

# **Knave**

**SECOND EDITION**

**PATREON DRAFT 5**

**SEPTEMBER 2022**

# GM Duties

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## PREPARE FOR SESSIONS

**PLACES:** Create environments for the PCs to explore. Seed these environments with treasures to collect, enemies to fight, devices to tinker with, people to talk to, wonders to gawk at, terrors to flee, problems to solve, and powder-keg situations to explode.

**PEOPLE:** Give NPCs and monsters personalities, loyalties, and motivations, and entangle their lives together.

**THINGS:** Create tools, spells, weapons, and magical artifacts that evoke wonder and promote creative problem solving.

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## HOST THE GAME

**FACILITATE:** Host the game like you'd host a party. Present opportunities, but let the players guide the action.

**CHECK IN:** Check in with the players to make sure everyone (including you) is having a good time. If not, adjust the game or have a conversation about the campaign's expectations.

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## PLAY THE WORLD

**ARBITRATE:** Be impartial and consistent when you make rulings. The players should be playing against the world, not against you. Roll dice in the open, unless the PCs would not know the results.

**VERISIMILITUDE:** Strive to pull the players into the world by making it a living, internally consistent place. Use random tables and generators to keep things fresh and surprising.

**WHEN TO ROLL:** Never roll dice when common sense tells you the logical outcome.

**REWARD PLAYER CREATIVITY:** Allow the players' actions to have a major impact on the campaign, especially when they come up with ingenious solutions that bypass or eliminate obstacles.

**REVEAL THE WORLD:** Give the players plenty of information about what is happening in the game world. When in doubt, give them more. Without information, players cannot make smart choices.

**SIGNPOST DANGER:** The more dangerous a thing is, the more obvious it should be. Don't penalize players with consequences they could not have avoided.

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## KEEP TIME RECORDS

**MAINTAIN URGENCY:** Time is a resource for players, so it should be tracked carefully. Wasting it should have consequences.

**CALENDAR:** Make a calendar and track the days. What are other NPCs and factions up to while the players are adventuring? What holidays are NPCs celebrating? What threats are growing closer?

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## HACK THE RULES

The rules are your servant, not your master. If a rule isn't working the way your group likes, talk to them about it and then tailor things to fit.

# Player Duties

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## ASSIST THE GM

Take as much work off of the GM's shoulders as you can. Show up on time, bring snacks, learn the rules, keep session notes, draw maps, be ready for your turn, and tell the GM your short and long-term plans so they can have material ready.

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## PLAY YOUR CHARACTER

**FITTING IN:** Talk to the GM and the other players to make sure your PC meshes with the setting and tone of the game. Avoid creating inter-party conflicts unless the other players agree.

**STANDING OUT:** Give your PC some distinctive features that set them apart from the other characters. Note that it's fine to play very in-character or to treat your character more like a pawn. Doing voices is optional. Find a way to play that you enjoy.

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## CONFRONT THE WORLD

**TAKE INITIATIVE:** Work with the other players to set your own goals and make your own fun rather than waiting for it to come to you.

**ASK QUESTIONS:** Information is the lifeblood of the game. Get as much of it as you can. Search rooms, experiment, consult sages, etc.

**APPLY TACTICAL INFINITY:** Treat the campaign setting as if it was real and turn the world to your advantage. No detail is simply "flavor."

**SCHEME:** Avoid risky plans that require you to roll dice. Instead, create plans so clever and airtight that success is certain. Use psychology, magic, equipment, NPCs, and the environment to overcome obstacles rather than your ability scores.

**THINK AHEAD:** Remember that your actions can have long-term consequences and NPCs will remember what you've done. Rash or impulsive actions can come back to haunt you.

**FIGHT DIRTY:** Avoid getting into fights where you don't have the upper hand. Combat in Knave is neither balanced nor fair, so if you must fight, fight like your life depends on it.

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## PREPARE TO DIE

Embrace your character's death when it happens and roll up a new PC to take their place. Losing a PC makes for great stories, lets you try out new characters, and can thrust the party into unexpected situations.

# Knave Creation

## STEP 1: ASSIGN ABILITY SCORES

Assign +1s to the PC's ability scores (either manually or randomly) until the total of all scores is +3.

## STEP 2: SECONDARY STATS

PCs start at level 1 with 0 XP. They have 10+CON item slots and d6 Hit Points.

## STEP 3: TRAITS

Create a name and roll, pick, or invent some character traits.

### PHYSICAL TRAITS

| D20 | BUILD      | FACE      | GARB        | HAIR       | MARK           |
|-----|------------|-----------|-------------|------------|----------------|
| 1   | Athletic   | Angular   | Antique     | Bald       | Acid Scar      |
| 2   | Brawny     | Aquiline  | Ceremonial  | Braided    | Arrow Scar     |
| 3   | Corpulent  | Beautiful | Decorated   | Bristly    | Birthmark      |
| 4   | Delicate   | Blunt     | Eccentric   | Coiffed    | Bite Scar      |
| 5   | Gaunt      | Bony      | Elegant     | Cropped    | Blade Scar     |
| 6   | Hulking    | Chiseled  | Embroidered | Curly      | Broken Nose    |
| 7   | Lanky      | Craggy    | Fashionable | Dreadlocks | Burn Scar      |
| 8   | Ripped     | Delicate  | Flamboyant  | Filthy     | Claw Scar      |
| 9   | Rugged     | Elfin     | Foreign     | Luxurious  | Fang Scar      |
| 10  | Scrawny    | Flat      | Formal      | Mohawk     | Knife Scar     |
| 11  | Shriveled  | Furrowed  | Muddy       | Pageboy    | Missing Ear    |
| 12  | Sinewy     | Lumpy     | Oversized   | Ponytail   | Missing Eye    |
| 13  | Slender    | Patrician | Patched     | Shaggy     | Missing Finger |
| 14  | Flabby     | Piercings | Perfumed    | Silky      | Missing Teeth  |
| 15  | Statuesque | Refined   | Rancid      | Singed     | Missing Toe    |
| 16  | Stout      | Round     | Sigiled     | Slicked    | Noose Scar     |
| 17  | Tiny       | Rugged    | Stained     | Topknot    | Pox Scars      |
| 18  | Towering   | Soft      | Threadbare  | Very Long  | Ritual Scar    |
| 19  | Willowy    | Square    | Torn        | Wavy       | Tattoos        |
| 20  | Wiry       | Weathered | Uniform     | Wispy      | Torture Scar   |

### PERSONALITY TRAITS

| D20 | 1-2         | 3-4         | 5-6        | 7-8           | 9-0           |
|-----|-------------|-------------|------------|---------------|---------------|
| 1   | Airy        | Cultured    | Glutton    | Mellow        | Righteous     |
| 2   | Ambitious   | Curious     | Gregarious | Merciful      | Rude          |
| 3   | Anxious     | Debonair    | Gullible   | Methodical    | Sarcastic     |
| 4   | Arrogant    | Deceitful   | Honest     | Miserly       | Serene        |
| 5   | Bitter      | Decisive    | Honorable  | Morbid        | Skeptical     |
| 6   | Blunt       | Disciplined | Humble     | Obsessive     | Slovenly      |
| 7   | Braggart    | Distracted  | Hypnotic   | Parental      | Snob          |
| 8   | Calculating | Dogmatic    | Idealistic | Partier       | Stern         |
| 9   | Cautious    | Droll       | Imperious  | Patriotic     | Stoic         |
| 10  | Childish    | Dry         | Impulsive  | Pedantic      | Stubborn      |
| 11  | Chipper     | Dutiful     | Insecure   | Perfectionist | Superstitious |
| 12  | Chummy      | Epicurean   | Intense    | Pious         | Suspicious    |
| 13  | Coarse      | Fanatic     | Irascible  | Precise       | Theatrical    |
| 14  | Competitive | Flippant    | Irreverent | Prejudiced    | Daredevil     |
| 15  | Confident   | Folksy      | Jealous    | Pretentious   | Toadie        |
| 16  | Contrary    | Formal      | Joker      | Proud         | Uptight       |
| 17  | Courageous  | Frivolous   | Just       | Puritanical   | Vain          |
| 18  | Courteous   | Generous    | Lazy       | Pushy         | Venal         |
| 19  | Cowardly    | Germaphobe  | Logical    | Rake          | Vengeful      |
| 20  | Cryptic     | Gloomy      | Loyal      | Reckless      | Windbag       |

## STEP 4: CAREERS

Roll or pick two careers from the following list. You gain those careers' items, as well any of the following you can carry: 3d6x10 coins, 2 rations, a 50' rope, 2 torches, a shield, a helmet, any armor, any weapon and a quiver of 20 arrows.

