

Monsters and NPCs

As a baseline, a critter or NPC has 8 Hit Dice, +1 to hit/HD, and does 1d6 damage. This can go up (dragons are scary) or down (0-level folks have just 1d6 hp and no bonuses at all). Morale is -12. If Resistant to damage, that's half-damage; Vulnerable doubles damage.

Some Examples

Moonrat: Rodent of unusual size. Wants to eat, nest, spread lunacy. 1 HD, AC 10, +1 bite (1d4+1), ML 6, bite: hallucinate 1d10 minutes

Skeleton: Restless bones. Mindless, usually. 1 HD, AC 12, +1 fist or weapon (1d6), ML 12

Azure Jelly: Translucent ovoid, glistening, speedy. 1 HD, AC 14, +1 bash (1d4+tingle), ML 9, tingle: 1 hp acid damage/action, 1d3 actions

Chou: Ash-skinned undead with a taste for flesh and secrets. 2 HD, AC 14, +2 claws (1d6/1d6+paralysis), ML 10, paralysis: 2d20 min.

a small labyrinth game



Dark Ritualist: Some sorcerers have more

unsavoury practices and pleasures. 2 HD, AC 10, +1 dagger (1d4), ML 8, magery: any 4 spells

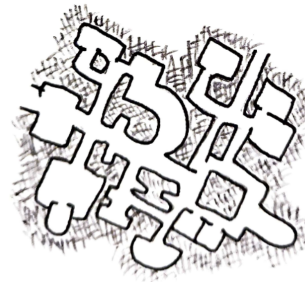
Briarony: Animate hedge-creature, thorned and very territorial. 3 HD, AC 12, +3 buffet (1d6+bleed), ML 7, fire vuln, bleed: wounds lose 1d4 hp/action until tended

Rainwolf: Large carid with stormy grey pelt, glowing eyes, and a disconcerting intelligence. 3 HD, AC 12, +3 bite (1d6), ML 8, trip: lose next action, bolt: 2d4 ranged damage 1 / 3 actions

Black Knight: Ominous black armour, more ominous goals of conquest. 4 HD, AC 16, +4 lance or sword (1d8+2), ML 10, black hex: victim at -3 to all rolls for a day

Lindwurm: Scaly body, feathered wings, barbed tail, eagle's talons, wolf's ears, curving horns and an imperious attitude. 7 HD, AC 16, +7 bite (1d8) or claws (1d6/1d6) or sting (1d4+poison), ML 10, flying, 1d3 spells, poison: halve physical stats, 1d4 days

The Zeroth Rule: Roll if something's at stake. Otherwise, just play.



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Magic

Wizards keep their spells in a spellbook, and can add a scroll spell to their book, using it up.

An adventurer who learns some magic might think of it a different way, but they still carry their spells (a devout may have a prayerbook, for example).

Casting a spell: A wizard can cast 1 spell/level freely per day. More spells cost 1 hit point each. Healing magic doesn't restore spellcasting, only rest does.

Sample Spells

Star Arrow: 1d6 to single target. Gain an arrow every 3 levels. Cannot be resisted.

Decipher: Read ciphers or magical writings for 10 min./level.

Conflagration: 1d4 fire damage/level in a 10' radius. There are other elemental versions.

Million Masks: Change one's body; cannot add new limbs or more than a foot in height.

- * **Invisibility:** Target cannot be seen for 10 min./level or until they come into conflict with an opponent.
- * **Panacea:** Heal 1d8 hit points by touch. Expend hp to add dice of healing, 1 : 1d8.
- * **Nosferatu:** Wound nearby target (1d8), gain half the damage as healing.
- * **Mirage:** Create an illusion of an object or place no larger than 20x20'; lasts 1 hr./level.
- * **False Miracle:** Presents target with illusion of their greatest desire. 10 min./level.
- * **Bonewake:** Animate one reasonably intact human(ish)-sized skeleton, which can be given one task.
- * **Purify:** Pure contaminants and rot from food, drink or other objects, up to what you can carry. (or be squeaky clean!)
- * **Baleful Hex:** Target's next major action fails.
- * **Call Azure Cart:** Creates a self-mobile cart of blue force that can carry 4+gear. 4 hrs./level.
- * **One's Own Moon:** Conjures fist-sized semisolid orb of soft light that floats close-by if desired. 1 hr./level.
- * **Slumber:** Sends 2d4 nearby targets to sleep. This sleep is normal.

