

THE BLACK HACK

A comprehensive, rules-light Old School fantasy roleplaying game

- developed by -

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Featuring a DIY home-brew of original era
fantasy gaming and modern game design theory.

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PLAYING THE BLACK HACK

WHAT IS THIS GAME?

The Black Hack (TBH) is a tabletop role-playing game, played with pencils, paper and dice. TBH looks back at the dungeon delving games of the 1970s, rebooting those experiences with modern rules for another generation of gamers.

The game has been designed to use a simple set of rules that are presented in a plain, conversational language. For ease of play anything styled in ***Bold Italics*** is in the Appendix on p.122 for quick reference during play.

HOW DOES IT WORK?

The game is played in the joint imaginations of the people around the table. **Players** create **Characters** who explore an imaginary world, presented to them by the **Gamemaster**, going on daring and dangerous adventures.

WHAT SHOULD THE PLAYERS DO?

The **Players'** roles in the game are straightforward but not necessarily easy! They will be presented with a scene in which they describe in **Turn** what their **Characters** do, rolling dice to determine the outcome of their **Actions**.

ROLLING THE DICE

TBH uses polyhedral dice to impartially run the game. If you see d4, d6, d8, d10, d12, and d20 written in the rules - this refers to a die of that size, so a d20 is a twenty-sided die and a d4 is four-sided.

WHAT SHOULD THE GAMEMASTER DO?

The role of the **Gamemaster (GM)** is very different from the **Players**. They control the **Movement** and **Actions** of the **Non-Player Characters (NPCs)** and **Monsters**, presenting the world to the **Players**, helping them navigate it with fair rulings and dice rolls and describing the events that happen during play.

PLAYING A GAME

You'll need some **Players** who will each control a **Character** and one person to act as the **GM** who will control the **Monsters**, **NPCs**, and deliver some kind of pre-planned or impromptu world to explore.

The **Players** should create some **Characters** (see p.16) or introduce ones they have already. The **GM** should start a session by setting the scene, explaining briefly where the **Characters** are and what they can see - it's a good idea to quickly recap anything the **Characters** should know - then ask the question "**What do you want to do next?**"

The **Players** tell the **GM** what their **Characters' Actions** are and then the **GM** adjudicates the outcomes, asking dice to be rolled if there is a chance of failure - or by making consistent rulings.

THE SPIRIT OF DIY TABLETOP RPGS

The thing TBH encourages above all is the freedom to mould the rules, customising them to both suit the preferences and meet the needs of everyone playing. In other words - change the rules! - **Hack it and make it yours.**

EXAMPLE OF PLAY

GM : "I hope the cultists don't find you and eat your hearts!" Laughs the mad sorcerer maniacally as he waves goodbye.

Warrior : Oh, this is going to go great.

Thief : I sarcastically shout back "Thanks!"

Wizard : Quick, let's just get out of here!

Thief : Okay! Is the sewer cover **Nearby**?

GM : Yeah and it's made of rusty iron bars

Thief : I'll **Move** to it and as my **Action** I'll check it for traps.

Warrior : Assuming it's safe, I want to bend the bars, so we can slip through.

Wizard : And I want to cast *Light* on my staff so we can see **Nearby**.

GM : Okay, Thief, test your **Wisdom** by rolling a d20 under your **WIS** score - to check the portcullis for traps.

Thief : *rolls* Made it!

GM : You're confident it's free of anything designed to do you harm. **Warrior**, still want to bend the bars? If so test your **Strength**!

Warrior : *rolls* Piece of cake!

GM : Good stuff. Now Wizard, you cast *Light* on your staff - it glows. That's a level 1 spell that you've memorised right?

Wizard : Yup.

GM : Okay, well test your **Intelligence** and add one to your d20 roll - because it's a level one spell - if you fail you can't cast that spell from memory anymore.

Wizard : *rolls* I need to roll under, not on it, right?

GM : That's right.

Wizard : Damn, I failed.

GM : Unlucky! Beyond the bent iron bars is a long dark sewer tunnel heading deep down. What do you want to do next?

Warrior : Explore down the tunnel...?

Thief : Agreed! I'll sneak ahead.

Wizard : And I'll protect the rear!

GM : Okay Thief, you **Move** down the

sewer tunnel, still **Nearby** to your friends, please test your **Dexterity** to see how quiet you are - remember you get **Advantage** on tests when sneaking, roll two d20s and choose the result you like.

Thief : *rolls* despite rolling two dice I've got a 17 and 19. What are the odds?

GM : Ouch. You're making so much noise being sneaky, a Ghoul hiding in the darkness **Close** to you leaps out and **Attacks**!

Thief : Bugger!

GM : **Initiative** time! Everyone test their **Dexterity**, passing means you act before the Ghoul, failing means you go after.

Thief you test with **Disadvantage**.

Warrior : I go before.

Wizard : I'm after.

GM : Thief?

Thief : How long was it to roll up a **Character** again? I go after.

Warrior : I want to run down the tunnel and hack the Ghoul with my broad sword.

GM : Okay Warrior, you **Move Close** to the Ghoul. Test your **Strength** to see if you hit it, you should add +1 to the roll, as the Ghoul's a **Powerful Foe**.

Warrior : *rolls* Rolled a 7! *rolls again* So that's **8HP** damage.

GM : Good hit! Now it's the Ghoul's **Turn**. Thief, test your **Strength** to try and fight off the Ghoul's paralysing claws and bite. Remember to add the +1 to your roll.

Thief : *rolls* Ugh! 18.

GM : Oh dear. You feel a painful numbing sensation run through your body. Test your **Constitution**, if you fail the Ghoul **Paralyses** you.

Thief : *rolls* Oh no, 20!

GM : Wizard, you see the Thief fall rigid to the floor, what do you do?

Wizard : I'll start backing away slowly.

Thief : I'll get you in the next life you git!

RULES FOR EVERYONE

CHARACTERS & NPCS

The imaginary world that the *Players* will explore is populated by a cast of *Creatures*. The rules define *Creatures* as being one of the two following types:

- *Characters* controlled by the *Players*.
- *Non-Player Characters (NPCs)* and *Monsters* that are created and controlled by the *GM*.

TAKING TURNS & TIME

Every *Creature* has a *Turn*, on which they can *Move* and interact with the world with an *Action* - the *GM* will present and track these *Turns*, affecting what the *Creatures* can do in one of two ways:

- *Moments* are used during combat and represent split seconds - when everyone is attempting to act at once, often against one another.
- *Minutes* are used when exploring and adventuring. They represent a dozen or so real minutes - when time is not of the essence.

These abstract measures of time are written to be conversational in tone. *Moments* (called 'rounds' in other games) are fleeting, allowing enough time for quick and rapid *Actions* such as an *Attack*.

Minutes (called 'Turns' in other games) function the same way but are longer than the quick and tense *Moments*, giving the *Creatures* more time to *Move*, think, and perform longer and more complicated *Actions*.

RELATIVE TIME

Time can scale up during periods of narrative play, instead of *Minutes* a *GM* may use *Hours* whilst in towns or areas of relative safety, or *Days* whilst resting or travelling large distances - a *Turn* still lets you *Move* and perform an *Action* as per normal. However, the scope of what can be achieved in that time increases.

QUICK EXAMPLES

If the *Characters* search for a hidden door, they each roll to see if they find it - perhaps taking them *Minutes*. If a Dragon attempts to tear them in two, they roll to *Defend* and evade its vicious jaws - happening in just *Moments*.

THE GM'S 'TURN'

The *GM* will respond to each *Character's* *Actions* by narrating the effects of each *Action* on the world, and then performing *Actions* and *Movements* in response by the appropriate *NPCs* and *Monsters*.

RESOLVING ACTIONS

Simple *Actions* are automatically successful - the *GM* just narrates what happens in reaction. However, if it's difficult or dangerous, with a chance of failure - the *GM* will ask the involved *Player* to roll an *Attribute Test* to determine the outcome of the *Action*.

CHARACTER ACTIONS & ATTRIBUTE TESTS

Every *Action* involving a *Character* that might fail or make the situation worse for the *Character* is resolved by *Testing* one of their six *Attributes*.

In order for their **Character** to succeed at an **Action**, a **Player** must **roll below** the **Attribute** on a d20.

Rolling **on or above** indicates things went poorly or that the **Action** did not go as planned. The **GM** will then narrate the outcome of the failed **Action** describing how the **Characters** are affected.

A **GM** never rolls dice to resolve **NPC** or **Monster Actions**, or negative elements of the environment such as traps - if they involve a **Character**, that **Player** will roll. Otherwise the **GM** will make a swift and fair judgement call that moves the story forward and abides by the logic of the unfolding fiction, taking note if need be.

ADVANTAGE & DISADVANTAGE

A **GM** may decide that an **Action** or outcome isn't straightforward; perhaps something is more or less likely to happen - perhaps having a greater or lesser effect - this is called having an **Advantage** or a **Disadvantage**.

Advantage and ***Disadvantage*** means when a roll is being made, it should be made twice as follows:

- With **Advantage** the **Player** chooses which result to use.
- **Disadvantage** means the **GM** chooses the result to use.

Don't forget! This could apply to any die roll, such as damage, an item's *Usage Die* or a *Random Encounter Roll*. If a situation requires the **GM** to make a roll in secret with *Advantage*, then the **GM** should chose the result that is most favourable to the *Players*.

HIT DICE & HIT POINTS

Every **Character**, **NPC**, or **Monster** has something called a **Hit Die (HD)**, accompanied by a number. This number represents their **Level** - for example a **Level 6** Ogre has **6HD** and a **Character** that has **3HD** would be **Level 3**.

HD also indicate how many dice to roll to determine the number of **Hit Points** or **HP** a **Creature** begins the game with.

- **NPCs** and **Monsters** roll d8s for **HP**.
- **Characters** roll the dice given in their **Character** class for **HP** (p.18-25).

Hit Points are used to track how much damage something can take through physical and spiritual wear and tear. Bad things happen when a **Creature** runs out of **Hit Points** (p.11).

When a **GM** or **Player** first rolls to determine a **Creature**'s starting **Hit Points**, this is the maximum they can ever have. No amount of healing, spells, or effects can take them beyond this amount. The only way for a **Creature** to increase their max **HP** is to gain a **Level** - when they do, a single **Hit Die** is rolled and the result is added to their maximum **HP**.

Rules for *Experience* and *Levels* are on p.13.



MOVEMENT & DISTANCE

ABSTRACT DISTANCES

The *Black Hack* uses four range bands for measuring relative positions of **Characters**, other **Creatures**, and things in the world. From nearest to farthest:

Close, **Nearby**, **Faraway** and **Distant**.

These ranges are designed to support the narrative 'theatre of the mind' style of play, where a map and miniatures aren't being used. Therefore, it is useful if everything in the world is tracked by its relative distance from the various points of interest around it.

For example, in play a **GM** might narrate a room to the players by saying, "You are **Close** to the northern doorway, which is **Nearby** the fountain. The torch on the southern wall is **Faraway** from you."

CREATURE MOVEMENT

During their *Turn*, **Creatures** may normally **Move** somewhere **Nearby**. If a **Creature** is **Nearby** to something and decides to **Move** towards it, they're now **Close** to it. **Moving** shifts you one step along the range band, either closer to or further away from a **Creature**, object, or location.

TOKENS ARE USEFUL

Whilst a full range of miniatures isn't necessary to play *The Black Hack*, tokens such as coins or chess pieces may be extremely useful for tracking relative positions - such as who is behind or in front of someone and other complex situations like combat encounters.

EXPLORING, DISTANCE & ACTIONS

Various interactions with the environment and the things in it will require **Characters** to be certain distances from the target. For example, to **Attack** someone with a sword a **Character** would need to be **Close** to them, to shoot them with a bow a **Character** should ideally be **Faraway**.

RELATIVE DISTANCES

These range bands scale up or down to any level, much like *Relative Time* (p.6). From adjacent rooms to towns and mountains, everything in the world can be defined by its relative distance to another point. During tense **Moments** it scales down significantly - **Close** being less than 5 ft. away and **Nearby** around 25 ft. away. While the **Characters** explore a location and they have **Minutes** at their disposal, a **Nearby** place could be the end of a path, over 250 ft. away.

CONVERTING MEASUREMENTS

Here are some approximate guides to converting real measurements or increments onto a battle mat - useful for miniatures and using adventures written for other games.

