

Knave

SECOND EDITION

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GM Duties

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.

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.

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 or known about.

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?

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 the table's preferences.

Player Duties

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.

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 are okay with it.

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.

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.

PREPARE TO DIE

Embrace your character's death it 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.

Knaves

ABILITY SCORES

All ability scores begin at 0. Roll a d6 to add 1 to one of the abilities and then add 1 to two other abilities of your choice. Alternatively, two or even all three of the ability bonuses can be randomly rolled. If the same ability is rolled more than once, reroll.

- +1 to **Strength (STR)**
- +1 to **Dexterity (DEX)**
- +1 to **Constitution (CON)**
- +1 to **Intelligence (INT)**
- +1 to **Wisdom (WIS)**
- +1 to **Charisma (CHA)**

SECONDARY STATS

- **Level and Experience Points (XP):** Level 1, 0 XP
- **Item Slots:** 10 base slots plus 1 bonus slot per +1 in CON.
- **Hit Points:** 1d6. HP prevents damage from causing injuries.
- **Combat Speed:** 40' per 10-second round.
- **Dungeon Speed:** 120' (crawl) or 2,400' (quick) per 10-minute turn.
- **Travel Speed:** 6 miles per 4-hour watch.

CAREERS

Pick or randomly select two of the following careers, or create your own with GM approval. The GM may also create a list of careers that better fit the campaign setting. PCs gain a bonus on non-combat checks that are closely related to one of their careers.

d20	1-2	3-4	5-6	7-8	9-0
1	Acolyte	Cobbler	Headman	Musician	Scribe
2	Acrobat	Coachman	Herbalist	Naturalist	Sculptor
3	Actor	Cook	Hermit	Officer	Servant
4	Alchemist	Courier	Puppeteer	Orator	Shepherd
5	Antiquarian	Cultist	Hunter	Painter	Shipwright
6	Arcanist	Cutpurse	Courtier	Peddler	Candlemaker
7	Architect	Assassin	Innkeeper	Philosopher	Singer
8	Astrologer	Explorer	Inquisitor	Physician	Smuggler
9	Baker	Falconer	Investigator	Pilgrim	Soldier
10	Bandit	Fence	Jailer	Pirate	Spy
11	Beast tamer	Fisherman	Jester	Pit Fighter	Squire
12	Beekeeper	Folklorist	Jeweler	Playwright	Tailor
13	Blacksmith	Fortuneteller	Knight	Poacher	Tattooist
14	Boatman	Gambler	Kidnapper	Poet	Thieftaker
15	Bookbinder	Gamekeeper	Lawyer	Priest	Thug
16	Brewer	Gardener	Locksmith	Prospector	Torturer
17	Burglar	Graverobber	Mason	Ratcatcher	Cobbler
18	Butcher	Gravedigger	Merchant	Saboteur	Trapper
19	Carpenter	Groom	Dyer	Sailor	Watchman
20	Charlatan	Guard	Miner	Scout	Woodcutter

MISFORTUNE

Why did you abandon your old life to become a Knave?

- | | | | |
|----------------|----------------|-------------------|-----------------|
| 1. Abandoned | 6. Cursed | 11. Exiled | 16. Pursued |
| 2. Addicted | 7. Defrauded | 12. Family Killed | 17. Robbed |
| 3. Betrayed | 8. Demoted | 13. Framed | 18. Ruined |
| 4. Blackmailed | 9. Discredited | 14. Haunted | 19. Shipwrecked |
| 5. Condemned | 10. Disowned | 15. Overthrown | 20. Slandered |

EQUIPMENT

Roll twice on the following table to determine your starting gear, or pick the packages that correspond to your careers (they are in the same row and column). In addition to the six items rolled, you may also start with any of the following that you can fit in your slots: 2 rations, a 50' rope, 2 torches, a shield, a helmet, padded armor, a quiver of arrows and one weapon of your choice.

d20	1-2	3-4	5-6	7-8	9-0
1	Candlestick Censer Incense	Leather Roll Fancy Shoes Box of Tacks	Large Axe Hood Garrote	Instrument Instrument Instrument	Lamp Oil Quill/Ink Sealing Wax
2	Flash Powder Juggling Balls Lamp Oil	Horsewhip Lockbox Oilskin Coat	Bag of Herbs Sickle Herb Manual	Fossil Insect Case Geode	Chisel Clay Calipers
3	Wig Makeup Costume	Frying Pan Bag of Salt Olive Oil	Staff Bag of Fungi 2 Stakes	Saber Soap Medal	Sponge Silverware Poker
4	Bottle of Acid Mortar/Pestle 6 Bottles	Oilskin Bag Local Map Lantern	Confetti Puppet Red Rags	Dagger 100 Marbles Bullhorn	Crook Sling Instrument
5	Ancient Coin Antique Flag Lore Book	Dagger Ritual Robes Amulet	Short Bow Tent Bearskin	Linseed Oil Pigment Pots Brushes	Axe Drill Hammer
6	Staff Arcane Robes Chalk	Knife Caltrops Sack	Perfume Wig Rapier	Bucket 300' Twine Hand Mirror	20 Candles Lamp Oil Beeswax
7	Plumb Line Square Ruler	Crossbow Garrote Soft Boots	Ladle Candle Cauldron	Staff Lantern Chalk	Mirror Makeup Locket
8	Compass Astrolabe Telescope	Short Bow Spyglass Spiked Boots	Mace Manual Vestments	Saw Scalpel Wine Jug	Block/Tackle Net Short Sword
9	Rolling Pin Bag of Flour Lard Block	Cage Thick Glove Whistle	Short Sword Manacles Handkerchief	Staff Holy Relic 2 Rations	Spear Shield 2 Rations
10	Mask Manacles Cudgel	Short Sword Metal File Sealing Wax	Key Ring 10' Chain Cudgel	Cutlass Sextant Cannonball	Caltrops Poison Forged Docs.
11	Whip Thick Gloves Animal Treat	Spear Net Fishing Gear	Scepter Donkey Head Motley	Short Sword Net Spear	Torn Flag Dagger Armor Polish
12	Pot of Honey Bee Suit Smoke Bomb	Prophecy Fairy Bones Dragon Scale	Knife Loupe Tweezers	Quill/Ink 20 Candles Skull	Sewing Kit Scissors Soap
13	Hammer Bellows Iron Tongs	Tea Leaves Tarot Deck Crystal Ball	Lance Longsword Heavy Armor	Short Bow Animal Scent Tent	Pot of Soot Needles 20 Candles
14	10' Pole Instrument Paddle	Rapier Card Deck Set of Dice	Dagger Chloroform Pot of Tar	Stationery Small Bell Perfume	Flail Manacles Fake Warrant
15	Sewing Kit Quill/Ink Glue Pot	Sling Horn Ladder	Dagger Fancy Robe Law Book	Holy Water Wood Stakes Prayer Book	Wine Jug Cudgel Card Deck
16	Mash Paddle Beer Keg Bag of Hops	Sickle Shovel Shears	Crowbar Lockpicks Padlock	Iron Spikes Pickaxe Pan	Drill Hourglass 10' Chain
17	Lockpicks Grap. Hook Large Sack	Sledge Ham. Crowbar Block/Tackle	Chisel Hammer Chalk Dust	Small Cage 20 Rat Traps Large Sack	Scrap Leather 100 Tacks Shoe Polish
18	Cleaver Meat Hook Side of Bacon	Shovel Pickaxe Bucket	Sling Scales 100 Copper	Air Bladder Hand Axe Lamp Oil	Spear Bear Trap 300' Twine
19	Hammer Saw 100 Nails	Bag of Oats Horse Brush Blanket	10' Pole Dyes Soap	Beeswax Block/Tackle Spyglass	Lantern Bullhorn Spear
20	Costume Fake Jewels Forged Docs.	Halberd Livery Horn	Pickaxe Lantern Pet Canary	Signal Flags Black Grease Dice Set	Axe Firewood 50' Rope