### CAREERS

| D20 | 1-2  | 3-4  | 5-6  | 7-8  | 9-0  |
|-----|--|--|--|--|--|
| 1   | <b>ACOLYTE</b><br>Candlestick<br>Censer<br>Incense               | <b>COBBLER</b><br>Leather Roll<br>Fancy Shoes<br>Box of Tacks    | <b>HEADSMAN</b><br>Large Axe<br>Hood<br>Garrote                | <b>MUSICIAN</b><br>Instrument<br>Instrument<br>Instrument      | <b>SCRIBE</b><br>Lamp Oil<br>Quill/Ink<br>Sealing Wax    |
| 2   | <b>ACROBAT</b><br>Flash Powder<br>Juggling Balls<br>Lamp Oil     | <b>COACHMAN</b><br>Horsewhip<br>Lockbox<br>Oilskin Coat          | <b>HERBALIST</b><br>Bag of Herbs<br>Sickle<br>Herb Manual      | <b>NATURALIST</b><br>Fossil<br>Insect Case<br>Geode            | <b>SCULPTOR</b><br>Chisel<br>Clay<br>Calipers            |
| 3   | <b>ACTOR</b><br>Wig<br>Makeup<br>Costume                         | <b>COOK</b><br>Frying Pan<br>Bag of Salt<br>Olive Oil            | <b>HERMIT</b><br>Staff<br>Bag of Fungi<br>2 Stakes             | <b>OFFICER</b><br>Saber<br>Soap<br>Medal                       | <b>SERVANT</b><br>Sponge<br>Silverware<br>Poker          |
| 4   | <b>ALCHEMIST</b><br>Bottle of Acid<br>Mortar/Pestle<br>6 Bottles | <b>COURIER</b><br>Oilskin Bag<br>Local Map<br>Lantern            | <b>PUPPETEER</b><br>Confetti<br>Puppet<br>Red Rags             | <b>ORATOR</b><br>Dagger<br>100 Marbles<br>Bullhorn             | <b>SHEPHERD</b><br>Crook<br>Sling<br>Instrument          |
| 5   | <b>ANTIQUARIAN</b><br>Ancient Coin<br>Antique Flag<br>Lore Book  | <b>CULTIST</b><br>Dagger<br>Ritual Robes<br>Amulet               | <b>HUNTER</b><br>Short Bow<br>Tent<br>Bearskin                 | <b>PAINTER</b><br>Linseed Oil<br>Pigment Pots<br>Brushes       | <b>SHIPWRIGHT</b><br>Axe<br>Drill<br>Hammer              |
| 6   | <b>ARCANIST</b><br>Staff<br>Arcane Robes<br>Chalk                | <b>CUTPURSE</b><br>Knife<br>Caltrops<br>Sack                     | <b>COURTIER</b><br>Perfume<br>Wig<br>Rapier                    | <b>PEDDLER</b><br>Bucket<br>300' Twine<br>Hand Mirror          | <b>CANDLEMAKER</b><br>20 Candles<br>Lamp Oil<br>Beeswax  |
| 7   | <b>ARCHITECT</b><br>Plumb Line<br>Square<br>Ruler                | <b>ASSASSIN</b><br>Crossbow<br>Garrote<br>Soft Boots             | <b>INNKEEPER</b><br>Ladle<br>Candle<br>Cauldron                | <b>PHILOSOPHER</b><br>Staff<br>Lantern<br>Chalk                | <b>SINGER</b><br>Mirror<br>Makeup<br>Locket              |
| 8   | <b>ASTROLOGER</b><br>Compass<br>Astrolabe<br>Telescope           | <b>EXPLORER</b><br>Short Bow<br>Spyglass<br>Spiked Boots         | <b>INQUISITOR</b><br>Mace<br>Manual<br>Vestments               | <b>PHYSICIAN</b><br>Saw<br>Scalpel<br>Wine Jug                 | <b>SMUGGLER</b><br>Block/Tackle<br>Net<br>Short Sword    |
| 9   | <b>BAKER</b><br>Rolling Pin<br>Bag of Flour<br>Lard Block        | <b>FALCONER</b><br>Bird Cage<br>Thick Glove<br>Whistle           | <b>INVESTIGATOR</b><br>Short Sword<br>Manacles<br>Handkerchief | <b>PILGRIM</b><br>Staff<br>Holy Relic<br>2 Rations             | <b>SOLDIER</b><br>Spear<br>Shield<br>2 Rations           |
| 10  | <b>BANDIT</b><br>Mask<br>Manacles<br>Cudgel                      | <b>FENCE</b><br>Short Sword<br>Metal File<br>Sealing Wax         | <b>JAILER</b><br>Key Ring<br>10' Chain<br>Cudgel               | <b>PIRATE</b><br>Cutlass<br>Sextant<br>Cannonball              | <b>SPY</b><br>Caltrops<br>Poison<br>Forged Docs.         |
| 11  | <b>BEASTTAMER</b><br>Whip<br>Thick Gloves<br>Animal Treat        | <b>FISHERMAN</b><br>Spear<br>Net<br>Fishing Gear                 | <b>JESTER</b><br>Scepter<br>Donkey Head<br>Motley              | <b>PIT FIGHTER</b><br>Short Sword<br>Net<br>Spear              | <b>SQUIRE</b><br>Torn Flag<br>Dagger<br>Armor Polish     |
| 12  | <b>BEEKEEPER</b><br>Pot of Honey<br>Bee Suit<br>Smoke Bomb       | <b>FOLKLORIST</b><br>Prophecy<br>Fairy Bones<br>Dragon Scale     | <b>JEWELER</b><br>Knife<br>Loupe<br>Tweezers                   | <b>PLAYWRIGHT</b><br>Quill/Ink<br>20 Candles<br>Skull          | <b>TAILOR</b><br>Sewing Kit<br>Scissors<br>Soap          |
| 13  | <b>BLACKSMITH</b><br>Hammer<br>Bellows<br>Iron Tongs             | <b>FORTUNETELLER</b><br>Tea Leaves<br>Tarot Deck<br>Crystal Ball | <b>KNIGHT</b><br>Helmet<br>Longsword<br>Shield                 | <b>POACHER</b><br>Short Bow<br>Animal Scent<br>Tent            | <b>TATTOOIST</b><br>Pot of Soot<br>Needles<br>20 Candles |
| 14  | <b>BOATMAN</b><br>10' Pole<br>Instrument<br>Paddle               | <b>GAMBLER</b><br>Rapier<br>Card Deck<br>Set of Dice             | <b>KIDNAPPER</b><br>Dagger<br>Chloroform<br>Pot of Tar         | <b>POET</b><br>Stationery<br>Small Bell<br>Perfume             | <b>THIEF TAKER</b><br>Flail<br>Manacles<br>Fake Warrant  |
| 15  | <b>BOOKBINDER</b><br>Sewing Kit<br>Quill/Ink<br>Glue Pot         | <b>GAMEKEEPER</b><br>Sling<br>Horn<br>Ladder                     | <b>LAWYER</b><br>Dagger<br>Fancy Robe<br>Law Book              | <b>PRIEST</b><br>Holy Water<br>Wood Stakes<br>Prayer Book      | <b>THUG</b><br>Wine Jug<br>Cudgel<br>Card Deck           |
| 16  | <b>BREWER</b><br>Mash Paddle<br>Beer Keg<br>Bag of Hops          | <b>GARDENER</b><br>Sickle<br>Shovel<br>Shears                    | <b>LOCKSMITH</b><br>Crowbar<br>Lock Picks<br>Padlock           | <b>PROSPECTOR</b><br>Iron Spikes<br>Pickaxe<br>Pan             | <b>TORTURER</b><br>Drill<br>Hourglass<br>10' Chain       |
| 17  | <b>BURGLAR</b><br>Lock Picks<br>Grapple Hook<br>Large Sack       | <b>GRAVEROBBER</b><br>Sledge Ham.<br>Crowbar<br>Block/Tackle     | <b>MASON</b><br>Chisel<br>Hammer<br>Chalk Dust                 | <b>RAT CATCHER</b><br>Small Cage<br>20 Rat Traps<br>Large Sack | <b>BARBER</b><br>Scissors<br>Hair Oil<br>Straight Razor  |
| 18  | <b>BUTCHER</b><br>Cleaver<br>Meat Hook<br>Side of Bacon          | <b>GRAVEDIGGER</b><br>Shovel<br>Pickaxe<br>Bucket                | <b>MERCHANT</b><br>Sling<br>Scales<br>100 coins                | <b>SABOTEUR</b><br>Air Bladder<br>Hand Axe<br>Lamp Oil         | <b>TRAPPER</b><br>Spear<br>Bear Trap<br>300' Twine       |
| 19  | <b>CARPENTER</b><br>Hammer<br>Saw<br>100 Nails                   | <b>GROOM</b><br>Bag of Oats<br>Horse Brush<br>Blanket            | <b>DYER</b><br>10' Pole<br>Dyes<br>Soap                        | <b>SAILOR</b><br>Beeswax<br>Block/Tackle<br>Spyglass           | <b>WATCHMAN</b><br>Lantern<br>Bullhorn<br>Spear          |
| 20  | <b>CHARLATAN</b><br>Costume<br>Fake Jewels<br>Forged Docs.       | <b>GUARD</b><br>Halberd<br>Livery<br>Horn                        | <b>MINER</b><br>Pickaxe<br>Lantern<br>Pet Canary               | <b>SCOUT</b><br>Signal Flags<br>Black Grease<br>Dice Set       | <b>WOODCUTTER</b><br>Axe<br>Firewood<br>50' Rope         |

# Abilities

## THE SIX ABILITIES

Abilities have scores ranked from +0 to +10 and are frequently added to ability checks. A PC's highest abilities help determine the kind of character they are.

- **STRENGTH (STR):** The Fighter ability. Added to melee attacks and checks requiring raw power like climbing and lifting.
- **DEXTERITY (DEX):** The Thief ability. Added to checks requiring agility and reflexes like dodging, sneaking, picking pockets, sleight of hand, etc.
- **CONSTITUTION (CON):** The Adventurer ability. Added to checks to resist poison, sickness, cold, etc. PCs have 10+CON item slots and can take 10+CON injuries before dying.
- **INTELLIGENCE (INT):** The Magic-User ability. Added to checks requiring cunning, like crafting, picking locks, brewing potions, etc., and sets the number of spells the PC can cast per day.
- **WISDOM (WIS):** The Ranger ability. Added to ranged attacks and checks requiring focus and willpower.
- **CHARISMA (CHA):** The Cleric ability. Added to social, morale, and initiative checks. Sets a PC's maximum NPC companions.

# Races

PCs are assumed to be human. However, if the GM wants to permit PCs to be non-human races, they may replace one of their careers with a special ability (examples below). The GM has final say over which abilities, if any, are appropriate for the setting.

- You gain a bonus when resisting mental effects.
- You only have to sleep for one watch per night in order to heal.
- You can see in starlight and moonlight as easily as day.
- You make no sound while travelling outdoors.
- You gain a bonus to hiding as long as you stay still.
- You are immune to fire.
- You can smell gold within 40 feet.
- You can dig as fast as 10 men.
- Your hands and feet stick to walls.
- You can imitate any voice you've heard in the last 24 hours.
- You can understand the speech of animals.

# Experience

## TREASURE HUNTING

1 XP is awarded for every coin (1c) worth of treasure recovered from dungeons and returned to civilization, split evenly between all PCs. If you are using a traditional dungeon with platinum, gold, silver, and copper coins, each gold coin is worth 1c in Knave.

## MONSTER SLAYING

Neutralizing a monster (usually by killing it) grants 10 XP per monster level, split evenly between all PCs who assisted.

| MONSTER LEVEL | XP   | THREAT LEVEL | XP MULTIPLIER |
|---------------|------|--------------|---------------|
| 1             | 10   | LOCAL        | ×1            |
| 2             | 20   | REGIONAL     | ×10           |
| 3             | 30   | GLOBAL       | ×100          |
| ETC.          | ETC. | COSMIC       | ×1000         |

## EXPLORATION

Exploring an important location for the first time grants XP as shown below, split evenly between all PCs who are present.

| IMPORTANCE | XP      | DISTANCE FROM SAFE HAVEN | XP MULTIPLIER |
|------------|---------|--------------------------|---------------|
| LOCAL      | 100     | 1 DAY                    | ×1            |
| REGIONAL   | 1,000   | 2 DAYS                   | ×2            |
| GLOBAL     | 10,000  | 3 DAYS                   | ×3            |
| COSMIC     | 100,000 | ETC.                     | ETC.          |

# Levels

## GAINING LEVELS

At certain XP thresholds, PCs gain a level, which increases the number of dice they roll to recover HP as well as adding +1 to three *different* ability scores (handpicked or chosen randomly).

| LEVEL | TITLE   | XP TOTAL | LEVEL | TITLE    | XP TOTAL |
|-------|---------|----------|-------|----------|----------|
| 1     | WRETCH  | 0        | 6     | CAD      | 32,000   |
| 2     | LOWLIFE | 2,000    | 7     | GADABOUT | 64,000   |
| 3     | HOODLUM | 4,000    | 8     | ROGUE    | 125,000  |
| 4     | FOOL    | 8,000    | 9     | JACK     | 250,000  |
| 5     | DASTARD | 16,000   | 10    | KNAVE    | 500,000  |

# Slots & Injury

## SLOTS

PC character sheets have item slots numbered from 1 to 20, but the PC only has access to the first 10+CON of them.

**SLOT SIZE:** A slot holds about 5 pounds or 2 kilos. Most items take up one slot, but larger items make take up two or more, and packs of small items can be bundled together into a single slot.

## DAMAGE AND DEATH

Any damage a PC takes is subtracted from their HP. Once HP reaches 0, each point of damage fills an item slot with an appropriate injury. For example: Pierced, Slashed, Bludgeoned, Hungry, Thirsty, Burned, Exhausted, Frozen, etc. Slots with an injury in them cannot be used to hold items.

**DIRECT DAMAGE:** Direct damage bypasses HP and imposes injuries directly. This occurs when a creature's combat experience and stamina would not protect them (e.g. when falling or attacked unawares). Monsters receive triple damage from direct damage, since they do not have item slots or injuries.

**DEATH:** PCs die when all of their slots are filled with injuries. Creatures without slots, like monsters, simply die at 0 HP.

## BREAKAGE

An item breaks if its slot receives an injury that it is susceptible to. For example, a bludgeoning injury from a mace would break a potion bottle but it wouldn't affect a coil of rope.

## HEALING

Each morning PCs reroll their hit points and heal one injury, as long as they slept for two watches and ate a meal the night before. PCs cannot sleep or heal while in a dangerous environment.

**INJURIES:** Normally one injury is removed, but some injuries may heal slower, require special treatment, or never truly heal at all.

**HIT POINTS:** When rerolling hit points, PC roll a number of d6s equal to their level, minus one d6 for each day they have spent outside a safe haven after the first one. The total becomes their new HP total, if it is higher than their current HP.

# Hazards

## ENVIRONMENTAL HAZARDS

- **FIRE:** 1d6 direct damage per round
- **ON FIRE:** 2d6 direct damage per round
- **LAVA:** Instant death
- **DROWNING:** Creatures can hold their breath for 30 seconds (3 rounds) for each point of CON. After this point, they pass out and must make a CON check every round or die.
- **COLD WATER:** Characters immersed in freezing water must make a CON check every minute. If they fail, they take 1 direct damage.
- **LIGHTNING:** 3d6 direct damage
- **FALLING:** Creatures take 1d6 direct damage per 10 feet fallen, to a maximum of 10d6 direct damage.