- **Close** - roughly 5 ft. or 1 Square
- **Nearby** - up to 30 ft. or 6 Squares
- **Faraway** - up to 60 ft. or 12 Squares
- **Distant** - beyond 60 ft. or 12 Squares

MINI BATTLEMAP



MARCHING ORDER

Useful for tracking the order of the **Characters** in corridors or when travelling on roads.

Rear								Front
•								•

ATTACKING, DEFENDING & DAMAGE INITIATIVE & THE ORDER OF COMBAT

When combat breaks out, everyone must be sorted into an order, so they may each act and react in *Turn*. At the start of every *Moment* each *Player* rolls a **DEX Test** for their *Character*. Those that succeed, take their *Turn* before their *NPC* opponents. They must then discuss as a group to decide their own order for individual *Character Actions*. Those that fail their **DEX Tests**, act after their opponents.

ATTACKING & DEFENDING

As an *Action* a *Character* might choose to deal damage to an opponent with an **Attack**. Their *Player* must succeed at an **Attribute Test** before they can roll their **Attack Damage** dice and subtract the result from their opponent's **HP**.

Likewise, something will surely attempt to inflict damage in return and reduce a *Character's HP*. To **Defend** and avoid this damage the *Character* must succeed at an **Attribute Test**. The **GM** will determine what test to use for both **Attacking** and **Defending** using the guidelines below:

- **Melee - STR Attribute Tests** for **Attacking** and **Defending** with swords and axes etc.
- **Ranged - DEX Attribute Tests** for **Attacking** and **Defending** with bows and thrown weapons.

ARMOUR

Each piece of armour a *Character* wears gives the *Player* a 'pool' of **Armour Dice**. Each **Armour Die** is a d6 and the number of d6s in the pool is equal to the **Armour Value (AV)** of the armour worn. For example, leather armour (AV2), gives a *Player* two **Armour Dice** in their pool.

- If a *Character* fails to **Defend** or would take damage they can take one **Armour Die** out of the pool, put it to one side and declare it '**Broken**'. In return, this allows **all damage** from that **Attack** or effect to be ignored.
- **Armour Dice** that have been **Broken** and put to one side cannot be used to ignore any further damage.

After a **Rest**, any *Players* with **Broken Armour Dice** can try to fix them by rolling them:

- If they roll *above* the armour's **AV** - the die is no-longer **Broken**.
- If they roll *on or below* their armour's **AV**, the die is **Broken** permanently until it's repaired. If all the **Armour Dice** in a pool are permanently **Broken** the armour is destroyed.

Armour Values do not stack. Only the armour with the highest **AV** counts. Shields and helmets add +1 each to the pool size, they do not modify the armour's **AV** value in any way.

ARMOUR	AV
Cloth / Improvised	1
Leather	2
Chain Mail	3
Plate & Mail	4
Shield / Helmet	+1 die

DAMAGE & HIT POINTS

If an **NPC** or **Monster** takes damage from an **Attack**, or a **Character** fails to **Defend**, they subtract damage from their total **Hit Points (HP)**.

- When a **Character** or **NPC** is reduced to 0HP they are unconscious and taken **Out of Action (OofA)**.
- When a **Monster** is reduced to 0HP, it is removed from the game.

LARGE WEAPONS

When a **Character** wields a large or two-handed weapon such as a polearm or heavy crossbow, 1d4 should be rolled and added to the **Attribute Test** to **Attack**, **Defend**, and to any **Attack Damage** rolls.

CRITICAL HITS

When the result of a d20 roll to **Attack** is a natural 1 or a roll to **Defend** is a natural 20, the damage dealt to the **Creature** is doubled.

HINDRANCES

Certain abilities, magical effects and consequences of **Actions** will leave **Creatures** hindered until a successful **Attribute Test** of the **GM's** choosing is made, sometimes needing an **Action** to complete.

- **Weakened** - All **Attribute Tests** are rolled with **Disadvantage**.
- **Distracted** - A **Character** cannot perform any **Actions**, but may still **Move** normally.
- **Stuck** - A **Character** cannot **Move**, but they may take **Actions** as per normal.
- **Paralysed** - A **Character** cannot **Move** or take any **Actions**.

ONGOING DAMAGE

Some **Attacks** and spells deal damage to **Creatures** after their initial effects. When a **Creature** takes **Ongoing Damage** it loses **HP** equal to its **Level** at the start of every **Turn**. An **Attribute Test** of the **GM's** choosing should be made by the **Player** at the end of the **Turn** to see if the **Ongoing Damage** continues.

OUT OF ACTION (OofA)

When a **Character** is taken **Out of Action** they can no longer take **Actions** or **Move**. When they receive aid, or the danger they were in passes, the **Character** must roll on the table below to see what happens to them.

- If they survive (results 1-5) they regain 1d4 HP counting up from zero and are no longer **OofA**.

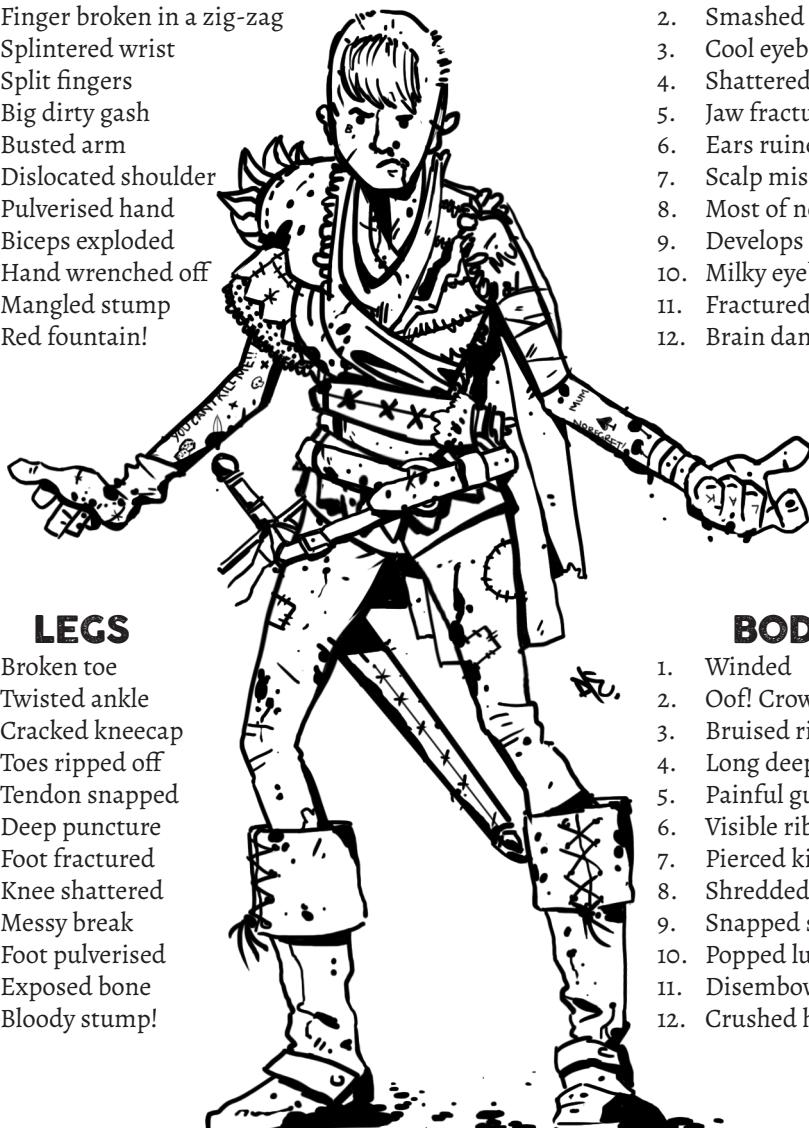
If the **Character's** side loses the fight or are unable to recover the body of the **OofA Character**, they are lost forever - and presumed dead!

OUT OF ACTION

- 1 **KO'd** - Just knocked out
- 2 **Fat Head** - **Disadvantage** on all tests for the next half hour of play
- 3 **Cracked Bones** - **Disadvantage** on all **STR**, **DEX**, and **CON Tests** for the remainder of the session
- 4 **Disfigured** - **CHA** reduced by 1d4
- 5 **Badly maimed** - either **STR** or **DEX** is permanently reduced by 2
- 6 **Dead** - The **Character** dies!

ARMS

1. Shattered knuckles
2. Finger broken in a zig-zag
3. Splintered wrist
4. Split fingers
5. Big dirty gash
6. Busted arm
7. Dislocated shoulder
8. Pulverised hand
9. Biceps exploded
10. Hand wrenched off
11. Mangled stump
12. Red fountain!



HEAD

1. Two black eyes
2. Smashed nose
3. Cool eyebrow scar
4. Shattered teeth
5. Jaw fractured
6. Ears ruined
7. Scalp missing
8. Most of nose gone
9. Develops lisp
10. Milky eyeball
11. Fractured skull
12. Brain damage

LEGS

1. Broken toe
2. Twisted ankle
3. Cracked kneecap
4. Toes ripped off
5. Tendon snapped
6. Deep puncture
7. Foot fractured
8. Knee shattered
9. Messy break
10. Foot pulverised
11. Exposed bone
12. Bloody stump!

BODY

1. Winded
2. Oof! Crown jewels
3. Bruised rib
4. Long deep cut
5. Painful gut wound
6. Visible ribs
7. Pierced kidneys
8. Shredded liver
9. Snapped sternum
10. Popped lung
11. Disembowelled
12. Crushed heart!

DAMAGE LOCATION DROP TABLE

Should you need to know where a **Creature** has been hurt, roll the **Attack Damage** by dropping the dice on this page.

LEVELS & EXPERIENCE

GAINING EXPERIENCE

The Black Hack uses an abstract system of **Experiences** to measure a **Character's** development as they adventure and grow in power. Unlike in many other games, **Characters** don't earn points incrementally, all that matters is that a **Character** is able to **Experience** enough things that will change them as a person. There are a number of potential ways a **Character** can be awarded an **Experience** by the **GM**.

- Defeating a powerful 'named' enemy either in combat or by thwarting their schemes.
- Discovering the entrance - or a newer, deeper level of a 'dungeon' or lair and begin exploring it.
- Rediscovering a magical artefact from a previous enlightened age.
- Completing a quest for an **NPC**.
- Overcoming, disabling, or surviving a deadly and powerful threat such as a magical trap or curse.
- Failing so spectacularly and in such dramatic fashion that everyone around the table agrees it's worth it.

USING EXPERIENCE TO GAIN LEVELS & POWER

Once a **Character** has acquired a number of **Experiences** equal to their current **Level** they may 'share' them to gain a **Level**. Eg, a **Level 2 Character** would need to share 2 **Experiences** to advance to **Level 3**.

- Each class gains something different when they go up a **Level**, see pages 18-25 for each class' benefits.

SHARING EXPERIENCE

In order for the **Character** to 'share' their **Experiences** - they must go carousing and regale their companions in revelry with stories of their exploits and growing renown. A **Player** who wishes their **Character** to share **Experiences** must:

- Tell the other **Players** one very short story from their **Character's** past - over a round of drinks and toasts - for each **Experience** they wish to share.
- The **Player** should roll 1d6 for each story told. This is the cost in coins that must be paid for the accompanying drinks and feasting - if they don't have the coin - the **GM** will determine the amount of debt they owe and to whom.
- Find the highest result rolled on any of the d6 and consult the Carousing table below.

CAROUSING

Drunk and Disorderly!: Fine

- 1 for bad behaviour - roll all the d6s again, adding to the cost

Drunken brawl: Lose a

- 2 number of Max **HP** equal to the **Character's Level**, regain them next session

Fame: CHA Tests have **Advantage** for the remainder of the session

- 4 **Revelry!:** Roll a d20, if it's higher than **CHA**, gain 1 point of **CHA**

- 5 **Real story:** Alter a **Background**

- 6 **Secrets revealed:** Gain another entirely new **Background**

RULES FOR THE PLAYERS

CHARACTER TURNS

Every **Character** normally gets to do two things on their **Turn: Move** somewhere **Nearby**, and perform an **Action**. Anything a **Character** does to interact with or impact the state of the world is considered an **Action**. They may alternatively forgo their **Action** and make an extra **Move** instead.

The length and complexity of the **Action** must match the amount of time the **Character** has to complete it. The **GM** determines the time, either **Moments** or **Minutes**. Often when there is no danger or intrigue involved, **Hours** and **Days** might be used to allow for longer or more complex **Actions**.

