male character, append "-sson". Alternately, use "daughter of" or "son of".

For example, Svind's parent is Haerü, hence Svind Haerüsson or Svind, son of Haerü.

Traits

Roll d10 on the following tables for your character's appearance and traits.

Physique

Roll	Trait	Roll	Trait
1	Athletic	6	Scrawny
2	Brawny	7	Short
3	Flabby	8	Statuesque
4	Lanky	9	Stout
5	Rugged	10	Towering

Skin

Roll	Trait	Roll	Trait
1	Birthmark	6	Rosy
2	Dark	7	Soft
3	Oily	8	Tanned
4	Pale	9	Tattooed
5	Pockmarked	10	Weathered

Hair

Roll	Trait	Roll	Trait
1	Bald	6	Long
2	Braided	7	Luxurious
3	Curly	8	Oily
4	Filthy	9	Wavy
5	Frizzy	10	Wispy

Face

Roll	Trait	Roll	Trait
1	Bony	6	Round
2	Broken	7	Sharp
3	Chiselled	8	Soft
4	Elongated	9	Square
5	Rat-like	10	Sunken

Speech

Roll	Trait	Roll	Trait
1	Blunt	6	Gravelly
2	Booming	7	Precise
3	Cryptic	8	Squeaky
4	Droning	9	Stuttering
5	Formal	10	Whispery

Clothing

Roll	Trait	Roll	Trait
1	Antique	6	Frayed
2	Bloody	7	Frumpy
3	Elegant	8	Livery
4	Filthy	9	Rancid
5	Foreign	10	Soiled

Virtue

Roll	Trait	Roll	Trait
1	Ambitious	6	Honourable
2	Cautious	7	Humble
3	Courageous	8	Merciful
4	Disciplined	9	Serene
5	Gregarious	10	Tolerant

Vice

Roll	Trait	Roll	Trait
1	Aggressive	6	Lazy
2	Bitter	7	Nervous
3	Craven	8	Rude
4	Deceitful	9	Vain
5	Greedy	10	Vengeful

Reputation

Roll	Trait	Roll	Trait
1	Ambitious	6	Loafer
2	Boor	7	Oddball
3	Dangerous	8	Repulsive
4	Entertainer	9	Respected
5	Honest	10	Wise

Misfortunes

Roll	Trait	Roll	Trait
1	Abandoned	6	Defrauded
2	Addicted	7	Demoted
3	Blackmailed	8	Discredited
4	Condemned	9	Disowned
5	Cursed	10	Exiled

Backgrounds

Choose a former occupation for your character or roll d66 (d6 for the tens digit and d6 for the ones digit).

Roll	Occupation	Roll	Occupation	Roll	Occupation
11	Alchemist	31	Fence	51	Peddler
12	Beggar-prince	32	Fortuneteller	52	Pit-fighter
13	Blackmailer	33	Galley slave	53	Poisoner
14	Bounty-hunter	34	Gambler	54	Rat-catcher
15	Chimney sweep	35	Gravedigger	55	Scrivener
16	Coin-clipper	36	Headsman	56	Sellsword
21	Contortionist	41	Hedge knight	61	Slave
22	Counterfeiter	42	Highwayman	62	Smuggler
23	Cultist	43	Housebreaker	63	Street performer
24	Cutpurse	44	Kidnapper	64	Tattooist
25	Debt-collector	45	Mad prophet	65	Urchin
26	Deserter	46	Mountebank	66	Usurer

Starting Equipment

Roll on the following tables for your additional starting equipment, armour, and weapon.

Refer to [Equipment](#) for details on each item.

Adventuring Gear

Roll d20 twice and refer to the following table for your starting equipment.

1st d20	Equipment	2nd d20	Equipment
1	Beartrap	1	Bandages
2	Black poison	2	Bag of caltrops
3	Blanket	3	Candles
4	Chalk	4	Chain, 10 feet
5	Crowbar	5	An angry goose that obeys only you
6	Grimoire (random spell)	6	Grimoire (random spell)
7	Wooden holy symbol	7	Hammer
8	Lantern with oil	8	Healing elixir
9	Lockpicks	9	Lantern and oil
10	Manacle	10	Meat cleaver
11	Medicine chest	11	Small silver mirror
12	Flask of oil	12	10-foot pole
13	Pipeleaf	13	Red poison
14	Quill, ink, and parchment	14	Scissors
15	Rope, 30 feet	15	Scroll (random spell)
16	Salt	16	A small, vicious dog that obeys only you
17	Scroll (random spell)	17	Spike, iron
18	Sharp needle	18	Wooden stake
19	Tinderbox	19	Two tame rats that obey only you
20	Torch	20	Tent

Armour

Roll d20 to determine whether you have armour.

d20	Armour
1–6	None
7–15	Gambeson
16–19	Cuirass armour
20	Brigadine armour

Helmet and Shield

Roll d20 to determine whether you have a helmet or shield.

d20	Armour
1–6	None
7–15	Helmet
16–19	Shield
20	Helmet and shield

Weapon

Roll d20 to determine your starting weapon.

d20	Weapon
1–2	Longsword
3–6	Shortsword
7–14	Dagger
15–18	Spear
19–20	Shortbow

Archetypes

If you'd like to play a specific type of character archetype, choose from the following table or roll d46 (d4 for the tens digit and d6 for the ones digit).

Roll	Archetype	Equipment
11	Acrobat	Balanced Pole (d6, bulky) Chakram (d6) Exotic Clothing Two 10' Ribbons Small Bell Tea Set
12	Assassin	Blowgun (d6) Garrote Poison Ring Disguise Kit Antitoxin Padded Boots
13	Barbarian	Greatsword Hand axe Hide Coat (1 Armour) Jawbone Cap (+1 Armour, bulky) Haruspex Totem Torch
14	Bard	Rapier (d6) Dandy Clothing Caltrops Book of Lore Bagpipes(bulky) Incense
15	Beast Master	Spear Handaxe Furs (1 Armour, bulky)) Whistle Animal Charm Wolf 3 HP, Bite (d6)
16	Changeling	Two Daggers Inconspicuous Clothes Overlarge Cloak Mirror Smoke bombs Perfume