TRAITS

Write down two of your PC's physical traits and one of their personality traits, using the tables below as inspiration if you wish.

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	Willow	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

MONEY

All costs in Knave are measured in copper coins (c) to make comparing costs simple. Some campaigns may wish to create higher denominations of coins, such as a silver coin being worth 10 copper, and a gold coin being worth 100 copper. 10 coins is the standard wage for a day of unskilled labor.

You start the game with 3d6 coins.

FINISHING TOUCHES

Name your character and introduce them to the other players. Draw a sketch of your character if you feel like it.

Archetypes

Although Knave is a classless game, many players want their PCs to fit into an established fantasy archetype. These players can use the guidelines below when creating and advancing their characters. Each archetype has two abilities to prioritize when advancing and some recommended gear. Note that because Constitution increases a PC's item slots, it should be a priority for all PCs.

FIGHTER - BARBARIAN

Primary Abilities: Strength for melee attacks and Charisma to lead troops and win initiative.

Equipment: A wide variety of weapons to exploit different foes' weaknesses and to replace weapons that break. They should also bring armor and shields for protection on the front lines.

THIEF - RANGER

Primary Abilities: Dexterity (for picking locks, sneaking, climbing, assassinating, etc.) and Wisdom (for tracking and ranged attacks).

Equipment: Lockpicks, crowbars, rope, grease, lanterns, grappling hooks, etc. Also, ranged weapons and ammunition.

CLERIC - WITCH - DRUID

Primary Abilities: Charisma (to attract followers, spread your beliefs, and commune with spirits) and Wisdom (in order to control your miracles and resist magic).

Equipment: As many relics as possible in order to build connections with different spirits. Druids and Witches may want to save item slots for their familiars.

BARD - CHARLATAN

Primary Abilities: Charisma (for disguise and performance) and Dexterity (for sleight of hand).

Equipment: Musical instruments, cards, juggling balls, flash powder, costumes, etc.

WIZARD - ALCHEMIST

Primary Abilities: Intelligence (to cast more and higher level spells and to brew higher level potions) and Wisdom (in order to control and resist magic).

Equipment: Magical codices, monster parts, monster essences, alchemy equipment, cauldrons, etc. These usually have to be found by adventuring.

Item Slots

PCs in Knave start the game with 10 item slots and gain another slot with each point of CON. Slots are numbered from 1 to 20.

Slot Size: A slot holds about 5 pounds or 2 kilos. Items such as a codex, potion, short sword, shield, 200 coins, or 2 days of rations take up 1 slot. Some larger and bulkier items like two-handed weapons may take up more. The GM has final say.

Ready Slots: Items in the PC's hands should be placed in the first two slots. Slots 3 and 4 are considered "ready slots" and can be freely accessed at any time.

Packing Slots: If a character wants to grab an item from slot 5 or higher during combat, they must roll that item's slot or higher on a d20 to grab it without using an action. If they fail, it takes an action to retrieve. Rearranging items takes 10 minutes.

INJURIES

When a PC receives injuries, they are marked on the highest numbered slots not already marked. Items in those slots may break.

Injury Types: Injuries can be whatever the GM sees fit. For example: Hungry, Thirsty, Burned, Pierced, Slashed, Bludgeoned, Exhausted, Overheated, Frozen, etc.

Removing Injuries: One injury is removed each morning as long as the PC slept for at least two watches and ate a meal the night before. The GM is free to modify this rule. For example: multiple injuries could be removed if they are not very severe, or the use of medicine might be required before a wound is healed. Some injuries may be so severe that they take much longer to heal or cannot be healed at all.

PC Death: If all of a PC's slots are filled with injuries, they die.

VARIANT

Death Spiral: For a grittier game, injuries can "fill" item slots, reducing the number of items that can be carried.

DAMAGE

Any damage a PC takes is subtracted from their HP. Once HP is gone, each point of damage adds an appropriate injury to an item slot (a slashing weapon inflicts slash wounds, for example).

Direct Damage: Direct damage imposes injuries directly, bypassing HP. This occurs when a creature's combat experience would not protect them, for example when falling or attacked unawares.

Monster Damage: NPCs and monsters usually do not receive injuries (since they don't have item slots) and simply die at 0 HP. Direct damage to a monster deals triple damage to their HP.

BREAKAGE

Items in slots that receive an injury become broken if they are susceptible to that kind of damage. For example, a mace would break a potion bottle but it wouldn't affect a coil of rope.

Hazards

FIRE

- **Torch:** 1 direct damage per round.
- **Campfire:** 1d6 direct damage per round.
- **Bonfire:** 4d6 direct damage per round.
- **Lava:** Instant death.

WATER

- **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 cold water must make a CON check every minute. If they fail, they take 1 direct damage.

SURVIVAL

- **Lightning:** 3d6 direct damage
- **Falling:** Creatures take 1d6 damage per 10 feet fallen, to a maximum of 20d6 damage.
- **Falling Objects:** Objects deal damage per 10 feet fallen.

Object Weight	Damage per 10 feet
1000+ lbs.	d20
400-999 lbs.	d10
200-399 lbs.	d6
100-199 lbs.	d4
30-99 lbs.	d3
5-30 lbs.	d2
1-4 lbs.	1

- **Hunger:** Not eating prevents PCs from gaining HP from resting.
- **Thirst:** After one day of not drinking, PCs have a -5 penalty on all actions. After two days, a -10 penalty. After three days, they must make a CON save or die every hour.
- **Sleep Deprivation:** Penalty on all checks. For each day you are sleep deprived, you take an additional 1d6 damage from fatigue, which cannot be prevented. If this HP loss would cause an injury, you instead fall asleep.
- **Drunkness:** Penalty on all checks. Each hour you spend drinking, make a CON check. On a failure, take d6 damage. If this causes an injury, you pass out after marking that injury.

WEAPON DAMAGE

- **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

Equipment

This section will be revised soon, as the prices do not fit well with the social levels described later on.