LIMITED RESOURCES AND THE USAGE DIE

When an item described has **Ud** and then a number after its name, it is considered to be a consumable, limited item. The '**Ud**' stands for **Usage Die**, the number indicating what size die it is. For example, oil (**Ud6**) has a **Usage Die** of 1d6.

When that item is used its **Usage Die** should be rolled. If the result is 1-2 then the **Usage Die** is downgraded to the next smallest die in the following chain:

Ud20 > Ud12 > Ud10 > Ud8 > Ud6 > Ud4

When you roll a 1-2 on a d4 - the lowest die in the chain - the item is expended, and the **Character** has no more of it left.

USAGE DIE & AMMUNITION

When tracking the **Usage Die** for ammunition such as arrows and bullets, roll the **Ud** after the combat is resolved.

ARMOUR PROFICIENCY

If a **Character** wears armour that is not listed in their class - they should add its **Armour Value** to the d20 result when making any **Attribute Tests**.

RESTING

When **Characters** take an **Hour** to **Rest**, they may roll any **Broken Armour Die** to see if it is **Broken** permanently and needs repairing by an armourer, or can be used again as per normal.

After an **Hour's Rest** a **Player** may roll one of the **Character's HD** and regain that many **HP**.

For every **Day** of narrative story time spent resting - taking no **Strength** or **Dexterity Attribute Tests**, a **Character** may roll all of their **HD** and recover that many **HP**.

HEALING

Characters can recover **Hit Points** from spells, potions, resting and abilities. Regardless of how many **Hit Points** are healed, the **Character** can never recover more than their maximum **HP**.

If a **Character** who is **Out of Action** recovers **HP**, but hasn't rolled on the **OofA** table yet, start at zero and count up. That **Character** is now back on their feet and no longer **OofA**.

USING BACKGROUNDS TO GAIN ADVANTAGE

Once per session, a *Player* may tell the *GM* that their *Character* is using a **Background** to aid them in making an **Attribute Test**. The *Player* should give a convincing narrative explanation as to how their *Character's Background* relates to the current **Action**, and provide some kind of useful exposition about the *Character's* story.

If the *GM* agrees - the *Player* may roll that **Attribute Test** with **Advantage**.

INVENTORY

A *Character* may happily carry a number of items up-to or equal to their **STR**.

- Carrying more items than their **STR** means they are **Encumbered** and **ALL Attribute Tests** are taken with **Disadvantage**.
- Characters** simply cannot carry a number of items more than double their **STR**.

BANISHING UNDEAD

Clerics may attempt to *Banish* *Nearby* undead *Monsters* as an **Action**. They must test their **WIS** adding the *Creatures'* highest **HD** to the roll for each group of undead that they are attempting to **Banish** (groups are determined by the *GM* when unclear).

Undead *Monsters* that are **Banished** take damage equal to the Cleric's **Level** and must spend all their future **Movement** (and convert **Actions** to **Movement**) so they are **Distant** from the Cleric that **Banished** them. A successful banishment lasts for $1d4 + \text{the banishing Cleric's Level}$ in **Moments**.

MAGIC & SPELLS

Wizards and Clerics - known as **Spellcasters** - have the ability to memorise and cast spells and prayers, chosen from their class list (p.26-27).

MEMORISING SPELLS

Once per *Day* a *Spellcaster* may spend an hour memorising a number of spells or prayers equal to their **Level**, from scrolls and books. A *Spellcaster* can only memorise spells or prayers from levels up to and equal to their **Level**.

CASTING SPELLS

A *Spellcaster* can spend an **Action** on their *Turn* to cast a spell or prayer from memory. Once the effects of the spell have been resolved, the *Spellcaster* should make an **Attribute Test** - adding the spell's or prayer's level to the roll. If they have already cast the spell this session, the **Attribute Test** is made with **Disadvantage**. If they fail, the spell or prayer is no longer memorised.

When *Turns* are being tracked using **Minutes** a *Spellcaster* may spend an **Action** to attempt to cast a spell or prayer by reading it from a book or scroll. To do so they must make an **Attribute Test** - adding the spell's or prayer's level to the roll. If they succeed, it is cast. If they fail, it misfires and the *Player* should roll on the *Magical Side Effects* table (p.43).

A *Spellcaster* can only cast spells up to and equal to their **Level**.

Arcane spells use **Intelligence** and prayers use **Wisdom** for all **Attribute Tests**.

CREATING A CHARACTER

ROLLING DICE AND FINDING A CONCEPT

The first step to creating a memorable **Character** is coming up with an engaging 'concept'. In your mind, think of one sentence that summarises who the **Character** is, and what might make them interesting to play.

To figure out all the rules and mechanics, follow steps **A**, **B**, **C**, and **D**.

A ROLL DICE FOR THEIR ATTRIBUTES

Characters have six defining **Attributes** that are listed to the right, along with what each attribute is and what it relates to in the rules. They define everything about the **Character** - how strong, dexterous, resilient, intelligent, wise, and charismatic they are.

- Take 3d6 and roll them, adding them together. Do this for each of the **Attributes** to the right in order - writing the results in pencil, next to the **Attributes** on a **Character** sheet.
- If you roll 14+, don't roll dice for the next **Attribute** - instead it will be 7. Roll again as per normal after this.

B SWAP TWO ATTRIBUTES

Swap the values of two **Attributes** around if it suits the **Character's** concept better.

Strength (STR)

Physical power and **Melee Attacks**

Dexterity (DEX)

Swiftness, agility and **Ranged Attacks**

Constitution (CON)

Resilience and physical well being

Wisdom (WIS)

Cunning, perception and **Divine Prayers**

Intelligence (INT)

Knowledge, judgement and **Arcane Spells**

Charisma (CHA)

Influence and power of personality

C CHOOSE A CLASS

Choose a class from pages 18 to 25, this determines what sort of adventurer they are and what innate abilities they have. The four choices are:

Warrior, Thief, Cleric and Wizard.

Each class will also determine how much damage a starting **Character** can take - measured in **Hit Points**, also what armour they can use, damage they deal when they **Attack**, and what they gain as they advance in **Levels**.

D MAKE A BACKGROUND

Use the information on the next page to create a unique piece of history that will aid the **Character** on their adventures, frame their story, and who they are.

USING A CHARACTER'S BACKGROUND

Backgrounds are significant times in a **Character's** past life that give them **Advantages** in their current exploits. They can represent all manner of experiences, skills and moments in a **Character's** past - helping define who they were before their current adventures, and what type of **Actions** they are good at now.

HOW TO MAKE A GOOD BACKGROUND

Decide on a short sentence that encapsulates an interesting time in the **Character's** past - consider the following:

- **Backgrounds** should ideally contain one piece of world-building fiction, allowing a **Player** to craft a narrative tie to the game world, and a story element unique to their **Character**.
- It should also reveal one specific skill or narrow field of proficiency or knowledge, that they learned or relied upon during this time.

Here are some short example backgrounds and a table of inspiration to help get started:

“Once spent a summer in Yvesh hunting the Black Banner. Made a lot of enemies. Tracked down most of them ‘n’ killed ‘em.”

“I was raised as a sewer child of Sorrowset, pickpocketing and hiding in the shadows was my way of survival.”

“Being raised up to Brother Chaplain in the 11th Legion taught me all I need to know about tactical warfare and death.”

“I lived with the Black Hill tribes. I learned to live off the land. Learned to hate the Black Baron’s dog soldiers too.”

“I’m a Loremaster for the Magisteriat of Bulgator Craxis - the ONLY thing I don’t know is why the Council want me dead.”

“A hefty price is on my head from the Black Bank! They don’t take kindly to being conned out of large sums of money.”

“The Black Wind took me from the forest in my youth. Humans of Gloomhaven raised orphaned elves such as myself.”

“It’s been 100 years since I was young - but by my beard I know nothing of the surface - the deep mountain highways are like veins to my heart - a true dwarf.”

D12 INSPIRATION

1	Raised as a poor street child
2	Escaped being held prisoner
3	Won freedom through valour
4	Reputation ruined by vices
5	Fleeing a broken noble house
6	Sold to a wizard as a child
7	Fought a distant, useless war
8	Smuggler of illegal goods
9	Chosen as a god’s instrument
10	Survived an arcane disaster
11	Child of political exiles
12	Lost heir to an old throne

WARRIOR

NAME

STRENGTH
DEXTERITY
CONSTITUTION
INTELLIGENCE
WISDOM
CHARISMA

HD **HP**

Armour **AV**

*Put Usage Die &
Armour Die here*

INVENTORY

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

XP -



STARTING STATS

Starting Hit Points (HP) : roll 1d4 + 6

Starting Hit Die (HD) : 1d8

Usable Weapons & Armour : Any and all

Attack Damage : See 'Dealer of Death'

D6

WAR TROPHY

1	Scalp of an enemy chieftain
2	Vial of widow's tears
3	My lord's sundered shield
4	Ears from a goblin tribe
5	An enemy's heraldic banner
6	A dragon-tooth pendant

EQUIPMENT

Every *Warrior* starts with a *Decorative Shield* displaying their heraldic device, which the *Player* should design. Also choose to start the game with either A or B:

- **A** - Scale tunic (**AV2**), a one-handed weapon, large shield (+1 *Armour Die*), 2d6 coins, unopened orders.
- **B** - Thick hide (**AV2**), tin helm (+1 *Armour Die*), two-handed weapon, 4d6 coins, war paint, book of grudges.

SELF RELIANT

When rolling *Broken Armour Die* a *Warrior* may re-roll results of 1.

SHIELD BASH

When you are *Attacked* in melee combat whilst holding a shield - and your roll to *Defend* is 1-5, the attacker takes damage equal to your *Level*.

DEALER OF DEATH

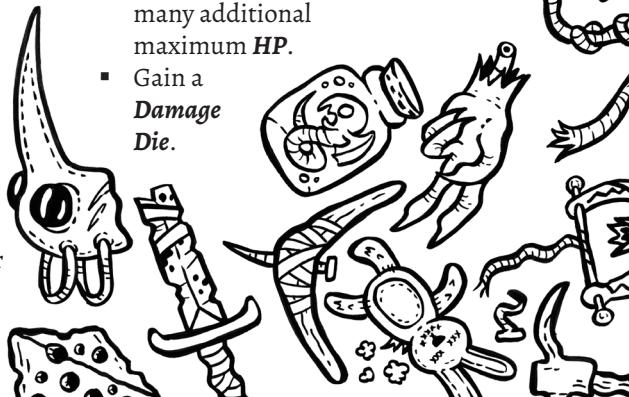
A *Warrior* has a 'pool' of *Damage Dice* (d6s) equal to their *HD*.

- When making an *Attack* distribute any number of these *Damage Dice* among any number of *Nearby* targets.
- For each target the *Player* assigns the *Damage Dice*, the *Player* must come up with an exciting and bespoke narration for the *Attack*.
- Make an *Attribute Test* for each target to see if it is hit, if so, roll the *Damage Dice* assigned to it and reduce its *HP* by that amount.
- The pool of *Damage Dice* resets at the start of the *Warrior's Turn*.

WHEN YOU GAIN A NEW LEVEL

Acquire and share a number of *Experiences* equal to your current *HD* to advance a *Level*. When you gain a *Level*:

- Roll a d20 once for each *Attribute* - if you roll over, it goes up one point, make an extra roll for **one Attribute of your choice**.
- Gain 1HD - Roll 1d8 with *Advantage* to gain that many additional maximum *HP*.
- Gain a *Damage Die*.