## BIOLOGICAL HAZARDS

- **HUNGER:** Not eating prevents PCs from rerolling HP.
- **THIRST:** After one day of not drinking, PCs have a penalty on all checks. After three days, they must make a CON save or die every hour.
- **SLEEP DEPRIVATION:** After one night without sleep, PCs have a penalty on all checks. For each day they are sleep deprived, they take an additional 1d6 damage from fatigue caused by the Hazard Die. If this damage would cause an injury, they instead fall asleep.
- **DRUNKENNESS:** Each hour a PC spends drinking, they make a CON check. On a failure, they are drunk and take d6 damage. If this damage causes an injury, they pass out after marking that injury. A drunk character has a penalty on all checks.

## WEAPONS

- **UNARMED ATTACKS:** d4 damage
- **IMPROVISED WEAPONS:** d4-d8 damage depending on their size. They always break on a hit.
- **ONE-HANDED AND RANGED WEAPONS:** d6 damage
- **TWO-HANDED WEAPONS:** d8 damage
- **LEGENDARY WEAPONS:** d10 damage
- **GIANT WEAPONS:** d12 damage

# Checks

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## CHECKS

A check resolves a *risky situation* between a PC and another creature or obstacle. Most actions a PC takes are not risky, and even risky actions can be made safe by breaking them down into a series of safe steps. Some actions may require PC to have the proper tools or training. Problem solving challenges should generally be resolved by critical thinking rather than checks.

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## SCORES AND MODIFIERS

Each side in a check has a score from 0-10, such as:

- **AN ABILITY SCORE:** Used for PCs and creatures. If the creature does not have ability scores, use its level, half its level, or 0, depending on how good would be at the action (GM's call).
- **A DIFFICULTY SCORE ASSIGNED BY THE GM:** Used for environmental obstacles. The default difficulty score is 5.
- **ARMOR POINTS:** Used by the defending side in an attack.

The GM can apply +5 bonuses or -5 penalties to either side's scores, based on situational factors. Factors include the task's difficulty, the PC's approach, time spent, tools used, or the PC having a related career. Note that careers cannot modify attacks.

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## MAKING A CHECK

To make a check, one side rolls a d20 and adds their score, trying to meet or exceed 11 + the other side's score. If they do, they succeed, if not, they fail. Either side can do the rolling to resolve the check.

*Example: A level 1 goblin tries to hit a PC with 4 armor points (4 AP). The goblin has no ability scores, so it uses its level in place of Strength.*

- **GM ROLLS:** The GM rolls d20 + 1 (from the goblin's level), trying to meet or exceed 15 (11 + 4 from the PC's armor). If they succeed, the PC is hit. If not, the PC's armor protects them.
  - **PLAYER ROLLS:** The player rolls d20 + 4 (from their PC's armor), trying to meet or exceed 12 (11 + 1 from the goblin's level.) If they succeed, the PC's armor protects them. If not, they are hit.
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## SOCIAL CHECKS

Social checks are made using the PC's CHA vs. the NPC's INT, WIS or CHA, depending on the context. Common modifiers include the target's disposition and relationship to the PC, factional or moral alignment, the PC's phrasing, bribes, threats, etc.

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## RECALLING LORE

Checks are not necessary for a PC to recall lore. PCs automatically know all common knowledge and any specialized knowledge within their careers. Anything else must be discovered in-game.

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## SEARCHING

Searching for hidden things usually does not require a check. They are either automatically discovered after spending enough time searching, or they cannot be found without taking specific actions. See the Dungeoneering section.

# Encounters

## REACTIONS

When the PCs encounter a creature whose initial reaction to the party is not obvious, the referee may roll on the following table.

| 2D6 | NPC REACTION  |
|-----|---|
| 2   | <b>MURDEROUS:</b> Tries to kill the PCs                     |
| 3   | <b>VIOLENT:</b> Tries to injure or capture the PCs          |
| 4   | <b>HOSTILE:</b> Tries to harass or rob the PCs              |
| 5   | <b>UNFRIENDLY:</b> Threatens, insults, or commands the PCs  |
| 6   | <b>WARY:</b> Avoids the PCs                                 |
| 7   | <b>UNINTERESTED:</b> Ignores the PCs                        |
| 8   | <b>CURIOS:</b> Moves to investigate the PCs from a distance |
| 9   | <b>POLITE:</b> Greets the PCs, asks questions               |
| 10  | <b>FRIENDLY:</b> Talkative, shares information              |
| 11  | <b>HELPFUL:</b> Will do minor favors for the PCs            |
| 12  | <b>ADMIRING:</b> Tries to join the PCs as a follower        |

## ACTIVITY

What the encounter is currently doing will depend on the creature type, environment, etc. Use the table below as inspiration.

| D20 | 1-2         | 3-4        | 5-6          | 7-8         | 9-0          |
|-----|-------------|------------|--------------|-------------|--------------|
| 1   | Ambushing   | Clearing   | Escorting    | Mapping     | Robbing      |
| 2   | Arguing     | Climbing   | Excavating   | Marrying    | Sacrificing  |
| 3   | Awarding    | Collecting | Executing    | Mourning    | Scavenging   |
| 4   | Beautifying | Competing  | Feasting     | Murdering   | Scouting     |
| 5   | Befouling   | Convening  | Fighting     | Packing     | Searching    |
| 6   | Begging     | Cooking    | Fleeing      | Pardoning   | Selling      |
| 7   | Besieging   | Courting   | Foraging     | Parleying   | Singing      |
| 8   | Birthing    | Crafting   | Fortifying   | Patrolling  | Sleeping     |
| 9   | Blessing    | Cursing    | Gambling     | Performing  | Summoning    |
| 10  | Brawling    | Dancing    | Guarding     | Planning    | Surrendering |
| 11  | Brewing     | Defacing   | Harvesting   | Planting    | Swimming     |
| 12  | Building    | Defending  | Hauling      | Playing     | Swindling    |
| 13  | Burgling    | Delivering | Healing      | Praying     | Tending      |
| 14  | Burying     | Destroying | Hiding       | Preaching   | Threatening  |
| 15  | Camping     | Dousing    | Igniting     | Processing  | Tracking     |
| 16  | Capturing   | Dressing   | Infiltrating | Questioning | Trading      |
| 17  | Carving     | Dueling    | Initiating   | Repairing   | Training     |
| 18  | Celebrating | Dying      | Instructing  | Rescuing    | Traveling    |
| 19  | Chasing     | Eating     | Kidnapping   | Resting     | Wandering    |
| 20  | Cleaning    | Escaping   | Looting      | Rioting     | Worshipping  |

## DISTANCE FROM PARTY

- **DUNGEONS AND CITIES:** 2d6 × 10 feet
- **WILDERNESS:** 4d6 × 30 feet

## SURPRISE

If the encounter occurs within 80 feet of the party, the two closest creatures from each side should make a WIS vs. WIS check. If one side wins by 10 or more, they have surprised the other side. The surprising side will act first in combat and gains a bonus on all combat checks during the first round.

# Combat

## INITIATIVE

Combat is broken into 10-second turns, during which each side will get to act. On a side's turn, all of its creatures may move up to their movement speed (usually 40 feet) and take one other action, such as attacking, casting a spell, moving again, attempting a maneuver, etc. Decide which side acts first by making a CHA vs. CHA between the side's leaders.

## ATTACKS

**HITTING ENEMIES:** An attack is a check using the attacker's STR (for melee) or WIS (for ranged) vs. the defender's armor points. On a hit, the attacker deals damage to the defender. If the check's total is 20 or higher, the attacker may also attempt a free maneuver.

**RANGED ATTACKS:** The defender must be within range and clearly visible, and the attacker cannot be in melee. PCs should track ammunition like arrows with tally marks on their quiver's slot.

**SNEAK ATTACKS:** Melee attacks against unsuspecting, vulnerable foes get a bonus to hit and deal direct damage. If the target is truly defenseless, an attack should kill them immediately.

**MODIFIERS:** The combatants' scores may be modified by positioning, ganging up, weapon types, aiming, visibility, cover, foe size, range, surprise, elevation, etc.

## DAMAGE

Hits reduce the defender's HP by a roll of the weapon's damage die. If an enemy is weak to the type of damage being dealt, it deals direct damage. If they are resistant to it, it deals no damage.

**POWER ATTACKS:** Before rolling for damage, creatures can decide to make the attack a power attack. This doubles the number of damage dice rolled but breaks the weapon. Power attacks cannot be used with unbreakable weapons or natural weapons like fists.

## MANEUVERS

Maneuvers include disarming, pushing, stunning, blinding, breaking gear, tripping, pickpocketing, climbing, restraining, etc. Maneuvers must be plausible given the situation and can only cause damage indirectly (i.e. pushing an enemy off a ledge). They are resolved with an appropriate ability check. PCs get a +1 bonus to maneuver checks for each of their empty slots.

## MORALE CHECKS

Players can call for a morale check when their enemies are at a breaking point, such as when the foe drops to half HP (if alone), loses half of their allies, loses their leader, is ambushed, or is attacked by something they fear.

Morale checks use a PC's CHA vs. the enemy leader's WIS, with modifiers for the situation, the NPCs' disposition, the PC's reputation, etc. On a success, the NPCs flee in a panic or unconditionally surrender. On a failure, the PCs must wait for a different breaking point to try again.

# Journeys

## WATCHES

While on a journey, days are divided into six watches: three for day, three for night. Each watch is four hours long. Most major actions (travelling, foraging, etc.) take a watch to complete.

## THE JOURNEY HAZARD DIE

At the end of each watch, roll the Journey Hazard Die (d6).

| D6 | RESULT  |
|----|---|
| 1  | <b>ENCOUNTER:</b> The party has an encounter, usually rolled from a table designed for the region or terrain type. The DM may also randomly determine the encounter's reaction to the party, current activity, and distance from the party. |
| 2  | <b>FATIGUE:</b> Each party member takes 1 damage unless they spend the next watch resting. Damage may be higher in difficult weather or terrain. Ignore while camping.  |
| 3  | <b>DEPLETION:</b> Each PC rolls d10 + 10 and loses the item in that item slot (if any) or spend the whole next watch recovering it. Ignore while camping.   |
| 4  | <b>WEATHER:</b> The weather changes or some local effect begins.  |
| 5  | <b>SIGN:</b> The party finds a sign of the next encounter or find a clue to something secret.   |
| 6  | <b>FREE:</b> No effect.   |

## TRAVELING

**TRAVEL SPEED:** 6 miles per watch. Speed is halved when travelling in darkness, through difficult terrain, or in severe weather. It is doubled when using a road or riding a mount. Travelling for more than 3 watches in a day deals 1 direct damage per additional watch unless they succeed at a CON check.

**NAVIGATION:** It is up to the party to find their way from location to location, using roads, trails, maps, directions, or local guides. If the terrain or weather is disorienting, the GM may require a WIS check (rolled in secret) to see if the party accidentally moves in a random direction.

## EXPLORING

**HIDDEN FEATURES:** The party can spend a watch exploring an area of about 30 square miles (a six-mile hex) to automatically reveal any significant areas of interest that wouldn't be noticed by simply passing through (an overgrown ruin, a hidden pool, etc.)

**SECRET FEATURES:** Secret features (buried treasure, a hidden door into a mountain) should have corresponding clues and can only be found by the PC's describing what they do.

## FORAGING

Foraging for food takes a watch and requires a WIS check, modified by factors like weather, terrain, etc. On a success, the PC collects d6 rations. Two rations fit in one item slot.

