

Introduction

This is a fantasy adventure game. One player acts as the **Game Master** (GM) while the remaining players take on the role of **Player Characters** (PCs). Although paper, pencils, and dice are involved, the core of the game is a conversation; the GM tells the players what is happening, the players tell the GM what their characters do in response, and the GM describes how their actions in turn affect the world.

The game usually begins with the GM rolling for and determining the following:

1. Where the party begins their session, whether it is where a party last left off from a previous session, or a new region, in a wilderness, city, dungeon, etc.
2. The time (by rolling a d12 and flipping a coin for night or day), and the season.
3. The weather.
4. A random event, to get the game started.

New Characters

1. Roll for Abilities: Player Characters (PCs) have six abilities: Strength, Dexterity, Constitution, Intelligence, Wisdom, and Charisma. Each ability has two related values: a defense and a bonus. When creating a PC, roll 3d6 for each of their abilities, in order. The lowest of the three dice on each roll is that ability's bonus. Add 10 to find its defense. Repeat this process for the rest of the abilities.

After you've finished rolling, you may optionally swap the scores of two abilities. *Example: You roll a 2, 2, and 6 for Strength. The lowest die is a 2, so your PC's Strength has a bonus of +2 and a defense of 12.*

2. Roll for Equipment & Armor: PCs start with 2 days of rations and one weapon of their player's choice. Roll on the Starting Gear tables to determine starting armor and equipment. Armor comes with an armor defense value. Note that value on your char-

acter sheet with its corresponding Armor bonus (always 10 less than the defense). If the PC is not wearing any armor, their armor defense is 11 and their armor bonus is +1. Players who want to begin with a spellbook may roll on the list of spells instead of rolling for starting gear.

3. Item Slots: PCs have a number of item slots equal to their Constitution defense, and items they carry must fit into available slots. Players use item slots as a simple system to **define their characters**. Magic users might carry many spellbooks but have little room for heavy and weapons while fighters might have no space for plenty of items. **Most items take up one slot**, but some take up more. Groups of small, identical items may be bundled into the same slot. 100 coins can fit in a slot. 1 slot can hold around 5 pounds of weight. An **overloaded** Character can carry an additional amount of items in their hands equal to their Constitution Bonus. Both hands are full, and they can't climb, jump, swim, run, or attack. Characters carrying items beyond this limit can't move.

4. Roll for Traits & Name: Roll the rest of your PC's traits and choose a name for your PC, but don't get too attached! It's a dangerous world out there. Players are encouraged to roll for a Fine Reason Why Characters Travel Together and Fantastic Headgear. When a character **dies**, they may move on to the afterlife (refer to Death, and Life after Death). After a PC dies, players should roll up a new level 1 character and rejoin the party as soon as possible.

5. Roll for Health: Roll 1d6 to determine your PC's starting and maximum hit points. A PC's healing rate is 1d6 + Constitution bonus.

D&ND OOP!s AllHouseRules Rulebook

House Rules Edition

Saving Throws

If a character attempts something where the outcome is risky or difficult to describe, they make a **saving throw**, or "**save**". To make a save, add the bonus of the relevant ability to a d20 roll. If the total is greater than 15, the character succeeds. If not, they fail.

If the save is **opposed** by another character, then instead of aiming to exceed 15, the side doing the rolling must get a total greater than the opposing character doing the same thing.

If there are situational factors that make a save significantly easier or harder, the referee may grant the roll **advantage** or **disadvantage**. If a roll has advantage, roll 2d20 and use the better of the two dice. If it has disadvantage, roll 2d20 and use the worse of the two dice.

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Traits

Each trait table is optional, and may be chosen as desired or determined randomly. Roll 1d6 twice for a random pick; first for the group, then second for the item within that group.

Appearance

Aquiline	Bullnecked	Square
Athletic	Chiseled	Gaunt
Barrel-Chested	Wide	Gorgeous
Boney	Corpulent	Haggard
Brawny	Craggy	Handsome
Brutish	Delicate	Grizzled
Soft	Rugged	Towering
Lanky	Slender	Trim
Round	Slumped	Weathered
Ripped	Solid	Willowy
Rosy	Narrow	Tiny
Scrawny	Statuesque	Wrinkled

Clothing

Antique	Decaying	Flamboyant
Battle-torn	Eccentric	Food-stained
Bedraggled	Elegant	Formal
Blood-stained	Embroidered	Frayed
Ceremonial	Exotic	Frumpy
Dated	Fashionable	Garish
Grimy	Oversized	Sigils
Haute couture	Patched	Singed
Lacey	Patterned	Tasteless
Livery	Perfumed	Undersized
Mud-stained	Practical	Wine-stained
Ostentatious	Rumpled	Worn out

Names 1

Silas	Clover	Rei
Alejandro	Justice	Fern
Barsbaus	Damaris	Hester
Beatrix	Tugtar	Hippolyta
Aiko	Demona	Jessamine
Cleopha	Mercury	Jilly
Winchester	Pepper	Percival
Minerva	Phoebe	Tuesday
Alejandro	Toya	Ursula
Odette	Poppy	Zora
Olga	Jamila	Phaedra
Orchid	Sybil	Nabila

Names 2

Ramses	Xerxes	Gang
Star	Ariel	Satan
Herkaliz	Efraim	Twister
Ahmed	Mordechai	Xiang
Faustus	Oz	Jin
Faruq	Fox	Rakim
Zedong	Redmaine	Balam
Yun	Taro	Anayeli
Gwytheryn	Wyndex	Alfonso
Bjorn	Skenandoah	Milky
Brunhild	Saqui	Chadwick
Rodrigo	Deanjalo	Akira

Surnames

Thunderstruck	Midnighter	Firescar
Inkstain	Needle	Highborn
Berrycloth	Mender	Lamplighter
Birdwhistle	of the Wilder .	Gaswick
Coffinfoot	Silverless	Beekeeper
Graveworm	Tarwater	the Animal
Flowerborn	Deathlover	the Nimble
the Bringer	Kisser	Gallows
Mudraker	the Secret	Hairwind
Dogsworn	Snowheart	the Gray
Inn name	Torchlight	the Personality
Griffintouch	of the Omen	Pigeonlover

NPC Goals

A better life	Enlightenment	Infamy
Acceptance	Fame	Infiltrate fac .
Acquire item	Found faction	Justice
Craft item	Freedom	Kidnap NPC
Destroy faction	Glory	Lead faction
Destroy item	Impress NPC	Learning
Locate NPC	Resolve fight	Serve evil
Love	Restore faction	Serve faction
Mastery	Reveal secret	Serve ideology
Power	Revenge	Serve leader
Reach location	Sabotage fac .	Serve the poor
Rescue NPC	Serve deity	Wealth

NPC Assets

These are an NPC's strong points, attributes that make them a valuable ally.

Authority	Excellent liar	Gorgeous
Avoids detection	Extremely rich	Hears rumors
Calls in favors	Faction -leader	Huge family
Charming	Faction -member	Huge library
Cooks the books	Feared	Imitator
Erases evidence	Fortified base	Interrogator
Knows a guy	Loyal henchmen	Pulls strings
Knows a way in	Middling oracle	Secret lab
Launders money	Nothing to lose	Marketeer
Learned	Owens the guards	Smuggler
Local celebrity	Powerful spouse	Spy network
Local knowledge	Procures gear	War hero

NPC Liabilities

These are an NPC's weak points, weaknesses that can be exploited to subvert them.

Addiction	Gambler	Insanity
Alcoholic	Glutton	Jealous
Corrupt ally	Greedy	Amateur
Coward	Heretic	Many enemies
Decadent	Huge debts	Misinformation
Forbidden love	Imposter	Money trail
Narcissist	Protective	Temper
Needs medicine	Scandalous	Trusting
OCD	Softhearted	Vulnerable base
Paranoid	Strict routine	Wanted
Partyer	Superstitious	Weak-willed
Poor equipment	Suspicious	Widely despised

These tables are available for players who would like a more detailed character.

Physical Details

Acid Scars	Burn Scar	Missing Tooth
Battle Scars	Bushy brows	Gold Tooth
Birthmark	No Eyebrows	One-Eyed
Brand Mark	Dark Skinned	Mustache
Broken Nose	Whip Scars	Sideburns
Bronze Skinned	Missing Ear	Beard
Freckles	Piercings	Smooth skin
Nine Fingers	War Paint	Pockmarked
Sunburned	Makeup	Weathered
Tattoos	Tanned	Stitches
Keloid Scars	Oily	Prosthetic
Pale Skinned	Reeking	Iridescent

Mannerisms

Anecdotes	Drawl	Catchphrases
Breathy	Enunciates	Laconic
Chuckles	Flowery words	Laughs
Interrupts	Gravelly voice	Long pauses
Cryptic	Formal	Melodius
Deep voice	Repeats self	Monotone
Mumbles	Rapid-fire	Street slang
Narrates	Rhyming	Stutters
Overly casual	Jokes	Talks to self
Quaint sayings	Slow speech	Trails off
Rambles	Speechifies	Very loud
Random facts	Squeaky	Whispers

Personalities

Bitter	Cunning	Honor-bound
Brave	Driven	Hotheaded
Cautious	Entitled	Inquisitive
Chipper	Gregarious	Irascible
Contrary	Grumpy	Jolly
Cowardly	Heartless	Know-it-all
Lazy	Righteous	Spacey
Loyal	Rude	Stoic
Menacing	Sarcastic	Stubborn
Mopey	Savage	Stuck-up
Nervous	Scheming	Suspicious
Protective	Serene	Wisecracking

Secrets

Addicted	Cultist	Ghost
Artificial	Demigod	Has a child
Assassin	Cursed lineage	Heretic
Bankrupt	Exile	High born
Beholden	Fence	Huge fortune
Counterspy	Fugitive	Illusion
Insurrectionist	Non-human	Serial killer
Low born	NPC	Smuggler
Married	Polygamist	Spy
Mind-controlled	Protects relic	Time traveler
Misfortune	Scandalous birth	Transformed
Monster hunter	Secret police	War criminal

Starting Gear

Armor

1-3:	4-14:	15-19:	20:
None	Light	Medium	Heavy

Helmet and Shields

1-13:	14-16:	17-19:	20:
None	Helmet	Shield	Helmet + Shield

Dungeoneering Gear

Roll twice on this table, and once on the following two.