THIEF

NAME

STRENGTH
DEXTERITY
CONSTITUTION
INTELLIGENCE
WISDOM
CHARISMA

HD **HP**

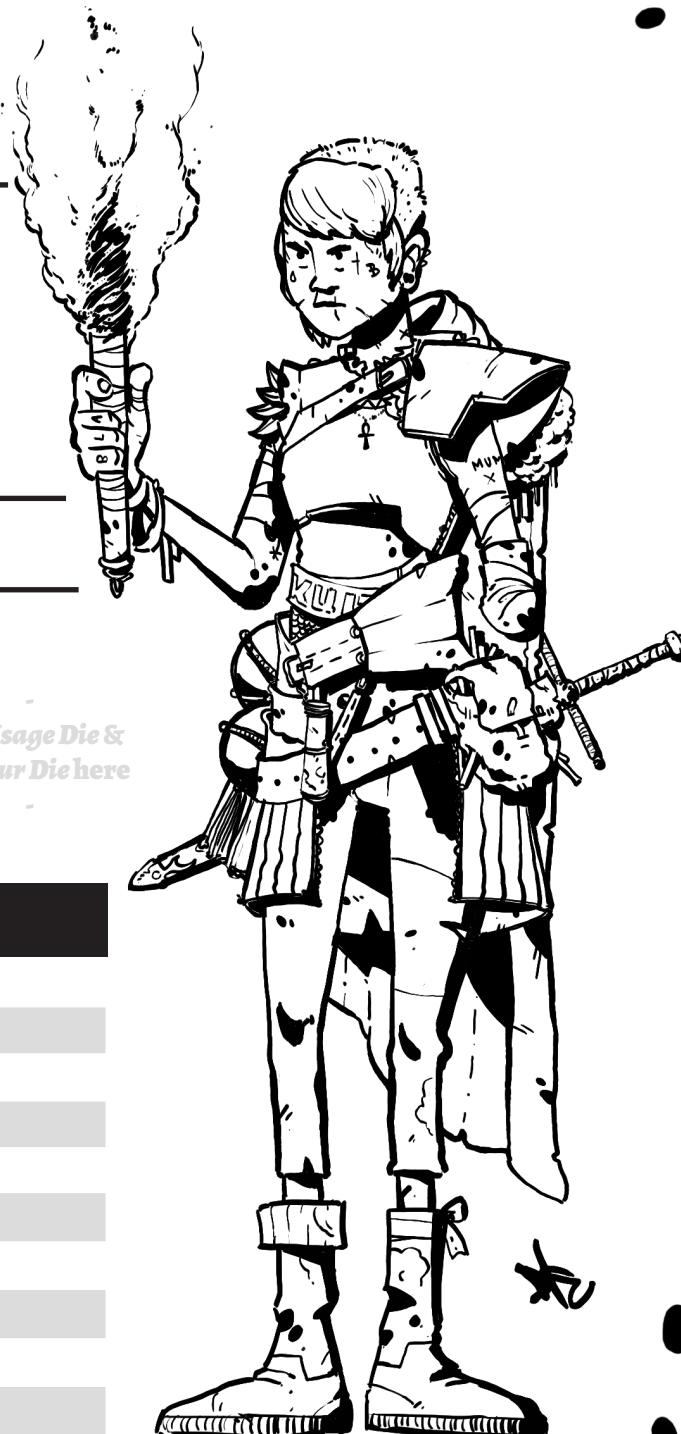
Armour **AV**

*Put Usage Die &
Armour Die here*

INVENTORY

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

XP -



STARTING STATS

Starting Hit Points (HP) : roll 1d6 + 2

Starting Hit Die (HD) : 1d6

Usable Weapons & Armour : All one-handed swords, all bows, daggers, cloth, leather, small shield

Attack Damage : 1d6 or 1d4 if unarmed

D6

LUCKY CHARM

- 1 Oversized moon-shaped coin
- 2 Bag of knuckle bones
- 3 Locket with a portrait
- 4 Praying hand tattoo
- 5 Eyepatch (both eyes are fine)
- 6 Fishhook made of gold

EQUIPMENT

Every *Thief* starts with a *Disguise* of your choosing. Also choose to start the game with either A or B:

- A - Black leather hood & vest (**AV2**), 2 short swords, 2d8 counterfeit coins, stolen heart - still beating.
- B - Cloth gambeson (**AV1**), bow & arrows (**Ud8**), 3d6 coins, a small waxy jade statue of an octopus-man.

ROGUISH TALENTS

Roll *Attribute Tests* with *Advantage* when performing the following *Actions*:

- Delicate tasks
- Climbing
- Listening and eavesdropping
- Moving silently and unseen
- Understanding written languages
- Finding secret things

NIMBLE EXPERTISE

Roll with *Advantage* when testing *Dexterity* to avoid damage or effects from traps and magical devices.

SNEAK ATTACK

If a *Thief* has *Moved* silently to get behind a *Creature*, and they are unaware of the *Thief's* presence, the *Thief* may make an *Attack* that automatically hits and deals 2d6 + the *Thief's Level* damage.

DEEP & MURKY PAST

At the start of the gaming session roll 1d10, if the result is **below** your current *Level* - you can customise or entirely change your *Background*.

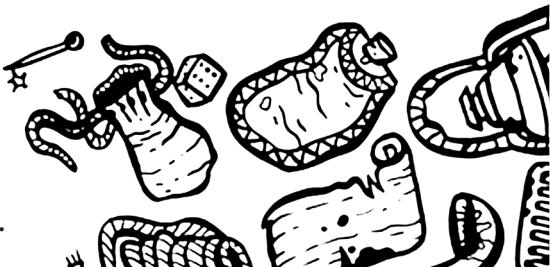
A DAGGER FOR EVERY OCCASION

Regardless of what the *Thief* is carrying, they can produce a small throwing knife from somewhere about their person.

GAINING A NEW LEVEL

Acquire and share a number of *Experiences* equal to your current *HD* to advance a *Level*. When you gain a *Level*:

- Roll a d20 once for each *Attribute* - if you roll over, it goes up one point, make an extra roll for either *Dexterity* or *Wisdom*.
- Gain 1*HD* - Roll 1d6 - gain that many additional maximum *HP*.



CLERIC

NAME

STRENGTH
DEXTERITY
CONSTITUTION
INTELLIGENCE
WISDOM
CHARISMA

HD **HP**

Armour **AV**

*Put Usage Die &
Armour Die here*

INVENTORY

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

XP -



STARTING STATS

Starting Hit Points (HP) : roll 1d6 + 4

Starting Hit Die (HD) : 1d8

Usable Weapons & Armour : All blunt weapons, cloth, leather, mail, all helmets, all shields

Attack Damage : 1d6 or 1d4 if unarmed

D6

HOLY SYMBOL

1	Mummified pointing hand
2	Ornately engraved crescent
3	Small vial of divine blood
4	Flaming brass hammer
5	Face made of thorns
6	Thrice knotted cord

EQUIPMENT

Every **Cleric** starts with a *Prayer Book* containing **1d4+2** **prayers of your choosing** from levels 1 & 2 (p.27). Also choose to start the game with either A or B:

- **A** - Studded hide breastplate (**AV2**), flail, shield (+1 **Armour Die**), 2d8 coins and purse, forbidden holy scriptures.
- **B** - Thick cloth vestments (**AV1**), two handed hammer, tiny stone box with a voice trapped in it.

BANISH UNDEAD

A **Cleric** may spend an **Action** to **Banish** all **Nearby** undead by testing their **WIS** and adding the **Creatures' HD** to the roll. For full **Banish Undead** rules see p.15.

DIVINE FORTIFICATION

Roll with **Advantage** when making a **CON Attribute Test** to resist poisons or being **Paralysed** or impeded.

MEMORISING PRAYERS

Once per **Day**, a **Cleric** may spend an **Hour** memorising a number of prayers equal to their **Level**, from scrolls and books.

A **Cleric** can only memorise prayers of levels up to and equal to their current **Level** (p.27).

INVOKING PRAYERS

A **Cleric** can spend an **Action** on their **Turn** to cast a prayer from memory. Once the effects are resolved, the **Cleric** should make an **Attribute Test** - adding the prayer's level to the roll. If they have already cast the spell this session this **Attribute Test** is made with **Disadvantage**. If they fail, the prayer is no longer memorised, and the **Cleric** cannot cast the prayer until they memorise it again.

For expanded spellcasting rules see p.15.

GAINING A NEW LEVEL

Acquire and share a number of **Experiences** equal to your current **HD** to advance a **Level**. When you gain a **Level**:

- Roll a d20 once for each **Attribute** - if you roll over, it goes up one point, make an extra roll for either **Strength** or **Wisdom**.
- Gain **1HD** - Roll 1d8 - gain that many additional maximum **HP**.

WIZARD

NAME

**STRENGTH
DEXTERITY
CONSTITUTION
INTELLIGENCE
WISDOM
CHARISMA**

HD

Armour **AV**

Put Usage Die & Armour Die here

INVENTORY

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



STARTING STATS

Starting Hit Points (HP) : roll 1d4
Starting Hit Die (HD) : 1d4
Usable Weapons & Armour : Cloth, one-handed sword, staff, dagger
Attack Damage : 1d4 or 1 if unarmed

D6

FAMILIAR

1	A 6-inch tall moon-faced man
2	Spellbook with legs and tail
3	Three eyed hummingbird
4	Small swarm of ladybugs
5	A toad with human legs
6	Luminescent crab

EQUIPMENT

Every **Wizard** starts with a *Spellbook* containing **1d4+2 spells of your choosing** from spell levels 1 and 2 (p.26). Also choose to start the game with either A or B:

- **A** - Cloth robes (**AV1**), bent oak staff, short sword, a void creature's egg, 2d8 coins & purse.
- **B** - Ceremonial headdress (**AV1**), angry shrunken head, 4d6 coins & purse, sacrificial dagger.

ARCANE FORTUNE

If you roll a 1 for starting **Hit Points** - generate a random magical item from p.114-115 as part of either of the starting equipment choices.

MEMORISING SPELLS

Once per *Day* a **Wizard** can spend an *Hour* memorising a number of spells equal to their **Level**, from scrolls and books.

A **Wizard** can only memorise spells of levels up to and equal to their current **Level** (p.26).

CASTING SPELLS

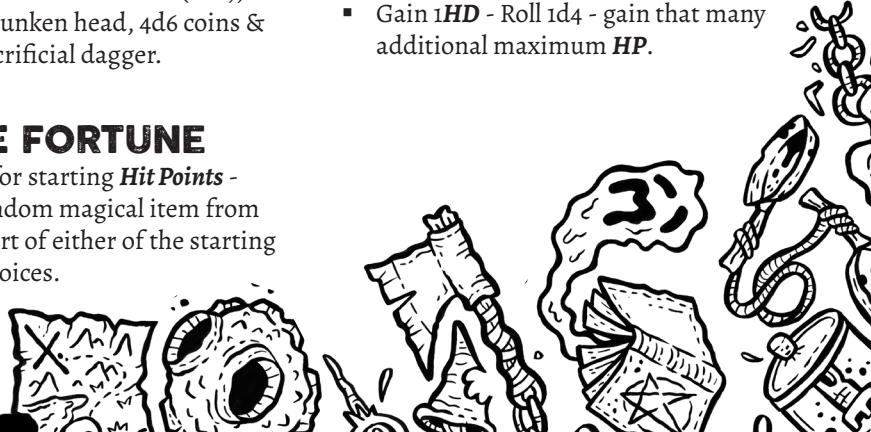
A **Wizard** may spend an **Action** on their **Turn** to cast a spell from memory. Once the effects are resolved, the **Wizard** should make an **Attribute Test** - adding the spell's level to the roll. If they have already cast the spell this session this **Attribute Test** is made with **Disadvantage**. If they fail, the spell is no longer memorised, and the **Wizard** cannot cast the spell until they memorise it again.

For expanded spellcasting rules see p.15.

GAINING A NEW LEVEL

Acquire and share a number of **Experiences** equal to your current **HD** to advance a **Level**. When you gain a **Level**:

- Roll a d20 once for each **Attribute** - if you roll over, it goes up one point, make an extra roll for either **Intelligence** or **Wisdom**.
- Gain **1HD** - Roll 1d4 - gain that many additional maximum **HP**.



SPELLS

Charm: A *Nearby NPC* or *Monster* obeys a simple command and will perform a simple *Action*.

Magic Missile: A *Faraway* or *Distant* target takes 1d6 damage for each of the *Spellcaster's Levels*.

Light: Creates dim light from a *Nearby* spot or object that lasts for *Ud8 Minutes*.

Shield: Gives the caster Arcane Mail (*AV2*) - when each *Armour Die* is *Broken* it's gone for good.

Sleep: Roll the *Wizard's HD*, *Nearby Creatures* with fewer *HP* than rolled fall asleep - lasts *Ud6 Minutes*.

Detect Magic: Everything *Nearby* that is magic glows - lasts *Ud6 Minutes*.

Knock/Lock: A *Nearby* door or lock is either opened or locked.

Web: Traps a *Nearby* area, stopping movement - lasts *Ud6 Minutes*.

Darkness: Pure darkness covers a *Nearby* area and blocks all types of vision - lasts *Ud6 Minutes*.

Dispel Magic: Removes or reverses the effects of a *Nearby* Arcane spell.

Magic Mouth: Creates an illusory mouth that repeats a phrase to all *Nearby Creatures*.

Read Languages/Magic: Read all languages and magic - lasts *Ud12 Minutes*.

Invisibility: A *Nearby Creature* is made invisible until it *Attacks* or the spell is dispelled.