Rules, Advice and Other Such Things

To Do Things: Roll d20, trying to beat the required number. To attack, for example, roll 1d20 and add modifiers, vs. the target Armour Class. (add STR mod. to melee, DEX to ranged.) -> No armour is AC 10; light armour is AC 12, medium is AC 14, and heavy is AC 16.

In a tricky situation, make a Save! Roll d20, and add any modifier from an applicable stat. - 12/14/16 is a nice easy/middling/harder range.

To test if an action is successful, roll as above. Add +1/level if the action is thematic to the (N)PC or critter. Only test if there's a risk!

If you really need to randomly determine if something happens, roll 1d6; 1-2 = yes.

Dungeon (and other short-form) Movement:

- It takes at least 10 minutes to search a room
- The average PC moves up 30' in an "action"
- Useful abstracted ranges: Reach/Nearby/Far/Very Far (a bow shoots Far)

First Meetings (Reactions!): If not sure how an initial encounter might go, roll on this handy 2d6 table, with CHA mod if a PC steps up:

Morale: Critters and NPCs have a morale (ML) rating, from 1 to 12. If under duress, roll a d12; if higher than their ML, they retreat/partly/etc.

Random Encounters: Make a 2d6 table of critters, NPCs and stuff. 6-8 will be common encounters, 2 and 12 should be special.

Factions: Rival, allied or enemy groups can be fun. A quick thumbnail is:

Doing [Plans] because [obstacle or complication]: This is [faction name]. They want [goal] and are

Gaining XP and Leveling Up: A minor milestone or discovery grants 20-50 XP; a major one, 100-200 XP. If awarding XP for treasure, try 1 XP : 20 gp. Levelling is 100 experience points (XP) x the character's current level; fighters gain +1 to hit/level, others +1/3 levels. Add another Hit Die.

Sustenance is Important! No food means -1 to rolls, cumulative daily after the first.

means, alas, this is a deceased adventurer. means -2 to rolls until proper rest, while 6 At 0 hit points, roll 1d6. -1-2 is knocked out, -3-5

No rest = no healing. comfortable (like an inn), 1d6 when camping. Adventurers heal 1d8 after sleeping somewhere

Healing, Death, Rations, Other Fun Stuff

of treasure, plus fees. Reaction checks help in hiring; hirelings have a lantern carriers to mercenaries. **Hirelings:** Some adventurers hire help, from ML. They also expect a half-share to full share

Expert. d6 HD. Armour: Light. Weapon: d6 - +2 to Saves
- Expertise: Choose three activities (tracking, climbing, singing. ...) +1/level to succeed, 2-in-6 to know something

Class Modifiers: Multiply xp needed by 0.15 for each taken.

- **Healer:** You can heal hp by touch, 1d4; add another d4 die to your pool of healing per level. You can divide up the dice.
- **Smite:** Gain a pool of extra damage, 1d6/2 levels, daily. You can divide up the dice.
- **Beastfriend:** You can speak with animals, and gain an animal companion (HD = PC lvl)
- **Tactician:** Study a subject for one action, and identify a weakness + gain +2 against that subject. +1 initiative.
- **Vanguard:** 1/level each day, rally allies and grant +2 to next actions for 1d4 actions.
- **Berserker:** Frenzy at will; +2 attack/damage, -3 AC, 1-in-6 to attack allies. 1d6+1 actions.
- **Arcana:** Spellcasting, 1 spell / 3 levels without hp penalty (no wizards allowed)

tinderbox 2 gp
lantern 2-5 gp
backpack 1 gp
waterskin 5 sp
chalk (10) 5 cp
iron spikes (10) 1 gp
tool kit 15 sp/15 gp
oil 5 sp
mirror 3 gp
rations (week) 15 gp
tent (2) 2 gp
light armour 10 gp
med. armour 25 gp
heavy armour 100 gp
shield 10 gp
melee weapon 5 gp
ranged weapon 25 gp
ammunition (20) 2 gp
Generally speaking, a palmtful of ...
- Copper buys: a snack, a rough meal, simple crafts, secondhand items, small livestock
- Silver buys: simple clothing, common meal, night in common room, large livestock, basic items and tools
- Gold buys: fancy meals, full inn service, bespoke outfits, horses, weapons, armour
- Platinum buys: manors, castles, jewels, titles, exotica, custom weapons and armour, magic pouch, several candles