21	Chaos Knight	Polearm Platemail Unholy Symbol (<i>Hatred</i> when bathed in blood) Bear Trap Wailing Horn Saw
22	Cleric	Mace Chainmail Gauntlets (+1 Armour) Holy Symbol (<i>Ward</i> , once per day following prayer) Book of Rites Cloak of the Order
23	Dowser	Sickle (as shortsword) Patchwork Doublet (1 Armour, bulky) Dowsing Rod Eyestone (<i>Sense</i> if placed in freshwater) Worn Map Spyglass
24	Druid	Staff Jute Clothing Witchwood Seal (<i>Beast Form</i> when in clear view of the sun or moon) Face Paint Herbal Poultice Owl 1 HP, Talons (d4)
25	Fighter	Polearm Shortsword Bow Gambeson Tobacco Pouch & Pipe Dice Set
26	Friar	Mace Brown robes Censer & Holy Water Jug of Honey Wine Folk Songbook Cart
31	Hunter	Bow Handaxe Gambeson Bear Trap Thundering Horn Bloodhound 2 HP, 12 DEX, Bite (d6)
32	Illusionist	Ornate Cane (as staff) Impressive Robes Fire Oil

Mirror
Grimoire (either *Mirrorwalk* or *Objectify*)
Grimoire (either *Auditory Illusion* or *Visual Illusion*)

33	Knight	Longsword (d8) Chainmail Shield Heraldic Cape Letter of Marque Riding Horse +2 Slots, 4 HP, Kick (d6)
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34	Ledgermain (Arcane Bard)	Shortsword (d6) Buckler Urban Finery Lute Quill, Ink, & Parchment Grimoire (either <i>Read Mind</i> or <i>Hypnotize</i>)
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35	Wizard	Fizzled Staff Dagger Grimoire (random spell) Grimoire (random spell) Ragged Clothing (hidden pockets) Leycap (consume to remove one Fatigue, WIL save vs addiction)
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36	Minstrel	Sling Poignard Hurdy-Gurdy Set of Juggling Balls Colourful Cape Soap
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41	Paladin	Holy Water Sprinkler (d8) Longsword (d8) Chainmail Bag of Salt 10' Chain Perfume
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42	Ranger	Bow Machete Oilskin Bag Tent Fishing Rod Weighted Net
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43	Scribe	Yew Wand (<i>Pacify</i> when smacked on knuckles) Quill, Ink, & Parchment Hourglass Lens Grimoire (either <i>Befuddle</i> or <i>Identify Owner</i>)
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44 Spelunker

Helmet
50' rope
Iron spike
Spiked Hammer
Lantern
Flask of lamp oil

45 Thief

Two Daggers (d6
Hooded Jerkin
Lockpicks
Caltrops
Grappling Hook
Metal File

46 Warden

Silvered Knife
Long Staff
Heavy Hooded Cloak
Talisman (*Wizard Mark* when touching your quarry's prints)
Wolfsbane
Throwing Bolas

Playing the Game

The core of this game is a conversation between players and GM. The GM describes the players' current situation. The players then ask questions and tell what their characters do. The GM explains the results of the players' actions; the players react and describe more activities, and so on.

Suppose the outcome of your character's actions is not immediately apparent, or the activity is risky. In that case, the GM may ask that you roll dice to determine the results.

The GM will answer your questions and will always respect your freedom of choice. The GM will certainly provide challenges, obstacles, and situations to solve and overcome. Still, the game is not a story narrated by the GM. Instead, it's an interactive fiction built upon your and your fellow players' decisions.

Actions and Ability Saves

Actions are anything your character does when interacting with the world, whether it's haggling with an innkeeper, avoiding a trap, crossing swords with a villain, or invoking the powers of an elder god.

Your description of what your character is doing determines the outcome of their Actions. Your character's Actions always succeed as you describe unless there's potential for risk or consequence to the narrative.

Ability Saves

When your character's Action is risky or could change the narrative, your GM may call for an **Ability Save**. Your GM tells you what Ability is relevant, and you then roll **d20**. If the result is **less than** your character's Ability score, the Action **succeeds**. Otherwise, it **fails**.

Regardless of Ability scores, a roll of 1 always succeeds, while a 20 always fails.

Advantage and Disadvantage

Suppose careful preparation reduces the risk of an Action or other situational factors. In that case, your GM may grant an **Advantage** on your Ability Save. If so, you roll an extra d20 and take the **lowest** single result of the two dice.

If an Action has multiple advantages, it may no longer be considered risky and therefore might not require an Ability Save.

Conversely, suppose the Action is made riskier by great haste, lack of appropriate gear, or other factors. In that case, your GM may require a **Disadvantage** on your Ability Save. If so, you roll an extra d20 and take the **highest** single result of the two dice.

Ability Saves with both Advantages and Disadvantages are rolled as usual with one d20.

Impact and Fictional Positioning

With Advantage, your dice roll certainly has an increased chance of success. Still, the *outcome* of your successful action might also be improved. An advantageous success has more impact on the narrative than a success for the same action made without any advantageous preparation. Similarly, a failure on an advantageous action could be mitigated with lessened consequences.

Conversely, with Disadvantage, your dice roll is, of course, less likely to succeed. Still, even with a successful dice roll, the outcome would have less than ideal results. A failed roll might result in even harsher consequences.

When you take any risky action, the GM determines various degrees of impact on potential outcomes before rolling the dice. Advantageous preparation will improve the effectiveness of your actions on the narrative. Disadvantageous preparation will reduce their effectiveness. Without either advantage or disadvantage, the outcome will be somewhere in the middle.

For example, your party needs to cross a bridge (the only one for miles) that's controlled by a bellicose warlord. You are granted an audience and make your petition. The GM rules a Finesse Save dictates the warlord's decision. If you succeed, you cross, but pay a small tax, like everyone else. On a failure, the bridge is closed, head upstream ten miles to another crossing.

Now, let's assume that you first asked around and learned this warlord is amenable to bribery, so you present him with a fine gift. The GM rules that your Finesse Save has an Advantage, so it's certainly more likely to succeed. However, more than just improving your chances, the GM determines that your advantageous preparation also means the warlord will waive his usual bridge tax. A failure isn't absolute either with the advantageous gift. There's no need to go 10 miles upstream to another crossing. The warlord just needs you to provide him with a small favour before you can cross.

Now consider the disadvantageous situation. It turns out that you are from an enemy nation of this warlord, so the GM rules your petition to cross the bridge has a Disadvantage. Your chances of success are less, but you'll try your luck with no further preparation. With the decreased impact, however, the GM determines that the warlord will let you cross but gouges you with three times his usual tax on a successful roll. On a failed roll, he'll try and arrest you.

Actions have a mechanical component of rolling dice to determine success. Still, the outcomes can be made better or worse by your fictional positioning in the narrative.