SMALL ITEMS (I/IO SLOT)

- **(1c):** Black grease, pot of glue, sponge, tinderbox, soap, iron spike, wooden stake, twine (30'), candle, sack.
- **(5c):** Air bladder, steel hand mirror, quill and ink, dice and cups set, bell, whistle.
- **(20c):** Deck of cards, makeup kit, incense package, lens, lockpick set, lock and key.

STANDARD ITEMS (I SLOT)

- **(5c):** Bedroll, potion bottle, bucket, chisel, cooking pot, crowbar, fishing kit, hammer, horn, saw, shovel, iron tongs, grappling hook, pickaxe, waterskin, pole, 2 torches, 2 days of rations, 100 marbles, 100 caltrops, 100 chalk pieces, 100 nails.
- **(20c):** Bear trap, bellows, block and tackle, blank book, chain (10'), drill, rope (50'), spiked boots, manacles, net, oilskin bag, tent, lantern.
- **(100c):** Hourglass, instrument, spyglass, perfume bottle.

MELEE WEAPONS

Weapon	Dmg.	Slots	Hands	Cost
Light Weapons: Dagger, Cudgel, Spear, Short Sword, Mace, Axe, Flail, Staff, etc.	d6	1	1	40
Heavy Weapons: Halberd, Long Sword, Warhammer, Battleaxe, etc.	d8	2	2	80

MISSILE WEAPONS

Weapon	Loading Time	Range	Dmg.	Slots	Hands	Cost
Sling	None	60/240	d6	1	1	5
Shortbow	None	80/320	d6	1	2	15
Longbow	None	150/600	d6	2	2	20
Crossbow	1 round	300/1200	d8	2	2	60
20 Arrows	None	-	-	-	-	10
Quiver	None	-	-	1	-	10

ARMOR

All of these armor items can be "stacked" for a maximum of 7 AP.

Armor	Slots	AP	Cost	Armor	Slots	AP	Cost
Shield	1	1	100	Helmet	1	1	100
Padded	1	1	300	Arm Plate	1	1	900
Chain	2	1	900	Leg Plate	1	1	900
Breastplate	2	1	1,800				

ALCHEMY EQUIPMENT

Item	Slots	Cost
Cauldron	2	20
Potion Bottle	1	5
Potion	1	100 x potion level squared
Monster part	1	50 x monster level squared

ANIMALS

Chicken	1 Pig	30 Cow	100
Dog, hunting	50 Goat	10 Ox	300
Dog, small	20 Sheep	15 Falcon	1000

FOOD

Rations (1 day)	5 Eggs, 24	1 Lard, 5 lbs	1
Feed (1 day)	2 Flour, 5 lbs	1 Onions, 1 bushel	8
Bacon, side of	10 Fruit, 1 lb	1 Salt, 1 bushel	3
Bread, 1 loaf	1 Garlic, bunch	1 Spices, 1 lb	200
Cheese, 1 lb	2 Grain, 1 bushel	4 Sugar, 1 lb	12
Cider, 4 gallons	1 Herbs, 1 bunch	1 Wine/ale, bottle	1
Cod, whole	20		

LODGING

Bed	1 Meal	1 Stabling	1
Private Room	2 Hot Bath	1 Fodder	1

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

Checks

THE SIX ABILITIES

1. **Strength (STR):** Added to melee attack checks, maneuvers, and checks requiring physical power like climbing. Power attacks deal bonus damage equal to STR.
2. **Dexterity (DEX):** Added to sneak attacks, maneuvers, and checks requiring agility like dodging, sneaking, picking pockets, etc.
3. **Constitution (CON):** Added to checks to resist poison, sickness, cold, etc. PCs have a number of item slots equal to 10+CON.
4. **Intelligence (INT):** Added to checks requiring cleverness like crafting objects, picking locks, brewing potions, etc. INT sets the number and level of spells that PCs can cast each day. It also sets the level of the potions they can brew.
5. **Wisdom (WIS):** Added to ranged attack rolls and checks requiring focus and willpower, like tracking foes, controlling magic and resisting mental influence.
6. **Charisma (CHA):** Added to checks to influence NPCs, contact spirits, win initiative, call down miracles, or break enemy morale. A PC can have a number of followers equal to CHA.

ACTIONS

When a PC takes an action, consider the following:

- **Is the outcome of the action obvious?** Almost all actions either automatically succeed or automatically fail. Use common sense.
- **Does the task require specialized training?** If so, the PC must have a related background in order to attempt it.
- **Does the task require particular tools?** If so, the PC must have the proper equipment to attempt it.
- **Is the action risky?** If so, a check is required to see if it succeeds. Players should avoid making checks whenever possible by describing their plan as a series of non-risky steps.

Situations involving solving problems like disabling traps, reading NPCs' motives, creating plans, etc. should be solved with critical thinking and discussion rather than with a check.

MAKING A CHECK

A check always involves two opposing sides, usually creature vs. creature, or creature vs. the world. Each side has a score from 0-10 representing its strength. This score can come from several places:

- An **ability score** (if the creature does not have ability scores, use its level if it is good at the activity, half its level if it is mediocre at it, or 0 if it is bad at it.)
- Its **armor points** (typically used by a side that is being attacked.)
- A **difficulty score** from 0-10 (used for a side representing the world rather than a creature.) The default difficulty score is 5.
- A **spell level** or **potion level**.

There are two ways to resolve a check:

- **One Side Rolls:** 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.
- **Both Sides Roll:** Both sides roll a d20 and add their scores. The side with the higher total is successful, while the other side fails. On a tie, the situation remains unchanged (the defender wins).

CHECK EXAMPLE

A level 1 goblin tries to hit a PC with 4 armor points (AP). The goblin does not have ability scores, so it uses its level in place of Strength.

- **Player Rolls:** The player rolls d20 + 4 (from their PC's AP), 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.
- **GM Rolls:** The GM rolls d20 + 1 (from the goblin's level), trying to meet or exceed 15 (11 + 4 from the PC's AP). If they succeed, the PC is hit. If not, the PC's armor protects them.
- **Both Sides Roll:** The player rolls a d20 + 4 (from their PC's AP), while the GM rolls d20 + 1 (from the goblin's level). If the PC's total is higher than the GM's, their armor protects them. If the GM's total is higher, they succeed and the PC is hit. On a tie, the status quo is maintained so the PC is not hit.

CHECK MODIFIERS

The GM can apply bonuses or penalties to either side's scores, based on situational factors. Usually this is done in increments of 5, but the GM can use larger or smaller modifiers at their discretion.

General factors to consider include the task's inherent difficulty, the PC's approach, the amount of time spent, or the PC having a related career. Note that careers do not modify attacks.

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.

RECALLING LORE

When a player asks if their PC knows something, ask yourself:

- **Is it common knowledge?** If so, the PC knows it, unless there is a compelling reason why they wouldn't.
- **Is it specialist knowledge?** If so, the PC knows it if they have a related background. Learning the knowledge from a related book takes 10 minutes.
- **Is it esoteric or lost knowledge?** If so, the PC will have to find a way to discover it in-game.