1. Rope, 50 ft	6. Crowbar	11. Lantern	16. Pole, 10 ft
2. Pulleys	7. Tinderbox	12. Lamp oil	17. Sack
3. Candles	8. Grap. hook	13. Padlock	18. Tent
4. Chain, 10 ft	9. Hammer	14. Manacles	19. Spikes, 5
5. Chalk, 10	10. Waterskin	15. Mirror	20. Torches, 5

General Gear 1

1. Air Bladder	6. Saw	11. Fish. Rod	16. Net
2. Bear trap	7. Bucket	12. Marbles	17. Tongs
3. Shovel	8. Caltrops	13. Glue	18. Lockpicks
4. Bellows	9. Chisel	14. Pick	19. Metal File
5. Grease	10. Drill	15. Hourglass	20. Nails

General Gear 2

1. Face paint	6. Fake jewels	11. Bottle	16. Incense
2. Instrument	7. Blank book	12. Soap	17. Whistle
3. Card deck	8. Small bell	13. Pipe	18. Perfume
4. Face paint	9. Quill & Ink	14. Dice set	19. Tar pot
5. Cookpots	10. Twine	15. Horn	20. Scissors

100 FINE REASONS CHARACTERS TRAVEL TOGETHER

Characters travel together because they...(roll 2d10)

- are best friends.
- are cousins with a long and close history.
- are half-siblings, as close as can be.
- are lovers.
- were lovers, now friends.
- are only distantly related to each other.
- are parent-child and deeply protective of one another.
- are over-protective parent and rebellious child.
- are secretly in love but both pretending at friendship.
- are sibling twins.
- are siblings, separated at childhood, now reunited.
- are siblings and grew up together.
- both worship and serve the same god/deity/pantheon.
- don't like each other but accept the other for their skills.
- are from the same troubled ghetto.
- are from the same village.
- are from the same village and share a criminal past.
- saw each other in a dream, later discovered the other.
- have a mutual respect for each other's skills.
- met each other in a game of chance.
- met each other on the road; joined for mutual protection.
- met each other while praying at the same temple/shrine.
- met each other while shopping for adventuring gear.
- met in a forest, both escaping enslavement by fairy folk.
- met in a forest, both running from wild animals.
- met in a tavern, both hired for same adventure, which proved disastrous.
- met in a tavern, both hired for same adventure, which proved lucrative.
- met in a tavern, both hired for same job but double-dealt by employer.
- met in a tavern over drinks.
- met in a torrential downpour; sought shelter in the same cave.
- met in king's treasure chamber, both barely escaped.
- met in prison after doing hard time.
- met in prison, escaped together.
- met in school.
- met on disastrous adventure, are the only survivors.
- met on a ship, both kidnapped at same bar.
- met on a ship, both working for passage.
- met on adventure, both deserted their party to a certain doom.
- met through a mutual acquaintance, who is imprisoned.
- met through a mutual friend, now deceased.
- met when one caught the other in an attempted swindle.
- met when one caught the other picking their pocket.
- met when one was down-and-out and the other helped.
- share a secret psychic bond and feel each other's pain.
- share a secret psychic bond and sense the other in danger.
- shared the same horse for years until it died recently.
- were both slaves together and slew their captor.
- one originally hired the other, but now friends and peers.
- were from the same town, only survivors of the plague.
- worked together on the same farm/ranch.

- met each other in a tavern, over a fist fight.
- met each other in the military.
- met each other while robbing the same temple/shrine.
- met in a tavern, had a drinking contest and both lost.
- met in prison, busted out by a mutual friend who died in escape.
- met on a ship, both had hired passage together.
- met on a ship, both stow-aways.
- met when one broke an enchantment that had been placed on the other.
- met when one ran the other down with their horse.
- were sent on the same quest by the same ruler.
- mysteriously bear a strong resemblance, but not related.
- trained together, though perhaps in different disciplines.
- were both in love with the same individual, now deceased.
- were hired muscle for a crime lord but turned on their master.
- met each other through a mutual friend's wedding.
- were both slaves together, one earned freedom and purchased it for the other.
- met each other through a mutual friend that dealt drugs.
- met when they both became roommates at a house.
- were sent on the same quest by a ruler.
- both loved the same person, who spurned both.
- worked together, apprenticed to the same master.
- were engaged, but one broke it off, still friends.
- were hired for a tyrant who turned on them; now on the run.
- are cousins, though distant with little history.
- are step-siblings and closer than is considered "natural".
- are step-siblings and grew up as close as blood relations.
- are aunt/uncle and niece/nephew but close as parent and child.
- are from the same city, hired as guards.
- got drunk together and hatched a plan to reign as kings.
- have a romantic relationship.
- have been rivals since childhood, and want to show each other up.
- met in school, have been heated rivals since.
- met in school and love to play pranks on each other.
- met each other as hired actor for successful play.
- met each other as hired actors for disastrous play.
- met when each refused to yield right of way and fought to a draw.
- met in school, spent many days of detention together.
- met on an adventure, saved each other's lives.
- are half-siblings who never knew each other until recently.
- met when one's house burned down and the other offered their home.
- were sent on quest together by the same deity.
- were hired farmers both fired for their disregard for work.
- were both slaves, escaped and are on the run.
- met a funeral.
- were from same town, left because it "changed".
- both have amnesia, was first individual the other met.
- were originally hunter and prey, now friends.

Abilities

Each of the six abilities are used in different circumstances.

Strength: Used for melee attacks and saves requiring physical power, like lifting gates, bending bars, etc.

Dexterity: Used for saves requiring poise, speed, and reflexes, like dodging, climbing, sneaking, balancing, etc.

Constitution: Used for saves to resist poison, sickness, cold, etc. The Constitution bonus is added to healing rolls. A PC's number of item slots is always equal to their Constitution defense.

Intelligence: Used for saves requiring concentration and precision, such as wielding magic, resisting magical effects, recalling lore, crafting objects, tinkering with machinery, picking pockets, etc.

Wisdom: Used for ranged attacks and saves requiring perception and intuition, such as tracking, navigating, searching for secret doors, detecting illusions, etc.

Charisma: Used for saves to persuade, deceive, interrogate, intimidate, charm, provoke, etc.. PCs may employ a number of henchmen equal to their Charisma bonus.

Moving & Action

When a PC has the initiative in combat, they may **move** and take up to one **action**. An action may be casting a spell, moving, running, making an attack, attempting a stunt, or any other action deemed reasonable by the referee. Generally, a character's speed is 40ft per turn.

To make an **attack**, roll a d20 and add the character's Strength bonus for a **melee attack**, or Wisdom bonus if it's a **ranged attack**. If the attack total is greater than the other's armor defense, the attack hits. If not, the attack misses. On a hit, the character rolls their weapon's damage die to determine how many Hit Points (HP) their foe loses.

For **attacks within reach** by the defender, the defender also makes an attack roll, and any who succeed deal damage. Defenders may only react to attacks within reach once per round. **Attacking someone unawares** isn't opposed. Ranged weapons used in melee will hit a random combatant.

Grappling someone is an opposed attack. If the character wins they can knock their foe to the ground and deal **unarmed damage** (their Strength Bonus).

If the defender has a shield, they may choose to have their **shield shattered** when attacked, ignoring all damage.

For players **fighting with two weapons**, they may choose to wield one of their weapons in an **offensive** (+1 to hit) or **defensive** (+1 to Defense) style. Players may change styles once per day, after a night's rest.

For each turn spent **aiming** in combat, the PC rolls an additional die for the attack roll, keeping the highest roll and discarding the rest.

To **climb**, make a Strength or Dexterity saving throw. If a new segment of the climbing path becomes visible, do a second check to progress. Each exploration turn spent studying the climbing route will add half of one attribute bonus (rounded down) to the roll. If the roll fails, the referee should roll a D10 to see what percent is climbed before the fall.

If **falling** more than 40 feet, a Constitution save must be made to avoid death. Every 10 feet fallen beyond the first 10 feet incurs 1d6 damage. Hanging from a ledge reduces the calculated fall distance by 10 feet. Intentionally falling and succeeding on a Dexterity saving throw reduces the calculated fall distance by 10 feet.

Characters can **hold their breath** for the same number of turns as their Strength Bonus.

The first four slots in a character's inventory are considered to be in the hand or within hand's reach and instantly accessible.

Retrieving items in a hurry that are packed away requires making a Dexterity save, and a failure means taking the entire turn to get the item.

Critical Hit: If the attacker rolls a natural 20 or defender rolls a natural 1, the defender's armor loses 1 point of quality and they take an additional die of damage (of the weapon's type). At 0 quality, the item is destroyed. Each point of quality costs 10% of the item's cost to repair.

If both characters roll natural 20s on an opposed attack, their weapons clash and a spectacular clinch is formed, and both weapons lose 1 point of quality.

Critical Miss: If the attacker rolls a natural 1 or the defender rolls a natural 20, the attacker's weapon loses 1 point of quality. At 0 quality, the item is destroyed. Each point of quality costs 10% of the item's cost to repair.

Initiative

Shuffle a 52-card deck. Each player draws a card, the referee draws a card for each NPC involved, and a card is drawn to represent the "end of round" card. The copies of all the drawn cards are then shuffled into a new deck. Players end their turn by drawing a card, and whoever has the matching card holds the initiative. If the "end of round" card is drawn, effects of magic, fire, and so on are noted, and the cards from the drawn pile are reshuffled into the deck for a new round of combat. The referee draws the first card beginning combat.

A person holding the initiative may **delay** their turn, and reshuffle their drawn card back into the deck.

Initiative alternative: At the beginning of each round, all characters make a Wisdom saving throw, rolling a d20 and adding their Wisdom Bonus to act before the enemy party. Those who fail the Wisdom check must act after their enemies. Other than this exception, player characters act in order of their results, lowest to highest.

Fires deal damage every round, and have a 1:6 chance of being caused unintentionally. When rolling for damage, roll a 1d6. On a 1, the fire shrinks by one step; on a 6, it grows by one step the following round.

Stages of fire:

Alight (1d6)

Flaming (1d6+3)

Burning (2d6)

Ablaze (3d6, may ignite nearby flammables)

Inferno (4d6, ignites nearby objects)

Magic

To **cast a spell**, characters make an Intelligence saving throw (Roll d20+Int Bonus). Spells are cast from scrolls or spellbooks, which must be held open with both hands and read aloud. **Spellbooks** may only be used once per day, becoming blank after use. **Scrolls** are consumed in the casting. Both may only hold a single spell and take up an item slot. Players are unable to copy, transcribe, or create scrolls and spellbooks. Spellbooks and scrolls can have many forms. There are grimoires; strings of carved bones; tattoos, so they can never be lost; rune-inscribed stones; prayer beads; sacred gongs; even maps of constellations, whose forms contains power. **If the spell targets a creature**, an opposed save is made against the defender's relevant ability; usually Intelligence for mind-altering spells, or Dexterity for ranged attacks.

Empowered Spellcasting

For each caster participating in a **group casting**, the caster rolls an additional die for the save, keeping the highest roll and discarding the rest. Group casting takes an additional turn for each person in the group. The primary caster of the circle uses their Ability bonus and die type for casting the spell. They are the only one who needs to know the spell, and they lead the casting. If mutation or insanity occurs, it is shared by all in the casting circle.

For each day spent during a **ritual or trance**, the caster rolls an additional die for the save, keeping the highest roll and discarding the rest. Any time spent casting in trance or ritual is spent fasting and sleepless, and does not count as normal rest. The ritual or trance is to be performed with relevant chanting, bell tolling, fasting, incense burning, drawing magic circles, etc.. Critical failure (rolling a natural 1) during a trance or ritual means the character takes on an insanity.

A **place of power** adds advantage to the character's casting check. Sometimes a place of power is a leyline, a standing stone, altar, cemetery, library, or other place of natural magical significance; other times, it is a place specific to the spell, such as the elemental plane of fire for a fireball spell, or temporal event (meteor shower, tornado).

Rare ingredients and sacrifices may be used to channel otherworldly power, granting the caster the energy to cast the spell with success. The terms of the offering depends on who answers the call of the caster.
 1-2: requires much more
 3-4: requires more
 5-6: offer accepted
 The referee's discretion and good taste is encouraged in limiting sacrifices of living creatures within the game.

Calling upon their own essence as a source of power, casters may take **spellburn** while casting and convert 1d6 Ability Points into 1d6 Mana Points (MP), which are then used on the spell being cast. Ability points lost to spellburn are recovered 1 point per full night's rest and meal. If the spell fails, the magic is shunted back into the caster and they take on a mutation. Critical failure (rolling a natural 1) means the spell also spins out of control and becomes a magical catastrophe.

Characters may find etchings in a lost tomb, bargain with a generous demon, or consult a deceased rival's corpse. If a character **learns a spell** either by leveling up, bargaining with a wizard, etc., they have the spell memorized and no longer need a scroll or a spellbook for casting. Learned spells are cast by spending at least 1 Mana Point, speaking magic words and performing magical gestures. Learned spells remain at the level of power when the PC learned it. A **Mana Point** typically increases a spell's power by one "level", usually in terms of range, duration, etc. and can be spent on any spell casting, be it memorized, from a spellbook, or scroll.