# Weather

## THE WEATHER TABLE

**CHANGING THE WEATHER:** At the start of the game and whenever you roll the Weather result on the Journey Hazard Die, roll 3d6 for the current season to determine the weather.

| 3D6 | SPRING/FALL    | SUMMER          | WINTER              |
|-----|----------------|-----------------|---------------------|
| 3   | Light Snow     | Windy and Cool  | Heavy Snow and Wind |
| 4   | Hail           | Clear and Cool  | Heavy Snow          |
| 5   | Lighting Storm | Hail            | Light Snow and Wind |
| 6   | Wind and Rain  | Lightning Storm | Light Snow          |
| 7   | Heavy Rain     | Heavy Rain      | Sleet               |
| 8   | Light Rain     | Light Rain      | Light Rain          |
| 9   | Drizzle        | Warm and Humid  | Windy and Cool      |
| 10  | Warm           | Warm            | Cool                |
| 11  | Cool           | Hot             | Cold                |
| 12  | Cold           | Hot and Humid   | Freezing            |
| 13  | Windy and Cool | Windy and Warm  | Windy and Cold      |
| 14  | Windy and Cold | Windy and Hot   | Windy and Freezing  |
| 15  | Windy and Warm | Windy and Cool  | Foggy and Cool      |
| 16  | Cool and Foggy | Cool            | Foggy and Cold      |
| 17  | Cold and Foggy | Cool and Foggy  | Foggy and Freezing  |
| 18  | Windstorm      | Windstorm       | Windstorm           |

## WEATHER EFFECTS

Use common sense when determining the effects of the weather. Rain soaks the PCs and their equipment, creates mud, and can cause flooding. Wind can kick up dust, create noise, and make ranged attacks difficult. Fog reduces visibility. Severe weather can add +1 damage to Fatigue results on the Journey Hazard Die, especially if PCs are not dressed appropriately.

# Signs

When the Hazard Die indicates that the party has found a sign, first roll a creature from an appropriate random encounter list and then roll or pick what sign of that creature they find. Alternatively, reveal a clue to something hidden nearby.

| D6 | ENCOUNTER SIGN TYPE  |
|----|--|
| 1  | <b>CREATURES:</b> Fleeing or injured prey, hunters, worshippers, young offspring, eggs, the creature itself but in the distance, its shadow as it flies overhead, etc.             |
| 2  | <b>LEAVINGS:</b> Fur, hair, droppings, scales, feathers, blood, shed skin, regurgitated pellets, food scraps, trash, carcasses, dropped items, torn clothing, cold campfires, etc. |
| 3  | <b>MARKINGS:</b> Tracks, trails, broken branches, teeth marks, claw marks, symbols, graffiti, signs of a struggle, elemental or supernatural effects, etc.                         |
| 4  | <b>SMELLS:</b> The creature itself, droppings, lairs, residue, signaling or warning scents, etc.   |
| 5  | <b>SOUNDS:</b> Fighting, burrowing, nesting, travelling, signaling, talking, singing, arguing, etc.  |
| 6  | <b>STRUCTURES:</b> Nests, lairs, burrows, campsites, fires, traps, etc.  |



# Delving

## TURNS

While dungeon delving, time is divided into 10-minute segments called turns. Most major actions (moving, searching, fighting, resting, etc.) take one turn to complete.

## THE DUNGEON HAZARD DIE

At the end of each turn, roll the Dungeon Hazard Die (d6).

| D6 | RESULT  |
|----|---|
| 1  | <b>ENCOUNTER:</b> The party has an encounter, usually rolled from a table designed for this dungeon. The DM may also randomly determine the encounter's current activity, reaction to the party, and distance from the party. |
| 2  | <b>FATIGUE:</b> Each PC takes 1 damage unless they spend their next turn resting.   |
| 3  | <b>BURN:</b> Torches burn out.  |
| 4  | <b>SHIFT:</b> The dungeon environment changes in some way.  |
| 5  | <b>SIGN:</b> The party finds a sign of the next encounter or find a clue to something secret.   |
| 6  | <b>FREE:</b> No effect.   |

## DUNGEON MOVEMENT

**CRAWL:** The standard movement rate in a dungeon is 120 feet (24 five-foot squares) per turn. Characters moving at this speed actually spend most of the time standing still and listening, testing surfaces, and drawing maps. This allows the party to automatically detect traps, map their environment, and avoid being surprised.

**WALKING:** 2,400 feet (480 five-foot squares) per turn. At walking speed PCs will be surprised by all encounters and spring all traps.

**RUNNING:** 4,800 feet (960 five-foot squares) per turn. At running speed PCs will be surprised by all encounters, spring all traps, and cannot map their environment. Candles held while running go out.

## ILLUMINATION

If the party finds itself in total darkness they cannot use their map to navigate and most actions will be difficult or impossible.

**TORCHES:** Illuminate general shapes within 40 feet, and details within 10 feet. Two torches fit in a slot.

**CANDLES:** Illuminate general shapes within 20 feet, and details within 5 feet. One candle will generally last for a dungeon crawl.

**LANTERNS:** As candles, but they cannot be blown out. Uses a slot.

## SEARCHING

**HIDDEN FEATURES:** PCs can spend a turn searching a room to reveal any non-obvious features (a statuette inside a drawer, a cracked tile, etc.) In dim light like candlelight, this takes two turns.

**SECRET FEATURES:** Secret features like hidden doors, a letter inside a mattress, etc. should have corresponding clues but can only be found through the players describing the PC's actions.

# Dungeon Shifts

## SHIFTS

When the Dungeon Hazard Die indicates a dungeon shift, the dungeon environment changes in some way, similar to how weather affects the overworld. Each dungeon will have certain shifts that make more sense for it, but GMs can also use the list below as inspiration. If a dungeon doesn't have any obvious shifts, use minor effects like sounds, temperature shifts, wind, falling debris, apparitions, or vermin.

| D8 | DUNGEON SHIFTS  |
|----|---|
| 1  | <b>GAS:</b> Hallucinogenic gas, smoke, incense, flammable gas, sleeping gas, poison gas, dust, infectious spores, etc.<br><b>ARCHITECTURE:</b> Ceilings, walls, or floors move, sections of the                           |
| 2  | dungeon revolve, slide, or tilt, doors open or close, devices activate, traps rearm, dungeon shakes, rifts open, etc.   |
| 3  | <b>FLOW:</b> Lava, water, sand, mud, acid, oil, slime, gravel, etc.   |
| 4  | <b>MAGIC:</b> Petrification, animation, transformation, light, darkness, etc. Use magic random tables for inspiration.  |
| 5  | <b>PLANTS:</b> Plants start to grow, wither, rot, bloom, block passages, open new routes, etc.<br><b>CREATURES:</b> Insect swarm, monster activity changes (use activity table), aggression level changes, new faction or |
| 6  | monster type appears, encounter frequency changes, alliances shift, etc.  |
| 7  | <b>SOUNDS:</b> Alarm wail, clanging, thumping, scraping, grinding, rumbling, clicking, drumming, total silence, etc.  |
| 8  | <b>DUNGEON WEATHER:</b> Scorching, hot, cold, freezing, humid, rain, fog, light wind, strong wind, static charge, etc.  |

# Spellbooks

A spellbook takes up a whole item slot and contains a single spell. They cannot be created or copied by PCs.

**CASTING SPELLS:** PCs can cast a spell from a spellbook by holding it in both hands and saying the correct incantation. Each spellbook can only be used once per day, but PCs can use a number of spellbooks per day equal to their INT.

**LEVELED SPELLS:** Spells from classic fantasy adventure games often have levels from 1 to 9. PCs can only cast one of these spells if their INT is equal to or greater than the spell's level.

**LEVEL-LESS SPELLS:** 100 spells without levels are included below. When INT appears in their descriptions, replace it with any number up to the caster's INT. This number counts as the spell's level, if such a number is required. 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 INT×10 minutes and have a range of INT×10 feet.

**CHAOS SPELLBOOKS:** The GM can choose to use chaos spellbooks in the campaign, which are spellbooks that replace their spell with a random new spell at the dawn of each day. These spells can be picked from the level-less spell list or randomly generated.

**SAVES:** When a spell targets an unwilling creature, they may make DEX, CON, or WIS check vs. the spell's level to reduce its effect (GM's call).

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## LEVEL-LESS SPELLS

- ADHERE:** INT objects become extremely sticky.
- ANIMATE OBJECT:** INT inanimate objects obey your commands as best they can. It can walk 15ft per round.
- ANTHROPOMORPHIZE:** A touched animal either gains human intelligence or human appearance for INT days.
- ARCANE EYE:** One of your eyes detaches and can fly around under your control. You can still see through it.
- ASTRAL PRISON:** An object is frozen in time and space within an invulnerable crystal shell.
- ATTRACT:** INT+1 objects are strongly magnetically attracted to each other if they come within 10 feet.
- AUDITORY ILLUSION:** You can create illusory sounds that seem to come from a direction of your choice.
- BABBLE:** INT creatures must loudly and clearly repeat everything you think. They are otherwise mute.
- BEAST FORM:** You and your possessions transform into a mundane animal for up to INT days.
- BEFUDDLE:** INT creatures of your choice are unable to form new short-term memories for the duration of the spell.
- BEND FATE:** Roll INT+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.
- BODY SWAP:** You switch bodies with a creature you touch. If one body dies while the spell is ongoing, the other dies as well.
- CATHERINE:** A woman wearing a blue dress appears for INT hours. She will obey polite, safe requests.
- CHARM:** INT creatures develop a liking for another creature and wish to befriend it.
- COMMAND:** A creature obeys a single, INT-word command that does not harm it.
- COMPREHEND:** You are fluent in all languages for INT days.
- CONTROL PLANTS:** Plants within range obey you and gain the ability to move at 5 feet per round.
- CONTROL WEATHER:** You may alter the type of weather at will for INT watches. It takes 10 minutes to change weather types.
- DETECT MAGIC:** You hear magical auras singing. Volume and harmony signify the aura's power and refinement.
- DISASSEMBLE:** INT of your body parts may be detached and reattached at will, without causing pain or damage. You can still control them. Lasts for up to INT days.
- DISGUISE:** You may alter the appearance of L humanoid creatures for INT hours as long as they remain humanoid. Attempts to duplicate other characters will seem uncanny.
- DISPLACE:** Make an object appears to be up to INT×10ft from its actual position.
- EARTHQUAKE:** The ground begins shaking violently for INT minutes. Structures may be damaged or collapse.
- ELASTICITY:** Your body can stretch up to INT×10ft.
- ELEMENTAL WALL:** A wall of ice or fire INT×40ft long, 5ft thick and 10ft high rises from the ground.
- FILCH:** INT visible items teleport to your hands.
- FOG CLOUD:** Fog spreads out in a INT×10ft radius from you.
- FRENZY:** INT creatures erupt in a frenzy of violence.
- GATE:** Open a gate to a random plane of existence.
- GRAVITY SHIFT:** You can change the direction of gravity (for yourself only) INT times.
- GREED:** INT creatures develop an overwhelming urge to possess a visible item of your choice.
- HASTE:** INT creatures have their movement speed tripled.
- HATRED:** INT creatures develop a deep hatred of another creature and wish to destroy it.
- HEAR WHISPERS:** L creatures can hear faint sounds clearly.
- HOVER:** An object hover, frictionless, 2ft above the ground. It can support the weight of up to INT humanoids.
- HYPNOTIZE:** A creature enters a trance and will truthfully answer INT yes or no questions you ask it.
- ICY TOUCH:** A thick ice layer spreads across a touched surface, up to INT×10ft in radius.
- ILLUMINATE:** A floating light moves as you command.
- INCREASE GRAVITY:** The gravity within INT×10ft triples.
- INVISIBLE TETHER:** INT objects within 10ft of each other cannot be moved more than 10ft apart from each other.
- KNOCK:** INT mundane or magical locks unlock.
- LEAP:** You can jump up to INT×10ft in the air.
- LIQUID AIR:** The air within INT×10ft becomes swimmable.
- MAGIC DAMPENER:** All magical effects have their effectiveness halved (does not affect duration, number of targets, or range.)
- MANSE:** A furnished house with INT rooms appears for 1 day. It contains no food or gear and does not count as a safe haven.
- MARBLE MADNESS:** Your pockets are full of marbles, and will refill every round. Lasts for INT rounds.
- MASQUERADE:** INT characters' appearances and voices become identical to a touched character.
- MINIATURIZE:** You and INT other touched creatures are reduced to the size of a mouse.
- MIRROR IMAGE:** INT illusory duplicates of yourself appear under your control.