CHECK VARIANTS

Degrees of Success: If a check succeeds or fails by 5 or more, it is a strong success or a strong failure, respectively. If a check succeeds or fails by 10 or more, it is a triumphant success or a disastrous failure respectively. The DM should adjust the consequences of the check accordingly.

X-in-6 Checks: If the GM wants a faster system to determine if an uncertain event occurs, they can assign it an X-in-6 chance (e.g. 2-in-6) and then roll a d6. If the roll is equal to or less than the assigned number, the event occurs.

Initiative

ROUNDS

In situations where moment-to-moment decisions are critical, like combat, time is divided into 10-second segments called rounds.

Actions: In each round, a creature may move up to their movement speed (usually 40 feet) and take one other action, such as attacking, aiming a ranged weapon, moving again, drinking a potion, casting a spell, or anything else the GM permits.

Free Actions: Quick actions like talking, grabbing an item from a ready slot, or pulling a lever do not use a creature's action.

INITIATIVE

At the start of combat the side's leaders make a CHA vs. CHA check. All creatures on the winning side act first, in any order, followed by the other side. Initiative can be rechecked at the start of each round, or determined once and then reused every round.

INITIATIVE VARIANTS

- **Split:** All PCs make a CHA vs. Enemy Leader CHA check. Those who succeed can act before the opposing side, while those who fail act after. Creatures in each of the three groups can act in any order on their turn, including simultaneously. Medium speed.
- **Chaos:** Make a deck with a card for each creature at the start of combat. Shuffle the cards and lay them in a row. Creatures will act in order of their cards, from left to right. Sets of allied, adjacent cards may act as a group. The GM may choose to lay out the cards face down so that players do not know the turn order ahead of time. Slow to set up, fast to play.
- **Individual:** All creatures roll d20 + CHA and then act in descending order of their results. Slow.
- **Real-Time:** The GM privately decides what the NPCs will do and the players discuss and declare what the PCs will do. The GM then decides the order of events, including which things occur simultaneously. Medium speed, requires some negotiation.
- **Phased:** Each round is broken into phases. The order in which creatures act within each phase is usually group initiative, but can be any system the GM allows. Slow.
 1. Any spells to be cast this round are announced.
 2. Creatures make ranged attacks or aim.
 3. Creatures move.
 4. Creatures make melee attacks.
 5. Spells declared at the beginning of the round go off, as long as the caster was not disturbed throughout the round.

SURPRISE

If one side surprises another, (see Distance and Surprise on the Encounters page) the surprising side acts first and gains a bonus on all combat checks during the first round.

Combat

ATTACKS

Hitting Enemies: An attack is a check using one of the attacker's ability scores vs. the defender's armor points. Melee attacks use STR, sneak attacks use DEX, and ranged attacks use WIS. On a success the attacker hits, on a failure they miss.

Modifiers: The GM can modify melee combatants' scores based on the situation, such as positioning, ganging up, weapon types, aiming, visibility, cover, foe size, range, surprise, elevation, etc.

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, any damage should kill them immediately.

DAMAGE

When an attack hits, it deals damage equal to a roll of the weapon's damage die.

Weakness and Resistance: Add or subtract a damage die if the defender is weak to or resistant to the attack type (e.g. a hammer vs. a skeleton, a hammer vs. a slime.)

Power Attacks: Creatures can add their STR to the damage of a melee attack before rolling the damage die. If the die then rolls its highest value, the weapon breaks after dealing damage.

MORALE CHECKS

Players can call for a morale check to see if their foes panic at certain breaking points, such as when the foe drops to half HP (if alone), when they lose half of their side, when they lose their leader, when they are ambushed, or when they are attacked by something they fear, like magic. A morale check uses 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.

MANEUVERS

Maneuvers include disarming, pushing, stunning, blinding, breaking gear, tripping, pickpocketing, climbing, restraining, etc. Maneuvers must be plausible given the situation. Performing a maneuver uses an action and is resolved with an ability vs. ability check, usually using STR or DEX.

MANEUVER VARIANTS

Overwhelm: If the attacker wins the attack check by 5 or more, they may also succeed at a free maneuver.

Pick Your Poison: Before damage is rolled after an attack, the attacker may propose a maneuver they want to take. The defender can choose to accept the damage or the maneuver.

Travelling

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 d6 Hazard Die.

d6	Result
1	Encounter: 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	Fatigue: Each party member takes 1 damage unless they spend the next watch eating a ration and resting. Damage may be higher in difficult weather or terrain. Ignore while camping.
3	Loss: Each PC rolls d10 + 10 and loses the item in that item slot (if any) or takes 1 damage. Ignore while camping.
4	Weather: The weather changes or some local effect begins.
5	Sign: The party finds a sign of the next encounter.
6	Free: 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. Characters can travel up to 3 watches per day.

Forced Marches: Characters can move at double speed, but they must make a CON vs. Difficulty 5 check at the end of each watch or take d6 damage.

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 gets lost.

Getting Lost: If the party is lost, the GM should secretly roll a d6. The direction the "1" side is pointing indicates the direction they veer in. If it is pointing up or down the party makes no progress. Climbing a high point should usually allow the party to get their bearings and spot any landmarks or obvious points of interest.

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 features that wouldn't be noticed by simply passing through (an overgrown ruin, a hidden pool, etc.)

Secret Features: Secret features (the ruin's secret entrance, the dryad in the pool) should have corresponding clues and can only be found through PC interaction.

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.

TERRAIN TYPES

Below are examples of how different terrain types might affect travel. This list should be modified or expanded based on the needs of individual campaigns.

- **Open Forest:** Trees are scattered enough that it doesn't impede movement. Bonus to foraging.
- **Dense Forests:** Almost total canopy cover. Halved speed, bonus to foraging. Disorienting.
- **Plains:** Flat terrain with minimal obstructing vegetation. Penalty to foraging.
- **Hills:** Terrain with frequent crests and valleys. Halved speed.
- **Mountains:** Steep, treacherous terrain. Halved speed, +1 fatigue damage, penalty to foraging. Disorienting.
- **Wetlands:** Terrain featuring stagnant water and dense vegetation. Halved speed, +1 fatigue damage unless travelling by boat, bonus to foraging. Disorienting if in a forested swamp.
- **Rough:** Relatively flat but arduous terrain. Halved speed, +1 fatigue damage, penalty to foraging.
- **Lakes:** Impassable without a boat. Bonus to foraging.

SLEEP AND HEALING

Healing: Each morning PCs may recover lost hit points, as long as they slept for at least two watches and ate a meal (one ration) the night before. In a safe haven they roll a number of d6s equal to their level, otherwise they roll half as many (rounded up). The sum of the dice is the PC's new HP total, if higher than their current HP. This process also removes one injury from an item slot, provided that the PC has a way of treating that injury.

Night Watches: During the three night watches, the PCs should take turns so that someone is always on watch and everyone gets two watches of sleep. If no one is on watch, any encounters rolled will ambush the party.

Weather

THE WEATHER TABLES

Starting Weather: At the start of the game, find the appropriate season table and roll 2d6 for each of three weather elements: Precipitation, Wind, and Temperature.