Opposed Actions

If opponents are attempting the same Action, the Action is **Opposed**. For example, your character is holding a door closed while an enemy is forcing it open. To determine an outcome, **both opponents** make Ability Saves, and the **lowest** roll succeeds.

Aiding and Interfering

Player characters can come to the **Aid** of their companions to help make an Action succeed. Everyone involved makes separate Abilities Saves, and the best result decides the outcome. All characters aiding with the Action potentially share any adverse consequences of a failed Save.

Conversely, player characters can **Interfere** with another player character's actions and prevent them from succeeding. Everyone involved makes an Ability Save, and the worst roll decides the outcome.

Time and Distance

Time and distance are abstracted and flexible, depending on the current narrative.

Time

The game measures time in three durations: Round, Turn, and Watch.

- **Round** is the time scale for combat. Each Round is less than a minute.
- **Turn** is the time scale for exploration. Each Turn is around 10 minutes, enough time to explore a room and perform an Action or two.
- **Watch** is the time scale used when travelling. Each Watch is 36 Turns or about 6 hours.

Distance

The game measures distance with five zones or ranges: Hand, Close, Near, Far, and Distant. Your character can move between adjacent zones in one Round.

- **Hand** means the opponents are in physical contact, grappling.
- **Close** means that the opponents are within striking distance of hand-held melee weapons.
- **Near** means that the opponents are out of striking distance for hand-held melee weapons but within range of weapons with a long *reach* quality, such as polearms, thrown weapons, ranged weapons, and spells.

- **Far** means the opponents are even further apart, out of range for melee and thrown weapons, but within range of ranged weapons and spells.
- **Distant** means the opponents are within sight but entirely out of reach of any weapon or spell.

Combat

In each Round of combat, your character can move and take one Action or forgo taking an Action and move twice.

At the beginning of each round, you declare what your character is doing before dice are rolled.

The GM will indicate the likely actions that your opponents will take.

Initiative

All players first **declare their actions** for the round and then determine who goes first as follows:

- If your opponent is surprised, your character acts before them.
- If an opponent is not surprised, make a Finesse Save to go before them.

Declare your actions and roll a Finesse Save at the beginning of each new Round to see who goes first. The lowest roll goes first, and then in order of increasing results. Characters who failed the Finesse Save go after their opponents. Continue doing so until the encounter is over. The subsequent roll may result in one side taking two consecutive actions.

Attacks

Attacks *always* hit. The attacker rolls their weapon's damage die and deals that much damage to their opponent's HP.

In situations that make an attack either more or less deadly, the GM may decide that your character's damage is **Enhanced** or **Impaired**.

- If an attack is Enhanced, such as attacking an unaware target, roll your damage die and an extra **d12**. Take the single highest result.
- If the attack is Impaired, such as firing through cover, roll your damage die and an extra **d4**. Take the single lowest result.

Armour

Before dealing damage to HP, subtract the target's **Armor** rating from the result of your damage roll. Some weapons and types of attacks with the *piercing* quality reduce a target's armour rating for determining damage. Some attacks, such as falling or burning, ignore armour entirely.

Sundered Shields

If your character has a shield equipped, you could choose to ignore all damage in an attack by sundering their shield. A sundered shield is destroyed.

Multiple Attacks

If multiple allies in the same zone attack the same opponent, roll each damage separately, but deal the single highest result.

Dual Weapons

If your character wields two weapons, roll damage for each, but deal the single highest result.

Blast

Attacks with a **blast** quality affect all targets in a zone, rolling damage separately for each. Blast refers to anything from explosions to massive cleaving onslaughts to the impact of siege engine projectiles. If unsure how many targets can be affected in the zone, roll the related damage die for the number.

Heroic Deeds

Heroic Deeds are ad-hoc manoeuvres your character might attempt during combat. Examples include:

- Disarming an opponent
- Swinging from a chandelier to knock a target over
- Leaping onto the back of a giant

- Shouting a ferocious battle cry to unnerve the enemy

Any deed you can describe within the fiction of the narrative is possible, per GM ruling.

Resolving Deeds

You declare your character's deed and do not roll damage. Instead, make an Ability Save that determines whether your character accomplishes the heroic deed.

Deeds are crucial to surviving battle. Standing toe-to-toe with an enemy and trading blows might work, but you'll be taking a considerable risk. Remember that all attacks hit, and you always roll damage—this applies to your opponent's attacks as well. Coordinate your party's actions and deeds. Fight dirty. Don't give an opponent a chance to defeat you. With a crafty deed, the fight might be over before it starts.

Critical Deed Saves

If you roll a one or a twenty on your Ability Save for completing a deed, see the following outcomes.

- On a one, the deed succeeds spectacularly without any chance for your opponent to avoid it, and you also roll weapon damage, if applicable.
- On a twenty, the deed fails miserably, and the intended result happens to your character instead. You might be able to make an Ability Save to avoid the deed's effect.

Retreat

Running away from a dire situation requires a Finesse Save, as well as a safe destination to run to.

Warband

Large groups of similar combatants fighting together are treated as a single unit.

- When a Warband takes a Critical Injury, it is routed. When it reaches zero Brawn, it is destroyed.
- Attacks against Warbands by individuals are **impaired** unless they deal blast damage.
- Attacks against individuals by Warbands are **enhanced** and always deal **blast** damage.

Damage, Death, and Debilities

Damage first reduces your character's HP. After HP is zero, the excess damage then reduces your Brawn Ability.

Losing HP represents general wear and tear that's quickly restored and not life-threatening. Damage to Brawn means more grievous harm.

As long as HP is zero, damage is taken to Brawn.

Ability Loss

After taking damage to Brawn, roll a Brawn Save. If your Save fails, the damage is a **Critical Injury**. Your character adds a **Fatigue** debility to their inventory and is unconscious and out of the fight until revived.

Some creatures, poisons, diseases, or spells can potentially damage your character's other Abilities.

Damage to any Ability score is potentially grave.

- If **Brawn** is reduced to zero, your character dies. It's time to roll a new character.
- If **Finesse** is reduced to zero, your character can no longer make use of their limbs.
- If **Intellect** is reduced to zero, your character is stricken with madness. The GM might determine their actions until the character's Intellect is restored.

Scars

When damage to your character reduces their HP to *exactly* zero, they are sometimes changed irrevocably. See the [Scars](#) table for details.