Fireball: 1d4 *Nearby Creatures* take 1d6 damage for each of the *Spellcaster's Levels*.

Darkvision: A *Nearby Creature* can see in absolute darkness - lasts *Ud6 Minutes*.

Confusion: 2d6 *Nearby* targets immediately make a *Reaction Roll* (p.31).

Telekinesis: As an *Action*, the *Spellcaster* may *Move* a *Nearby* object - lasts *Ud10 Minutes*.

Polymorph Self/Other: Transform a *Nearby Creature* to have the appearance of another for a *Day*.

Remove Curse: Removes a curse from a *Nearby* target.

Elemental Wall: Wall of one of the four elements (air, earth, fire, or water) covers a *Nearby* area, any *Creature* that comes *Close* takes damage equal to its *HD*.

Dimension Door: Teleport a target to a *Distant* location.

Animate Dead: Reanimate 2d4 *Nearby* corpses. Each has half the *Spellcaster's HD* and is under the effects of *Charm*.

Flesh to Stone: Turns a *Nearby Creature* into stone (or vice versa).

Feebleminded: Reduces a *Nearby* target's *INT* to 4 - lasts *Ud6 Moments*.

Elemental: Create an elemental (p.91) of any type with 1d6 *HD*. It is under the effect of *Charm*.

Invisible Stalker: Summons an extra-dimensional monster (1d6 *HD*) to perform a complex task.

Cloudkill: Creates a cloud *Nearby, Creatures* that touch it are taken *OofA* - lasts *Ud4 Moments*.

Teleport: Transports a *Nearby* target to any place known to the *Spellcaster*.

Anti-Magic Shell: Cancels all Arcane magic *Nearby* to the caster - lasts *Ud6 Moments*.

Death Spell: 2d4 *Nearby* targets with 7*HD* or fewer are taken *OofA*.

Contact Higher Plane: Ask three questions and receive truthful answers from the outer gods.

Meteor Swarm: *Nearby Creatures* take 8d6 damage.

Conjuration of Daemons: Summons a daemon (p.84-85) with 1d8 *HD* that is under the effect of a *Charm* spell - the caster must make a *INT Attribute Test* to maintain the *Charm* when used.

Disintegrate: A single *Nearby Creature* of lower *Level* than the *Spellcaster* *Turns* into a fine powder.

Power Word, Kill: A *Nearby Creature* with 50*HP* or less dies and cannot be resurrected.

Level Drain: A *Nearby Creature* must *Test* its *CON*, if they fail that *Test* they lose a *Level* and all its benefits.

Time Stop: Stops time completely in a *Nearby* area - lasts *Ud4 Moments*.

Limited Wish: Change reality in a minor and limited way (at the *GM*'s discretion).

PRAYERS

Cure Light Wounds: Heal a **Nearby** target $1d8\text{ HP}$.

1 Detect Evil: Everything **Nearby** that is evil glows - lasts **$Ud6\text{ Minutes}$** .

Light: Create dim light from a **Nearby** spot or object - lasts **$Ud8\text{ Minutes}$** .

Protection from Evil: **Advantage** on all harmful tests against an evil source - lasts **$Ud8\text{ Minutes}$** .

Purify Food and Drink: Purifies all **Nearby** food and drink.

2 Bless: **Nearby** allies gain +1 to stats when making **Attacks** and saves - lasts **$Ud8\text{ Minutes}$** .

Find Traps: Notice all **Nearby** traps - lasts **$Ud6\text{ Minutes}$** .

Hold Person: **Paralyses** $1d4\text{ Nearby}$ targets. **Test WIS** each **Turn** to see if the effect lasts.

Silence: Magical silence covering everything **Nearby** to a target - lasts **$Ud8\text{ Minutes}$** .

3 Speak with Animals: Can understand and talk with animals - lasts **$Ud8\text{ Minutes}$** .

Daylight: A **Nearby** area is illuminated by sunlight - lasts **$Ud8\text{ Minutes}$** .

Cure Disease: Cures a **Nearby** target of all diseases.

Locate Object: Sense the direction of a known object - lasts **$Ud6\text{ Minutes}$** .

4 Prayer: All **Nearby** allies **Defend** against **Attacks** with **Advantage** - lasts **$Ud4\text{ Moments}$** .

Remove Curse: Removes a curse from a **Nearby** target.

Speak with the Dead: Ask a **Nearby** corpse three questions.

Create Food/Water: Create enough food/water for all **Close Creatures** for one **Day**.

5 Cure Serious Wounds: Heal a **Nearby** target $3d8+3\text{ HP}$.

Neutralise Poison: Instantly remove a poison or immunise a **Nearby** target from poison.

Protect: Gives **Nearby Characters** Aura (AV2) - when each **Armour Die** is **Broken** it's gone for good.

Commune: The **Cleric's** deity truthfully answers 3 questions.

6 Dispel Evil: Removes a **Nearby** evil spell.

Finger of Death: Choose a **Nearby** evil **Monster** and make a **WIS** test. If passed the target is **OofA**.

Plague: Test **WIS** for $1d12\text{ Nearby}$ targets. On a success, they lose $2d8\text{ HP}$ and take **Ongoing Damage**.

Quest: Force a **Nearby Creature** to obey a complex series of up to $2d4$ orders or steps.

7 Raise Dead: Return a **Nearby** willing target to life, who's died within the last seven **Days**.

Animate Object: Give a **Nearby** object motion and a simple intelligence.

Blade Barrier: Blades cover a **Nearby** area, any **Creature** that comes **Close** takes its **HD** in damage.

Conjure Elemental: Create an elemental (p.91) with **HD** equal to caster's **Level** - lasts **$Ud12\text{ Minutes}$** .

8 Find Path: The path to a chosen location is made known - lasts **$Ud10\text{ Minutes}$** .

Word of Recall: Gives the caster the ability to teleport back to the location this spell was cast.

Astral Spell: Projects an avatar of the caster into a chosen place - lasts **$Ud8\text{ Minutes}$** .

9 Control Weather: Controls the **Nearby** weather to all extremes - lasts **$Ud6\text{ Minutes}$** .

Earthquake: Test **WIS** for all **Nearby Creatures**, on a success, they are taken **OofA**.

Holy Word: **Nearby Creatures** with 5HD or less drop dead, those with $6\text{-}8\text{HD}$ are **Paralysed** and **Creatures** with $9\text{-}10\text{HD}$ cannot make an **Action** for the next $1d6\text{ Minutes}$.

10 Wind Walk: The caster may **Turn** into mist and back, at will for the rest of the session.

Restoration: Returns all **Levels** lost by the caster or a single **Nearby Creature** via **Level** drain.

NAME

CLASS

STRENGTH
DEXTERITY
CONSTITUTION
INTELLIGENCE
WISDOM
CHARISMA

HD & HIT POINTS

ATTACK DAMAGE

MAPS & NOTES

Armour

AV

Put any *Usage*
Die & Armour
Die here

INVENTORY

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



PLAYERS TURN BACK

Beyond this point is all the rules, random tables and exciting stuff for the GM - don't read any further if you intend on only playing!

RULES FOR THE GM PLAYING A GAME STEP BY STEP

The **GM** should use these steps to help structure and run the game, they work regardless of where the **Characters** are, or what they are doing, and create a *Turn* structure using **Minutes** for exploration or **Moments** for combat and danger.

1. Quickly recap the last **Turn's Actions**.
2. If you're using **Minutes** to track time - anyone with a **Light** source should roll its **Usage Die**. Roll any other time sensitive **Ud** rolls now as well.
3. Figure out who can act right now, rolling **Initiative** if enemies or dangerous circumstances are involved. Ask those players "**What do you want to do for the next few Minutes/Moments?**" Then narrate those **Actions** and the outcomes of any **Attribute Tests** you call for.
4. Narrate the **Actions** of **NPCs** and the environment around the players.
5. Make sure everyone has acted who is able, make a **Random Encounter Roll** (p.32) if necessary.
6. Go to Step 1 and repeat.

CHOOSING THE RIGHT ATTRIBUTE TO TEST

Anything that a **Character** might do to interact with the world and has a legitimate chance of failure - requires an **Attribute Test** to determine the outcome.

Here are some guiding concepts behind what **Actions** each **Attribute Test** governs.

Strength (STR)

- Physical harm which *cannot* be dodged.
- Athletics and **Actions** such as running, lifting, and bearing weight.
- Melee combat and any attempt to restrain or **Move** an opponent through force.

Dexterity (DEX)

- Physical harm which *can* be dodged.
- Acrobatics and **Actions** such as jumping, accuracy, and balancing.
- Remaining unnoticed.
- Ranged combat and any attempt to hit or interact with a swift opponent.

Constitution (CON)

- Poison, disease, or death magic.
- Healing and endurance.
- **Actions** that rely on physical resolve and longevity.

Wisdom (WIS)

- Seeing through deception and illusions.
- Searching and listening.
- Knowing 'when' you're supposed to do something.

Intelligence (INT)

- Resisting spells and magic.
- Recalling lore and languages.
- Knowing 'what' you're supposed to do.

Charisma (CHA)

- Resisting *Charm* type magic effects.
- Persuasion and performance.
- Imposing your will onto another.

BACKGROUNDS AND ATTRIBUTE TESTS

If a player can provide a convincing narrative reason, they may use their *Background* to give them *Advantage* on an *Attribute Test* of their choice. They may only do this once per session.

DEALING DAMAGE TO THE CHARACTERS

Damage dealt to the *Characters* can be based on the *HD* of whatever is dealing it. A **GM** can roll the dice to determine how much damage the *Characters* take - or use the average in brackets.

HD	DAMAGE
1	1d4 (2)
2	1d6 (3)
3	2d4 (4)
4	1d10 (5)
5	1d12 (6)
6	1d6 + 1d8 (7)
7	2d8 (8)
8	3d6 (9)
9	2d10 (10)
10	1d10 + 1d12 (11)

POWERFUL FOE

If an opponent's *HD* is higher than the *Character's*, the *Player* should add the difference between the two *HD* values to the d20 when making any *Attribute Tests* to *Attack*, *Defend*, influence, or otherwise interfere with their opponent.

CREATURE REACTIONS

Some *Monsters* and *NPCs* will have predetermined personalities and goals that will guide a **GM** when choosing their *Actions* and feelings towards the *Characters*. For those that do not, such as randomly encountered *Creatures*, a **GM** should roll 2d6 on the *Reactions* table:

REACTIONS	
2	Surrender/offer allegiance
3	Give <i>PCs</i> an item/info/aid
4	A mutually beneficial trade
5	Mistake the <i>PCs</i> for allies
6	Wait for the <i>PCs</i> to act first
7	Withdraw to a safer location
	Demand the <i>PCs</i> withdraw
8	- if they don't add 1d6 to this result
9	Call for 1d6 reinforcements - then see result 6 on this table
10	Trick the <i>PCs</i> using result 2-4 (roll again for true intentions)
11	Capture the <i>PCs</i>
12+	Kill/eat the <i>PCs</i>

CREATURE MORALE

If 50% of a group of *NPCs* or *Monsters* are taken *OofA*, or a single powerful *NPC* or *Monster* loses 50% of its *HP* - they must pass a *Morale Test* or use all further *Actions* and *Movements* to escape danger and combat.

- The **GM** tests *Morale* by rolling on or under the highest *Creature's* *HD* value with a d12.

RANDOM ENCOUNTERS

WHAT AND WHY?

A *Random Encounter* could be anything from a *Distant*, suspenseful noise to a *Nearby* deadly *Monster*. They serve two major purposes; firstly, they ensure that the 'game' will always offer unexpected situations for the *Players* to tackle. Secondly, they reinforce the fact that the world the *Characters* belong to exists beyond their own *Actions* in it.

HOW TO MAKE AN ENCOUNTER ROLL

The **GM** should make a secret *Encounter Roll* every 15 minutes of real time play in dangerous environments OR when the *Characters* linger in one place/perform *Actions* that would reveal themselves.