Changing the Weather: When you roll a Weather result on the Hazard Die, reroll any elements of the current weather that have an asterisk, using the appropriate season table. If none of the elements has an asterisk, randomly pick one element to reroll. If you want the weather to be a bit more chaotic, reroll two or three elements instead.

Designing Your Own Weather: These tables are (very roughly) based on weather in the temperate zone of North America and Europe, so may wish to create your own weather tables that are a better fit for your campaign setting.

WEATHER EFFECTS

- **Light Rain:** Everything gets wet. Rations, papers, and so on may be spoiled if not properly protected.
- **Heavy Rain:** As with light rain, but also reduces visibility, disorients PCs, slows movement, drowns out sound, and creates mud. If rain continues for several days, flooding and landslides may occur. +1 fatigue damage.
- **Lightning:** May spook horses or ignite things. Generally does not strike PCs (3d6 damage) unless they are really asking for it.
- **Hail:** Reduces visibility, disorients PCs, slows movement, and drowns out sound. +1 fatigue damage.
- **Light Wind:** Carries scents and makes long-range attacks difficult. Can reduce visibility if rain, dust, or similar are present.
- **Strong Wind:** As with light wind, but also makes short-range attacks difficult, slows movement, drowns out sound, and blows things over.
- **Fog:** Reduces visibility and disorients PCs.
- **Freezing:** Liquids freeze. Light rain becomes snow, heavy rain becomes heavy snow. Snow reduces visibility (zero visibility in a heavy snow), slows movement, and disorients PCs. Snow remains on the ground as long as it is freezing. For snow to completely melt, it takes the same number of days above freezing as the number of days it snowed. +1 fatigue damage. PCs not wearing warm clothing take d6 direct damage per watch.
- **Cold:** +1 fatigue damage to PCs not wearing warm clothing.
- **Hot:** +1 fatigue damage to PCs who don't have at least three empty slots.
- **Humid:** +1 fatigue damage to PCs who don't have at least three empty slots.
- **Scorching:** +1 fatigue damage. PCs who don't have at least three empty slots take d6 direct damage per watch.

SPRING

2d6	Precipitation	Wind	Temperature
2	Heavy Rain, Lightning*	Calm	Freezing
3	Heavy Rain	Calm	Cold
4	Clear	Calm	Cool
5	Clear	Calm	Cool
6	Scattered Clouds	Calm	Mild
7	Scattered Clouds	Calm	Mild
8	Overcast	Light Wind	Mild
9	Light Rain	Light Wind	Warm
10	Light Rain	Light Wind	Warm
11	Light Rain, Lightning*	Strong Wind*	Warm
12	Hail*	Strong Wind*	Hot

SUMMER

2d6	Precipitation	Wind	Temperature
2	Heavy Rain, Lightning*	Calm	Cool
3	Heavy Rain	Calm	Mild
4	Clear	Calm	Mild
5	Clear	Calm	Warm, Humid
6	Clear	Calm	Warm
7	Clear	Calm	Warm
8	Scattered Clouds	Calm	Hot
9	Scattered Clouds	Light Wind	Hot
10	Light Rain	Light Wind	Hot, Humid
11	Light Rain, Lightning*	Light Wind	Scorching
12	Hail*	Strong Wind*	Scorching, Humid

FALL

2d6	Precipitation	Wind	Temperature
2	Heavy Rain, Lightning*	Calm, Fog	Freezing
3	Heavy Rain	Calm, Fog	Cold
4	Clear	Calm	Cold
5	Clear	Calm	Cold
6	Scattered Clouds	Calm	Cold
7	Scattered Clouds	Calm	Cool
8	Overcast	Light Wind	Cool
9	Light Rain	Light Wind	Mild
10	Light Rain	Light Wind	Mild
11	Light Rain	Strong Wind*	Warm
12	Hail*	Strong Wind*	Warm

WINTER

2d6	Precipitation	Wind	Temperature
2	Heavy Rain	Calm, Fog	Freezing
3	Heavy Rain	Calm, Fog	Freezing
4	Clear	Calm	Freezing
5	Clear	Calm	Cold
6	Scattered Clouds	Calm	Cold
7	Scattered Clouds	Calm	Cold
8	Overcast	Calm	Cold
9	Overcast	Light Wind	Cool
10	Light Rain	Light Wind	Cool
11	Light Rain	Light Wind	Mild
12	Light Rain	Strong Wind*	Mild

Delving

URNS

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 d6 Hazard Die.

d6	Result
1	Encounter: The party has an encounter, usually rolled from a table designed this dungeon. The DM may also randomly determine the encounter's reaction to the party, current activity, and distance from the party.
2	Fatigue: Each PC takes 1 damage unless they spend their next turn resting.
3	Burn: Torches burn out.
4	Dungeon Shift: The dungeon changes in some way.
5	Sign: The party finds a sign about the next encounter.
6	Free: No effect.

MAPPING

It is up to the players to draw a map of their surroundings as described by the DM. The DM should only correct map errors that are the result of miscommunication.

DUNGEON MOVEMENT

Crawl: The standard movement rate in a dungeon is 120 feet (24 five-foot squares) per turn. This allows the party to automatically detect traps, map their environment, and avoid being automatically surprised by encounters.

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

Light is a vital consideration when dungeon crawling. If the party finds itself in total darkness, most actions will either have major penalties or will be impossible.

Candles: Candles provide enough light to see general shapes within 20 feet, and details within 5 feet. They burn for 6 hours and use 1/10 of a slot. They go out if dropped or in a light wind.

Lanterns: A candle in an iron and rawhide case. Use 1 slot. Can only be blown out by a strong wind, but will go out if dropped.

Torches: Torches provide enough light to see general shapes within 40 feet, and details within 10 feet. Two of them can fit in a slot. They last until the Burn result is rolled on the dungeon hazard die, or until they are dropped or exposed to a strong wind.

SEARCHING

Hidden Features: PCs can spend a turn searching a room-sized area to automatically reveal any non-obvious features (a statuette inside a drawer, a cracked tile, a faint ticking noise, 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 and can only be found through PC interaction.

SLEEP AND HEALING

Resting or sleeping in a dungeon never recovers HP or removes injuries, unless the party somehow finds a safe haven there.

Shifts

When the Dungeon Hazard Die indicates a dungeon shift, the dungeon environment changes in some way. 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, or vermin.

d8	Dungeon Shifts
1	Gas: Hallucinogenic gas, smoke, incense, flammable gas, sleeping gas, poison gas, dust, infectious spores, etc. Architecture: 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	Flow: Lava, water, sand, mud, acid, oil, slime, gravel, etc.
4	Magic: Petrification, animation, transformation, light, darkness, etc. Use magic random tables for inspiration.
5	Plants: Plants start to grow, wither, rot, bloom, block passages, open new routes, etc. Creatures: Insect swarm, monster activity changes (use activity
6	table), aggression level changes, new faction or monster type appears, encounter frequency changes, alliances shift, etc.
7	Sounds: Alarm wail, clanging, thumping, scraping, grinding, rumbling, clicking, drumming, total silence, etc.
8	Dungeon Weather: Scorching, hot, cold, freezing, humid, rain, fog, light wind, strong wind, static charge, etc.