Deprivation and Fatigue

A character **deprived** of a crucial need (such as food or rest) cannot heal HP or Ability scores. Anyone deprived for more than a day adds **Fatigue** to their inventory, one for each day. Each Fatigue occupies one slot and lasts until they can recuperate (such as a whole night's rest in a safe spot).

Characters can also gain Fatigue by:

- casting spells,
- suffering critical injuries,
- or through events in the narrative.

Healing

Resting for a few moments after an encounter restores all lost HP. Ability loss and other serious ailments are more difficult to heal. You can generally recover lost Ability points with a week or two of rest under a healer's care or other sources of appropriate expertise. Some of these services are free, while magical or more expedient means of recovery may come at a cost.

Scars

When damage reduces your character's HP to *exactly* zero, they are sometimes changed irrevocably.

Based on the damage suffered in the attack, see the following table for the resulting Scar.

Damage	Scar
1	Lasting Scar: Roll d6 1: Ear, 2: Eye, 3: Chest, 4: Hands, 5: Legs, 6: Neck. Roll d6. If the result is higher than your maximum HP, take the new result.
2	Rattling Blow: You're disoriented and shaken. Take one round to refocus. Roll d6. If the result is higher than your maximum HP, take the new result.
3	Walloped: You're sent flying and land flat on your face, winded. Add one Fatigue to your inventory. Then, roll d6 and add the result to your maximum HP.
4	Broken Limb: Roll d6 1-2: Arm, 3-4: Leg, 5: Rib, 6: Skull. Once fully healed, roll 2d6. If the total is higher than your maximum HP, take the new result.
5	Diseased: You're afflicted with a repulsive, uncomfortable infection. When you recover, roll 2d6. If the total is higher than your maximum HP, take the new result.
6	Reorienting Head Wound: Roll d6 1-2: Brawn, 3-4: Finesse, 5-6: Intellect. Roll 3d6. If the result is higher than your current Ability score, take the new result.
7	Hamstrung: You can barely move until you heal and rest.
8	Deafened: You cannot hear anything until you heal and rest.
9	Warped: An unknown part of your psyche is knocked loose. Increase your Corruption level by one. Roll d6 Make an Ability Save for: 1-2: Brawn, 3-4: Finesse, or 5-6: Intellect. If you succeed, roll 3d6. If the result is higher than your current Ability score, take the new result. Otherwise, roll a Corruption .
10	Sundered: Roll 1d6 1: Arm, 2: Leg, 3-4 Hand, 5-6 foot. The appendage is torn off, crippled, or useless. Make an Intellect save. If you succeed, increase your maximum Intellect by 1d4 (to a maximum of 18).
11	Mortal Wound: You are knocked unconscious and out of the action. Add a Fatigue to your inventory. You'll die soon unless revived. Upon recovery, roll 2d6. Take the new result as your maximum HP.
12	Doomed: Somehow, you survived the blow. If your next Brawn Save to avoid Critical Injury is a failure, you die instantly and horribly. If you pass, roll 3d6. If the total is higher than your maximum HP, take the new result.
13+	Outsider You should have have died, but someone or <i>something</i> intervened. Roll d6 1-2: gain a Demon Aspect , 3-4: gain a Serpent Aspect , 5-6: gain an Old Ones Aspect .

Equipment

All equipment that your character carries must be listed in an inventory slot. Each character has **twelve** inventory slots.

Most items require one slot. Bulky items require two. Small items may sometimes be stacked together in a single slot.

Prices in the following equipment lists are in silver coins. Barter is typically the means of exchange in small, remote settlements. Coinage is used in larger towns. The gold coin is known but exceedingly rare—fit for kings and dragons.

The first 200 coins carried do not take up an inventory slot. Each **additional 200 coins** requires one inventory slot. For example, if you are carrying 1000 coins, you'll need four inventory slots.

Tags describe your equipment's general qualities and functions, such as bulky inventory or number of uses. See the following Tags and Equipment lists for details.

Gear

Equipment Tags

Tags describe and differentiate equipment. Some tags are purely descriptive, while others specify attributes and effects for the character using the equipment.

Tag	Description
<i>Applied</i>	Works when applied to a person or something they eat or drink.
<i>Awkward</i>	Unwieldy and requires sufficient space to use.
<i>Dangerous</i>	It's easy to get in trouble with it. If you interact with it without proper precautions, the GM may freely invoke the consequences of your foolish actions.
<i>Requires</i>	Usable only with a specific minimum Ability.
<i>Slow</i>	Takes a minute or two to use.
<i>Touch</i>	Used by touching it to the target's skin.
<i>Two-handed</i>	It takes two hands to use it effectively.
<i>Worn</i>	To use it, you have to be wearing it.
<i>n Uses</i>	It can only be used <i>n</i> times.

Adventuring Gear

Item	Coin	Tags
Air bladder	5	
Antitoxin	20	2 uses
Beartrap	20	dangerous, slow, bulky
Bandages	5	3 uses, slow (revive critically injured)
Bedroll	10	
Bell, small	20	
Bellows	10	
Blanket	4	
Block and Tackle	30	
Book (blank)	100	
Book (research)	400	5 uses, slow (Advantage on Intellect Save when researching)
Bottle	1	
Bucket	5	
Candle, 4 hours	5	10 uses
Cards, extra ace	5	
Caltrops (bag)	10	bulky
Chain, 10 feet	10	
Chalk	1	10 uses
Chest	20	bulky
Chisel	5	slow
Cookpots	10	
Crowbar	8	
Dice, loaded	5	

Drill	10	slow
Face paint/makeup	10	5 uses
Fishing rod/tackle	10	
Glass marbles (bag)	5	
Glue (bottle)	1	
Grappling hook	10	
Hammer	8	
Holy symbol, silver	60	
Holy symbol, wood	6	
Holy water, vial	25	2 uses
Horn, blowing	10	loud
Hourglass	300	
Incense	10	5 uses
Iron hook, large	8	
Jewels, fake	50	
Ladder, 10 foot	10	bulky
Lantern	30	
Lantern oil, 4 hours	10	2 uses
Lens	100	
Lockpicks	100	slow
Poultices and herbs	10	2 uses (cures disease, sickness)
Manacles	10	
Meat cleaver	10	
Medicine kit	20	5 uses, slow, bulky
Metal file	5	slow
Mirror, small, silver	200	