- Secretly roll 1d6 and apply the effects from the table below immediately:

D6 ENCOUNTER ROLL

- 1 Roll on a *Creature* table, p.33
- 2 Introduce signs of *Nearby* life
- 3 Introduce signs of *Faraway* life
- 4 Reduce a light's *Usage Die* 1 step
- 5 A randomly determined *Character* is overcome with stress and suffers *Disadvantage* on their next die roll
- 6 All *Characters* must consume food and water or lose *HP* equal to their *Level* through fatigue

D6 NEARBY LIFE

- 1 Bloody, still wet footprints
- 2 Still warm abandoned camp
- 3 Irregular approaching footsteps
- 4 Rancid smell of body odour
- 5 Knocking from a closed door
- 6 *Nearby* yelp of pain

D6 FARAWAY LIFE

- 1 Quiet shouts and fighting
- 2 Delicate wisps of black smoke
- 3 Echoing bangs and clanking
- 4 Quiet drumming and chanting
- 5 Faint smell of burning flesh
- 6 Low muffled sounds of talking

CREATURE TABLES

The tables on the following page produce random *Creature* encounters for when the result of an *Encounter Roll* is a 1. The **GM** should simply choose to do either:

- **A** - Roll 1d6 and add the lowest *Character's Level* to the result.
- or -
- **B** - Add the dungeon level to the lowest *Character's Level*.

The **GM** should cross-reference the result against the most thematically appropriate table from the following page (or one of their own creation) to determine what *Monsters/NPCs* appear.

UNDEAD

- 2 1 wretched cadaver per **PC**
- 3 1 dusty old bones per **PC**
- 4 Black magic wizard (**HD2**)
- 5 1d6 pale ghouls
- 6 1d4 freshly risen per **PC**
- 7 2 blood thralls
- 8 1 emberfire construct per **PC**
- 9 Ravenous wight & 1d8 cadavers
- 10 Cyclopean guardian
- 11 Master vampyre & 2 blood thralls
- 12 Black magic wizard (**HD9**)
- 13+ Sorcerous liche & 3 wights

CHAOS

- 1 lesser horror per **PC**
- 1d4 round green slimes
- 1 gazer (**HD1**) & 1 lesser horror per **PC**
- 1d6 pig orc warriors
- 2d4 lobotomised slaves
- 3 prismatic horrors
- Toad daemon & 1d6 lesser horrors
- Gazer (**HD6**) & 1 prismatic horror per **PC**
- Disguised cellular mimic
- Cephalopod wizard
- 2 spawn of Shog'Na'Gosh
- Balor & 1d4 black magic wizards (**HD6**)

HUMANOID

- 2 1d4 confused rabble per **PC**
- 3 2 dwarven miners per **PC**
- 4 Forest trolle & 1d4 rabble
- 5 1d6 mercenary soldiers
- 6 4 banished elf knights
- 7 Dwarven runepriest & 1d4 miners
- 8 1d6 giant raiders
- 9 Banished elf witch
- 10 River trolle & 2d4 mercenaries
- 11 Giant battle smith & 1d4 raiders
- 12 Banished elf matriarch
- 13+ Giant chieftain & 2d6 raiders

DRACONIC

- 2 goblin snitches for every **PC**
- 1 goblin witchdoctor & 1d6 snitches
- 1d8 juvenile lizardfolk
- 2 dire lizards
- 1d6 bugbear footpads
- 1d8 lizardfolk warriors
- 3 harlequin assassins
- Juvenile dragon & 1d4 lizardfolk warriors
- Lizardfolk warpriest & 1d6 warriors
- Adult dragon & 2d6 dire lizards
- Elven rune shepard & 2 harlequins
- Ancient dragon

EQUIPMENT & ECONOMY

COINS AND MONEY

The Black Hack simplifies realistic approaches to currency and uses a base unit of 'coins'. A **GM** or group can easily introduce a more granular currency system if they wish.

ECONOMY BASED ON RARITY & VALUE

It's simpler for the **GM** to classify things by their rarity and roll to see how much that item would cost as-and-when it is sought out. If something is not on the following lists, it's simply a case of the **GM** deciding how rare or how valuable it is.

Common/Cheap (1d8 coins) ■ arrows/ammunition (**Ud8**) ■ backpacks/sacks ■ candles (**Ud4**) ■ canvas/cloth ■ 10ft chain ■ chalk (**Ud6**) ■ commoner's garb ■ crowbar & labourer's tools ■ flasks/wineskin ■ grappling hook ■ climbing gear ■ flint & steel ■ garlic/herbs (**Ud6**) ■ ink & quill (**Ud6**) ■ jug of oil (**Ud6**) ■ one-handed weapon ■ light bow ■ parchment ■ 10ft pole ■ pots/cooking utensils ■ 50ft rope ■ rations - dried (**Ud8**) ■ wax (**Ud4**) ■ whistle ■ iron spikes (**Ud6**) ■ small tent ■ torches (**Ud6**) ■ cloth armour (**AV1**) ■ one *Broken* cloth **Armour Die** ■ shield ■ helmet.

Rare/Valuable (2d8 x 5 coins) :

■ custom or exotic weapon ■ two-handed weapon ■ heavy bow ■ crossbow ■ caltrops (**Ud6**) ■ disguise ■ well-made clothing ■ holy symbol ■ holy water (**Ud6**) ■ lock ■ musical instrument ■ thieves' toolkit ■ roll twice for leather armour (**AV2**) ■ one *Broken* leather **Armour Die**.

Exotic/Expensive (4d8 x 10 coins)

■ fine jewellery ■ alchemical ingredients (**Ud4**) ■ poison (**Ud6**) ■ sextant & navigation tools ■ accurate map ■ materials for alchemy and magic ■ roll three times for chain mail (**AV3**) ■ one *Broken* chain mail **Armour Die** ■ roll four times for plate armour (**AV4**) ■ one *Broken* plate **Armour Die**.

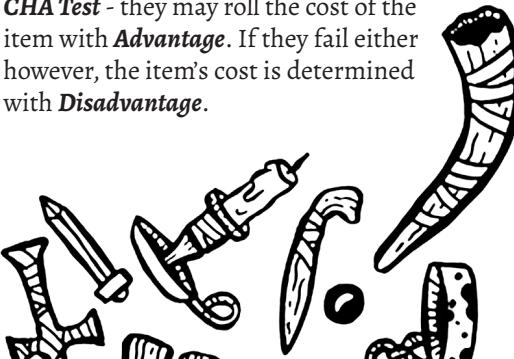
THE USAGE DIE

Consumable items use a die to track their quantity and inject a little drama into otherwise boring bookeeping. Here are the average rolls or 'Uses' for each **Ud** before it is consumed.

UD	USES
d4	2
d6	5
d8	9
d10	14
d12	20
d20	30

HAGGLING

It is not uncommon for a player to want to haggle with a merchant over the cost of an item. If they roleplay the encounter well, or if the **GM** chooses, succeed at a **CHA Test** - they may roll the cost of the item with **Advantage**. If they fail either however, the item's cost is determined with **Disadvantage**.



EQUIPMENT LIST

Players might find themselves disgruntled at the idea that item prices fluctuate everytime they are bought, especially with common items. To offset this, record the cost of items bought on the following ledger, only re-rolling their cost when the **Characters** are in a new locale.

RARITY & AVAILABILITY

It's very easy for a **GM** to make a ruling about what would be available in any given place based on the established fiction of the setting. An easy assumption or rule of thumb to use is that **Common** items are available everywhere, **Rare** items only in towns, and **Exotic** items are only found in cities and adventuring sites.

HIRELINGS & RETAINERS

GETTING PEOPLE TO DO YOUR DIRTY WORK

Often players will look to hire *NPCs* in towns and civilised places, to help them achieve their *Characters*' aims, and support them on their adventures. The rules to do so are designed to be simple and flexible.

THE RETAINER'S ROLE

The mechanics for hirelings are simplified down to their **one** unique skill or **Talent**, providing the *Characters* an **Advantage** on an **Attribute Test** or enabling them to do something useful under specific circumstances - the hireling must be **Nearby** to the *Character* in order to do so.

PAYING WAGES

As soon as a *Character* takes on a hireling they must be paid for the task that they are expected to undertake. Typically, the task will relate to the adventure or quest the *Character* is on. The hireling's **Talent** will have a rarity, determining the number of dice to roll to establish their wages. The **GM** may give **Advantage** or **Disadvantage** to this roll based on the risks and effort required to complete the proposed task.

Common : 1d8 coins, **Rare** : 2d8 x 5 coins,
Exotic : 4d8 x 10 coins.

WHO CONTROLS THEM

When needed the **GM** should control each hireling as if they were a normal **NPC**. *Players* will often ask a hireling to perform unforeseen or risky **Actions**.

Ultimately, it's up to the **GM** to determine if the hireling will do so, sometimes a **CHA Test** is required, or an additional payment might help persuade them.

- If needed hirelings have an **HD** of 1 and are subject to all the normal **NPC** related rules, such as **Morale**.

TALENTS

Alchemist (Exotic) Identify and create poisons and potions if supplied with the right materials

Armourer (Rare) Roll d8s instead of d6s for **Armour Dice**

Hunter (Common) Gives **Advantage** to tracking and provides rations **Ud4**

Local guide (Common) Gives **Advantage** to exploring and finding **Nearby** locations

Mystic (Rare) Gives **Advantage** when understanding arcane spells and texts

Porter (Common) May carry up to 12 items

Rogue (Rare) Gives **Advantage** to looking for **Nearby** secrets and traps

Sailor (Common) Gives **Advantage** to navigation and maritime **Actions**

Scholar (Exotic) Gives **Advantage** to reading languages and recalling history

Torchbearer (Common) Provides dim **Light** to everything **Close** and **Nearby**

Tradesman (Common/Rare) Can create material goods if given the required resources and tools

Mercenary (Rare) Re-roll one **Attack** OR **Defend** roll per combat

PANIC & LIGHT ENDING UP IN THE PITCH BLACK

When the *Characters* explore deep subterranean places - with unknown horrors lurking behind every shadow *Light* is vital to their survival.

- If a *Character* ends their *Turn* in a place without a source of *Light* they must immediately make a **WIS Test**. If they succeed they may continue to act as normal but if they fail, they *Panic!*

At the start of every *Turn* whilst their *Character* is panicked the *Player* must roll on the *Panic!* table. At the end of the *Turn* they must make a **WIS Test** - if successful they overcome the *Panic!*

MADNESS & HORROR

It's not just the things that the *Characters* *cannot* see that could induce terror and *Panic!* A **GM** might ask a *Player* to pass an **Attribute Test** else *Panic!* if they are confronted with something so horrific it has the potential to damage their mind.

TRACKING DAYLIGHT

A **GM** can track daylight or the passage of time using the **Usage Die**. When using **Minutes** the **UD** should be rolled once all the *Players* have done what they want to do with their *Turn*. Start with 1d10 in the morning, 1d8 for the afternoon, 1d6 for the evening and 1d4 for dusk.

D6

PANIC!

1 Gritted teeth - Make a free **WIS Test** in order to end the *Panic!*

2 Frozen solid - The *Character* is *Stuck*

3 Shock - Cannot perform any *Actions* that would involve the use of the hands

4 Fumble - The *Player* must perform everything this *Turn* with their eyes closed

5 Life before the eyes - **CON Test** or **WIS** reduced by 2

6 Heart Attack - The *Character* is taken *Out of Action*

RANGES OF LIGHT SOURCES AND SIGHT

Typical *Light* sources such as lanterns and torches provide enough illumination for all *Creatures* that are *Nearby* to see by. Should the **GM** need to make a ruling, it's a fair call to say that any source of *Light* can be seen by someone else in the darkness - even if it is *Distant*.

DIM AND LOW LIGHT

Some sources of *Light* - such as candles or a *Distant* beam of sunlight - offer enough illumination to stave off the effects of *Panic!* However, they don't provide enough *Light* for *Characters* to adequately perform *Actions* that require their sight. In these cases, the **GM** should rule that any *Actions* that require an **Attribute Test** are done so with *Disadvantage*.

DISEASES NARCOTICS & POISONS UNIVERSAL RULES FOR AFFLICTIONS & TOXINS

- When a drug is taken, poison administered, or disease caught - a **Character** should immediately *Test* their **CON**.
- The drug/poison/disease's **Ud** should be rolled at the same time and added to the **CON Test's** result.
- Each drug/poison/disease indicates the penalty for failing the **CON Test**.

Diseases and drugs each have their own unique exceptions to the standard rules.

DISEASES

There are many ways a careless adventurer might meet their untimely end. However, by spending a significant amount of time around dungeons and death - a nasty disease might be the thing that ultimately gets them.

- When a disease is caught, failing the **CON Test** means the **Character** falls ill, and suffers the effects of the disease.
- **Characters** who already have diseases should make a **CON Test** with the **Usage Die** at the **start** of the session, applying the effects if they fail.
- The **Usage Die** controls the life of the **Disease** - when the **Ud** expires the **Character** is free of the **Disease**.