A Short Equipment List:

sack 3 sp
torches (10) 5 gp
candles (5) 1 gp
iron spikes (10) 1 gp
tool kit 15 sp/15 gp
oil 5 sp
mirror 3 gp
rations (week) 15 gp
tent (2) 2 gp
light armour 10 gp
med. armour 25 gp
heavy armour 100 gp
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Equipment

Sample Magic Items

- **Weapons:** May have a +1 to +3 (+5 is legend) bonus to hit, damage or both; may flame, freeze or bleed an opponent; may have stranger abilities, or even be sentient or sapient.
- **Armour:** +1 to +3 bonus to AC; may grant resistance or immunity to a kind of injury
- **Vulnerable:** Ruby or pearly potion, 2d4 healing
- **Spell Scroll:** Contained 1-4 spells. Read from the scroll to cast the spell, which is erased.
- **Elemental Shard:** Nodule of crystallized element; causes 1d6 damage when thrown (30' range). Fire and ice are most common.
- **Marble Elixir:** Drink to gain +2 AC for 4 hours.
- **Hidden Spaces Pouch:** Large embroidered hip pouch can actually hold up to 20 items.
- **Glasscaster:** Slim crystal rod fire darts of solid energy to 100' (1d4); 20 charges.
- **Warding Ring:** Grants +1 to AC and to Saves.
- **Rose Orb:** Pinkish crystal globe may be asked one question a day.
- **Revelation Mirror:** Round silver mirror shows the true appearance (or presence of illusion) of anything reflected in it.

1-2: encounter
3-5: trap, puzzle or clue
4: mystery/special
5-6: "empty"
7-8: puzzle or clue
9-10: interesting!
11-12: encounter
13-14: puzzle or clue
15-16: interesting!
17-18: encounter
19-20: puzzle or clue
21-22: interesting!
23-24: encounter
25-26: puzzle or clue
27-28: interesting!
29-30: encounter
31-32: puzzle or clue
33-34: interesting!
35-36: encounter
37-38: puzzle or clue
39-40: interesting!

Quick Dungeon Stocking:

If all else fails, roll d6:
- 25 miles/day on foot
- 30 miles/day mounted; mounts (or wagons) increase carrying capacity by x2-10
- 80 miles/day on water
- flight is speed-of-plot

Travel and Exploration:

This assumes roads, paths, or other pleasant travel; rough terrain means slow going. Also, 8 hours/day. A starting adventurer has 1 weapon, clothes, 4d10 gp, and one of these packs:
Artisan: Tools of the trade, shoulderbag, knife, letter of recommendation, personal badge
Scholar: Portable writing desk, satchel, writing kit, pigments, treasured tome
Hunter: Snares, bow or crossbow, waxed backpack, fur mantle, herb packet
Noble: Signet, 1 weapon, medium armour or horse, gossipy letters, fancy outfit
Explorer: Light armour, lantern and oil, map, dagger, journal, small trophy
Haysseed: Axe, dog or goose, wicker pack, many pouches, week's fresh rations
Far-Wanderer: Glass knife, untearable scroll, light armour, glowy beads, writing wand
Exile: Chains, dagger, hidden letter, leather

Quick Starting "Hexes":

You don't need an other home base at the centre. Place nodes around it with at least one node of interest for each node. Voila! A starting area for adventure!

Character Creation

1. Roll your stats (3d6 each): Strength, Constitution, Wisdom, Dexterity, Intelligence and Charisma. Note down any modifiers:
3: -2 4-8: -1 9-12: 0 13-17: +1 18: +2

2. Pick your class. You start the game with maximum hit points for your Hit Die.

Fighter. d8 HD. Armour: Any. Weapon: d8
- Defeat enemy, attack again (up to level +1)
- **Battlemaster:** Add your level to either your attack roll or your damage each attack

Wizard. d6 HD. Armour: None. Weapon: d4
- Cast spells from spellbook; 1 spell/level before needing to pay hp
- **The Sight:** 2-in-6 to sense magic nearby

Devout. d6 HD. Armour: Med. Weapon: d6
- **Castigate:** Roll 2d6; higher than target's HD, target flees or cowers. Usually for undead.
- **Blessing:** Grant a +3 to a roll. Can do this 1/day per 2 levels.