Spell Duels

A clap of thunder, the smell of brimstone, concussive blasts of contested power and, finally, the pile of ash where once a wizard stood – these are the marks of a **spell duel**. A spell duel is where one spellcaster casts a spell that is countered by a second caster, and the two proceed to throw spells until one dominates. Anyone can spell duel, even a thief reading from scrolls. When one character is casting a spell, another character immediately declare they are counter-spelling if they haven't already taken their turn. When a spell duel occurs, all other action stops until the duel is won or lost. Only some spells can be used to counter each other. Typically there are two kinds of counterspells: "same spell" (i.e., fireball used to counter fireball) and "defensive" (i.e., magic shield used to counter magic missile or ice blast used to counter fireball). Each spell countered requires an opposed save to succeed, and the defending caster may return the volley, or fail the duel. Successes build and failures compound in a spell duel. Casters volleying spells quickly find themselves building momentum. The prevailing spell is cast at one higher level for each spell countered. Additionally, the collision of unearthly energies may cause weird things to occur during the duel, at the discretion of the referee.

Mutations

Use these results for magical curses, or spells that have gone wrong somehow.

Ages	Animal eyes	Cyclops
Attracts birds	Animal head	Extra arms
Child-form	Animal legs	Extra eyes
Covered in hair	Animal mouth	Extra legs
Corpulence	Animal skin	Forked tongue
Animal arms	Animal -form	Gender swap
Hunchback	Monster Trait	Shrinks
Item-form	No eyes	Shrivels
Long arms	No mouth	Skin turns color
Loses all hair	P. Element skin	Slime trail
Loses teeth	Second face	Translucent skin
Mon. Feature	7-digit hand	Weeps blood

Insanities

Results in quotation marks are things that are believed to be true by the insane character.

Always lies	Fears birds	Fears horses
Always polite	Fears blood	Fears iron
" Animal -form"	Fears books	Fears music
Cannot count	Fears darkness	Fears hands
Cannot lie	Fears fire	Fears PC
Faceblind	Fears gold	Fears rain
Fears rivers	"Genius"	" Mon. Feat. "
Fears silence	"Gorgeous"	" Monster Trait "
Fears sleep	Hates violence	Must sing
Fears sunlight	"Invisible"	New Personality
Fears the moon	"Invulnerable"	Says thoughts
Fears trees	" Mon. Ability "	Sees dead ppl

Omens & Magical Catastrophes

All iron rusts	Dream plague	Bridge to Fae
Animals speak	Endless night	Forest appears
Animals mutate	Endless rain	Forgetfulness
Birds attack	Endless storm	Graves open
City appears	Endless dusk	Ghosts haunt
Deadly fog	Endless winter	Insects infest
Mass insanity	Outsider enters	Shadows talk
Mass mutation	People shrink	Space distorts
Mass slumber	People vanish	Stones speak
Meteor strike	Plants wither	Total silence
Mirrors speak	Portal opens	Tower appears
No stars	All wood rots	Water to blood

List of Spells

in the following spells, “MP” is 1+Mana Points spent on casting, an item is an object able to be lifted with one hand, and an object is anything up to human size. Unless otherwise noted, all spells with ongoing effects last up to MP+1 minute(s), and have a range of up to 40 feet. If a spell directly affects another creature, the creature may make a save to avoid it (as described previously). Success reduces or negates the spell’s effects, usually by half.

1. **Adhere:** Object is covered in extremely sticky slime.
2. **Animate Object:** Object obeys your commands as best it can. It can walk 15ft per round.
3. **Anthropomorphize:** A touched animal either gains human intelligence or human appearance for MP days.
4. **Arcane Eye:** You can see through a magical floating eyeball that flies around at your command.
5. **Astral Prison:** An object is frozen in time and space within an invulnerable crystal shell.
6. **Attract:** MP+1 objects are strongly magnetically attracted to each other if they come within 10 feet.
7. **Auditory Illusion:** You create illusory sounds that seem to come from a direction of your choice.
8. **Babble:** A creature must loudly and clearly repeat everything you think. It is otherwise mute.
9. **Beast Form:** You and your possessions transform into a mundane animal.
10. **Befuddle:** MP creatures of your choice are unable to form new short-term memories for the duration of the spell.
11. **Bend Fate:** Roll MP+1 d20s. Whenever you must roll a d20 after casting the spell, you must choose and then discard one of the rolled results until they are all gone.
12. **Bird Person:** Your arms turn into huge bird wings.
13. **Body Swap:** You switch bodies with a creature you touch. If one body dies, the other dies as well.

14. **Caldethene:** A figure wearing a blue robe appears until end of spell. They will obey polite, safe requests.
15. **Charm:** MP creatures treat you like a friend.
16. **Command:** A creature obeys a single, three-word command that does not harm it.
17. **Comprehend:** You become fluent in all languages.
18. **Control Plants:** Nearby plants and trees obey you and gain the ability to move at 5 feet per round.
19. **Control Weather:** You may alter the type of weather at will, but you do not otherwise control it.
20. **Counterspell:** Make an opposed Intelligence save against the Intelligence of the caster of a nearby spell. You may do this out of turn as a reaction, or against an ongoing magical effect. On a success, you may cancel the spell.
21. **Deafen:** All nearby creatures are deafened.
22. **Detect Magic:** You hear nearby magical auras singing. Volume and harmony signify the aura’s power and refinement.
23. **Disassemble:** Any of your body parts may be detached and reattached at will, without causing pain or damage. You can still control them.
24. **Disguise:** You may alter the appearance of MP characters at will as long as they remain humanoid. Attempts to duplicate other characters will seem uncanny.
25. **Displace:** An object appears to be up to MPx1 ft from its actual position.
26. **Earthquake:** The ground begins shaking violently. Structures may be damaged or collapse.
27. **Elasticity:** Your body can stretch up to MPx1 ft.
28. **Elemental Wall:** A straight wall of ice or fire MPx40ft long and 10ft high rises from the ground.
29. **Filch:** MP visible items teleport to your hands.
30. **Fog Cloud:** Dense fog spreads out from you.
31. **Frenzy:** MP creatures erupt in a frenzy of violence.

32. **Gate:** A portal to a random plane opens.
33. **Gravity Shift:** You can change the direction of gravity (for yourself only) up to once per round.
34. **Greed:** MP creatures develop an overwhelming urge to possess a visible item of your choice.
35. **Haste:** Your movement speed is tripled.
36. **Hatred:** MP creatures develop a deep hatred of another creature or group of creatures and wish to destroy it.
37. **Hear Whispers:** You can hear faint sounds clearly.
38. **Hover:** An object hovers, frictionless, 2ft above the ground. It can hold up to MP humanoids.
39. **Hypnotize:** A creature enters a trance and will truthfully answer MP yes or no questions you ask it.
40. **Icy Touch:** A thick ice layer spreads across a touched surface, up to MPx1 ft in radius.
41. **Illuminate:** A floating light moves as you command.
42. **Increase Gravity:** The gravity in an area triples.
43. **Invisible Tether:** Two objects within 10ft of each other cannot be moved more than 10ft apart.
44. **Knock:** MP nearby mundane or magical locks unlock.
45. **Leap:** You can jump up to MPx1 ft in the air.
46. **Liquid Air:** The air around you becomes swimmable.
47. **Magic Dampener:** All nearby magical effects have their effectiveness halved.
48. **Manse:** A sturdy, furnished cottage appears for MPx4 hours. You can permit and forbid entry to it at will.
49. **Marble Madness:** Your pockets are full of marbles, and will refill every round.
50. **Masquerade:** MP characters’ appearances and voices become identical to a touched character.
51. **Miniaturize:** You and MP other touched creatures are reduced to the size of a mouse.
52. **Mirror Image:** MP illusory duplicates of yourself appear under your control.

53. **Mirrorwalk:** A mirror becomes a gateway to another mirror or reflective surface that you looked into today.
54. **Multiarm:** You gain MP extra arms.
55. **Night Sphere:** An MPx40ft wide sphere of darkness displaying the night sky appears.
56. **Objectify:** You become any inanimate object between the size of a grand piano and an apple.
57. **Ooze Form:** You become a living jelly.
58. **Pacify:** MP creatures have an aversion to violence.
59. **Phantom Coach:** A ghostly coach appears until end of spell. It moves unnaturally fast over any terrain, including water.
60. **Phobia:** MP creatures become terrified of an object of your choice.
61. **Pit:** A pit 10ft wide and Lx5ft deep opens in the ground.
62. **Primeval Surge:** An object grows to the size of an elephant. If it is an animal, it is enraged.
63. **Psychometry:** The referee answers MP yes or no questions about a touched object.
64. **Pull:** An object of any size is pulled directly towards you with the strength of MP humans for one round.
65. **Push:** An object of any size is pushed directly away from you with the strength of MP men for one round.
66. **Raise Dead:** MP skeletons rise from the ground to serve you. They are incredibly stupid and can only obey simple orders.
67. **Raise Spirit:** The spirit of a dead body manifests and will answer MP questions.
68. **Read Mind:** You can hear the surface thoughts of nearby creatures.
69. **Repel:** MP+1 objects are strongly magnetically repelled from each other if they come within 10 feet.
70. **Scry:** You can see through the eyes of a creature you touched earlier today.
71. **Sculpt Elements:** All inanimate material behaves like clay in your hands.
72. **Shroud:** MP creatures are invisible until they move.
73. **Shuffle:** MP creatures instantly switch places. Determine where they end up randomly.
74. **Sleep:** MP creatures fall into a light

sleep.

75. **Smoke Form:** Your body becomes living smoke.

76. **Snail Knight:** 10 minutes after casting, a knight sitting astride a giant snail rides into view. He is able to answer most questions related to quests and chivalry, and may aid you if he finds you worthy.

77. **Sniff:** You can smell even the faintest traces of scents.

78. **Sort:** Inanimate items sort themselves according to categories you set. The categories must be visually verifiable.

79. **Spectacle:** A clearly unreal but impressive illusion of your choice appears, under your control. It may be up to the size of a palace and has full motion and sound.

80. **Spellseize:** Cast this as a reaction to another spell going off to make a temporary copy of it that you can cast at any time before this spell ends.

81. **Spider Climb:** You can climb surfaces like a spider.

82. **Summon Cube:** Once per second, (6 times per round) you may summon or banish a 3-foot-wide cube of earth. New cubes must be affixed to the earth or to other cubes.

83. **Swarm:** You become a swarm of crows, rats, or piranhas. You only take damage from area effects.

84. **Telekinesis:** You may mentally move MP items.

85. **Telepathy:** MP+1 creatures can hear each other's thoughts, no matter how far apart they move.

86. **Teleport:** An object disappears and reappears on the ground in a visible, clear area up to L×40ft away.

87. **Thaumaturgic Anchor:** Object becomes the target of every spell cast near it.

88. **Thicket:** A thicket of trees and dense brush up to MP×40ft wide suddenly sprouts up.

89. **Time Jump:** An object disappears as it jumps MP×1 minutes into the future. When it returns, it appears in the unoccupied area nearest to where it left.

90. **Summon Idol:** A carved stone statue the size of a four poster bed rises from the ground.

91. **Time Rush:** Time in a 40ft bubble starts moving 10 times faster.

92. **Time Slow:** Time in a 40ft bubble slows to 10%.

93. **True Sight:** You see through all nearby illusions.

94. **Upwell:** A spring of seawater appears, gushing 20 gallons per round.

95. **Vision:** You completely control what a creature sees.

96. **Visual Illusion:** A silent, immobile, illusion of your choice appears, up to the size of a bedroom.

97. **Ward:** A silver circle 40ft across appears on the ground. Choose one thing that cannot cross it: Living creatures, dead creatures, projectiles or metal.

98. **Web:** Your wrists can shoot thick webbing.