The Black Lung - Ud4

A spluttering, wheezing cough that peculiarly produces no echo, causing the infected to spray black phlegm on anything (and anyone) Close to them

If you fail the **CON Test** - reduce **CHA** permanently by the amount shown on the **Usage Die** due to the horrible cough.

Creeping Basilism - Ud6

Thick, hard grey stone erupts all over the skin - locking joints and slowly immobilising the afflicted as a living statue

If you fail the **CON Test** - all **DEX Tests** are made with **Disadvantage** until a cure is found or a **CON Test** is passed.

Void Cackle - Uds

*Violent streams of psychic void energy lash and buffet the **Creature**, time echoes are drawn to the raw void in the sufferer's mind*

If you fail the **CON Test** - the **Player** must roleplay a random 'wicked laughing tick' or reduce a random **Attribute** to 4 until another **CON Test** is passed.

Sloughing Dread - Ud6

Lumps of flesh swell up, emitting a horrible sickly stench, eventually dropping off

If you fail the **CON Test** - the **Character** takes their **Level** in damage every time they attempt to make a **STR Test**.

Soul Mould - Ud12

Threads and visions of other realities sweep over and assail the afflicted - a child of change and void incubates within their soul

If you fail the CON Test - Reduce **WIS** by 2, when **WIS** cannot be reduced any further the afflicted dies and a prismatic horror (p.84) bursts from their corpse.

Blinding Night Fever - Ud6

A burning sweating fever causes the afflicted's eyes to engorge, burn and swell

If you fail the CON Test - every **Action** that requires vision is tested as if the **Attribute** is 4 OR a **Player** can play the game with their eyes closed for a number of minutes equal to the **Ud**.

D12

CAUGHT FROM

IT CAN BE CURED BY

1	Mites living on giant slugs	- Bathing in the light of a full moon
2	A tacky sickly-coloured coin	- Drinking a tonic of ghoul ash and lemon
3	Long rusty spikes	- Cutting off a hand or foot
4	Pungent dripping fluid	- Submerging oneself in a holy river
5	An ancient latrine	- Packing garlic into every orifice
6	The pitch blackness of a dungeon	- 1d4 Days bedrest, preferably with a little bell and someone to wait on you
7	Giant rats = giant fleas	- Bathing in milk under a full moon
8	Wizard with an astral cough	- Coughing on the person you caught it off
9	Slightly sticky door handles	- Wrapping dirty socks around the throat
10	The tiniest papercut	- Stuffing ears with pipe-weed and lighting
11	A cloud of sentient bacteria	- Drinking fresh snake poison and whiskey
12	Sound of maniacal laughter	- Burying your pillow with a corpse

To determine the details of the disease, roll one or two d12s and consult the above table. If the results have been used before or are inappropriate, replace them with some of your own devising.



D12	INGREDIENT	DOSES	FAILED CON TEST
1	Evergreen hazlewurt	Ud4	Lose 1d4 HP per Character Level
2	Vampyre teeth	Ud6	Roll all future CON tests with +1d4
3	Corpse slugs	Ud8	Daylight causes Panic!
4	Rusted coffin nails	Ud12	Immediately taken Out of Action
5	Moon flower petals	Ud4	Teeth Turn grey and fall out -1d6 CHA
6	Fire beetle glands	Ud6	Lose voice to the creator of the poison
7	Ghoul liver extract	Ud8	Max HP reduced by Character's Level
8	Domesticated choker vine	Ud12	Take Character's Level x 4 damage
9	Medusa tears	Ud4	Reduce either STR or DEX by 1d8
10	Psychic giant ant honey	Ud6	Next OofA roll has Disadvantage
11	Goblin warts	Ud8	Reduce a random stat by 6
12	Graveroot	Ud12	-2 DEX , grow scales with AV1

POISON

Name Prefix

- Black ■ White ■ Deadly ■ The sorrowful
- The long ■ The sleeping ■ Mind ■ The crippling
- Burning ■ Sweating ■ Vomiting ■ Cutting ■ Lady's ■ Lord's
- Ferryman's ■ Bleak

Name Suffix

- end ■ wither ■ watcher ■ goodbye
- widow's kiss ■ scale ■ choker ■ fire
- drown ■ knife ■ curse ■ cackle
- silencer ■ best friend ■ last moments

Preparation

- Ground finely between basilisk teeth
- Boiled in gold ■ Decanted in pitch darkness ■ Extracted through gravesoil
- Frozen in elemental ice

D12	ANTIDOTE
1	A banshee's kiss
2	The exact dosage again
3	A rare dungeon plant
4	The healing tears of a sphinx
5	Tonic only delays inevitable
6	Must be buried alive
7	Bathing in an elven river
8	Brew from a dwarven beard
9	Be magically frozen
10	Pollen from another plane
11	A swim in the holiest river
12	Burn out the poison

DRUGS

Deep within the dark and lawless corners of any city, the trade in exotic and illicit substances is booming. Alchemical reagents, rare extracts and unnatural by-products all serve as effective and inordinately dangerous ways to relieve oneself of reality.

- When a dose of a drug is taken, failing a **CON Test** means that the **Character** has overdosed, each drug describes what happens if the **Test** is failed.
- The drug's effects, given in grey, are always applied immediately.
- The **Usage Die** also works normally, when it runs out the drug has been used up and is gone.

Cackle Beans - Ud4

Large round compressed tablets

Ignore pain and gain **AV** equal to the **Ud** roll for the next 15 minutes of play

If you fail the **CON Test** - all tests have **Disadvantage** unless cackle beans are taken again immediately.

Basilisk Stones - Ud6

Hard cream-coloured rocks

STR is temporarily increased by the **Ud** roll for the remainder of the session

If you fail the **CON Test** - the **Character** takes their **HD** in damage every time they attempt to make a **STR Test**.

Somewhere Drops - Ud6

Small droplets of milky liquid

Project your consciousness (seeing and hearing) into a **Nearby** place for a number of **Moments** equal to the **Ud** roll

If you fail the **CON Test** - user is **OofA**, using the **Ud** roll on the **OofA** table.

Violet Wine - Ud6

Thick, noxious smelling resin

Heal all lost **HP** back to maximum

If you fail the **CON Test** - Max **HP** are permanently reduced by the **Ud** roll.

Black Lotus Powder - Ud4

Fine, shimmering black powder

INT and **WIS Tests** have **Advantage** for a number of **Turns** equal to the **Ud** roll

If you fail the **CON Test** - When an **INT** or **WIS Test** is made 1d4 should be rolled in addition to the d20, for the remainder of the session.

Ghat - Ud6

Long, teeth-staining reeds

Ignore the effects of **Panic!** for the remainder of the session

If you fail the **CON Test** - the **Character** must make a **WIS Test** everytime they enter a place they have not been before - if they fail they immediately **Panic!**

FINDING NEW SPELLS

When a **Character** seeks a new spell, roll one or two D12s and consult the following table to determine where and in whose possession it can be found. If the results have been used before or are inappropriate replace them with ones of your own devising.

	KEPT IN	THE POSSESSION OF
1	Tattooed on a prisoner	The mad monks of Dar-Dhola-Ram
2	A psychic labyrinth	A charming, slumbering prince
3	A giant sticky bubble	A shoal of invisible fish
4	In the notes of birdsong	All the flowers in the forest
5	A transmission of light	A star cult of Ohm
6	A rune marked crystal skull	Yex, petty god of trickery
7	A page from the first spellbook	A cabal of mad cephalopod wizards
8	Piloting the body of an NPC	A champion of war god KORPUS KOSER
9	Burnt into the belly of a dragon	A roving band of astral pirates from Pleth
10	The collar of a black cat	The forgotten and buried library of Kush
11	The facets of a perfect gem	The 13 children of the full moon
12	A chest that opens to the void	The elder time council

WIZARDS

Names

- Morrovolol ■ Vebb ■ Varn ■ Xomor
- Krustus ■ Peng ■ Joop ■ Phorox
- Blem ■ Zarnos ■ Yollo ■ Arkle ■ Bunt
- Ahma ■ Ranit ■ Viz ■ Horonos
- Gammyr ■ Ekstess ■ Mongallous

Titles

- of Peng ■ the Jaundiced ■ the Black
- the Bog King ■ the Banished ■ the Duke of Naught ■ of the Present ■ the Dench
- the Lacking ■ the Clamouring ■ the Obese ■ the Fleshless ■ River Witch ■ the Slaverous ■ Void-Touched

FAMILIAR

Earthly appearance

- Laughing cat ■ Moon-headed child
- Angry parrot ■ Three ravens ■ White stag
- Black wolf ■ Giant snake ■ Thousands of small spiders ■ Spell book with legs
- Disembodied hand ■ Firefly ■ Floating eyeball ■ Shadow

Peculiar talent

- Throw voice ■ Read emotions
- Understand any language - speak none
- Transform into small jewellery
- Live inside a reflective surface ■ Appear translucent like a ghost

D100 MAGIC SIDE-EFFECTS

1-2	Age 2d10 years	47-48	Examined by a divine light, it leaves unimpressed
3-4	Stone skin, gain AV2	49-50	All teeth fall out
5-6	Gain a physical trait from the opposite gender	51-52	Sloshing sounds when walking
7-8	Randomly ignores gravity	53-54	Gain 1d4 maximum HP
9-10	Greedy for the next thing seen	55-56	Everything tastes like cheese
11-12	Stuck until successful CON Test	57-58	Tiny head grows from neck
13-14	Target finds 1d4 coins in ear	59-60	Blows bubbles when whistling
15-16	Target flinches at the word 'yes'	61-62	One arm Turns into a crab claw
17-18	Wail and sob for 1d6 Minutes	63-64	Stomach becomes a big mouth
19-20	Two sides of the brain switch	65-66	Gains perfect vision in darkness
21-22	Perceive everyone's faces as demonic and warped	67-68	Skin becomes hard like leather
23-24	Hear faint music constantly	69-70	Talking releases clouds of flies
25-26	All clothes now on backwards	71-72	All speech is heard in reverse
27-28	1d4 Void tadpoles swim Nearby A small futuristic and sentient, geometric drone appears, scanning the Creature with light before vanishing	73-74	Face constantly shifts subtly
29-30		75-76	Transformed into an albino
31-32	Grows 2d6 inches	77-78	Eyes become huge and gross
33-34	All hair grows 2d12 inches	79-80	Body is turned into living ooze
35-36	Natural perspiration is grease	81-82	Eyes can shoot mild lasers
37-38	Skin Turns jet black	83-84	Skin develops weak magnetism
39-40	Eye appears in centre of head	85-86	Arms become like a T-rex's
41-42	Everyone's brain slugs are visible!	87-88	Grows functional gills
43-44	Anything made of paper screams at you for 1d6 Minutes	89-90	Reads minds of Nearby cats
45-46	Hover 1" off the floor	91-92	Always knows where east is
		93-94	Grows an extra heart (+4 maximum HP)
		95-96	Inner organs become clockwork
		97-98	Swap two Attributes
		99-	Roll twice on this table, re-roll
		100	any duplicate results

Roll one or two D12s to determine an inciting incident to start play. If the results have been used before or are inappropriate, replace them with one of your own devising.

D12

INCITING INCIDENT

1	Locked inside a burning inn	&	chained to a huge granite keystone
2	Lost in the city sewers	&	they're in debt to the thieves guild
3	In an unnatural snowstorm	&	a lying wind whispers the way out
4	Unconscious in anoubliette	&	doppelgangers have a key to freedom
5	Waking up in a cryo-tube	&	all their memories have been stolen
6	In the belly of a kraken	&	cursed ghost pirates seek revenge
7	Inside a goblin labyrinth	&	violent insects know the way out
8	At the mad wizard's funeral	&	they're locked inside various coffins
9	Part of a fey queen's dream	&	they'll fade away at midnight
10	A hole where the town was	&	a ransom note is staked to the floor
11	Locked in an alchemist's lab	&	they've been shrunk to 54mm scale
12	On a plummeting airship	&	local gravity has been turned off

STARTING THE FIRST GAME GAMING IN THE OLD SCHOOL FASHION

The Black Hack's focus is weird fantasy swords and sorcery. If you're playing in its assumed old school pulp fantasy setting, keep the following in mind:

Adventure must be found

Characters should explore and seek out *Experiences*, new spells, treasure and magic items. In a 'real' world like the one we live in, fortune and skill must be sought out, the same should apply for the fantasy world the *Characters* live in.