Musical instrument	200	
Muzzle	6	
Nails, iron	5	10 uses
Net	10	
Oilskin bag	5	waterproof
Padlock and key	20	
Perfume	50	
Pipeleaf	5	6 uses (Advantage on Save to persuasion when shared)
Pole, 10 foot	5	bulky
Pole, 10 foot, collapsible	20	
Quill, Ink, and Parchment	50	5 uses, slow
Rope, 50 feet	10	
Sack	1	
Saw	10	slow
Sponge	5	
Soap	1	
Spike, iron	5	
Spike, wood	1	
Spyglass	1000	
Tar, pot	10	
Tent, 3-person	60	bulky
Tent, 1-person	20	
Tinderbox	10	
Tongs, iron	10	
Torch, 1 hour	3	3 uses
Twine, 300 feet	5	

Scissors	8
Scroll tube	5
Sharp needle	2
Vial, leaded	5
Whistle	5

Animals

Item	Coin
Chicken	1
Cow	100
Dog, hunting	50
Dog, small but vicious	20
Donkey	300
Goat	10
Hawk	1000
Horse, riding	1000
Horse, war	5,000
Ox	300
Pig	30
Sheep	15

Bribes

Type	Coin
A peasant dowry	20
“Protection” for a small business	100
Government bribe	50
Compelling bribe	80
An offer you can’t refuse	500

Buildings

Item	Coin
Hovel	120
Cottage	1200
Craftsman's house	2400
Merchant's house	7200
House with courtyard	21,600
Guildhall	32,600
Stone tower	48,000
Temple	75,000
Stronghold	100,000
Cathedral	500,000
Grand castle	1,000,000
Palace	2,500,000
A month's upkeep	1% of the cost

Clothing

Item	Coin	Tags
Poor	5	
Boots, spiked	10	
Oilskin trousers	10	waterproof
Common	20	
Winter	100	warm
Fine	120	
Noble	1500	
Furs	3000	

Food

Item	Coin	Tags
Animal feed	1	
Bacon, side of	8	
Bread, 1 loaf	1	
Cheese, 1 pound	2	
Cider, 4 gallons	1	
Cod, whole	20	
Eggs, 24	1	
Feast	10 per person	
Flour, 5 pounds	1	
Fruit, 1 pound	1	
Garlic, bunch	1	
Grain, 1 bushel	4	
Herbs, 1 Punch	1	
Lard, 5 pounds	1	
Onions, 1 bushel	8	
Salt, 1 pound	3	
Spices, 1 pound	100	
Sugar, 1 pound	12	
Rations	3	3 uses
Rations, travel	10	5 uses
Waterskin	5	3 uses
Wine/ale, bottle	1	2 uses

Gifts

Type	Coin
Peasant gift	5
Fine gift	50
Noble gift	200
Ring or cameo	80
Finery	120
Fine tapestry	350
Crown	5,000

Hirelings

Item	Coin, per day
Labourer	1
Scribe	2
Archer	3
Mason	4
Man-at-arms, foot	6
Armourer or blacksmith	8
Man-at-arms, mounted	12
Master builder	15
Barber-surgeon	25
Knight	25

Lodgings

Item	Coin
Common room bed, per night	1
Private room, per night	4
Meal	1
Hot bath	2
Stabling and fodder	1

Poisons

All poisons have the *3 uses*, *applied*, and *dangerous* tags.

Item	Coin	Effect
Black	120	Brawn Save or d8 damage.
Bloodweed	180	Brawn Save to avoid Fatigue. Roll damage received twice and use the lower result.
Golden root	240	Intellect Save or treat the next creature seen as an ally until proven otherwise.
Oil of Tagit	90	Brawn Save or fall asleep.
Red	120	Brawn Save or d4 damage and blinded.
Serpent's Tears	120	Brawn Save or roll damage received twice and use the higher result.

Transport

Item	Coin
Carriage	320
Cart, push	50
Raft	50
Fishing boat	500
Sloop	5000
Caravel	25,000
Galleon	125,000
Wagon	120
Passage, safe route	5
Passage, tough route	50
Passage, dangerous route	500

Armour

Armour decreases damage from weapon attacks and many other forms of damage. Your character can strap on whatever armour you see fit to take advantage of its protective qualities.

Armour Tags

Some armour tags are purely descriptive, while others specify attributes and effects for the character using the armour.

Tag	Description
<i>n</i> <i>Armour</i>	Armour rating. Reduce <i>n</i> from damage.
<i>+n</i> <i>Armour</i>	Adds <i>n</i> to your Armour rating.
<i>+n HP</i>	Adds <i>n</i> to your maximum HP.
<i>Bulky</i>	Requires 2 inventory slots.
<i>Clumsy</i>	It's cumbersome or noisy to move around while wearing. Finesse Saves have a Disadvantage.
<i>Cover</i>	Provides cover against ranged attacks for Impaired damage.
<i>Fitted</i>	Tailored to fit the owner perfectly and removes the <i>Clumsy</i> tag. Other wearers would not receive this benefit. Price increases threefold.
<i>Requires</i>	Usable with a specific minimum Ability score.

Armour Types

Type	Coin	Tags
Helmet	40	+1 HP, worn
Shield	40	+1 armour, offhand
Tower Shield	100	+1 armour, cover, offhand, awkward, clumsy, bulky
Gambeson	20	+1 HP, worn
Leather, Cuirass	100	1 armour, worn, bulky
Brigandine, Scale, Ring	400	2 armour, worn, clumsy, bulky
Chainmail	1200	2 armour, worn, bulky
Platemail	4000	3 armour, worn, clumsy, bulky
Plate	8000	4 armour, worn, clumsy, requires 9+ Brawn, bulky

Weapons

The damage your character inflicts on opponents is determined by the weapons they wield. Your character can use any weapon you see fit.

Weapon Tags

Some weapon tags are purely descriptive, while others specify attributes and effects for the character using the weapon.

Tag	Description
General	
<i>Awkward</i>	Unwieldy and requires sufficient space to use.
<i>Blast</i>	Damages all targets in the zone.
<i>Bulky</i>	Requires 2 inventory slots.
<i>Forceful</i>	It can knock an opponent back a pace, maybe even off their feet.
<i>Hand</i>	Can be used while in physical contact, grappling with an opponent.
<i>Hand and a Half</i>	Wielded in either your main hand or with both. If two damage dice are listed, the lower die applies when using one hand, the higher when using both hands.
<i>Ignores Armour</i>	The damage is not reduced by armour.
<i>Main</i>	It is wielded in your main hand.
<i>Messy</i>	It does damage in a particularly destructive way, ripping things apart.
<i>Offhand</i>	Wielded in either your main hand or as a second weapon in your offhand.
<i>n Piercing</i>	Ignores <i>n</i> armour rating. Hardened steel melee weapons add 1 <i>piercing</i> , and the price increases threefold.
<i>Requires</i>	Usable only with a specific minimum Ability score.
<i>Reload</i>	It must be reloaded or reset before attacking again.
<i>Shoddy</i>	It is not well made and has the potential to break in use. Shoddy weapons are generally half the price.
<i>Thrown</i>	You can throw it at nearby targets, up to one zone away.
<i>Two-handed</i>	Wielded with both hands.
Ranged	
<i>Close</i>	It's useful for attacking something at arm's reach, plus a foot or two, in the same zone.
<i>Near</i>	It's useful for attacking if you can see the whites of their eyes, one zone away.
<i>Far</i>	It's useful for attacking something in shouting distance, two zones away.