Encounters

REACTIONS

When the PCs encounter a creature whose reaction to the party is not obvious, the referee may roll 2d6 on the following table. The creature's reaction can change quickly based on the party's actions.

d2d6	NPC Reaction	Social Check Modifier
2	Murderous: Tries to kill the party	-10
3	Violent: Tries to injure or capture the party	-10
4	Hostile: Tries to harass or rob the party	-10
5	Unfriendly: Threatens, insults, or commands	-5
6	Wary: Avoids the party	-5
7	Uninterested: Ignores the party	None
8	Curious: Moves to investigate the party	+5
9	Friendly: Greets the party, shares information	+5
10	Helpful: Will do minor favors	+10
11	Generous: Will do major favors	+10
12	Admiring: Tries to join as a follower	+10

DISTANCE AND SURPRISE

You may use the following guidelines to determine how far away the encounter is from the party when this is unclear.

- **Dungeons and Cities:** 2d6 × 10 feet
- **Wilderness:** 4d6 × 30 feet

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.

ACTIVITY

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

d20	1-2	3-4	5-6	7-8
1	Ambushing	Cursing	Hauling	Repairing
2	Arguing	Dancing	Healing	Rescuing
3	Battling	Defacing	Hiding	Resting
4	Befouling	Delivering	Igniting	Rioting
5	Begging	Destroying	Infiltrating	Ritual
6	Besieging	Dying	Instructing	Robbing
7	Birthing	Dousing	Kidnapping	Sacrificing
8	Blessing	Dueling	Looting	Scavenging
9	Brawling	Eating	Mapping	Scouting
10	Building	Escaping	Marrying	Searching
11	Burgling	Escorting	Mourning	Singing
12	Burying	Excavating	Murdering	Sleeping
13	Capturing	Executing	Parleying	Swimming
14	Celebrating	Feasting	Patrolling	Swindling
15	Chasing	Fighting	Performing	Tending
16	Cleaning	Foraging	Planting	Tracking
17	Collecting	Fortifying	Playing	Trading
18	Competing	Gambling	Preaching	Traveling
19	Convening	Guarding	Processing	Wandering
20	Cooking	Harvesting	Questioning	Worshipping

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.

d6	Encounter Sign Type
1	Creatures: Fleeing or injured prey, hunters, worshippers, young offspring, eggs, the creature itself but in the distance, its shadow as it flies overhead, etc.
2	Leavings: Fur, hair, droppings, scales, feathers, blood, shed skin, regurgitated pellets, food scraps, trash, carcasses, dropped items, torn clothing, cold campfires, etc.
3	Markings: Tracks, trails, broken branches, teeth marks, claw marks, symbols, graffiti, signs of a struggle, elemental or supernatural effects, etc.
4	Smells: The creature itself, droppings, lairs, residue, signaling or warning scents, etc.
5	Sounds: Fighting, burrowing, nesting, travelling, signaling, talking, singing, arguing, etc.
6	Structures: Nests, lairs, burrows, campsites, fires, traps, etc.

Experience

PCs usually begin as level 1 characters. As they adventure, they acquire experience points (XP). The GM can assign XP rewards for whatever activity or activities they wish. Some options are listed below.

TREASURE HUNTING

1 XP is awarded to the party for every coin recovered from dungeons and returned to civilization, split evenly between all PCs. The coin value of valuable objects also counts. This option is the “default” means of gaining XP and puts the focus of the game on exploration since valuables are usually hidden or guarded. It also emphasizes resource management, because the more treasure the PCs carry, the fewer slots they have for weapons, armor, etc.

Coin Type: Depending on the size of treasure hoards available and the rate of advancement desired, GMs may decide to give 1 XP for each silver coin (10c) or gold coin (100c) instead of for each copper.

Spending Treasure: Some GMs may require players to spend the coins before gaining any XP, or may grant an XP bonus when it is spent on particular things, such as carousing, training, alms, constructing buildings, etc.

MONSTER SLAYING

Neutralizing a monster (usually by killing it, but not necessarily) grants 10 XP per monster level.

EXPLORATION

Exploring a significant location for the first time grants XP to the whole party, split evenly between them. The experience total can be modified by the location’s danger and remoteness.

- Local significance: 10 XP
- Regional significance: 100 XP
- National significance: 500 XP
- Global significance: 1000 XP

Danger Level

- Dangerous for low-level characters: ×2
- Dangerous for mid-level characters: ×10
- Dangerous for high-level characters: ×50

Remoteness

- 2 days from a safe haven: ×2
- 3 days from a safe haven: ×3
- Etc.

QUESTS

?

CONQUESTS

?

Levels

At certain XP thresholds, PCs gain a level, which increases the number of dice they roll to recover HP as well as improving three of their ability scores by 1.

PCs cannot gain more than 1 level per week. Any XP that would advance them to a second level within that week is lost.

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

Choosing Ability Score Improvements: The first of the three ability scores to be improved is chosen randomly: roll a d6 to pick it just like in character creation. The other two points can be placed in any other two ability scores of the player’s choice, or chosen randomly as long as no ability score increases by more than 1.

Spells

Magic is an ancient and exacting art, the laws of which are now lost. It is only manifested today through the use of **codices**, objects that have been engineered to channel ambient fields of arcane energy into precisely defined and programmed forms.

Codices can look like books, clay tablets, metal spheres, crystals, medallions, or any solid object with enough surface area to inscribe the proper sigils and enough mass to withstand the forces coursing through it. They cannot be copied or created. To acquire a codex one must either excavate it from a ruin or steal it from whoever got there first.

A standard codex takes up one slot and contains a single spell with a level from 1 to 10 indicating its complexity and power. Each spell can be cast only once per day.

CASTING SPELLS

Casting a spell takes one action. PCs cannot cast spells with a level higher than their INT, but many spells have a level that adjusts to the PC's current INT.

Spell Checks: Some spells require a check to see if their target suffers its effect. These checks are use the caster's WIS vs. the defender's DEX, CON, or WIS, whichever makes the most sense.

VARIANTS

Magical Mishaps: Each spell can be cast an unlimited number of times per day, but PC must make an INT vs. Spell Level check each time they cast a spell. On a failure, the caster cannot cast any more spells that day and they suffer a related magical mishap of the GM's choice.

Spellburn: Each spell can be cast an unlimited number of times per day, but deal damage to the caster equal to their level each time they are cast after the first time.

SPELL NAME GENERATION

To generate a new spell name, roll on the following table to find the spell formula, then fill in each bracketed word with a result from the corresponding tables. If you want, you can also add a [Wizard Name] and a [Quality] to the beginning of the spell name.

1. [Effect] [Element]
2. [Effect] [Form]
3. [Element] [Form]
4. [Form] of [Element]
5. [Form] of [Effect] [Element]
6. [Effect] [Element] [Form]

SAMPLE SPELLS

Coming soon...