99. **Wizard Mark:** Your finger can shoot a stream of colored paint. This paint is only visible to you, and can be seen at any distance, even through solid objects.

100. **X-Ray Vision:** You gain X-Ray vision.

Spell Maker

To generate a spell from this list, the player first rolls 2d on the table to the right to find the spell formula. One die indicates the row, the other indicates the column.

Once the player has found the spell formula, they roll a d6 twice on the two indicated magic tables to create the spell's name. The referee then tells the player the spell's general effects, based on its name. The player may also suggest uses for the spell outside of the referee's description, and the referee is encouraged to allow it.

	1-3	4-6
1	Physical Effect+ Physical Form	Ethereal Element+ Physical Form
2	Physical Effect+ Ethereal Form	Ethereal Element+ Ethereal Form
3	Ethereal Effect+ Physical Form	Physical Effect+ Physical Element
4	Ethereal Element+ Ethereal Form	Physical Effect+ Ethereal Element
5	Physical Element+ Physical Form	Ethereal Effect+ Physical Element
6	Physical Element+ Ethereal Form	Ethereal Effect+ Ethereal Element

Physical Effects

Animating	Crushing	Fusing
Attracting	Diminishing	Grasping
Binding	Dividing	Hastening
Blossoming	Duplicating	Hindering
Consuming	Enveloping	Illuminating
Creeping	Expanding	Imprisoning
Levitating	Reflecting	Sealing
Opening	Regenerating	Shapeshifting
Petrifying	Rending	Shielding
Phasing	Repelling	Spawning
Piercing	Resurrecting	Transmuting
Pursuing	Screaming	Transporting

Ethereal Effects

Avenging	Compelling	Dispelling
Banishing	Concealing	Emboldening
Bewildering	Deafening	Encoding
Blinding	Deceiving	Energizing
Charming	Deciphering	Enlightening
Communicate	Disguising	Enraging
Excruciating	Nullifying	Soothing
Foreseeing	Paralyzing	Summoning
Intoxicating	Revealing	Terrifying
Maddening	Revoluting	Warding
Mesmerizing	Scrying	Wearying
Mindreading	Silencing	Withering

Physical Elements

Acid	Clay	Glass
Amber	Crow	Honey
Bark	Crystal	Ise
Blood	Ember	Insect
Bone	Flesh	Wood
Brine	Fungus	Lava
Moss	Sand	Thorn
Obsidian	Sap	Vine
Oil	Serpent	Water
Poison	Slime	Wine
Rat	Stone	Wood
Salt	Tar	Worm

Ethereal Elements

Ash	Ectoplasm	Light
Chaos	Fire	Lightning
Distortion	Fog	Memory
Dream	Ghost	Mind
Dust	Harmony	Mutation
Echo	Heat	Negation
Plague	Smoke	Thunder
Plasma	Snow	Time
Probability	Soul	Void
Rain	Star	Warp
Rot	Stasis	Whisper
Shadow	Steam	Wind

Physical Forms

Altar	Chain	Elemental
Armor	Chariot	Eye
Arrow	Claw	Fountain
Beast	Cloak	Gate
Blade	Colossus	Golem
Cauldron	Crown	Hammer
Horn	Sentinel	Tentacle
Key	Servant	Throne
Mask	Shield	Torch
Monolith	Spear	Trap
Pit	Steed	Wall
Prison	Swarm	Web

Ethereal Forms

Aura	Bubble	Cone
Beacon	Call	Cube
Beam	Cascade	Dance
Blast	Circle	Disk
Blob	Cloud	Field
Bolt	Coil	Form
Gaze	Pyramid	Swarm
Loop	Ray	Torrent
Moment	Shard	Touch
Nexus	Sphere	Vortex
Portal	Spray	Wave
Pulse	Storm	Word

Familiars

Summoning a Familiar: The character performs a summons and makes a Charisma saving throw. Rituals, rare ingredients, and other bonuses granted by empowered spellcasting can be used. On a success, a familiar will arrive in 1d20 hours. What sort of familiar appears depends on where they are summoned and what, if anything, has been offered. A frog familiar might appear if summoned in a swamp, while calling for familiars within a city sometimes returns a rat, and in a deep dungeon, a spirit. All familiars will serve their masters loyally until destroyed or "dismissed". Instead of taking an action on their turn, characters may have familiars act on their behalf. A spell caster may dismiss a familiar anytime they wish to be rid of it by simply reciting the words of the summon spell in reverse.

Broken Pacts: If a familiar is ordered to perform any action which will certainly lead to its death, the pact is considered to be broken, and may go where it pleases. Familiars freed in this manner can be quite dangerous and spiteful, and will certainly seek revenge upon their former master.

Familiar spirits eagerly await beyond the veil for a return to the physical realm. They will only possess animals, and if there are none nearby, will remain in its **non-corporeal form** and may assume a frightening ghost-like form once a day for 1d6 rounds. Spirits dislike noncorporeality and will inhabit inanimate objects to console themselves. Despite this, they have a 1d6 chance per day of going insane. Insane spirits refuse to obey their poor masters, and instead wail, sing, and tell stupid jokes. They cannot be dismissed and may only be exorcised.

Hit Dice: 1d6 (6 HP)
Attacks: d4 damage
Abilities: Respective animal abilities

Imps may shape-change into an animal form similar in size of their choice once a day. They are capable of detecting magical emanations by sight. They are fairly good flyers, and can be taught to use weapons which have been scaled to their size. They are also fond of starting fires.

Likes: Fire, Attention
Size: 2-3 ft. tall, 30-40 lbs.
Hit Dice: 2d6 (12 HP)
Attacks: d4 damage (Pointed Tail, Weapon)
Abilities: Flying, Regeneration (1 point per round), Shapechange (once per day), Floating Flame

Gremlins are capable of creating a strange toxin, which they use to cover the tips of their needlelike spears. Victims failing their save against poison fall into a deep sleep for 1d6 rounds. If a Gremlin is asked by its master to reveal the secret of making this toxin, the summoning pact is considered broken, and the Gremlin will be free to go wherever it wishes. There are quite a few gremlins loose because of this ancient clause.

Likes: Chaos
Size: 6" tall.
Hit Dice: 2d6 (12 HP)
Attacks: d6 damage (Poison Spear)
Equipment: Leather Armor
Abilities: Fast, Invisibility, Detect Magic (by touch), Regeneration (1 point per round), Telepathy

Manes are notoriously difficult to control, for these creatures are not happy unless they are employed in some sinister pursuit. A mane will always try to twist orders by adhering to the letter of any command. They can communicate with the dead and have an acute sense of smell. They cannot be taught to use weapons of any sort.

Likes: Fear, Pain
Size: 4 ft. tall, 40-50 lbs.
Hit Dice: 3d6 (18 HP)
Attacks: d6 damage (Claws, Bite)
Abilities: Invisibility, Detect Magic (by sight), Immunity to control spells, Fire, Cold, Lightning, Regeneration (1 point per round), Speak with Dead

Faerie Servants resent authority above all else, but are still bound by magical contracts. Generally uncooperative, they will only act by bargaining and are almost always motivated by personal gain or revenge. In exchange for a favor, faerie servants may grant all sorts of boons, such as learning a spell the faerie knows, bringing a loved one back to life, granting +2 to an Ability Score, or even saving a PC from an imminent death (should they choose to appear in time).

Likes: Magic, Power
Size: 4-7 ft tall, 50-100 lbs.
Hit Dice: 6d6 (36 HP)
Attacks: none
Abilities: Invisibility, Detect Magic, Summon Object, Teleport, Sleep, Silence, Magical Darkness, Second Sight, and more (depending on who arrives).

Hirelings & Animal Companions

A **hireling** is a hired person directly controlled by a player. This exempts creatures controlled by a player's hireling, who may have their own loyalty problems. Players whose characters have died may take one of their hirelings on as a new character in order to quickly rejoin to the adventuring party. If hirelings aren't paid, they'll quickly lose morale.

An **animal companion** is a character's constant friend and companion. Attempts at companionship get a -1 for each of the animal's hit points that exceed the character's. The PC may attempt to befriend the animal by making a Charisma save. On a success, the animal decides to trust the character and are treated as a hireling. The loyalty of an animal companion depends on how well-fed they are, and will abandon the character they've bonded with if driven to starvation. Once a day animals need to eat 1 ration for each hit die they have.

Hireling Recruitment Modifiers
Posting Notices in Public: 50cp, +3
Hiring a Crier: 10cp, +1
Hiring Agents
to seek prospects: 300cp, +6
Frequenting inns and taverns: the cost of buying everyone in the establishment a drink to spread the word. +2 per tavern
Population Modifier:
+2 for large cities
-1 for borderlands
-2 for wilderness

Reactions to Offers of Employment
Roll d20 + Charisma bonus:
1 or below: refuses offer, subsequent reaction rolls in the area suffer a -3 penalty.
2-8: refuses offer
9-12: roll again
13-18: offer accepted, for starting morale
19: enthusiastic, +3 starting morale
20: fanatical; no morale check ever needed

Monsters & Animals

Monsters should be surprising, unique, and present players with an interesting problem to solve: overcoming a foe whose true nature is unknown.

All monsters from the usual roleplaying bestiaries should work as-is with no major conversion needed. Here's some guidelines.

Hit Dice/Hit Points: All monster hit dice are d6s unless otherwise specified. Their max HP is half the total sum of d6s.

Armor: Monster AC (if ascending) is identical to Armor defense. If the AC is descending, subtract it from 19 to find its ascending equivalent.

Attack Bonus: If an attack bonus is not given, assume that it is the same as the monster's number of hit dice.

Damage: Damage remains the same.

Morale: Morale rating is their number of hit dice plus their Constitution Bonus.

Saves: Assume that monsters have ability bonuses equal to their level, with the corresponding ability defenses.

Monster Base

Roll once, or roll twice and combine the results.
1-2: Aerial, 3-4: Terrestrial, 5-6: Aquatic

Aerial Animals

Albatross	Crane	Flamingo
Bat	Crow	Fly
Beetle	Dragonfly	Flying Squirrel
Tropical Bird	Eagle	Goose
Butterfly	Firefly	Gull
Condor	Falcon	Hummingbird
Kingfisher	Moth	Rooster
Locust	Owl	Sparrow
Lagpie	Parrot	Swan
Mantis	Peacock	Vulture
Mockingbird	Pelican	Wasp
Mosquito	Pteranodon	Woodpecker

Terrestrial Animals

These are an NPC's strong points, attributes that make them a valuable ally.

Ant	Caterpillar	Ferret
Ape	Centipede	Foxe
Armadillo	Chameleon	Giraffe
Badger	Cockroach	Goat
Boar	Deer	Horse
Bear	Elephant	Human
Mole	Rat	Snake
Ostrich	Rhinoceros	Spider
Ox	Scorpion	Squirrel
Porcupine	Sheep	Tiger
Rabbit	Slug	Wolf
Raccoon	Snail	Wolverine

Aquatic Animals

These are an NPC's weak points, weaknesses that can be exploited to subvert them.

Alligator	Dolphin	Lobster
Amoeba	Eel	Manatee
Anglerfish	Frog	Manta Ray
Beaver	Hippo	Muskrat
Clam	Jellyfish	Narwhal
Crab	Leech	Newt
Octopus	Anemone	Squid
Otter	Urchin	Swordfish
Penguin	Seahorse	Tadpole
Platypus	Shark	Turtle
Pufferfish	Shrimp	Walrus
Salamander	Seal	Whale

Monster Features

Features can be used as loot. They can be crafted into items or sold to alchemists as ingredients for potions.