Melee Weapons

Weapon	Damage	Coin	Tags
Melee			
Unarmed	1d3	-	hand, close, two-handed
Improvised	1d4	-	close, thrown, main
Dagger	1d4	10	hand, close, thrown, main, offhand
Handaxe	1d4	10	hand, close, thrown, main, offhand
Cudgel	1d4 or 1d6	5	close, hand and a half
Staff	1d6	10	close, near, hand and a half, awkward
Shortsword	1d6	30	hand, close, main
Spear	1d6	20	close, thrown, main
Longsword	1d6 or 1d8	80	close, hand and a half, awkward
Battleaxe	1d8	40	close, two-handed, awkward, bulky
Polearm	1d8	40	near, awkward, two-handed, bulky
Greatsword	1d10	120	close, two-handed, awkward, requires 9+ Brawn, bulky

Ranged Weapons

Weapon	Damage	Coin	Tags
Sling	1d4	5	near, main
Shortbow	1d6	40	near, far, two-handed, bulky
Javelin	1d8	20	near, far
Crossbow	1d8	120	near, far, reload, two-handed, 1 piercing, bulky
Longbow	1d10	100	near, far, two-handed, awkward, 1 piercing, requires 9+ Brawn, bulky

Dragon-Powder Gunnes

Dragon-powder gunnes are expensive, exotic, and very loud. Wielded by the rich or the foolhardy, these strange weapons could very well hail from the infernal planes.

All dragon-powder gunnes have the following qualities:

- **Unwieldy:** All have the *dangerous*, *two-handed*, *awkward*, and *bulky* tags, unless otherwise noted.
- **Inaccurate:** Requires either an Intellect or a Finesse Save to hit a target before rolling damage.
- **Perilous:** A Critical Miss on the Save to hit a target results in a misfire. Roll on the [Misfires](#) table for the outcome.
- **Armour-Piercing:** All hand-held gunnes or bombs ignore 4 armour. Gunnes moved by two people or pack animals ignore all armour.
- **Powerful:** Enhanced attacks with gunnes roll an extra d20, impaired d6.
- **Reloading:** Most gunnes require one load of Powder Shot ammunition and can only be fired once before reloading. Preparing another shot takes 1d2 rounds unless otherwise noted and requires two hands. You can't reload a gunne if an enemy is within melee range.
- **Noisy:** Igniting dragon-powder has loud and explosive results. Lesser creatures might flee when hearing the shot. Anything more intelligent will notice and investigate.

Remember. If you can buy dragon-powder gunnes, so can everyone else.

Gunnes

Damage	Name	Coin	Notes
d6	Pepperbox	500	Can be fired up to six times before reloading. Requires six Powder Shots and six rounds to reload.
2d8	Dragon-powder Bomb	200	Thrown. One inventory slot. Destroyed on use. Blast damage.
d8	Pistolet	400	Takes up one inventory slot. It can be fired with either the main hand or in the offhand but requires both hands to reload.
d10	Arquebus	600	
2d6	Dragon Lance	700	Requires two Shots per load. Deals full damage in melee range, or one die blast damage at range. It can function as a polearm weapon after firing.
2d8	Heavy Arquebus	800	Requires two shots per load. Deals full damage in melee range, or one die blast damage at range.
2d10	Basilisk Gun	900	Requires two people to move. Requires 1d2+1 rounds to reload and two Basilisk Shots.
6d8	Ribauldequin (Infernal Machine)	1800	Requires two people to move. Roll blast damage for every target in front of you, then divide damage by the total number of targets or three, whichever's higher (rounded up). Requires nine Basilisk Shots per load and 1d3+4 rounds to reload.
4d10	Cannon	3000	Can only be moved using a pack animal and wagon. Requires two people to operate and takes one round to aim. Deals 1d8 <i>forceful</i> damage to anyone standing directly behind it when it fires. Requires one Cannon Shot and 1d3+1 rounds to reload. Can attack distant targets.

Shot Ammunition

Type	Uses	Coin
Powder Shot	10	200
Basilisk Shot	10	300
Cannon Shot	1	150

Sorcery

The lands contain ancient, evil places filled with strange, corrupting magic and arcane relics.

Spell Grimoires

Grimoires contain a single spell and take up one slot in your inventory. Grimoires cannot be transcribed or created; instead, you recover them from ancient tombs, dungeons, and the forgotten ruins of the land.

To determine the spell contained within a grimoire, roll on the [Spells](#) table.

Grimoires sometimes display unusual properties or limitations, such as producing a foul or unearthly smell when opened, possessing an innate intelligence, or being legible only under moonlight.

Grimoires will attract those who seek sorcerous power, and it is considered dangerous to display them openly.

Casting Spells and Corruption

Any character can cast a spell by holding a grimoire in one hand and reading its contents aloud. They then add one **Fatigue** to their inventory and make an Intellect Save to avoid Corruption.

Failure on the Intellect Save increases your character's current **Corruption** level by one. You then roll d20 on the [Corruptions](#) table, adding your current Corruption level, to determine what, if any, Corruption manifests.

Scrolls

Scrolls are identical to Grimoires, however:

- They can be stacked in a single inventory slot.
- They do not add Fatigue when cast.
- They are destroyed upon use.

An Intellect Save is required to avoid Corruption upon reading a scroll.

Relics

Relics are magical items imbued with sorcerous powers. Using a relic does not add Fatigue. Relics sometimes have a limited number of uses and possibly a recharge condition.

An Intellect Save is required to avoid Corruption upon using a relic.

Spells

To determine a spell, roll 3d for the hundreds digit, d6 for the tens digit, and another d6 for the ones digit.