Alchemy

MONSTER PARTS

Harvesting a monster's body part requires 10 minutes, butchery tools, and an INT vs. Monster Level check to avoid spoiling it. The most useful organs are the ones that produce the monster's special abilities. For example: A dragon's lung (fire breathing), a dragon's eye (unsleeping), a dragon's scales (fireproof). 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 1 hour 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.
2. If the GM approves the effect and monster parts the PC can make the potion.
3. The PC makes an INT check vs. the combined level of all of the monster parts being used. On a success, the potion is created and the parts are lost. On a failure, the potion is useless.
4. If the PC succeeds at the check by 5 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 generally allow the drinker to produce a single significant magical effect. If the effect is ongoing (like invisibility) it usually lasts for 10 minutes. Weak ongoing effects may last for an hour or even a day if it is very weak.

POTION MISCIBILITY

If two potions are mixed together, or a potion is drunk while the effects of another are ongoing, roll on the following table:

d100	Effect
1	EXPLOSION! Deals 4d6 damage to everyone within 10 feet. If mixed internally the explosion kills the drinker.
2-3	Lethal Poison: Kills the drinker.
4-6	Mild Poison: Deals d6 damage.
7-10	Transmutation: The mixed potions transform into a random [Element].
11-15	Wild Magic: a new potion results with a random [Effect]
16-20	Immiscible: The effects of both potions are cancelled.
21-25	Immiscible: The effect of one potion is cancelled.
26-35	Immiscible: The effects of both potions are halved.
36-90	Miscible: The effects of both potions work normally.
91-99	Miscible: The effects of both potions are doubled.
00	DISCOVERY! The effect of one potion is now permanent, the other is cancelled.

WIZARD NAME PART 1

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-

WIZARD NAME PART 2

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	-eblin	-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

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

EFFECTS

d20	1-2	3-4	5-6	7-8	9-0
1	Absorbing	Condemning	Excruciating	Mesmerizing	Revealing
2	Accelerating	Consoling	Expanding	Mindreading	Sanctifying
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

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

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	Animal	River	Touch
9	Beast	Disk	Guardian	Servant	Tower
10	Weapon	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	Item	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

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	Vermilion
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

Miracles

SAINTS

Saints are powerful spiritual beings that are the source of miracles. They can be re-themed as petty gods, nature spirits, outsiders, etc. Each saint has several domains over which they have influence, not always related.

GMs should treat saints like NPCs, giving them quirks, goals, enemies, personalities, and so on. They are a great way to give PCs quests and adventure hooks, and to involve them in higher-level politics and factional disputes.

SHRINES

Saints have shrines dotted around the landscape, some frequently used, some lost to time. PCs may freely communicate with a saint at their shrine as long as they hold one of the saint's relics.

RELICS

Relics are holy items associated with a saint, which provide ongoing blessings or the ability work certain miracles related to the saint's domains. They might be parts of the saint's mortal body, items they owned, or simply holy items blessed by the saint's cult.

Relics may require certain rituals to be performed before they work, or for certain requirements to be met. Each functions differently. PCs can acquire relics by completing missions for saints, rescuing them from opposing cults, discovering them at lost shrines, etc.

PCs can only use the relics of saints that they have personally pledged their service to. A PC's Charisma score determines the maximum number of saints they can serve at the same time. Leaving a saint's service is usually dangerous.

FAVOR

A PC that takes actions contrary to a saint's domains or goals can arouse their displeasure. This might mean anything from a mild rebuke to the saint cutting off access to their relics' miracles until the PC has properly atoned. In extreme cases, the saint could smite the PC personally or send their followers after them.

On the other hand, PCs who take pains to stay in a saint's favor and accomplish their goals can be rewarded with unique blessings, additional relics, or followers.

SAMPLE RELICS

Coming soon...

SAINT DOMAINS

d20	1-2	3-4	5-6	7-8	9-0
1	Ancestors	Earth	Law	Purification	Underworld
2	Art	Evil	Life	Rain	Thieves
3	Beauty	Family	Love	Rivers	Time
4	Caves	Fate	Madness	Sailors	Trade
5	Chance	Fire	Misfortune	Secrets	Trickery
6	Change	Flowers	Monsters	Serpents	Truth
7	Civilization	Forests	Moon	Shadow	Twilight
8	Cold	Fortune	Mothers	Ships	Tyranny
9	Conquest	Gateways	Mountains	Sleep	Undead
10	Corruption	Glory	Music	Sorcery	Valor
11	Creation	Gold	Night	Spirits	Vengeance
12	Cruelty	Harvest	Numbers	Springs	Victory
13	Cycles	Hatred	Oaths	Stars	Virtue
14	Day	Healing	Ocean	Storms	War
15	Death	Horses	Pain	Sun	Wilderness
16	Deserts	Hospitality	Peace	Swamps	Wine
17	Destruction	Illusion	Pestilence	Terror	Winter
18	Discord	Justice	Plague	The Ancients	Wisdom
19	Divination	Kingship	Pleasure	Downtrodden	Witches
20	Dreams	Knowledge	Poison	The Infinite	Writing

SHRINE BUILDER

d20	Location	Occupants	Features	Status	Condition
1	Chapel	Spirits	Candles	Celebrated	Pristine
2	Tree	Ghosts	Torches	Revered	Swamped
3	Statue	Bandits	Braziers	Fashionable	Sunken
4	Monolith	Monsters	Still Water	Resurgent	Crumbling
5	Cairn	Undead	Flowing Water	Neglected	Collapsed
6	Grave	Large Animals	Inscriptions	Schismatic	Overgrown
7	Mausoleum	Birds	Messages	Suppressed	Vandalized
8	Monument	Pilgrims	Dais	Restricted	Pilfered
9	Tower	Monks	Sigils	Hidden	Eroded
10	Cave	Clergy	Mirrors	Unknown	Buried
11	Spring	Soldiers	Food	Distained	Flooded
12	Glade	Merchants	Incense	Feared	Repaired
13	Grove	Nobility	Bones	Popular	Repurposed
14	Stone Hut	Peasants	Coins	Mandatory	Decorated
15	Grotto	Craftsmen	Flowers	Condemned	Expanded
16	Dolmen	Performers	Stones	Ignored	Rebuilt
17	Stone Ring	Hunters	Carvings	Forgotten	Dismantled
18	Pavilion	Insects	Paintings	Unfashionable	Cracked
19	Bonfire	Rodents	Statues	Heretical	Burned
20	Temple	Reptiles	Altar	Loathed	Filthy