50. **MIRRORWALK:** A mirror becomes a gateway to another mirror that you touched today.
51. **MULTIARM:** You gain INT extra arms.
52. **NIGHT SPHERE:** An INT×40ft wide sphere of darkness displaying the night sky appears.
53. **OBJECTIFY:** INT willing creatures become inanimate objects of your choice.
54. **OOZE FORM:** INT creatures become living jellies.
55. **PACIFY:** INT creatures develop an aversion to violence.
56. **PHANTOM COACH:** A ghostly coach appears until end of spell. It moves unnaturally fast over any terrain, including water.
57. **PHOBIA:** INT creatures become terrified of an object.
58. **PIT:** A pit 10ft wide and INT×10ft deep opens in the ground.
59. **PRIMEVAL SURGE:** An object grows to the size of an elephant. If it is an animal, it is enraged.
60. **PSYCHOMETRY:** The referee answers INT yes or no questions about a touched object.
61. **PULL:** An object of any size is pulled directly towards you with the strength of INT men for one round.
62. **PUSH:** An object of any size is pushed directly away from you with the strength of INT men for one round.
63. **RAISE DEAD:** INT skeletons rise from the ground to serve you. They can only obey simple orders.
64. **RAISE SPIRIT:** The spirit of a dead body manifests and will answer INT questions (if it knows the answers).
65. **READ MIND:** You can hear the surface thoughts of INT nearby creatures.
66. **REPEL:** INT+1 objects are strongly magnetically repelled from each other if they come within 10 feet of one another.
67. **SCRY:** You can see through the eyes of INT creatures you touched earlier today.
68. **SCULPT ELEMENTS:** All inanimate material behaves like clay in your hands.
69. **SHROUD:** INT creatures are invisible until they move.
70. **SHUFFLE:** INT creatures instantly switch places. Determine where they end up randomly.
71. **SILENCE:** All sound is deadened within INT×10ft of you.
72. **SLEEP:** d6 creatures of level INT or less fall into a light sleep.
73. **SMOKE FORM:** Your body becomes living smoke.
74. **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 for INT days if he finds you worthy.
75. **SNIFF:** INT creatures can smell even the faintest scents.
76. **SORT:** Inanimate items sort themselves according to INT categories you set. The categories must be visually verifiable.
77. **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. Lasts for INT days.
78. **SPELLSEIZE:** Cast this as a reaction to another spell of level INT or less going off to make a temporary copy of it that you can cast at any time before this spell ends.
79. **SPIDER CLIMB:** You can climb surfaces like a spider.
80. **SUMMON CUBE:** You may summon or banish a 5ft cube of earth 5 times per round. Lasts for INT rounds. New cubes must be affixed to the earth or to other cubes.
81. **SUMMON IDOL:** A carved stone statue up to 20 feet tall rises from the ground.
82. **SWARM:** You become a swarm of crows, rats, or piranhas. You only take damage from area effects.
83. **TELEKINESIS:** You may mentally manipulate INT inanimate items as if you were holding them. Lasts for INT rounds.
84. **TELEPATHY:** You can project your thoughts into the minds of anyone within INT×40ft.
85. **TELEPORT:** An object disappears and reappears on the ground in a visible, clear area up to INT×40ft away.
86. **THAUMATURGIC ANCHOR:** Object becomes the target of the next INT spells cast within 120 feet of it.
87. **THICKET:** A thicket of trees and dense brush up to INT×40ft wide sprouts up over the course of one round.
88. **TIME JUMP:** An object disappears as it jumps INT×10 minutes into the future. When it returns, it appears in an unoccupied area nearest to where it left.
89. **TIME RUSH:** Time within the spell's range moves 10× faster.
90. **TIME SLOW:** Time within the spell's range moves 10× slower.
91. **TRUE SIGHT:** You see through all nearby illusions.
92. **UNRAVEL:** Make an INT check vs. the level of an ongoing spell. If you succeed, the spell is cancelled. If you fail, the spell continues you cannot attempt again.
93. **UPWELL:** A spring of seawater appears. It produces 100ft<sup>2</sup> of water per minute.
94. **VISION:** You can add one object to what INT creatures see.
95. **VISUAL ILLUSION:** A silent, immobile illusion of your choice appears, up to the size of a bedroom. It's quite convincing.
96. **WARD:** A silver circle 40ft across appears on the ground. INT things that you name cannot cross it.
97. **WEB:** Your wrists can shoot thick webbing.
98. **WHIRLWIND:** You create a vortex of air INT×10ft wide that picks up and whirls items. Can be used to deflect missiles.
99. **WIZARD MARK:** Your finger can shoot a stream of ulfire-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 can see through INT feet of material.

## GENERATING NEW SPELLS

The GM can generate new spell names by rolling 3d6. Each die provides 0 to 3 words that are strung together to create the spell's formula. Replace each bracketed word in the formula with a result from the corresponding tables on the next page to create the spell name.

| D6 | DIE 1              | DIE 2     | DIE 3                       |
|----|--------------------|-----------|-----------------------------|
| 1  | [NAME 1][NAME 2]'S | [QUALITY] | [EFFECT][ELEMENT]           |
| 2  | -                  | -         | [EFFECT][FORM]              |
| 3  | -                  | -         | [ELEMENT][FORM]             |
| 4  | -                  | -         | [FORM] OF [ELEMENT]         |
| 5  | -                  | -         | [FORM] OF [EFFECT][ELEMENT] |
| 6  | -                  | -         | [EFFECT][ELEMENT][FORM]     |

For example: if 1, 3, 2 was rolled on the 3d6, the formula would be [Name 1][Name 2]'s[Effect][Form]. Replacing the words with table results might generate "Quasithrax's Mutating Arrow". The GM and players work together to determine the spell's effects.

## NAME1

| D20 | 1-2     | 3-4     | 5-6     | 7-8     | 9-0      |
|-----|---------|---------|---------|---------|----------|
| 1   | Ab-     | Fel-    | Kir-    | Otil-   | Tur-     |
| 2   | Ag-     | Fen-    | Kith-   | Pandel- | Ukan-    |
| 3   | Armol-  | Fendin- | Krol-   | Pander- | Umbal-   |
| 4   | Aster-  | Galon-  | Leon-   | Perd-   | Un-      |
| 5   | Azer-   | Gar-    | Lex-    | Pev-    | Ur-      |
| 6   | Barfal- | Gath-   | Lir-    | Quar-   | Vanc-    |
| 7   | Bog-    | Gil-    | Lom-    | Quas-   | Vermoul- |
| 8   | Borg-   | Gy-     | Maj-    | Quel-   | Vor-     |
| 9   | Byz-    | Hash-   | Maz-    | Quin-   | Vran-    |
| 10  | Cand-   | Hel-    | Melk-   | Red-    | Wal-     |
| 11  | Chal-   | Hetem-  | Miz-    | Rosh-   | Went-    |
| 12  | Cron-   | Hoon-   | Mordan- | Rud-    | Wil-     |
| 13  | Cydin-  | If-     | Nas-    | Rum-    | Xed-     |
| 14  | Dar-    | Ildef-  | Noor-   | Sek-    | Xepher-  |
| 15  | Dor-    | Im-     | Noth-   | Sivin-  | Xol-     |
| 16  | Dreg-   | Ir-     | Nun-    | Snil-   | Yamor-   |
| 17  | Dul-    | Jar-    | Nys-    | Sof-    | Yand-    |
| 18  | Elm-    | Jor-    | Obrig-  | Tash-   | Zan-     |
| 19  | En-     | Kal-    | Oron-   | Tcham-  | Zar-     |
| 20  | Ev-     | Karn-   | Os-     | Ten-    | Zil-     |

## QUALITIES

| D20 | 1-2           | 3-4         | 5-6          | 7-8        | 9-0         |
|-----|---------------|-------------|--------------|------------|-------------|
| 1   | Resplendent   | Foul        | Royal        | Crafty     | Stygian     |
| 2   | Ingenious     | Abominable  | Sacred       | Artful     | Xanthic     |
| 3   | Wondrous      | Loathsome   | Arcane       | Canonical  | Pale        |
| 4   | Marvelous     | Hideous     | Thaumaturgic | Primeval   | Iridescent  |
| 5   | Excellent     | Ominous     | Otherworldly | Original   | Viridian    |
| 6   | Orthodox      | Odious      | Fey          | Advanced   | Azure       |
| 7   | Supreme       | Dreadful    | Noetic       | Elder      | Crimson     |
| 8   | Superior      | Grotesque   | Infernal     | Primordial | Violet      |
| 9   | Remarkable    | Unspeakable | Planar       | Ancient    | Fuchsia     |
| 10  | Whimsical     | Noxious     | Cerebral     | Jocular    | Vermilion   |
| 11  | Magnificent   | Dismal      | Cosmic       | Bizarre    | Verdigris   |
| 12  | Grand         | Wretched    | Galactic     | Unnatural  | Opaline     |
| 13  | Extraordinary | Hateful     | Astrological | Unorthodox | Prismatic   |
| 14  | Prodigious    | Ghastly     | Lunar        | Subtle     | Amaranth    |
| 15  | Ostentatious  | Insidious   | Solar        | Curious    | Psychedelic |
| 16  | Fantastic     | Vile        | Stellar      | Mysterious | Ruby        |
| 17  | True          | Sinister    | Planetary    | Peculiar   | Emerald     |
| 18  | Exquisite     | Baleful     | Celestial    | Esoteric   | Sapphire    |
| 19  | Phenomenal    | False       | Lawful       | Uncanny    | Amethyst    |
| 20  | Miraculous    | Horrible    | Chaotic      | Eldritch   | Tenebrous   |

## ELEMENTS

| D20 | 1-2       | 3-4       | 5-6       | 7-8         | 9-0      |
|-----|-----------|-----------|-----------|-------------|----------|
| 1   | Acid      | Flesh     | Lava      | Poison      | Speed    |
| 2   | Amber     | Flower    | Leaf      | Pollen      | Spore[s] |
| 3   | Ash       | Foam      | Light     | Probability | Stasis   |
| 4   | Beer      | Fog       | Lightning | Quicksilver | Steam    |
| 5   | Blood     | Fruit     | Marmalade | Radiation   | Stench   |
| 6   | Bone      | Fume      | Memory    | Rain        | Stone    |
| 7   | Brimstone | Fungus    | Miasma    | Root[s]     | Storm[s] |
| 8   | Brine     | Ghost[s]  | Milk      | Rot         | Syrup    |
| 9   | Butter    | Glass     | Molasses  | Salt        | Tar      |
| 10  | Candy     | Glue      | Moss      | Sand        | Tea      |
| 11  | Chaos     | Gravity   | Mud       | Sap         | Tear[s]  |
| 12  | Clay      | Evolution | Mutation  | Shadow      | Thorn[s] |
| 13  | Cloud     | Hail      | Oatmeal   | Silk        | Vine[s]  |
| 14  | Cold      | Heat      | Obsidian  | Slime       | Vinegar  |
| 15  | Crystal   | Honey     | Oil       | Smoke       | Void     |
| 16  | Darkness  | Ice       | Paint     | Snow        | Water    |
| 17  | Death     | Incense   | Paper     | Soil        | Wax      |
| 18  | Dream     | Ink       | Perfume   | Soot        | Wind     |
| 19  | Dust      | Iron      | Petal[s]  | Sound       | Wine     |
| 20  | Fire      | Ivory     | Plague    | Spark[s]    | Wood     |