Antlers	Fangs	Legless
Beak	Fur	Long tongue
Carapace	Fins	Many-eyed
Claws	Gills	Many-limbed
Compound Eye	Hooves	Mucus
Eye Stalks	Horns	Pincers
Plates	Shell	Tail
Plumage	Spikes	Talons
Proboscis	Spinnerets	Tentacles
Scales	Spines	Trunk
Segments	Stinger	Tusks
Shaggy hair	Suction Cups	Wings

Monster Traits

Amphibious	Crystalline	Fearless
Bloated	Decaying	Fluffy
Brittle	Ethereal	Fungal
Cannibal	Ether. Element	Gelatinous
Clay-like	Ever-young	Geometric
Colossal	Eyeless	Hardened
Illusory	Phys. Element	Skeletal
Intelligent	Planar	Slimy
Iridescent	Reflective	Sticky
Luminous	Rubbery	Stinking
Many-headed	Shadowy	Tiny
Mechanical	Sharp	Translucent

Monster Abilities

Absorbing	Duplicating	Gaze weapon
Acid blood	Electric	Hypnotizing
Anti-magic	Entangling	Impervious
Blinding	Ether. Effect	Invisible
Breath weapon	Exploding	Life-draining
Camouflaging	Flying	Magnetic
Mimicking	Radioactive	Strangling
Mind-Reading	Reflective	Super-strength
Paralyzing	Regenerates	Telekinetic
Physical Effect	Shapeshifts	Teleporting
Poisonous	Spell-casts	Vampiric
Phasing	Stealthy	Wall-Crawling

Monster Tactics

Ambush	Create barrier	Gang up
Call for support	Deceive	Gather strength
Capture	Demand duel	Go berserk
Charge	Disorient	Harry
Climb foes	Encircle	Hurl foes
Draw worship	Evade	Immobilize
Manipulate	Scatter foes	Target nearest
Mock	Stalk	Target richest
Monologue	Steal from	Target strongest
Order minion	Swarm	Target weakest
Protect leader	Target insolent	Toy with
Protect self	Target leader	Use terrain

Monster Personality

Roll on this table or on the Personality table from the Characters page.

Alien	Devious	Fanatical
Aloof	Distractible	Forgetful
Bored	Educated	Generous
Cautious	Embittered	Hateful
Cowardly	Envious	Honorable
Curious	Erudite	Humble
Jaded	Meticulous	Psychopathic
Jovial	Mystical	Sophisticated
Legalistic	Obsessive	Touchy
Manipulative	Out of Touch	Unimpressed
Megalomaniac	Paranoid	Vain
Melancholy	Polite	Xenophobic

Monster Weakness

Monsters do not have specific weaknesses, but it can be a good way to reward research and preparation.

Bells	Conversing	Heat
Birdsong	Deformity	Holy Icon
Children	Flattery	Holy Water
Cold	Flowers	Home Cooking
Cold Iron	Gifts	Insanities
Competition	Gold	Mirrors
Mistletoe	Puzzles	True Name
Moonlight	Riddles	Val. Materials
Music	Rituals	Weak Spot
Methods	Silver	Weapon Items
Phylactery	Sunlight	Wine
Phys. Elements	Tears	Wormwood

Random Events

Dungeons: Roll 1d6 for every 2 turns of activity or 4 hours of inactivity

Wilderness: Roll 1d6 per hex or 8 hours of inactivity

Borderlands: Roll 1d6 per day

Civilised: Roll 1d6 per week

Random Events List

Roll a d6:

- 1: Torch/Lantern exhausted.
- 2: Local Event (Roll d6).
- 3: Nothing.
- 4: Change in weather.
- 5: Clue/tracks of nearby encounter.
- 6: Encounter. Determine distance, surprise, and reaction.

Local Events List

(this list may be made by rolling or choosing from the tables for wilderness generation)

Roll a d6:

- 1: Event.
- 2: Discovery.
- 3: Edible Plants/Items.
- 4: Poisonous Plants/Trap.
- 5: Activity.
- 6: Detail.

Range

Melee (0-10'): Standard range for grappling and most weapons. Missed ranged attacks at this distance risk hitting something or someone else nearby.

Ranged (10-50'): Standard distance for ranged attacks. Hand to hand attacks can't be made at this distance.

Far (50-150'): Missed ranged attacks at this distance risk hitting something or someone else nearby.

Distant (150'-300'): Arced missile fire. Usually this range cannot be made indoors or target individuals.

Encounters

When an encounter occurs, roll for distance. There is a 1d6 chance the encounter is with two groups. If this occurs, roll 1d6:

1-2: The two groups are already engaged in an encounter.

3-4: The two groups meet at the same time as the party meets them.

5-6: The second group encounters the party interacting with the first group after 2d6 rounds.

Encounter Distance

Roll a d6, and with -2 during the night/indoors, with another -1 or -2 for obstructions and limited visibility.

- 1: Melee (2'-5')
- 2: Near (10'-50')
- 3: Far (50'-150')
- 4: Distant (150'-300')
- 5: Extreme (2d6 turns away from Distant)
- 6: Barely Visible (1d6 rounds away)

Monster and NPC Stats

Health	1d6	2d6	3d6	4d6	6d6
	Weak	Typical	Tough	Hulking	Colossal
Armor	10	12	13	14	16
	Unarmored	Light	Medium	Heavy	Nigh Impervious
Bonus	+0	+1	+2	+3	+4
Attack	Untrained	Trained	Dangerous	Masterful	Lethal
Strength	Slow	Average	Strong	Powerful	Monstrous
Dexterity	Slow	Average	Nimble	Swift	Blurred
Constitution	Frail	Average	Tough	Vigorous	Unbreakable
Intelligence	Stupid	Average	Bright	Intelligent	Brilliant
Wisdom	Foolish	Average	Keen	Wise	Enlightened
Charisma	Dull	Average	Appealing	Charismatic	Mesmerizing

NPC altercations

In any mixed crowd, NPCs can get you in hot water. 50% of all encounters are caused by NPCs, usually on a power trip from being hired by an fancy adventuring party.

2d6	1	2	3	4	5	6
1	Spit-on	Barf-on	Fall-on	Spill-on	Told-on	Sneezed-on
2	Tripped	Insulted	Demanded	Mocked	Tripped	Slapped
3	Punched	Attracted	Scratched	Pinched	Challenged	Accused
4	Pushed	Befriended	Robbed	Butted	Bit	Laughed-at
5	Asked	Complimented	Licked	Kicked	Begged	Angered
6	Grabbed	Propositioned	Petted	Helped	Jabbed	Ride

Resting & Healing

A meal restores 1d6 + HP equal to Level.

A meal and restful sleep heals all HP.

For every 24 hours without food or a night's sleep, the character suffers **exhaustion** and loses an item slot. If the character has no item slots, they lose Ability Points instead. Item slots and Ability Points are recovered at the rate of 1 per day of being well-fed and rested.

Morale

Monsters and NPCs (non-player characters) all have a morale rating between 2 and 12. When they face more danger than they were expecting, the referee will make a **morale roll** by rolling 2d6 and comparing the result to the NPC's morale rating. If the roll is higher than the rating, the NPC will attempt to flee, retreat, or parley. Morale rolls can be triggered by defeating half of an enemy group, defeating a group's leader, or reducing a lone enemy to half HP. Hirelings also make morale rolls when they aren't paid, their employer dies, or they face extraordinary danger. Morale may also be improved by paying hirelings more and treating them well. **NPCs lose 1 point of morale for each morale check they fail.** Animal companions and hirelings roll morale for each week they are underpaid or underfed.

Failed NPC Morale (Roll 1d6)

- 1: Run Away, random direction
- 2: Surrender, throw down weapon
- 3: Freeze in fear, no action
- 4: Hide until encounter is over
- 5: Bargain/Parlay
- 6: Beg for mercy

NPC reactions

When the PCs encounter an NPC whose reaction to the party is not obvious, the referee may roll 2d6:

- 2: Hostile
- 3-5: Unfriendly/Unhelpful
- 6-8: Unsure
- 9-11: Talkative
- 12: Helpful

Wilderness Activities

Prospecting: Costs 4 Movement Points. Refer to the Digging Sheet.

Foraging: Costs 1 Movement Point. Success means food and water for 1 day for each character foraging, or collecting 1-6 drams of a plant or herb.

Hunting: Costs 4 Movement Points. Each character in party hunting gets a roll. Only those who can see in the dark can hunt at night. Hunting requires ranged weapons or baited traps. Hunted game has a 1-in-6 chance of being foul. Taking 10+ damage in one attack, fire, acid, magic, etc increase failure by 1 each. Hunted game can provide 1 field ration per hit die (and last for 2 days).

Cooking: Salt, fire, and HD hours can turn game into HD^2 standard rations. Base preparation chance is 1-in-6. Increase success odds by 1 for each of the following: **Fire, Water, Utensils, Pots & pans, and Spices.** A well-supplied party able to take time while camping also succeeds automatically. Add +1 if the food was properly cooked and prepared, subtract -4 if the meat is rotten/uncooked.
1: Save vs CON or no benefit from meal
2-5: No extra effect.
6: Heal 1 additional HP.

Barse's Corrected Common Calendar

Months are 4 weeks long, and weeks are 6 days long. The days of the BCCC are:

1. Airday	3. Earthday	5. Spiritday
2. Waterday	4. Fireday	6. Workday
Bluesnow	Longrass	Blackmoon
Thawmist	Warmshade	Willowind
Dewsnap	Sunstrong	Redleaves
Flowerbloom	Thistleburn	Coldrain
Sweetrain	Harvestime	Shadowrath
Meadowlark	Goodgrove	Gloomfrost

Advancement

All PCs begin at level 1, and gain levels over the course of the campaign. At the end of the session, the referee awards **Experience Points** (XP) to PCs.

Whenever a PC gains 1000 XP, they gain a level. Typically, PCs are awarded 50 XP for low-risk accomplishments, 100 XP for moderate-risk accomplishments, and 200 XP for high-risk accomplishments. The referee should freely notify the PCs of how much XP different objectives are worth when asked. PCs are also awarded 100 XP for showing up to the game.

When a PC **gains a level**, they increase their HP maximum by 1d6 points, and they may choose one of these options:

Hit Points: Increase their maximum HP by an additional 1d6 points.

Ability Points: Increase 2 abilities of their choice by 1 point. Abilities may never be raised higher than 20/+10.

Weapon Mastery: Choose a weapon that, in your hands, has +1 to hit and increases in damage by one die size, in this order: 1d4, 1d6, 1d8, 1d10, 1d12, 2d6, 2d8, 1d20, 3d6, 2d10.

Spell Mastery: Learn a spell permanently and gain 1 Mana Point.

Class Advancement: Roll on a class advancement sheet, if available for the game.

Gold XP Variant: Players as a group may choose to instead gain 1 XP per Gold Piece they discover in the wild and bring back to civilization. Note that this means they will not gain any XP for risks taken.

Wilderness Travel

When traveling in the wilderness, movement is made by spending **Movement Points**. The number of points represent different modes of travel, and the cost of travel depends on the difficulty of terrain. Movement Points can also be spent on wilderness activities. 8 hours have usually passed when all Movement Points are spent, and are recovered after a meal and a night's rest. Desperate characters may progress at a **forced march** and temporarily lose 1d6 item slots (not items) in exchange for 1d6 Movement Points. If the character has no item slots, they lose Ability Points instead. Item slots and Ability Points are recovered at the rate of 1 per day of being well-fed and rested.

Travel speeds:

Two legs: 10 Movement points

Four+ legs: 18 Movement points

Terrain cost per 1 mile hex:

Roads: 1 Point

Regular terrain (forest, hills, barren, river): 2 Points

Rough terrain (mountains, swamps, desert): 3 Points

Traveling methods:

Hustling: Gain 4 Movement Points.

Characters can only hustle once per day. Chance for encounter is doubled.