Roll	Spell	Description
111.	Acid Stomach	Anything you eat dissolves instantly and then can be vomited forth for 1d8 damage.
112.	Adhere	Covers an object in exceedingly sticky slime.
113.	Anchor	A durable wire sprouts from your arms, affixing itself to two points within 50 feet on each side.
114.	Animate Object	An object obeys your commands as best it can.
115.	Anthropomorphize	An animal gains either human intelligence or human appearance.
116.	Arcane Eye	You can see through a floating eyeball that flies around at your command.
121.	Astral Prison	Freezes an object in time and space within an impenetrable crystal shell.
122.	Attract	Two objects are strongly magnetically attracted to each other if they come within 25 feet.
123.	Babble	A creature must loudly and clearly repeat everything you think. It is otherwise mute.
124.	Bait Flower	A plant sprouts from the ground that emanates the smell of your choice.
125.	Beast Form	You and your possessions transform into a mundane animal.
126.	Befuddle	A creature of your choice cannot form new short-term memories.
131.	Bless	You or a target have Enhanced attacks.
132.	Bird Wings	Your arms turn into large bird wings.
133.	Body Swap	You switch bodies with a creature you touch. If one body dies, the other dies as well.
134.	Change Weather	You may alter the type of weather at will, but you do not otherwise direct it.
135.	Charm	A creature you can see treats you as a friend.
136.	Comprehend	You become fluent in all languages for a short while.
141.	Command	A target obeys a single three-word command that does not harm it.
142.	Cone of Foam	Dense foam sprays from your hand, coating the target.
143.	Control Plants	Nearby plants and trees obey you and gain the ability to move at a slow pace.

144.	Cure Wounds	Restore all HP to a creature you touch.
145.	Deafen	All nearby creatures are deafened.
146.	Detect Magic	You can see or hear nearby magical auras.
151.	Disassemble	Any of your body parts may be detached and reattached at will without causing pain or damage. You can still control them.
152.	Disguise	You alter the appearance of one character at will as long as they remain humanoid. Attempts to duplicate other characters will seem uncanny.
153.	Displace	An object appears to be up to 15 feet from its actual position.
154.	Earthquake	The ground begins shaking violently around you. Structures may be damaged or collapse.
155.	Elasticity	Your body can stretch up to 15 feet.
156.	Elemental Wall	A straight wall of fire or ice up to 50 feet long and 10 feet high rises from the ground.
161.	Fear	The target becomes terrified of a specific type of thing or person of your choice.
162.	Filch	A small visible item teleports to your hands.
163.	Flare	A bright ball of energy fires a trail of light into the sky, revealing your location.
164.	Fog Cloud	A dense fog spreads out from you.
165.	Frenzy	A nearby creature erupts in a rage of violence.
166.	Gate	A portal to a random plane opens.
211.	Ghost Sound	You create illusory sounds that seem to come from a direction of your choice.
212.	Gravity Shift	You can change the direction of gravity for yourself.
213.	Greed	A creature develops an overwhelming urge to possess a visible item of your choice.
214.	Haste	Your movement speed triples.
215.	Hatred	A creature develops a deep hatred of another creature or group of your choice and wishes to destroy them.
216.	Hear Whispers	You can hear faint sounds distinctly.
221.	Hover	An object hovers, frictionless, a few feet above the ground. It can hold up to one humanoid.
222.	Hypnotize	A creature enters a trance and will truthfully answer yes or no questions you ask it.

223.	Icy Touch	A thick ice layer spreads across a touched surface, up to 15 feet in radius.
224.	Illuminate	A floating light moves as you command.
225.	Invisibility	You cannot be seen while remaining motionless or for one round while moving.
226.	Invisible Tether	Two objects within 15 feet of each other cannot be moved more than 15 feet apart.
231.	Knock	A nearby mundane or magical lock unlocks loudly.
232.	Leap	You jump up to 50 feet once.
233.	Liquid Air	The air around you becomes swimmable.
234.	Magic Dampener	All nearby magical effects have their effectiveness halved.
235.	Manse	A sturdy, furnished cottage appears for 12 hours. You can permit or forbid entry to it at will.
236.	Magic Missile	You shoot an arcane missile for d10 damage that unerringly seeks its target, even around corners.
241.	Manipulate Gravity	Gravity within a circle of 50-foot radius increases threefold or lessens to one-third.
242.	Marble Craze	Your pockets fill with marbles.
243.	Masquerade	A character's appearance and voice become identical to another person you touch.
244.	Miniaturize	A creature you touch shrinks to the size of a mouse.
245.	Mirror Image	An illusory duplicate of yourself appears and is under your control.
246.	Mirrorwalk	A mirror becomes a gateway to another mirrored surface that you looked into today.
251.	Missile Shield	A creature you touch is protected from mundane missile attacks.
252.	Multiarm	You gain an extra fully functional arm.
253.	Night Sphere	A 50-foot-wide sphere of darkness displaying the night sky appears before you.
254.	Null Magic	You counter a spell or negate a magical effect.
255.	Objectify	You become an inanimate object between the sizes of a warhorse or an apple.
256.	Ooze Form	You become a living jelly.
261.	Pacify	A creature near you has an aversion to violence.
262.	Pit	A pit up to 15 feet wide and 15 feet deep opens in the ground.
263.	Primal Surge	A creature rapidly evolves into a mutated version of its species.

264.	Push	An object is pushed either towards you or away from you with the strength of three men.
265.	Raise Dead	A skeleton rises from the ground to serve you. It is mindless and can only obey simple orders.
266.	Ray of Frost	A creature or object is encased in ice.
311.	Read Mind	You can hear the surface thoughts of nearby creatures.
312.	Repel	Two objects are strongly repelled from each other if they come within 15 feet.
313.	Scry	You can see through the eyes of a creature you touched earlier today.
314.	Sculpt Elements	All inanimate material behaves like clay in your hands.
315.	Shroud	All creatures around you are invisible until they move.
316.	Shuffle	Two creatures you can see instantly switch places.
321.	Sleep	A creature you can see falls into a light sleep.
322.	Slick	Every surface in a 50-foot radius becomes frictionless and slippery.
323.	Smoke Form	Your body becomes living smoke.
324.	Snail Knight	Ten minutes after casting, a knight sitting astride a giant snail rides into view. He can answer most questions about quests or chivalry and may aid you if he finds you worthy.
325.	Sniff	You can smell even the faintest trace of scents.
326.	Sort	Inanimate items sort themselves according to a category you specify.
331.	Spark	You create a blinding light followed by a frighteningly loud boom.
332.	Speak with Dead	The spirit of a dead body rises and will answer three questions truthfully.
333.	Spider Climb	You can climb surfaces like a spider.
334.	Stoneskin	A creature's skin becomes rock for +2 armour.
335.	Switcheroo	You swap places with a creature.
336.	Summon Cube	Once per second, you may summon or banish a 5-foot-wide cube of earth. New cubes must be affixed to the ground or other cubes.
341.	Summon Idol	A carved stone statue the size of a horse rises from the ground.
342.	Swarm	You become a swarm of birds, rodents, or fish. Only blast attacks can harm you.