## NAME2

| D20 | 1-2   | 3-4    | 5-6      | 7-8   | 9-0     |
|-----|-------|--------|----------|-------|---------|
| 1   | -aj   | -doran | -ibal    | -mir  | -tat    |
| 2   | -al   | -dred  | -iel     | -mog  | -tep    |
| 3   | -alto | -dula  | -ifant   | -mok  | -thalon |
| 4   | -am   | -eblyn | -ifex    | -non  | -thrax  |
| 5   | -an   | -een   | -ik      | -nu   | -tor    |
| 6   | -ant  | -el    | -ikos    | -o    | -trik   |
| 7   | -ard  | -em    | -imar    | -oc   | -tul    |
| 8   | -ark  | -eni   | -iro     | -odo  | -u      |
| 9   | -arot | -eo    | -ishan   | -off  | -uj     |
| 10  | -ash  | -ester | -istin   | -okar | -ukal   |
| 11  | -at   | -et    | -isto    | -olo  | -und    |
| 12  | -ax   | -eus   | -ix      | -on   | -undor  |
| 13  | -az   | -ez    | -jan     | -onse | -uptra  |
| 14  | -bal  | -fan   | -khal    | -ox   | -ux     |
| 15  | -by   | -fast  | -lin     | -oza  | -uz     |
| 16  | -dal  | -gad   | -man     | -phon | -vir    |
| 17  | -dash | -gar   | -mar     | -rak  | -win    |
| 18  | -delf | -gast  | -meer    | -rat  | -with   |
| 19  | -din  | -go    | -min     | -ry   | -zant   |
| 20  | -dor  | -ian   | -minster | -sin  | -zirian |

## EFFECTS

| D20 | 1-2           | 3-4           | 5-6          | 7-8          | 9-0          |
|-----|---------------|---------------|--------------|--------------|--------------|
| 1   | Absorbing     | Condemning    | Excruciating | Mesmerizing  | Revealing    |
| 2   | Accelerating  | Consoling     | Expanding    | Mindreading  | Saddening    |
| 3   | Amusing       | Corroding     | Foreseeing   | Mocking      | Sanctifying  |
| 4   | Animating     | Corrupting    | Freezing     | Monitoring   | Scrying      |
| 5   | Armoring      | Crushing      | Fusing       | Multiplying  | Sealing      |
| 6   | Attracting    | Darkening     | Hardening    | Mutating     | Shielding    |
| 7   | Avenging      | Dazzling      | Haunting     | Nauseating   | Silencing    |
| 8   | Awakening     | Deafening     | Healing      | Nullifying   | Slicing      |
| 9   | Banishing     | Deciphering   | Identifying  | Pacifying    | Spawning     |
| 10  | Beautifying   | Diminishing   | Illuminating | Persuading   | Stinging     |
| 11  | Bewildering   | Disguising    | Imprisoning  | Petrifying   | Strangling   |
| 12  | Binding       | Dispelling    | Infecting    | Piercing     | Summoning    |
| 13  | Blinding      | Draining      | Intoxicating | Preserving   | Teleporting  |
| 14  | Blossoming    | Duplicating   | Irradiating  | Pummeling    | Terrifying   |
| 15  | Burning       | Electrifying  | Irritating   | Putrefying   | Transmuting  |
| 16  | Charming      | Emboldening   | Levitating   | Reflecting   | Transporting |
| 17  | Cleansing     | Enlightening  | Liquefying   | Refreshing   | Vaporizing   |
| 18  | Commanding    | Enraging      | Maddening    | Regenerating | Warding      |
| 19  | Communicating | Enticing      | Menacing     | Repelling    | Wearying     |
| 20  | Concealing    | Etherealizing | Mending      | Retrieving   | Withering    |

## FORMS

| D20 | 1-2           | 3-4         | 5-6           | 7-8      | 9-0      |
|-----|---------------|-------------|---------------|----------|----------|
| 1   | Altar         | Coil        | Form          | Pentagon | Steed    |
| 2   | Arc           | Colossus    | Fortress      | Pit      | Storm    |
| 3   | Archer        | Cone        | Fountain      | Charm    | Strike   |
| 4   | Aura          | Cottage     | Garden        | Pool     | Swarm    |
| 5   | Avalanche     | Incantation | Gate          | Prison   | Tentacle |
| 6   | Barrier       | Cube        | Gaze          | Pyramid  | Throne   |
| 7   | Beacon        | Cylinder    | Geyser        | Ray      | Torrent  |
| 8   | Beam          | Hex         | <b>Animal</b> | River    | Touch    |
| 9   | Beast         | Disk        | Guardian      | Servant  | Tower    |
| 10  | <b>Weapon</b> | Dragon      | Halo          | Shard    | Trap     |
| 11  | Blast         | Elemental   | Hand          | Ship     | Tree     |
| 12  | Blob          | Eye         | Helix         | Shrine   | Sign     |
| 13  | Bloom         | Face        | Hemisphere    | Sigil    | Arrow    |
| 14  | Bolt          | Feast       | Hexagon       | Skeleton | Tunnel   |
| 15  | Bridge        | Feast       | Knight        | Song     | Wall     |
| 16  | Bubble        | Finger      | <b>Item</b>   | Sphere   | Wave     |
| 17  | Carriage      | Fissure     | Loop          | Spirit   | Web      |
| 18  | Chariot       | Flood       | Monolith      | Spray    | Well     |
| 19  | Circle        | Forest      | Mouth         | Blade    | Word     |
| 20  | Cloud         | Forge       | Path          | Rune     | Zone     |

# Alchemy

## MONSTER PARTS

Harvesting a monster's body part requires 10 minutes and butchery tools. The most useful organs are the ones that produce the monster's special abilities. For example: A dragon's lung (fire breathing) or a dragon's scales (fireproofing). Each monster part has a level equal to the monster's level.

Each part takes up at least one slot, due to the packaging and fluids it must be preserved in. Large parts may fill more slots.

## BREWING POTIONS

Brewing a potion requires a fire, a cauldron, ingredients, and one watch (four hours) of time.

1. The player describes the effect and duration of the potion they are trying to make, along with the monster part or parts they wish to use. The parts must be related to the desired effect and the GM must approve the proposal.
2. The PC makes an INT check vs. the combined level of the monster parts being used. The PC may add +5 to their check for each watch they spend after the first working on the potion up to +10. On a success, the potion is created and the parts are lost. On a failure, the potion fails and the parts are lost.
3. If the PC succeeds at the check by 10 or more, they have created a recipe for that potion and no longer need to make a brewing check to make that potion when using those exact ingredients.

## POTION EFFECTS

Potions allow the drinker to produce a single significant magical effect. If the effect is ongoing (like invisibility) it lasts for 10 minutes. Weak ongoing effects may last for an hour or even a day if it is very weak. A drop of a potion gives a clue as to its effects.

If the players find or buy a potion you can either use one of the effects below or generate it using the magic tables. The free "Alchemy and Oozes" supplement by Arnold Kemp (Goblin Punch) for the GLOG rule set is an excellent resource.

| D20 | 1-2          | 3-4           | 5-6           | 7-8           | 9-0            |
|-----|--------------|---------------|---------------|---------------|----------------|
| 1   | Telepathy    | Strength      | Dark Vision   | Clone         | Age            |
| 2   | Telekinesis  | Speed         | X-Ray Vision  | Mutation      | Mold Stone     |
| 3   | Clairvoyance | Jumping       | Infravision   | Raise Dead    | Mold Metal     |
| 4   | True Poison  | Climbing      | Ultravision   | Heartlessness | Mold Flesh     |
| 5   | True Glue    | Swimming      | Sleep         | Silence       | Beast-form     |
| 6   | True Acid    | Intangibility | False Life    | Loudness      | Bird-Form      |
| 7   | True Grease  | Forgetfulness | <b>Career</b> | Beast Speech  | Fish-Form      |
| 8   | Grow         | Petrification | Grandeur      | Bird Speech   | Vermin-Form    |
| 9   | Shrink       | Polymorph     | Gold Sense    | Grub Speech   | Fire-form      |
| 10  | Healing      | Gills         | Hearing       | Dead Speech   | Ice-form       |
| 11  | Rot          | Webs          | Smelling      | Fish Speech   | Gas-form       |
| 12  | Love         | Claws         | Taste         | Metal Speech  | Ooze-form      |
| 13  | Hate         | Long Tongue   | Eagle Vision  | Plant Speech  | Heat-Proof     |
| 14  | Rage         | Four Arms     | Micro Vision  | Stone Speech  | Cold-Proof     |
| 15  | Fear         | Stinger       | Lycanthropy   | Hypnotism     | Lightn. Proof  |
| 16  | Joy          | Zombie Blood  | Levitation    | Tongues       | Spell Proof    |
| 17  | Paranoia     | Vampirism     | Flight        | True Sight    | Fire-Breath    |
| 18  | Prophecy     | Burrowing     | Gravity       | Water Walk    | Ice-Breath     |
| 19  | Courage      | Cloudkill     | Anti-Gravity  | Ventriloquism | Acid-Breath    |
| 20  | Invisibility | Understanding | Repulsion     | Youth         | Lightn. Breath |

## POTION QUALITIES

| D20 | 1-2         | 3-4          | 5-6      | 7-8         | 9-0       |
|-----|-------------|--------------|----------|-------------|-----------|
| 1   | Aerated     | Dregs        | Gunky    | Powdery     | Smoking   |
| 2   | Battery     | Effervescent | Gurgling | Pudding     | Smoky     |
| 3   | Blended     | Filmy        | Hissing  | Pulpy       | Soapy     |
| 4   | Boiling     | Fizzing      | Humming  | Pulsing     | Sparkling |
| 5   | Brackish    | Flakes       | Ichorous | Pureed      | Steaming  |
| 6   | Bubbling    | Foaming      | Icy      | Quicksilver | Sticky    |
| 7   | Buttery     | Foggy        | Jellied  | Reflective  | Swirling  |
| 8   | Caramelized | Frigid       | Living   | Rippling    | Syrupy    |
| 9   | Chalky      | Frosty       | Lukewarm | Roiling     | Tarry     |
| 10  | Chilled     | Frothy       | Lumpy    | Sandy       | Thin      |
| 11  | Chunky      | Gelatinous   | Mashed   | Sappy       | Throbbing |
| 12  | Churning    | Glimmering   | Metallic | Scalding    | Trembling |
| 13  | Clotted     | Gloppy       | Motes    | Scummy film | Turbulent |
| 14  | Coagulated  | Glowing      | Moving   | Sediment    | Vibrating |
| 15  | Condensed   | Gluey        | Muddy    | Shining     | Viscid    |
| 16  | Congeaed    | Grainy       | Murky    | Silty       | Viscous   |
| 17  | Cool        | Greasy       | Mushy    | Simmering   | Warm      |
| 18  | Creamy      | Gritty       | Oily     | Sizzling    | Watery    |
| 19  | Crystalized | Grounds      | Oozy     | Slimy       | Whirling  |
| 20  | Curdled     | Gummy        | Pasty    | Slushy      | Whistling |

## POTION COLORS

| D20 | 1-2          | 3-4           | 5-6         | 7-8          | 9-0           |
|-----|--------------|---------------|-------------|--------------|---------------|
| 1   | Acid Green   | Cerise        | Fuligin     | Ochre        | Sapphire      |
| 2   | Alabaster    | Cerulean      | Golden      | Olive        | Scarlet       |
| 3   | Amber        | Champagne     | Grape Juice | Opalescent   | Sepia         |
| 4   | Amethyst     | Charcoal      | Heliotrope  | Oxblood      | Shocking Pink |
| 5   | Apricot      | Chartreuse    | Ice Blue    | Pea Green    | Silver        |
| 6   | Aquamarine   | Chestnut      | Indigo      | Peach        | Slate Blue    |
| 7   | Asparagus    | Cinnamon      | Inky        | Peacock Blue | Smokey Grey   |
| 8   | Auburn       | Colorless     | Invisible   | Pearl        | Tangerine     |
| 9   | Aureolin     | Coppery       | Ivory       | Periwinkle   | Teal          |
| 10  | Avocado      | Coral Pink    | Kelly Green | Pine Green   | Terracotta    |
| 11  | Azure        | Creamy        | Lavender    | Plum         | Titian Red    |
| 12  | Baby Blue    | Crimson       | Lilac       | Primrose     | Tomato        |
| 13  | Beige        | Cyan          | Lime        | Pumpkin      | Turquoise     |
| 14  | Bone         | Dove Grey     | Magenta     | Rainbow      | Tyrian        |
| 15  | Bottle Green | Dun           | Mahogany    | Rose         | Ultramarine   |
| 16  | Bronze       | Eggshell      | Maroon      | Ruby         | Umber         |
| 17  | Bubblegum    | Electric Blue | Mauve       | Russet       | Verdigris     |
| 18  | Carmine      | Emerald       | Milk White  | Rusty        | Vermillion    |
| 19  | Carrot       | Flesh         | Moss Green  | Saffron      | Violet        |
| 20  | Acid Green   | Fuchsia       | Mustard     | Salmon       | Viridian      |