Exploring: Costs 1 MP per hex. Chance of encounter is doubled.

Scouting: Costs 2 MP per hex and can't make use of roads. Chance of encounter is halved.

Inhabited Lands

For every 1-mile hexagon being explored, refer to the Wilderness Region and any conspicuous landmarks. Also roll 1d20 and refer to the Inhabited Lands table to check for the presence of settlements and/or inhabitants. For special habitations, roll another 1d20 and refer to the column on the right.

New Lands

If a wilderness expedition moves into an area where no map has been made, consult the current land table for finding new lands. Roll a d20 as the party enters a new space (1-mile hexagon), and the column on the left is the newly-discovered terrain. The referee is encouraged to add to the terrain as they see fit, including unique features such as rivers, large lakes, oceans, seas, and islands. Adventurers in the mountains may see the terrain for 3 miles in any direction.

In bad weather, the party must roll a wisdom save to see whether they have traveled off-course. If they fail, they stray off-course 1 mile, plus a number of hexes equal to the amount of points gained by each weather condition that applies.

Conditions: Fog, Night, Rain, Wind, Snow
Map: +5

-1 for each drunk member in party

Types of Terrain

Plains: tundra, steppe, savannah, prairie, heath, moor, downs, meadow, boulder field

Scrub: brush, veldt, thickets, brackens

Forest: woods, jungle, groves and copses (light forest)

Rough: badlands, wastelands, battlefields

Desert: barrens, flat, snowfield

Hills: ridges, bluffs, dunes

Mountains: mesas, glacier, tors

Marsh: fen, slough, swamp, bog, mire, quagmire, morass

Pond: pools, tarn, lake

Depression: gorge, rift, valley, canyon, volcano

Inhabited Lands Generator

Habitation type	Wilderness	Borderlands	Civilised	Special
uninhabited	1-12	1-4	1	monastery
ruins	13-16	5-7	2	trading outpost
castle/keep/stonghold	17	8-9	3-4	prison
single dwelling	18	10-12	5-6	mill
special	19	13-14	7	abbey
thorp	—	15	8	manor
hamlet	—	16	9-10	work camp
village	—	17-18	11-13	military camp
temple	20	19	14-16	farmstead
town	—	20	17-19	monastery
city	—	—	20	orphanage

New Lands Generator

In a new land, generate specific terrain by rolling or choosing from the tables for wilderness generation, and by making a d6 list for local events, and for encounters.

Current->	Plains	Scrub	Forest	Rough	Desert	Hills	Mountains	Marsh
Plains	1-11	1-3	1	1-2	1-3	1	1	1-2
Scrub	12	4-11	2-4	3-4	4-5	2-3	2	3-4
Forest	13	12-13	5-14	5	—	4-5	3	5-6
Rough	14	14	15	6-8	6-8	6-7	4-5	7
Desert	15	15	—	9-10	9-14	8	6	—
Hills	16	16	16	11-15	15	9-14	7-10	8
Mountains	17	17	17	16-17	16-17	15-16	11-18	—
Marsh	18	18	18	18	18	17	—	9-15
Pond	19	19	19	19	19	18-19	19	16-19
Depression	20	20	20	20	20	20	20	20

Weather

2d6 **Weather (+/-2 in Extreme Climate)**

2	Extreme Heat/Wildfire
3	Severe Heat/Humid
4	Hot and Sunny
5	Clear and Sunny
6	Warm, partly Cloudy
7	Rain
8	Cool and Cloudy
9	Cool, Cloudy, and Windy
10	Cold
11	Freezing
12	Snow/Blizzard

2d6 **Shift in Weather**

1	Much Hotter
2	Warmer
3	Drier
4	Less Windy
5-6	Similar
7-8	reroll on Weather Table
9	Windier
10	Wetter
11	Cooler
12	Much Colder

The Wild

Regions, Landmarks, and Details are for inspiration generating the beginning and general geography of an area.

These six tables are used for the Local Events table during random encounters, reflecting the type of terrain the characters are in.

Wilderness Regions

Bluffs	Canyon	Forest
Badlands	Water	Glaciers
Bay	Dust bowl	Highlands
Beach	Prairie	Hills
Delta	Flood lands	Ice fields
Desert	Foot hills	Swamp
Jungle	Plains	Taiga
Lowlands	Rainforest	Thickets
Mesas	Riverlands	Tundra
Moor	Salt Pan	Volcanic Plain
Mountains	Savanna	Wetlands
Petrified forest	Steppe	Woodlands

Wilderness Discoveries

Blood stains	Cut ropes	Item
Bones	Dead animal	Lost NPC
Broken weapon	Dun. Activity	Magical Effect
Burrow	Food scraps	Map
City Activity	Grave marker	Message
Civilized NPC	Human corpse	Migration
Mutation	Stunned NPC	Under. NPC
Nest	Supplies	Wild. Activity
Portal	Torn flag	Wild. Landmark
Resources	Tracks	Wild. Structure
Rift	Trap	Wilderness NPC
Strange plant	Treasure	Animal Den

Wilderness Structures

Altar	Cairn	Ford
Aqueduct	Crossroads	Fortress
Bandit's camp	Crypt	Gallows
Battlefield	Dam	Graveyard
Bonfire	Dungeon	Hedge
Bridge	Farm	Hunter's camp
Inn	Outpost	Standing stone
Lumber camp	Pasture	Temple
Mine	Ruin	Village
Monastery	Seclusion	Wall
Monument	Shack	Watchtower
Orchard	Shrine	Waystone

Inns

Inn Adjectives

Use this table to create a custom table reflecting the type of terrain the characters are in.

Bellowing	Cunning	Bloody
Blazing	Copper	Golden
Bleak	Dancing	Purple
Blessed	Dead	Hideous
Pickled	Shiny	Flaming
Crimson	Flying	Hungry
Moldy	Romantic	Smoking
Green	Salty	Thirsty
Nimble	Singing	Wicked
Orange	Striped	Black
Stone	Shrieking	Whistling
Prancing	Silver	Rainbow

Wilderness Landmarks

Bog	Crater	Grove
Boulder Field	Creek	Hill
Butte	Crossing	Hollow
Cave	Ditch	Hot springs
Cliff	Field	Lair
Crag	Forest	Lake
Lakebed	Pond	Rockslide
Marsh	Rapids	Spring
Mesa	Ravine	Swamp
Moor	Ridge	Thickets
Pass	Rise	Valley
Pit	River	Waterfall

Wilderness Activities

Ambush	City Activity	Eat
Argue	Convene	Excavate
Birth	Demolish	Feast
Build	Die	Felling
Bury	Duel	Fish
Capture	Dun. Activity	Flee
Forage	Sacrifice	Sleep
Hunt	Scout	Swim
March	Sing	Track
Raid	Skin	Trap
Rescue	Skirmish	Wander
Rest	Slay	Worship

Edible Plants

Use this table and the **Poisonous Plants** table when PCs forage for food in the wild.

Acorns	Cattail	Dead-nettle
Apples	Cherries	Elderberries
Asparagus	Chickweed	Fireweed
Blackberries	Chicory	Gooseberries
Blueberries	Clover	Hazelnuts
Carrots	Dandelion	Henbit
Hickory nuts	Mushrooms	Strawberries
Honeysuckle	Mustard	Walnuts
Leeks	Onion	Watercress
Milk thistle	Pecans	Wild garlic
Mint	Persimmons	Wild grapes
Mulberries	Raspberries	Wood sorrel

Inn Nouns

Axe	Bucket	Elephant
Barrel	Candle	Fork
Bear	Duck	Giant
Bell	Cow	Griffin
Boot	Dragon	Hart
Bowl	Egg	Dart
Paw	Hydra	Pants
Skull	Helmet	Centaur
Mouse	Wheel	Anus
Spoon	Monkey	Tit
Star	Salamander	Queen
Moon	Pixie	Prince

Wilderness Region Details

Flourishing	Thunders	Frozen
Silent	Dungeon Trait	Haunted
Rumbles	Ethereal Effect	Howls
Broken	Decays	Misty
Corrupted	Turns to ash	Crumbles
Stems	Turns to stone	Geysers
Lifeless	Shifting	Thorny
Petrified	Shivering	Torrential
Phantasmal	Sinister	Physical Effect
Ravenous	Smolders	Gasses
Savage	Sweltering	Withered
Shadowy	Sinking	Flowers bloom

Wilderness Events

Avalanche	Downpour	Forest fire
Blizzard	Drizzle	Hail
Brushfire	Earthquake	Heat wave
Cloudburst	Eruption	Hurricane
Cyclone	Flooding	Ice storm
Dense Fog	Dust storm	Light mix
Locust swarm	Predator	Snow
Magma flow	Quicksand	Stampede
Meteor Strike	Rain of frogs	Thunderstorm
Monsoon	Rockslide	Tsunami
Mudflow	Sandstorm	Whirlpool
Mudslide	Sleet	Windstorm

Poisonous Plants

Angel's Trumpet	Cocklebur	Hemlock
Baneberry	Columbine	Hogweed
Belladonna	Crowncup	Holly
Black Truffle	Death Cap	Horse chesnut
Bleeding Heart	Dumbcane	Hyacinth
Celandine	Foxglove	Ivy
Jessamine	Moonflower	Spindle
Kudu	Nightshade	Stinkhorn
Larkspur	Oleander	Waxcap
Mandrake	Ragwort	Wine-Cap
Mangrove	Deer lichen	Wolfsbane
Mistletoe	Snakeweed	Wormwood

Inn Quirks

100 yrs in past	Brand new	Dungeon
Always night	Cannibals	Expensive
Animal fights	City Activity	Fac. hangout
Bard duels	Constant party	Facion traits
Bigger inside	Dancing duels	Famous chef
Black market	Dead drop	Fey patrons
Always fighting	Magic sword	Staff are kids
Baby nursery	Moves on own	Talking artwork
Ghost staff	Mercs for hire	Underground
Haunted	NPC hangout	VIP lounge
Hideout	Preaching	Voice in well
Inn/Building	Secure storage	Women only

Digging

Whether or not there is a deposit in the area will depend on the geography. Typically a character or NPC can dig through 10 cubic feet of **Earth/Minerals** per day, and mine through 1 cubic ft. of **Precious Stone** per day. After a day of digging, characters roll 2d6 to see if they have uncovered a **new geographic layer**:

- 2-5. Same Layer
- 6. Sand
- 7. Gravel
- 8. Pebbles
- 9. Stones
- 10. Boulders
- 11-12. **Mineral**

If characters decide to follow a mineral or stone's deposit for **mining**, they refer to the Deposit table instead of the new geographic layer table.