343.	Telekinesis	You may mentally move one item under 60 pounds.
344.	Telepathy	Two creatures can hear each other's thoughts, no matter how far apart they move.
345.	Teleport	An object or person you can see is transported from one place to another in a 50-foot radius.
346.	Thicket	A dense thicket of trees and underbrush 50 feet wide sprouts up from the ground.
351.	Time Rush	Time in a bubble with a 25-foot radius starts moving two times faster.
352.	Time Slow	Time in a bubble with a 25-foot radius moves two times slower.
353.	Tristan	A benign, ordinary, average man appears until the spell ends. He will obey polite commands.
354.	True Sight	You see through all nearby illusions.
355.	Upwell	A spring of freshwater appears.
356.	Vision	You completely control what a creature sees.
361.	Visual Illusion	A silent, immobile, room-sized illusion of your choice appears.
362.	Ward	A silver circle 50 feet across appears on the ground. Choose one type of creature that cannot cross it.
363.	Web	Your wrists shoot thick webbing.
364.	X-Ray Vision	You can see through walls, doors, and clothing.
365.	Wizard Mark	Your finger shoots a stream of paint visible only to you. It can be seen at any distance, even through solid objects.
366.	Zone of Truth	All creatures in a 50-foot bubble are compelled to speak the truth.

Corruption

When your character is exposed to sorcerous Corruption, such as failing an Intellect Save when casting a spell, roll d20 and add your current Corruption level to the result. Refer to the following table for a possible mutation.

Result	Corruption
1-14	No corruption, this time.
15	You can move small nearby objects with your mind.
16	You can create dim light from all of your fingertips simultaneously.
17	Your dreams are tinged with dread but always contain hidden truth.
18	You can sense nearby otherworldly beings and objects.
19	You can impersonate the voice of anyone with whom you converse.
20	Gain a Demon Aspect .
21	You are subtly aware if any individual has sorcerous ability.
22	Gain a Serpent Aspect .
23	You can speak into the mind of someone you can see, but they cannot reply.
24	Gain an Old Ones Aspect .
25	You cough up a pale fruit which, when consumed, provides a truthful vision.
26	Gain a Demon Aspect .
27	You spawn a shadow duplicate of yourself which tries to steal your identity.
28	Gain a Serpent Aspect .
29	You take direct Brawn damage from silvered weapons.
30	Gain an Old Ones Aspect .
31	You cannot enter a home uninvited or cross running water unless carried.
32	Gain a Demon Aspect .
33	A tiny famulus made of dirt (3 HP, d4) follows you and whispers secrets to you.
34	Gain a Serpent Aspect .

35	You crave carrion and are Debilitated if you don't consume some every day.
36	Gain an Old Ones Aspect .
37	Remove one Inventory Slot permanently as your body warps and shrivels.
38	Gain one Aspect of whichever category you have the most.
39	You spawn a shadow duplicate of yourself which tries to kill your peers.
40	Gain one Aspect of whichever type you have the most.
41	Everyone around you always hears a rasping whisper.
42	Gain a Demon Aspect , and an Old One Aspect , and a Serpent Aspect .
43	All animals loathe you, fleeing from you if prey and attacking you if predatory.
44+	A portal to a dimension without flesh or hope opens and consumes you. It's time to roll a new character. Every nearby character adds two Corruption and makes a roll on the Corruptions table.

Aspects

Roll d12 on the corresponding Aspect table to determine the mutation of the corrupting Aspect.

Transformation

Note that upon gaining a **fifth** Aspect of any one type, your character wholly succumbs to the corruption of that Aspect and transforms into an abomination controlled by the GM. It's time to roll a new character.

The fifth Aspect forever transforms the character as follows.

- **Demon Aspect:** The character gains mastery over souls, seeking to ensorcel and enthrall the region's leaders and beyond.
- **Old Ones Aspect:** The character crystallizes into an obsidian pillar of hideous architecture, corrupting the landscape.
- **Serpent Aspect:** The character transforms fully into a slithering horror, vowing enmity to all who once trusted you.

Demon Aspects

Result	Aspect
1	You do not have a reflection or shadow.
2	You can wilt plants by touching them.
3	You can wither muscle and deal d8 Finesse damage.
4	You can ignite and extinguish small flames at will.
5	You are unaffected by Intellect damage.
6	You know if someone breaks an agreement with you.
7	You know someone's location if they speak your name.
8	You do not need to eat, sleep, or breathe.
9	Your eyes turn to slits, and you can see in the dark.
10	You are unaffected by Fatigue.
11	You can detach and reattach your hands and feet.
12	You gain a pair of shadowy wings and can fly.

Old Ones Aspects

Result	Aspect
1	You can decipher ancient or forbidden writing.
2	You can create a mirror image of yourself for a minute.
3	You can speak abyssal words and deal d8 Intellect damage.
4	You can squeeze through spaces as narrow as an inch.
5	Your touch can restore d6 Brawn at the cost of d6 Intellect.
6	You have a third eye capable of discerning invisibility.
7	You can mutate small animals to act as disfigured tools.
8	You can implant unnerving thoughts into others' minds.
9	Your blood is an intoxicating and tranquillizing substance.
10	You can breathe underwater and are mildly magnetic.
11	You can excrete small amounts of sticky, transparent tar.
12	You are unaffected by insanity or mental manipulation.

Serpent Aspects

Result	Aspect
1	Your skin turns to hard scales and gains +1 armour.
2	You can speak to and understand all reptiles.
3	Your grip is many times the strength of an average human.
4	Your teeth are fangs and deal d8 damage.
5	Your footsteps and breathing are utterly silent.
6	You can compel weak-willed individuals, one at a time.
7	You can shed your skin and change your appearance.
8	You are unaffected by poison and disease.
9	You can sense nearby magical relics.
10	You are unaffected by Finesse damage.
11	You can perfectly regulate your heartbeat and temperature.
12	You can buy and sell memories and dreams.