## POTION TASTES

| D20 | 1-2           | 3-4        | 5-6         | 7-8          | 9-0         |
|-----|---------------|------------|-------------|--------------|-------------|
| 1   | Absinthe      | Chocolate  | Herbs       | Nutmeg       | Rosemary    |
| 2   | Allspice      | Cinnamon   | Honey       | Oak          | Rust        |
| 3   | Almond        | Cloves     | Honeysuckle | Olive Oil    | Saffron     |
| 4   | Ammonia       | Coconut    | Horseradish | Onion        | Sage        |
| 5   | Asparagus     | Coffee     | Huckleberry | Orange       | Salt Water  |
| 6   | Bananas       | Copper     | Hyacinth    | Oregano      | Soap        |
| 7   | Basil         | Cranberry  | Jasmine     | Peach        | Soursop     |
| 8   | Beer          | Crude Oil  | Leather     | Pears        | Spearmint   |
| 9   | Berries       | Cucumber   | Lemon       | Pepper       | Sulphur     |
| 10  | Black currant | Cumin      | Lemongrass  | Peppermint   | Tamarind    |
| 11  | Blackberry    | Curry      | Licorice    | Phlegm       | Tea         |
| 12  | Blood         | Dates      | Lime        | Pickle Juice | Tears       |
| 13  | Butter        | Elderberry | Loam        | Pine         | Thyme       |
| 14  | Camphor       | Figs       | Maple Syrup | Pistachios   | Tobacco     |
| 15  | Candy         | Flowers    | Mead        | Plum         | Vanilla     |
| 16  | Caramel       | Garlic     | Milk        | Pumpkin      | Walnuts     |
| 17  | Cardamom      | Ginger     | Mineral     | Quince       | Whiskey     |
| 18  | Cherry        | Gooseberry | Mint        | Rhubarb      | Wine        |
| 19  | Chili Pepper  | Grapefruit | Mud         | Roast Duck   | Wintergreen |
| 20  | Chives        | Grass      | Mustard     | Rose         | Wormwood    |

# Adventure Gear

## ITEM SIZE

Most items take up one slot, unless they require two hands to hold, in which case they take up two. See the exceptions below:

- Rations and torches use 1/2 of a slot.
- 500 coins can fit in 1 slot.
- Multiple small items of the same kind, like arrows, candles, sling stones, etc., can be bundled together into one slot.
- Clothing, footwear, jewelry, backpacks, sacks, etc. do not take up slots. Armor does, though (see each entry).

## ADVENTURING EQUIPMENT

Most common tools and items cost 5 (or d10) coins.

Black grease, cauldron, pot of glue, sponge, tinderbox, soap, iron spike, wooden stake, twine (30'), candle, sack, potion bottle, bucket, chisel, cooking pot, crowbar, fishing kit, hammer, horn, saw, shovel, iron tongs, grappling hook, pickaxe, whistle, waterskin, pole, torch, rations (1 day), 100 marbles, 100 caltrops, 100 chalk pieces, 100 nails, air bladder, steel hand mirror, quill and ink, dice and cups set, bell, bedroll, bear trap, bellows, block and tackle, blank book, chain (10'), drill, rope (50'), spiked boots, manacles, net, oilskin bag, tent, lantern, lock and key, deck of cards, makeup kit, incense, lockpicks, hourglass, instrument, spyglass, etc.

## ANIMALS

| ANIMAL       | COST | ANIMAL | COST | ANIMAL | COST |
|--------------|------|--------|------|--------|------|
| Chicken      | 5    | Pig    | 30   | Cow    | 100  |
| Dog, hunting | 50   | Goat   | 10   | Ox     | 300  |
| Dog, small   | 20   | Sheep  | 15   | Falcon | 1000 |

## TRANSPORT

Humanoid creatures take up 40 slots. The weight of what they are carrying is usually ignored for simplicity, but can be added in at the GM's discretion.

| TRANSPORT          | SLOTS   | SPEED | CREW | COST    |
|--------------------|---------|-------|------|---------|
| Mule               | 80      | 6 mph | 1    | 300     |
| Riding Horse       | 90      | 6 mph | 1    | 1000    |
| War Horse          | 100     | 6 mph | 1    | 10,000  |
| Cart               | 200     | 6 mph | 1    | 50      |
| Carriage/Coach     | 200     | 6 mph | 1    | 320     |
| Wagon              | 800     | 6 mph | 1    | 120     |
| Raft/Rowboat/Canoe | 320     | 3 mph | 1    | 50      |
| Fishing boat       | 1,600   | 6 mph | 2    | 500     |
| Sloop/Cutter       | 8,000   | 6 mph | 10   | 5000    |
| Caravel/Brigantine | 40,000  | 6 mph | 50   | 25,000  |
| Galleon/Carrack    | 200,000 | 6 mph | 200  | 125,000 |

# Combat Gear

## MELEE WEAPONS

Weapons with reach can strike foes up to 5 feet away and can be used from the second rank.

| WEAPON   | REACH | DAMAGE | SLOTS | HANDS  | COST |
|--|-------|--------|-------|--------|------|
| Cudgel   | -     | d4     | 1     | 1      | 5    |
| Staff  | Yes   | d4     | 2     | 2      | 5    |
| Dagger, Flail,<br>Hand Axe, Mace,<br>Short Sword | -     | d6     | 1     | 1      | 50   |
| Spear  | Yes   | d6     | 2     | 1 or 2 | 50   |
| Battle Axe,<br>Warhammer,<br>Longsword           | -     | d8     | 2     | 2      | 100  |
| Halberd  | Yes   | d8     | 3     | 2      | 100  |

## MISSILE WEAPONS

Missile weapons have a short range and long range. Short range is the farthest a weapon can shoot without penalties, and long range is its maximum range.

| WEAPON    | LOADING | RANGE      | DMG. | SLOTS | HANDS | COST |
|-----------|---------|------------|------|-------|-------|------|
| Sling     | -       | 60'/240'   | d6   | 1     | 1     | 5    |
| Bow       | -       | 150'/600'  | d6   | 2     | 2     | 50   |
| Crossbow  | 1 round | 300'/1200' | d8   | 2     | 2     | 500  |
| 20 arrows | -       | -          | -    | 1     | -     | 50   |

## ARMOR

PCs can wear multiple armor items, as long as each is different. Add up armor points to find the total AP. For example, a PC wearing a Helmet, Gambeson, and Breastplate would have 3 AP. Foes trying to hit him would need to roll 14 (3+11) or higher.

| ARMOR       | SLOTS | ARMOR POINTS (AP) | COST  |
|-------------|-------|-------------------|-------|
| Shield      | 1     | 1                 | 100   |
| Helmet      | 1     | 1                 | 100   |
| Gambeson    | 1     | 1                 | 300   |
| Chain Shirt | 1     | 1                 | 900   |
| Breastplate | 2     | 2                 | 1,800 |
| Arm Plate   | 1     | 1                 | 900   |
| Leg Plate   | 1     | 1                 | 900   |

# Society

## COINAGE

All costs in Knave are measured in coins (c). 10 coins is the standard wage for a day of unskilled labor.

## SOCIAL LEVELS

There are seven main social levels in Knave, listed below. By default, all PCs start as Destitute.

| SOCIAL LEVEL       | EXAMPLES   |
|--------------------|--|
| <b>Destitute</b>   | Barely make enough money to eat, cannot afford housing: Knaves, Beggars, Refugees, Outlaws, etc.   |
| <b>Poor</b>        | Can afford poor-quality housing, but are often paid with room and board: Servants, Laborers, Sailors, Farmers, Apprentices, Soldiers, etc. |
| <b>Humble</b>      | Can afford decent housing: Innkeepers, Bakers, Journeymen, Scribes, Butchers, Carpenters, Priests, Blacksmiths, Mercenaries, etc.          |
| <b>Respectable</b> | Live a comfortable life, but still must work for a living: Master Craftsmen, Armorers, Merchants, Lawyers, Physicians, Professors, etc.    |
| <b>Wealthy</b>     | Live lives of leisure: Courtiers, Knights, Rich Merchants, Bishops, Landed Gentry, etc.  |
| <b>Minor Noble</b> | Barons, Vicounts, Counts, Earls, Cardinals, etc.   |
| <b>Major Noble</b> | Marquises, Princes, Dukes, etc.  |
| <b>Royal</b>       | Kings, Emperors, Popes, etc.   |

## COST OF LIVING

Use this table to look up the wages for NPCs or when determining a PC's lifestyle during downtime.

|                    | DAILY   | MONTHLY  | YEARLY     |
|--------------------|---------|----------|------------|
| <b>Destitute</b>   | 3c      | 90c      | 1,100c     |
| <b>Poor</b>        | 10c     | 300c     | 3,600c     |
| <b>Humble</b>      | 20c     | 600c     | 7,200c     |
| <b>Respectable</b> | 40c     | 1,200c   | 14,400c    |
| <b>Wealthy</b>     | 100c    | 3,000c   | 36,000c    |
| <b>Minor Noble</b> | 400c    | 12,000c  | 144,000c   |
| <b>Major Noble</b> | 2,000c  | 60,000c  | 720,000c   |
| <b>Royal</b>       | 20,000c | 600,000c | 7,200,000c |

## GIFTS AND BRIBES

A social level's daily, monthly, and yearly cost of living also corresponds to what that social level would consider to be a minor, moderate, and major gift or bribe.

# Clothing

## CLOTHING SETS

The following are approximate prices are for full sets of clothing. More expensive clothing tends to be made of rare materials, or require the expertise of master craftsmen.