A stone cutter/jeweller can increase or decrease the value for each cubic foot of rough gemstones. Roll 1d6 for Grade and Quality of Cut:

- 1. half value, in copper
- 2. twice value, in copper
- 3. twice value, in silver
- 4. 10x value, in silver
- 5. twice value, in gold
- 6. 10x value, in gold

Mineral

Petrified wood Porcelain clay NPC grave Item Monster , buried Animal , buried	Volcanic rock Mercury Sulphur Tin Zinc Lead	Coal Jade Petroleum Granite Lava Limestone
Chalk Sandstone Copper Iron Smoky quartz Inn	Carnelian Jasper Hematite Alum Marble NPC , alive	Malachite Lapis Lazuli Sinkhole/Cave Pyrite Monster , alive Precious Stone

Precious Stone

Agate Obsidian Tiger's Eye Black Sapphire Citrine Turquoise	Kunzite Silver Indicolite Sunstone Pearl Aquamarine	Zircon Amethyst Amber Moonstone Dungeon Fire Opal
Tourmalite Gold Platinum Orichalcum Ophite Platinum	Diamond Emerald Animal fossil Ruby Sapphire Garnet	NPC tomb Topaz Hiddenite Monster fossil Chrysoprase Peridot

2d6	Deposit	Cu. Feet
2-3	Trace	1d6
4	Thread	1d8
5	Streak	1d10
6	Leader	2d6
7	Vein	3d6
8	Seam	4d6
9	Ledge	6d6
10	Place	5d8
11	Lode	6d10
12	Motherlode	10d10

2d6	Marble Color	d6	Marble Type
2	Gray	1.	Solid
3	Brown	2.	Mottled
4	Blue Gray	3.	Coral
5	Black	4.	Fossil
6	Yellow	5.	Striped
7	Red	6.	Translucent
8	Green		
9	Blue		
10	Snow White		
11	Iridescent		
12	Translucent		

Court Trials

Procedure

The Defendant may arrange to hire a Litigation Trickster (1d10 SP per character level) to argue their case. Before the trial begins, the Defendant may speak with the Court Clerk about moving the trial to a higher court. The trial runs as follows, with each step modifying the verdict score:

1. Weather
2. Magistrate's Disposition
3. Crime Charged
4. Circumstances
5. Litigation Trickster's Disposition
6. Criminal Classification
7. Judgement

Low Court: All cases start at the Low Courts, but it cannot try characters Level 4 or higher, instead deferring the case to the Merchant Court for the following week.

Merchant Court: Merchant Court cannot impose Punishments 1-4, and will defer the case to the Royal Court for the following week (50% chance of accidentally deferring the case to Magical Court). Those accused of Property Damage/Theft receive a -3 in the Merchant Court.

Magical Court: The Magical Court only tries cases of magical crimes, deferring all other to Royal Court the following week. All courts defer to Magical Court on a Verdict of Curse. Exceptional magic users may request to the Right to Trial by Combat.

Royal Court: The Royal Court can try any type of case; the Royal Court gives all cases a +2 adjustment to punishment. Personages may request the Right to Trial by Combat.

Weather

- 1: Raining. -3
- 2: Drizzling. -2
- 3: Foggy. -1
- 4: Cloudy. +1
- 5: Clear. +2
- 6: Sunny. +3
- 7: Holiday +1 (and reroll once)
- 8: Stinking -1 (and reroll once)

Judge's Disposition

- 1: Angry. -4
- 2: Busy. -3
- 3: Irritated. -2
- 4: Hungover. -1
- 5: Bored. -0
- 6: Interested. +1
- 7: Sympathetic. +2
- 8: Amiable. +3

Crime Charged

- 1: Jaywalking: +1
- 2: Desertion, Spitting on Citizen, Tripping a Soldier, Fouling the Road: -0
- 3: Probation Violator, Slapping, Bad Puns, Ogling, Bribery, Drunk: -1
- 4: Escapee, Property Damage, Vagrant, Trespass, Disorderly: -2
- 5: Fugitive, Property Theft, Arson, Destitute, Manslaughter: -3
- 6: Bandit, Harm Person, Kidnap, Blackmail, Extortion, Speeding: -4
- 7: Outlaw, Murder, Tax Evasion, Climb City Wall, Spitting on Nobility: -5
- 8: Assassination, Conspiracy, Treason, Exposing the Elite: -6

Verdict Score Counter

0	-1	-2	-3	-4	-5	-6	-7	-8	-9	-10	-11	-12	-13	-14	-15	-16	-17	-18	-19
1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20

Circumstances

Multiple circumstances may apply.

- Illegal Magic:** -2
- Fair Fight:** +2
- Resisting Arrest:** -2
- Royal Court:** +2
- Defense Witness (1 only):** +2
- Is Peasant:** Punishments 1-6 are "Jail"
- Is Unhoused:** Punishments 1-6 are "Imprison"

Litigation Trickster's Disposition

- 1: Didn't Show Up. -1
 - 2: More Pay Desired. No bonus*
 - 3: Court Jester. +1
 - 4: Concerned. +2
 - 5: Lucid. +3
 - 6: Eloquent. +4
 - 7: Inspired. +5
 - 8: Tear Filled Speech. +5
- *Additional Pay Permits Reroll

Criminal Classification

- Charged:** Trial in 3-18 days; in jail, no bail.
 - Convict:** On probation/previous record. -1.
 - Escapee*:** 1d6 CP bounty. -2.
 - Fugitive*:** 2nd Escape, 1d6 SP bounty. -3.
 - Bandit*:** 3rd Escape, 1d6 GP bounty. -4.
 - Outlaw*:** 4th Escape (and up), 10x60 GP bounty per each escape over fourth. -5.
- *Must roll to see if recognized when encountering Constables. Others may recognize Player, but might not take action.

Right to Trial By Combat

The ancient right to trial by combat, unused in a century, may be called upon by the Defendant in the Royal and Magical Courts. In the Royal Court, only swords and shields may be used, and magic is not allowed. For the Magical Court, the Defendant engages in a single spell duel.

To prevent unfair duels, the Judge may appoint an opponent of equal Hit Die and Ability. No substitution may be made for the Defendant. The winner is dismissed, and if the accused survive, they are sentenced normally.

Score	Verdict/Punishment	Number of Guards, x LVL
1	Spectacle	11
2	Beheaded	10
3	Hanged	9
9	Enslaved	1
6	Imprisoned	3
10	Impressed	2
11	Jailed	1
4	Tortured	7
8	Duel	2
5	Cursed	5
7	Whipped	2
12	Humiliated	1
13	Stocks	
14	Apprenticed	
15	Fined	2
16	Probation	
17	Court Costs	3
18	Case Dismissed	
19	Favorable Judgement	
20	Beneficial Judgement	

Bribery

A player may bribe Guards and Judges to make outcomes more favorable to their interests. Players may continue bribery as long as they like but if there is a reprisal to the bribe, no further negotiation is possible.

Guards: Favorable treatment, or delivering messages/contraband. The verdict score is added or subtracted from the character's Charisma save. The cost of bribery is 100 CP x Character's level.

Judges: Bribes for judges are 1,000 CP x character's level, and usually mean freedom before sentencing or reducing Punishment by one level. The verdict score is added or subtracted from the character's Charisma save.

Reprisal to Bribe: A failure means rejection, or that someone else has found out about the bribe and intervenes. Roll a d6:

1: Wants more coins (2x original amount) and ends discussion or threatens Reprisal No. 4.

2: Wants more 5x more coins or threatens Reprisal No. 5.

3: Wants more 10x coins or threatens Reprisal No. 6.

4: Original level of punishment and bribe returned.

5: Original level of punishment and bribe lost.

6: Increase level of punishment by one and reports Bribery to Judge.

Judgments in Favor

Beneficial Judgment: 1d10% of Plaintiff's total coin.

Favorable Judgment: 10% of Plaintiff's total coin.

Case Dismissed: 50% chance of +1 or -1 (Verdict Die Roll adjustment) in a future trial.

Punishments

The number of guards chaperoning the punishment is multiplied by the PC's Level, and all the guards are the same level as the PC.

Apprenticed: Roll for type of Master, and Guild if applicable. Time off is a special request per day requested. Missing apprentices are treated as Escapees.

Court Costs: Pay 1d100 CP x Character's Level before being released.

Cursed: Roll for **Mutation**.

Duel: Treat as Trial By Combat.

Enslaved: Roll 1d6 for type of enslavement. Slavery permanent or until the player buys their freedom (100 CP x PC's Level)

1. Gladiator
2. Quarry or Mines
3. Merchant or Farmer
4. Sex Worker or Knight
5. Beggar
6. To Plaintiff

Fines: 1d10% of total coin.

Length of Sentence for Probation, Jailed, Apprenticed, Imprisoned, and Impressed: (Length is doubled for apprenticed and imprisoned)

1. One Day
2. Ten Days
3. Thirty Days
4. 1d6 Months
5. 1d6 Years
6. Life

Humiliated

1. Carry 50 lb candle down main street
2. Be spit upon by public while walking down main street
3. Dragged by jackass down main street
4. Public Dunking
5. Loss of Station
6. Public Notice of New Title: "the Coward", "the Weak", "the Cheat" or "the Difficult"

Impressed: Roll for Length of Sentence. Interpleaders have a 1-in-6 of adding a +1 to the die roll for job impressed.

1. Army front/Cavalry/Militia
2. Ship Crew
3. Garrison
4. Wall/Road Repair
5. Warehouse
6. Street Scooper

Probation: Roll for Length of Sentence. Player is sentenced to report to City Jail once a week. Drunkenness, wearing armor or carrying any weapon is prohibited. Chance of Informer (1 in 12 chance per month) extends Probation one month per occurrence.

Spectacle: The crime is so exceptional that the execution must be made a spectacle for all the world to see, such as death by 100 archers with flaming arrows, or death by ritual sacrifice to a magical beast or monster.

Stocks

Located in main plaza. 1d12 days are spent in the stocks, suffering 1d6 damage each day.

Tortured

1. Tickling Torment
2. Quickly (1d6 dmg)
3. Hot Foot (80', 1d6 dmg/rd)
4. Stoning (public, 1d100 dmg)
5. Rack (1d10 days, 1d6 dmg per day)
6. Science Experiment (roll for **mutation**)

Whipped

1. Silk Cord 1 damage
2. Rope 2 damage
3. Belt 1d3
4. Leather whip 1d6
5. Ninetails 3d6
6. Tiger's Paw 4d6

Death, and Life after Death

If a character reaches 0 Hit Points, they immediately roll on the Death Table. Characters also roll on the Death table every turn they still have 0 Hit Points, or take damage while at 0 HP.

Death Table

- 1:** Immediate Death (and beyond).
- 2-15:** Famous last words and a bonus action before dying (and beyond).
- 16-18:** Injured. Disadvantage on all rolls.
- 19:** Unconscious.
- 20:** Adrenaline Rush! Immediately gain a bonus action.

Did You Just Die? When a player's character dies, the player may either create a new character and rejoin the party, or play out their character's passage into the world beyond. For those who wish to see the fate of their soul, roll 1d20 for **Time of Death**, and then roll to see who, if anyone, comes to collect your soul. When you're dead, you use the same character sheet, but now as a disembodied spirit. The ethereal and material worlds overlap, and you can't really interact with the material world. You still own and can use everything that you died with so long as it hasn't been claimed by somebody else. When you die, you get to keep all of things on your body and all of the things you were buried with.

So if your teammate dies, don't be so quick to pry the magic sword out of her hands; she might be fighting Death on the ethereal plane with that very sword!

Time of Death

1-16: Death as usual. A death is already by your side, waiting to receive your soul.

17-18: Double-booked. Two deaths come to collect your soul. Expect them to play a game of chess to settle the question of who gets to collect your soul. Expect them to keep a very close eye on you while they do so.

19-20. Delay. You die seconds earlier than predicted, and as a result, there is no one present at the moment of your death to greet you. If you flee immediately, you'll probably get away.

Who Will Collect Your Soul?

When a character dies, the referee consults with the player to see who is likely to come collect the character's soul, out of which the player makes a d6 list, and randomly rolls to determine. Multiple numbers may be assigned to certain psychopomps based on the player character's actions in their life.

1) Weary Penitent - HD 3

Some poor soul in purgatory, sent to fetch you. Leaden sandals, wings, lantern and appointment book (contains schedule of deaths). The light from the lantern makes all other paths impossible to take.

2) Robed Skeleton With Scythe - HD 4

Collects souls of a very specific category. Likes to play chess. Stops time at their leisure for chatting, games, and collecting souls. Never lets anyone return to life.

3) Demon - HD d6+2

Qualifications: Doesn't come for those in good standing with their religion. It'll probably have one or more of the following traits: horns, barbed tail, bat wings, lion's mane. It intends to devour you and carry you off to the Underworld for personal gain. Souls are useful things: they cannot be destroyed and they are infinitely transmutable.