RELICS

d20	Body Parts	Holy Items	Worn Items	Pers. Items	Weapons
1	Finger	Medallion	Hat	Bowl	Short Sword
2	Arm bone	Statuette	Helmet	Bell	Knife
3	Leg bone	Locket	Tunic	Key	Mace
4	Skull	Scriptures	Necklace	Compass	Flail
5	Rib	Hymnal	Bracelet	Journal	Spear
6	Blood	Painting	Ring	Instrument	Short Bow
7	Tears	Carving	Sandals	Coin	Hammer
8	Skin	Symbol	Shield	Comb	Axe
9	Hair	Censer	Gown	Spyglass	Long Sword
10	Tooth	Aspergillum	Brooch	Flower	Club
11	Jaw	Oil	Cloak	Pen	Maul
12	Eye	Water	Purse	Hourglass	Morningstar
13	Brain	Branch	Belt	Hon	Glaive
14	Heart	Candle	Boots	Pipe	Halberd
15	Lung	Staff	Gloves	Saw	Longbow
16	Tongue	Lamp	Breastplate	Tongs	Crossbow
17	Hand	Mask	Crown	Mirror	Sling
18	Foot	Cup	Trousers	Net	Whip
19	Ear	Vestments	Mail	Manacles	Dagger
20	Nose	Veil	Gauntlets	Sickle	Lance

Society

SOCIAL LEVELS

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

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

COST OF LIVING

The following chart gives each social level's approximate income from wages, investments, rent, bribes, tribute, etc. PCs will most often use these numbers when they need to pay NPCs for services or when determining their lifestyle during downtime.

	Daily	Monthly	Yearly
Destitute	3c	90c	1,100c
Poor	10c	300c	3,600c
Humble	20c	600c	7,200c
Respectable	40c	1,200c	14,400c
Wealthy	100c	3,000c	36,000c
Minor Noble	400c	12,000c	144,000c
Major Noble	2,000c	60,000c	720,000c
Royal	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.

Fashion

CLOTHING SETS

The following are approximate prices for full sets of clothing. Clothing does not usually take up any slots. More expensive clothing tends to be made of rare materials, or require the expertise of master craftsmen.

The social level of the clothing a character is wearing can significantly impact NPCs' reactions. Wearing clothing higher than one's station can bring trouble if the PC is found out and underdressing for an occasion can invite mockery.

Social Level	Casual	Standard	Formal/Winter
Destitute	-	-	-
Poor	30c	60c	90c
Humble	60c	120c	180c
Respectable	120c	240c	360c
Wealthy	300c	600c	900c
Minor Noble	1,200c	2,400c	3,600c
Major Noble	6,000c	12,000c	18,000c
Royal	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 villages, ×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	Belt: 20c	<i>Common</i>	<i>Undyed:</i> Creams, greys, browns.	Bells +1,000c
2	Bodice: 30c	Linen, Wool, Felt,		Emblem +500c
3	Boots: 60c	Leather, Hemp,		Embroidered +2,000c
4	Cape: 30c	Goat, Rabbit,		Feathers +100c
5	Cloak: 40c	Squirrel		Fur Lined +1,000c
6	Doublet: 60c	<i>Cost ×10:</i>	<i>Cost ×2:</i> Pale, faded colors.	Fur Trim +250c
7	Gloves: 60c	Lace, Cotton, Deer,		Gold Thread +10,000c
8	Gown: 100c	Wolf, Badger, Bear,		Jewels +40,000c
9	Hat: 20c	Lamb. Finest Linen,		Lace Trim +250c
10	Hood: 10c	Wool, and Leather	<i>Cost ×5:</i> Bright, vivid colors.	Ornate Border +500c
11	Hose: 10c	<i>Cost ×100:</i>		Padded +50c
12	Kirtle: 60c	Silk, Chiffon,		Patterned +250c
13	Robe: 60c	Velvet, Mink, Fox,	<i>Cost ×20:</i> Deep, rich colors.	Pearls +10,000c
14	Scarf: 10c	Otter. Finest Cotton		Ruffles +100c
15	Shirt: 30c	and Lace		Silver Thread +5,000c
16	Shoes: 40c	<i>Cost ×1,000</i>		Slashed +500c
17	Stockings: 10c	Cashmere, Snake,	Deep, rich colors.	Spangled +1,000c
18	Tunic: 60c	Seal, Leopard.		Spiked +500c
19	Veil: 10c	Finest silk, chiffon		Striped +100c
20	Vest: 30c	and velvet		Tassels +200c

Construction

BUYING BUILDINGS

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

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

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
Poor: Earth walls, thatched roofs, earth floors.	5c
Humble: Wattle and daub walls with some bricks or field stone, thatched roofs, reed floors.	10c
Respectable: Wood and brick walls with some stone, shingled roof, wood floors.	50c
Wealthy: Mostly stone walls with some wood and brick, shingled roof, wood floors.	250c
Minor Noble: Stone walls, shingled roof, flagstone floors. Some use of materials like glass and marble, minor architectural and decorative flourishes. Use this room type for fortified buildings like castles and towers.	1,000c
Major Noble: Stone walls, stone roof, tiled floors, glass windows, high ceilings, significant architectural and decorative flourishes.	5,000c
Royal: Marble walls, stone roof, marble floors, glass windows, soaring ceilings, art everywhere.	25,000c

CONSTRUCTING WALLS

Stone Wall Section	Cost
5 foot cube	1,000c
10 foot cube	4,000c
20 foot cube	16,000c

DUNGEON EXCAVATION

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
Packed Earth: Dungeon level 1	20c
Loose Stone: Dungeon level 2	60c
Solid Stone: Dungeon level 3+	180c

DUNGEON DRESSING

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

Dungeon Style	Cost
Decayed: Cracked flagstones, slimy walls, crumbling brickwork, rotten doors, smashed furniture, etc.	200c
Classic: Flagstone floors, stone arches, wooden doors, solid wood furniture, simple brickwork, etc.	500c
Refined: Tiled floors, elegant brickwork, murals, reinforced doors, etc.	2,000c
Opulent: Polished marble, ornate sculptural details and reliefs, stone or metal doors, etc.	10,000c

ROOMS

The cost of a room in a building or dungeon equals the cost of that room's dungeon style or room style, multiplied by 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

Influences

- A Thousand Thousand Islands
- AD&D Dungeon Masters Guide
- Arcane Ugly
- Artesia: Adventures in the Known World
- Brave
- Cairn
- Dungeon Crawl Classics
- Errant
- Freebooters on the Frontier
- Glaive
- Grave
- GURPS: 4th Edition
- GURPS: Low-Tech
- His Majesty the Worm
- Into the Odd
- Lamentations of the Flame Princess
- Last Gasp Grimoire
- Mausritter
- Mythras
- Necropraxis Hazard System v0.3 ([Creative Commons Attribution 3.0 Unported](#))
- Old School Essentials
- Shadow of the Demon Lord
- Symbaroum
- The Dark of Hot Springs Island
- The Perilous Wilds
- Ultraviolet Grasslands
- Wolves Upon the Coast
- Wonder and Wickedness
- Wormskin
- <https://oddskullblog.wordpress.com/2021/11/15/combat-maneuvers-the-easy-way/>

Coming Soon?

- Followers
- Sample Relics
- Sample Spells
- Monsters
- Factions
- Mass Combat
- Random Generators
- Designer Commentary
- And much more...