The social level of a character's clothing can significantly impact NPCs' reactions. Dressing above one's station can bring trouble if the PC is found out and underdressing can invite mockery.

| SOCIAL LEVEL       | CASUAL  | STANDARD | FORMAL/WINTER |
|--------------------|---------|----------|---------------|
| <b>Destitute</b>   | -       | -        | -             |
| <b>Poor</b>        | 30c     | 60c      | 90c           |
| <b>Humble</b>      | 60c     | 120c     | 180c          |
| <b>Respectable</b> | 120c    | 240c     | 360c          |
| <b>Wealthy</b>     | 300c    | 600c     | 900c          |
| <b>Minor Noble</b> | 1,200c  | 2,400c   | 3,600c        |
| <b>Major Noble</b> | 6,000c  | 12,000c  | 18,000c       |
| <b>Royal</b>       | 60,000c | 120,000c | 180,000c      |

## CUSTOM CLOTHING

Use the chart below if a player wants to order custom-made clothing. ×10 materials can be found in towns, ×100 materials in cities, and ×1000 materials in the largest metropolises. The total cost of the custom outfit helps determine its appropriate social level, using the guidelines above.

| D20 | ITEM                  | MATERIAL               | COLORS                                   | DETAILS               |
|-----|-----------------------|------------------------|--|-----------------------|
| 1   | <b>Belt:</b> 20c      | <b>Common</b>          | <b>Cost ×1</b><br>Creams, greys, browns. | Bells +1,000c         |
| 2   | <b>Bodice:</b> 30c    | Linen, Wool, Felt,     |  | Emblem +500c          |
| 3   | <b>Boots:</b> 60c     | Leather, Hemp,         |  | Embroidered +2,000c   |
| 4   | <b>Cape:</b> 30c      | Goat, Rabbit,          |  | Feathers +100c        |
| 5   | <b>Cloak:</b> 40c     | Squirrel               |  | Fur Lined +1,000c     |
| 6   | <b>Doublet:</b> 60c   | <b>Cost ×10:</b>       | <b>Cost ×2</b><br>Pale, faded colors.    | Fur Trim +250c        |
| 7   | <b>Gloves:</b> 60c    | Lace, Cotton, Deer,    |  | Gold Thread +10,000c  |
| 8   | <b>Gown:</b> 100c     | Wolf, Badger, Bear,    |  | Jewels +40,000c       |
| 9   | <b>Hat:</b> 20c       | Lamb. Finest Linen,    |  | Lace Trim +250c       |
| 10  | <b>Hood:</b> 10c      | Wool, and Leather      | <b>Cost ×5</b><br>Bright, vivid colors.  | Ornate Border +500c   |
| 11  | <b>Hose:</b> 10c      | <b>Cost ×100:</b>      |  | Padded +50c           |
| 12  | <b>Kirtle:</b> 60c    | Silk, Chiffon, Velvet, |  | Patterned +250c       |
| 13  | <b>Robe:</b> 60c      | Mink, Fox, Otter.      |  | Pearls +10,000c       |
| 14  | <b>Scarf:</b> 10c     | Finest Cotton and      |  | Ruffles +100c         |
| 15  | <b>Shirt:</b> 30c     | Lace                   | <b>Cost ×20</b><br>Deep, rich colors.    | Silver Thread +5,000c |
| 16  | <b>Shoes:</b> 40c     | <b>Cost ×1,000</b>     |  | Slashed +500c         |
| 17  | <b>Stockings:</b> 10c | Cashmere, Snake,       |  | Spangled +1,000c      |
| 18  | <b>Tunic:</b> 60c     | Seal, Leopard.         |  | Spiked +500c          |
| 19  | <b>Veil:</b> 10c      | Finest silk, chiffon   |  | Striped +100c         |
| 20  | <b>Vest:</b> 30c      | and velvet             | Tassels +200c                            |                       |

# Structures

## BUYING BUILDINGS

The following values are approximate. The building's condition, importance, size, etc. can dramatically affect its value.

| BUILDING                                     | COST        |
|--|-------------|
| Poor Hovel                                   | 100         |
| Humble Cottage                               | 1,000       |
| Respectable House, Chapel,                   | 10,000      |
| Wealthy House, Guildhall, Warehouse, Theater | 50,000      |
| Church, Stone Tower                          | 100,000     |
| Small Castle                                 | 2,000,000   |
| Minor Noble's Mansion, Temple, Medium Castle | 8,000,000   |
| Large Castle                                 | 32,000,000  |
| Major Noble's Estate, Cathedral              | 100,000,000 |
| King's Palace, Basilica                      | 400,000,000 |

## ACCOMMODATIONS

- Renting a building: 1% of its value per month.
- Sleeping in a common room at an inn: 2c per night.
- Sleeping in a private room at an inn: 10c per night.

## CONSTRUCTING BUILDINGS

The following chart shows the cost to build a 5 foot square of different building types, assuming 10 foot ceilings. The fastest rate a building can be built is 10 squares per day.

| ROOM STYLE   | COST   |
|--|--------|
| <b>Poor:</b> Earth walls, thatched roofs, earth floors.  | 5      |
| <b>Humble:</b> Wattle and daub walls with some bricks or field stone, thatched roofs, reed floors.   | 10     |
| <b>Respectable:</b> Wood and brick walls with some stone, shingled roof, wood floors.  | 50     |
| <b>Wealthy:</b> Mostly stone walls with some wood and brick, shingled roof, wood floors.   | 250    |
| <b>Minor Nobles and Castles:</b> Stone walls, shingled roof, flagstone floors. Some use of materials like glass and marble, minor architectural and decorative flourishes. | 1,000  |
| <b>Major Nobles:</b> Stone walls, stone roof, tiled floors, glass windows, high ceilings, significant architectural and decorative flourishes.                             | 5,000  |
| <b>Royal:</b> Marble walls, stone roof, marble floors, glass windows, soaring ceilings, art everywhere.  | 25,000 |

## CONSTRUCTING WALLS

| STONE WALL SECTION | COST   |
|--------------------|--------|
| 5 foot cube        | 1,000  |
| 10 foot cube       | 8,000  |
| 20 foot cube       | 64,000 |

# Dungeons

## EXCAVATING

The costs below are for excavating a 5 foot square in a dungeon, assuming the ceilings are 10 feet high. A team of four workers can excavate two dungeon squares of material per day.

| MATERIAL                             | COST |
|--------------------------------------|------|
| <b>Packed Earth:</b> Dungeon level 1 | 20   |
| <b>Loose Stone:</b> Dungeon level 2  | 60   |
| <b>Solid Stone:</b> Dungeon level 3+ | 180  |

## DUNGEON DRESSING

The following chart shows the cost per 5 foot square for enhancing bare carved rooms with different dungeon styles.

| DUNGEON STYLE   | COST   |
|---|--------|
| <b>Decayed:</b> Cracked flagstones, slimy walls, crumbling brickwork, rotten doors, smashed furniture, etc. | 200    |
| <b>Classic:</b> Flagstone floors, stone arches, wooden doors, solid wood furniture, simple brickwork, etc.  | 500    |
| <b>Refined:</b> Tiled floors, elegant brickwork, murals, reinforced doors, etc.                             | 2,000  |
| <b>Opulent:</b> Polished marble, ornate sculptural details and reliefs, stone or metal doors, etc.          | 10,000 |

## ROOMS

The cost of a room in a building or dungeon equals the cost of that room's dungeon style or room style, times the room's multiplier. Players can of course also choose to build rooms not on this list, in which case the GM should use it as a guideline.

| D20 | 1-2               | 3-4               | 5-6                  |
|-----|-------------------|-------------------|----------------------|
| 1   | Alchemy Room ×4   | Dining Room ×2    | Pool ×2              |
| 2   | Alcohol Cellar ×3 | Dormitory ×2      | Prison ×2            |
| 3   | Archery Range ×2  | Embalming Room ×3 | Ritual Room ×3       |
| 4   | Arena ×2          | Forge ×3          | Scriptorium ×3       |
| 5   | Armory ×3         | Fountain ×3       | Sculpture Gallery ×4 |
| 6   | Art Gallery ×4    | Game Room ×2      | Shop ×2              |
| 7   | Art Studio ×2     | Garden ×3         | Slaughterhouse ×3    |
| 8   | Ballroom ×2       | Infirmary ×3      | Smoking Room ×2      |
| 9   | Banquet Hall ×2   | Kennel ×2         | Stable ×2            |
| 10  | Barracks ×2       | Kitchen ×3        | Tapestry Room ×2     |
| 11  | Baths ×3          | Laboratory ×4     | Theater ×3           |
| 12  | Bedroom ×2        | Larder ×2         | Throne Room ×2       |
| 13  | Brewery ×3        | Latrine ×2        | Torture Chamber ×2   |
| 14  | Catacomb ×2       | Library ×4        | Training Room ×2     |
| 15  | Chapel ×3         | Lounge ×2         | Trap ×3              |
| 16  | Cistern ×2        | Menagerie ×4      | Trophy Room ×3       |
| 17  | Concert Hall ×2   | Museum ×4         | Vault ×3             |
| 18  | Courtroom ×2      | Music Room ×3     | Wardrobe ×3          |
| 19  | Crematorium ×2    | Nursery ×2        | Well ×2              |
| 20  | Crypt ×2          | Observatory ×3    | Workshop ×3          |



# Followers

## FOLLOWER TYPES

**HIRELINGS:** 300c/month, level 0, 1 HP, 0 AP, 10 item slots. They assist with safe dungeon crawling tasks like hauling equipment and treasure. They will not do any dangerous tasks like fighting or disabling traps and will hang back from the rest of the party. They must make morale checks at breaking points (which include danger of any kind), but may add their employer's CHA. Any number of them can be hired.

**MERCENARIES:** 600c/month, level 1, d8 HP, 4 AP, 10 item slots. They will not follow PCs into dungeons, but will otherwise fight for them. They must make morale checks at breaking points, but may add their employer's CHA.

**EXPERTS:** Cost varies, level 1, d6 HP, 10 item slots. Experts are professionals who will only provide services within their area of expertise. They make a morale check any time they face danger beyond what their specialty involves, but may add their employers CHA. To determine wage, decide if the expert sought is common (found in villages, 600c/month), uncommon (found in towns, 1200c/month), rare (found in cities, 1800c/month) or super rare (found in metropolises, 2400c/month).

**COMPANIONS:** Usually level 1, d6 HP per level, 10 item slots. They are generated like a PC, do not make morale checks, and will fight to the death for their PC employer if required. GMs should generate a number of unique companions ahead of time for the PCs to encounter and recruit. They take a half share of any treasure and XP found and can gain levels over time. They will only follow PCs of a higher level. A PC's CHA sets their maximum number of companions.

## AVAILABILITY

To determine the number of hirelings and mercenaries available at a village, roll two d10s. The smaller result is the number of mercenaries available, and the larger die is the number of hirelings. Multiply these numbers by 2 if at town, by 10 if at a city, and by 100 if at a metropolis. Reroll this every month.

The number of companions available is up to the GM. Usually the party runs into them as chance encounters.

See the chart below to find the number of a given type of expert at a settlement. For example, a town is assumed to have two of every common expert and one of every uncommon expert.

|            | COMMON | UNCOMMON | RARE | SUPER RARE |
|------------|--------|----------|------|------------|
| Village    | 1      | -        | -    | -          |
| Town       | 2      | 1        | -    | -          |
| City       | 10     | 2        | 1    | -          |
| Metropolis | 100    | 10       | 2    | 1          |

# Warfare

## UNITS

Each of the following units cost 100,000c per month and are of roughly the same fighting power. Scale the cost, fighting power, and number of men in a unit proportionally.

- 1 master battle wizard
- 3 battle wizards
- 25 elite cavalry
- 50 veteran cavalry
- 100 trained cavalry
- 200 untrained cavalry
- 50 elite foot soldiers or archers
- 100 veteran foot soldiers or archers
- 200 trained foot soldiers or archers
- 400 untrained foot soldiers or archers

## RESOLVING BATTLES

**1: TALLY FIGHTING POWER:** Tally the fighting power of each side's units. Poor morale or position halve a unit's fighting power, while strong morale or position double a unit's fighting power. Or simply eyeball it! The important thing is not exact numbers but how strong each side is *relative* to the other.

Each side's leader may make an INT or CHA check. On a success, they increase their side's fighting power by 50%. On a failure, they reduce their side's fighting power by 50%.

**2: ESTABLISH BONUS:** Determine how much stronger the stronger side is than the weaker side. This provides the bonus the stronger side will use during the upcoming battle checks.

- Up to 50% stronger: +2
- Up to twice as strong: +4
- Up to three times stronger: +6
- Up to four times stronger: +8
- More than four times stronger: +10

**3: BATTLE CHECKS:** The stronger side makes three checks using the above bonus, aiming to get 11 or better.

**4: PICK RESULTS:** Each success during the battle checks allows the stronger side to pick one result from the list below. Each failure allows the weaker side to pick one result. The same result can be picked multiple times. Both sides must make all of their picks in secret and then reveal them simultaneously.

- **CAPTURE:** An enemy NPC is captured.
- **LOOT:** A enemy item is captured.
- **SLAY:** The enemy side loses 10% of their forces.
- **CANCEL CAPTURE:** Cancel one opposing "Capture" result.
- **CANCEL LOOT:** Cancel one opposing "Loot" result.
- **CANCEL SLAY:** Cancel one opposing "Slay" result.

The side that picks the most results (no matter what the picks are or how they are resolved) is the battle's winner and forces the other side to withdraw from the field.