4) Dead family member - HD 3

Grampa is overjoyed to see you again, of course. He looks forward to showing you to your mansion in the Immortal Mountains (provided that you pass your judgement, of course). How are your cousins doing? And the twins?

5) Spirits - HD 1 (1d12 spirits)

Qualification: Interaction with the spirit world.

These spirits might resurrect you into a badass bear, or force you to be reincarnated as a snail, depending on your relationship with the spirit world.

6) A Saint - HD 8

Qualifications: Helped a religion or god in a major way. Serene, beatific, friendly, and unshakeable, they still bear the marks of martyrdom and are missing the body parts that have gone on to become holy relics.

7) Death - HD 12

Qualifications: Escaped death before. This is it. The big boss. If you impress them they'll petition Heaven to let you become one of their Reapers (see below). Polite and educated, they know all about you and actually have an amazing sense of humor. Unlike those who serve them, they're quite reasonable.

8) Reapers (Special Collection Team)

1d4+2 dead heroes of HD 1d4+4
Qualification: Killed a death OR violated the sanctity of death via necromancy or resurrection.

Dead heroes from other adventuring parties that Death keeps on hand to troubleshoot special problems. Armed with scythes (part of the job). When they aren't out kicking the spleens out of rebellious souls, they fight on the eternal battlefield of Valhalla.

9) Become a Ghost

Qualification: Unfinished business that you were VERY dedicated to. You do not reach the afterlife. Instead you become a ghost, bound to this location. You can basically continue to help out your friends at the cost of going insane and becoming an NPC.

10) Nobody

Qualifications: Devout Atheism. It's what you figured would happen all along, so are you surprised? The void embraces you as your soul dissolves into the Nothing.

11) Magical Death

Qualifications: Magical corruption. The release of your soul floods your body with wild uncontrolled magic. The body dies a magic death (spell randomly determined) and another spell is cast at random on your soul (possibly granting another chance at life).

FANTASTIC HEADGEAR

1. Hair

1	Bald/Shaved
2	Bald/Shaved, Tattooed
3	Bald/Shaved with Top Knot
4	Balding/Thinning
5	Braided Long
6	Braided Short
7	Dyed (roll again + table G)
8	Curly Mane, Amazing
9	Curly, Short
10	Dreadlocks
11	Grungy, in eyes
12	Long Flowing Hair with Top Knot
13	Long Flowing Hair, Loose
14	Long Flowing Hair, Tied
15	Mohawk
16	Short, Hacked
17	Short, Page Boy
18	Short, Porridge Bowl
19	Short, Stylish
20	Shortish, Pony-Tail

2. Hats

1	Adorned (roll again plus Table D)
2	Animal-based
3	Beret
4	Bishop Miter
5	Conical, Short
6	Conical, Spiral
7	Conical, Tall
8	Pointed, front and back
9	Puffy or Fuzzy hat
10	Ridged
11	Sea Captain's hat
12	Skull Cap/Beanie
13	Tasseled (1d4 tassels)
14	Tiered Ziggurat (1d4+1 levels)
15	Asian Conical hat
16	Tri-Cornered
17	Wedge Shaped
18	Wide Brim, Floppy
19	Wide Brim, Stiff
20	Wimple

3. Hoods & Wraps

1	Attached hood, cowl
2	Attached hood with tassel, cowl
3	Bandana or head scarf
4	Birka/veiled
5	Deep hood
6	Fur-lined
7	Fur-lined, heavy
8	Hood, reversible (2x rolls on table G)
9	Long tassel, ornament (table A)
10	Long tassel
11	Ninja hood
12	Decorated (table B)
13	Scarf, long and heavy
14	Sequined or scaled
15	Attached hood, tunic
16	Ornament (table A)
17	Short, plain
18	Wrap, Turban
19	Wrap, Bedouin
20	Wrap, with Mask (table C)

4. Helmets

1	Chain Coif
2	Crusader helm
3	Corinthian helm
4	Corinthian helm with plume
5	Mongol helmet
6	Roman helmet
7	Samurai, masked (table C)
8	Samurai, open
9	Viking
10	Conical, with tassel or plume
11	Masked, Adorned (tables C and D)
12	Masked (table C)
13	Metal Skull Cap
14	Adorned (table D)
15	Plain Helmet
16	Wide-brimmed Helm
17	Extravagantly Fancy (table F)
18	Tall, pointed
19	Full Visor, Adorned (table D)
20	Full Visor, Plain

Table A: Hood Ornaments (d4)

1	Figurine
2	Fuzzy Ball
3	Holy Symbol
4	Bell
5	Coin
6	Multiple (d4 ornaments)

Table C: Mask Shapes (D10)

1	Animal (Table E)
2	Bird Beak
3	Blank Face
4	Demonic
5	Grilled, Gladiator
6	Human, Angry
7	Human, Bearded
8	Human, Happy
9	Human, Tusked
10	Skull Faced

Table D: Adornment (d10)

1	Antlers
2	Brush Top
3	Crest or Rune
4	Feathers or Plume
5	Finned
6	Crescent Moon
7	Horns
8	Spiked
9	Tasseled
10	Winged (bird or bat)

Table E: Animal Incorporation (d12)

1	Bear Head
2	Boar Head
3	Buffalo Head
4	Dragon Head
5	Lion Head
6	Snake Head
7	Snake, small, coiled
8	Tentacles
9	Paws or Claws
10	Wolf Head
11	Beaver Head
12	Raccoon Skin and Tail

Table B: Decoration (d8)

1	Ancient Symbols
2	Animal Designs
3	Curly Lines
4	Slogan
5	Norse Runes
6	Polka-Dots
7	Stripes
8	Stars

Table F: Extravagantly Fancy (d12)

1	Feathered
2	Demon Head
3	Jester's Cap with ornaments (table A)
4	Fish Head
5	Gem-Studded
6	Scuba Diver's Helmet
7	Wicker
8	Bones
9	Turtle Shell
10	Spider-shaped
11	Top hat
12	Tiara

Table G: Colors (d20)

1	Snow White
2	Black
3	Bloody Scarlet
4	Brilliant Copper
5	Daisy Yellow
6	Dark Brown
7	Deep Purple
8	Royal Blue
9	Bright Pink
10	Fiery Orange
11	Forest Green
12	Indigo
13	Mauve
14	Overcast Gray
15	Pea Green
16	Periwinkle
17	Sea Foam Green
18	Mustard
19	Turquoise
20	Multicolored (d4 colors)

ITEM COSTS

All prices are in copper coin.

Payment for things like ships, real estate, and so on usually takes the form of trade goods, favors, or oaths of fealty rather than coins. 10 copper coin equals 1 silver coin, and 10 silver equals 1 gold coin.

TOOLS & GEAR

Air Bladder	5
Bear Trap	3,000
Bedroom	100
Bellows	100
Black Grease	10
Block and Tackle	100
Book (Blank)	2500
Book (Reading)	5000
Bottle/Vial	10
Bucket	5
Calatrops (bag)	100
Cards, Deck of 52	70
Chain (10 ft)	500
Chalk (10 pieces)	10
Chisel	50
Cookpots	200
Crowbar	100
Drill	100
Face Paint/Makeup	80
Fishing Rod/Tackle	50
Glass Marbles (bag)	100
Glue (bottle)	50
Grappling Hook	150
Hammer	100
Holy Water	250
Horn	900
Hourglass	2500
Incense (packet)	500
Iron Tongs	100
Ladder (10 ft)	100
Large Sponge	5
Lens	5000
Lockpicks	300
Manacles	700

Metal File	100
Mirror (small, silver)	750
Musical Instrument	1500
Nails (12)	50
Net	1000
Oilskin Bag	5
Padlock and Key	1300
Perfume	500
Pick	200
Pipe	200
Pole (10 ft)	5
Quill and Ink	30
Rope (50 ft)	100
Sack	1
Saw	500
Scissors	500
Set of Loaded Dice	40
Shovel	200
Small Bell	150
Soap	50
Spike (iron)	5
Spike (wood)	1
Spiked Boots	5
Spyglass	20,000
Tar (pot)	10
Tent (5 person)	4500
Tent (personal)	1000
Twine (300 ft)	100
Waterskin	20
Whistle	50

LIGHT

Candle (d10 usage)	5
Lantern (d12 usage)	500
Lamp Oil	10
Tinderbox	50
Torch (d6 usage)	1

CLOTHING

Poor	10
Standard	50
Noble	3000
Furs	5000
Winter	1000

ARMOR

Shield (Defense +1) 1 slot, 1 quality	1000
Helmet (Defense +1) 1 slot, 1 quality	1000
Light (Defense 12) 1 slot, 3 quality	1200
Medium (Defense 13) 2 slots, 4 quality	3000
Heavy (Defense 14) 3 slots, 5 quality	5000
Half Plate (Defense 15) 4 slots, 6 quality	80,000
Full Plate (Defense 16) 5 slots, 7 quality	150,000

WEAPONS

Dagger, Cudgel, Sickle, Staff, Whip, etc. (d6 damage, 1 slot, 1 hand, 3 quality)	150
Spear, Sword, Mace, Axe, Flail, etc. (d8 damage, 2 slots, 1 hand, 3 quality)	800
Halberd, War Hammer, Long Sword, Battle Axe, etc. (d10 damage, 3 slots, 2 hands, 3 quality)	2000
Sling (d4 damage, 1 slot, 1 hand, 3 quality)	10
Crossbow (d6 damage, 2 slots, 2 hands, 3 quality)	4000
Longbow (d8 damage, 3 slots, 2 hands, 3 quality)	6000
Arrows (20)	100
Quiver (capacity 20, 2 slots)	100

LODGING

Bed, per night	5
Private room, per night	50
Meal	10
Hot bath	10
Stabling and fodder	10

FOOD

Travel Rations (1 day)	5
Animal Feed (1 day)	2
Bacon, side of	10
Bread, 1 loaf	2
Cheese, 1 lb	20
Chocolate, 1 lb	1000
Cider, 1 gallon	20
Cod, whole	200
Eggs, 24	10
Flour, 5 lbs	10
Fruit, 1 lb	10
Garlic, bunch	10
Grain, 1 bushel (8 gal.)	40
Herbs, 1 bunch	5
Honey, 4 oz jar	100
Lard, 5 lbs	10
Nuts, roasted, 1 lb	3
Salt, 1 bushel	30
Spices, 1 lb	100
Sugar, 1 lb	50
Wine/ale, bottle	20
Tea leaves, 1 bunch	10
Tobacco, 1 lb	50
Vegetables, 1 bushel	2

ANIMALS

Chicken	10
Cow	1000
Dog, hunting	500
Dog, small but vicious	200
Donkey/Pack Horse	800
Goat	100
Hawk	2000
Horse, riding	5000
Horse, war	10,000
Ox	3000
Pig	300
Sheep	150

SHIPS

Ship, high quality	7200/ton
Ship, good quality	4800/ton
Ship, used quality	2400/ton
Ship, poor quality	1200/ton
Raft	5000
Fishing Boat	10,000
Sloop	50,000
Caravel	250,000
Galleon	1,125,000

HIRELINGS

Wages are per day, not including food, supplies, shelter, etc.

Town Crier	10
Torchbearer	10
Laborer	20
Scribe	30
Archer	40
Sapper/Miner/Mason	40
Man-at-arms, foot	60
Armorer or Blacksmith	80

TRANSPORT

Carriage	320
Cart	50
Wagon	120

SERVICES

Messenger, per mile	2
Coach cab, per mile	5
Ship's passage, per mile	10

BUILDINGS

Hovel	1200
Row House	12000
Craftsman's House	24000
Merchant's House	72000
House with Courtyard	216,000
Guildhall	326,000
Stone Tower	480,000
Temple	750,000
Stronghold	1,000,000
Cathedral	5,000,000