The world is cruel & weird

The assumed fantasy setting of *TBH* is uncaring and gritty. If the *Characters* are not shrewd, the world will defy their expectations and act against them - when it does it should be deadly.

The world is persistent

The world should react to the *Characters* *Actions* and the effects of those *Actions* should change and shape the world.

The very first session

Generate an inciting incident to resolve and then an urban environment (p.56), dungeon (p.64), or wilderness (p.53) to start the *Characters* in. Use the tables to fill in any blank areas as you play.

TOOLS QUICK REFERENCE

HOW TO PREPARE AND IMPROVISE

This is a quick reference page to the most commonly used tables and rules, grouped by purpose and function.

For pre-planned games: Sit down with the book and prepare all the elements you think you will need for the next session - keep the book on hand to fill in any blank areas that arise during play.

For improvised games: Bookmark this page and use the following tables during play - if you need something to riff off of, or if something unexpected happens.

COMMONLY USED TABLES & RULES

Step-by-Step Play Guide

How to structure every *Turn* so that each *Player* gets to do something interesting. Also handling *Attribute Tests* and dealing damage to the *Characters* p.30-31.

Non Player Characters

Refer to the following pages to produce a cast of supporting *NPCs*.

- *NPC* concepts and appearances p.46
- *NPC* activities p.49
- Quest generator p.60
- Rival adventurer tables p.61
- What's on the corpse p.50
- Combat abilities and stats p.80

Towns & Civilisation

Refer to the following pages to create a 'civilised place' - useful as a location to start your first game in or when the *Characters* explore urban environments.

- Random settlements and maps p.57
- Hirelings and retainers p.36
- Random taverns and maps p.58
- Equipment and economy p.34
- What's on the corpse p.50
- Diseases narcotics and poisons p.38

Dungeons & Adventures

See the references on p.63 for dungeon adventure tools.

Wilderness & Travel

See the references on p.51 for wilderness adventure tools.

Treasure & Rewards

Reference the following pages to reward the *Characters* for their adventures.

- Treasure hoard drop table p.116
- Magic items p.114
- Equipment and economy p.34
- What's on the corpse p.50

Common Rules Reference

- Taking *Turns* and time p.6
- Combat and *Hit Points* p.10
- Movement and distances p.8
- GM specific rules p.30
- *Character* classes p.18
- *Player* specific rules p.14
- *Experience* and levelling up p.13
- Magic and spellcasting p.15
- Spells and prayers p.26-27

NPC CONCEPT GENERATOR

Roll one of each - d4, d6, d8, d10, d12.

D4 SOCIAL POSITION

- 1 Low born
- 2 Working class
- 3 Merchant class
- 4 High born

D6 HERITAGE

- 1 Young human male
- 2 Young human female
- 3 Old human male
- 4 Old human female
- 5 Ageless forest elf
- 6 Bearded mountain dwarf

D8 VISUAL THING

- 1 Wears unusually large hats
- 2 Thinning lank hair
- 3 Fake and wooden body part
- 4 Dressed indecently
- 5 Covered in giant warts
- 6 Gold dentures
- 7 Has a hook hand/peg leg
- 8 Stunningly good looking

D10 QUIRK TO PLAY

- 1 Pronounces 'R' as 'W'
- 2 Infectious and dirty laugh
- 3 Uses one phrase over and over
- 4 Strong regional accent
- 5 Selective comedic hearing
- 6 Keeps losing, err ... focus
- 7 Talks with an inflection?
- 8 Obvious and implausible liar
- 9 Profusely sweaty all the time
- 10 Talks like a cartoon character

D12 REPUTATION FOR

- 1 Expert sword for hire
- 2 Connected to gangsters
- 3 Spy pretending to be a sailor
- 4 Able to talk with the birds
- 5 Deciphering arcane tomes
- 6 Playing practical jokes
- 7 Connected to state authority
- 8 Hunting the rarest game
- 9 Learning obscure facts
- 10 harbouring a grudge (create another **NPC** to hate!)
- 11 Commanding a tight knit group of warriors
- 12 Being able to get hold of anything for a price

NPC APPEARANCE

To determine the appearance of an **NPC**, roll one or two D12s and consult the following table. If the results have been used before or are inappropriate, replace them with some of your own devising.

D12 CLOTHING/ATTIRE	UNIQUE FEATURE
1 Overdressed for the occasion	Port wine stain that grows when angry
2 30 years out of date	Prehensile antennae that knows north
3 Rough and hand-stitched	Tribal scarification from far off land
4 Made from yellow canaries	Map tattooed onto their body
5 Layers and layers of dirty rags	Faint light emanates from their mouth
6 Immaculate and bespoke	Ugly, but disarmingly cute, like a pug
7 Contemporary and odd	Beard made of bees that know directions
8 Faded and frayed	Covered in badges and pins that tell stories
9 Heavily customised military	Clothes have room for unlimited objects
10 Thick sombre linens	Fate interfering third eye
11 Practical and well-made	Staff of pleasant woodland animal helpers
12 Painted with many words	Skin is tattooed in a solid, primary colour

NAME

Elf ■ Aeval ■ Aanis ■ Bean ■ Barg
■ Curpur ■ Cannad ■ Fach ■ Feeor
■ Golm ■ Gwyll ■ Hesk ■ Hystr
■ Klepp ■ Kubura ■ Lyffe ■ Lopl ■ Pickt

Human ■ Ranulph ■ Keern ■ Ghall
■ Murut ■ Abwall ■ Weland ■ Rayce
■ Kibir ■ Utet ■ Istwel ■ Vesh ■ Ellery
■ Enan ■ Lellani ■ Aquey ■ Gorem
■ Knowel ■ Elenna ■ Shyren ■ Lelleth

Dwarf ■ Dainir ■ Brokkr ■ Eitri
■ Fjala ■ Litr ■ Otr ■ Regin ■ Sindri
■ Gormel ■ Agrand ■ Uthag ■ Valmr
■ Ygwyn ■ Dwylr ■ Billingr ■ Galar
■ Voor ■ Prok ■ Wolda ■ Onna

STORY HOOK

■ Wanted pirate ■ Comically bickering with partner over work ■ Searching for their missing eye ■ Struggling to get their golem to work ■ Looking for a cure for a supernatural curse ■ Deliver a message before they die ■ Let everyone know about the conspiracy (that's actually true) ■ Spread their extreme religious ideology ■ Recover their honour and noble rights ■ Spread false rumours for trade purposes ■ Forget and hide from their past warcrimes ■ Sell illegal goods ■ Hire artists to work on a royal project ■ Proselytize their doom cult

HOW NPCS ARE RELATED

Roll one of each - d4, d6, d8, d10, d12.

D4

TYPE

- 1 Social scene acquaintances
- 2 Belong to the same house
- 3 Childhood friends
- 4 Business associates

D6

STATUS

- 1 Bitter enemy
- 2 Obvious contempt and disgust
- 3 Estranged and bitter
- 4 Warm, polite and cordial
- 5 Great open admiration
- 6 Hopelessly in love

D8

JOINT ACTIVITY

- 1 Adventuring company
- 2 Members of the same guild
- 3 Student of the same master
- 4 Rival potential suitors
- 5 Political adversaries
- 6 Sporting team members
- 7 Taking an extended holiday
- 8 Literary competition

D10

INTENTIONS

- 1 Never speak to them again
- 2 Ruin their plans and dreams
- 3 Take advantage financially
- 4 Steal a treasured possession
- 5 Demand a public apology
- 6 Discredit their work
- 7 Give them a magical item
- 8 Repay an old blood oath
- 9 Write a letter of support
- 10 Confess their feelings

D12

HISTORY

- 1 Owes a large sum of money
- 2 Made them lose their honour
- 3 Overshadowed their work
- 4 Co-conspirators in a kidnap
- 5 Escaped prison together
- 6 Foes in a forgotten war
- 7 Rivals for a powerful job
- 8 Former famous adventurers
- 9 Survivors of shipwreck
- 10 Allies in a doomed army
- 11 Numerous illegal trade deals
- 12 Is a long time benefactor

When you use an entry on the table, cross it out and replace it with one of your own.

100 NPC ACTIVITIES

1-2	Recruiting for a fake quest	53-54	Yodelling aggressively
3-4	Giving life to art via rituals	55-56	Selling old rope to simpletons
5-6	Buying experimental reagents	57-58	Returning from a useless war
7-8	On an alchemical drug trip	59-60	Being hunted by void bats
9-10	Magic induced split personality	61-62	Summoning a daemon
11-12	Hiding from a secret crime guild	63-64	Enjoying a raucous street play
13-14	Fast asleep in a very odd and uncomfortable position	65-66	Mumbling loudly about circles
15-16	Rapidly shedding all their hair	67-68	Entertaining foreign guests
17-18	Painting their body jet black	69-70	Drunk axe juggling
19-20	Gossiping about the Characters	71-72	Surreptitious carnal activity
21-22	Being lowered into a well	73-74	Selling counterfeit goods
23-24	Shouting soap box politics	75-76	Receiving a thrashing from a gang of feral street kids
25-26	Searching for their lost novel	77-78	Writing hilarious, but outrageously rude graffiti
27-28	Arguing with a dog about class	79-80	Washing their clothes in oil
29-30	Drawing arcane chalk runes	81-82	Stuck in a street oubliette
31-32	Paramilitary reconnaissance	83-84	Haunting their fresh corpse
33-34	Incognito deity playing tricks	85-86	Plaiting their hair with noxious plants and roots
35-36	Daubing swine blue	87-88	Bleeding profusely from accidental belly wound
37-38	Wandering around headless	89-90	Hanging in a mouldy gibbet
39-40	Passed out in the open	91-92	Counting their meagre wages
41-42	Scavenging for basilisk stones	93-94	Throwing their lover's clothes from a balcony window
43-44	Stealing a merchant's goods with an overly complex plan	95-96	Taking a tour on a slave litter
45-46	Hiding yet another body	97-98	Filling jugs full of booze that flows from a natural spring
47-48	Urinating a corrosive liquid	99-100	Doing exactly what the Characters are doing
49-50	Clandestinely smoking a pipe		
51-52	Posing for a smutty painting		

WHATS ON THE CORPSE?

Drop 1d6 for each **HD** the **Creature** has, 5s and 6s indicate the items the dice land on. The remaining results are coins found on the corpse.

5 - Well-made dagger
6 - Rare scotch egg

5 - Empty velvet purse
6 - Town map & notes

5 - Poster of a prince
6 - Turkish delight

5 - Warped glasses
6 - Sinister music box

5 - Tin of rare stamps
6 - Silver whistle

5 - Infernal egg
6 - Banned poem book

5 - Poisoned crackers
6 - Sentient tattoo

5 - Vial of grey liquid
6 - Tickets to a play

5 - Half burnt book
6 - A gangster's keys

5 - Valuable nuts
6 - Deed to toxic land

5 - Screaming skull
6 - Hipflask of tears

5 - Dank washcloth
6 - Torn dungeon map

5 - Huge monocle
6 - 1d4 fingers & rings

5 - Illuminati invite
6 - Cursed dentures

5 - Odd shaped key
6 - Large I.O.U.

5 - Rotten ham
6 - Blurred portrait

5 - Miniature octopus
6 - Brass knuckles

5 - Golden goose egg
6 - List of names

5 - Ghost rabbit foot
6 - Bloody fork

5 - Lazy glass eye
6 - Treasure map

5 - Ear necklace
6 - Royal ball invite

5 - Small pouch of dust
6 - Soggy journal

5 - Pouch of beans
6 - Two left shoes

5 - Letter of apology
6 - Improvised bomb

OVERLAND ADVENTURES

GM TIPS FOR GAMES IN THE WORLD ABOVE

What is a hex map?: Overland games use a different type of map - instead of a grid, it is divided into hexagons or 'hexes' - used to track the *Characters'* location as they explore the world.

Distances: The range bands *Close*, *Nearby*, *Faraway* expand in abstract nature to cover far greater areas. For example, 'The cackling body in the gibbet' is *Close* to the 'Rotten Town' which might be *Nearby* to the 'Foul River Nyne' and 'Black Spindle Mountain' is *Faraway* from that.

Time & Turns: Because of the increase in geographical scale, *Minutes* are renamed to *Hours*, but are otherwise handled normally.

Travelling: *Characters* still get *Turns* as they explore the world above and still get to *Move* somewhere *Nearby* and perform an *Action*.

Transportation: For simplicity's sake transport such as mounts and boats double movement speed.

What's on the horizon: Tell the *Players* freely what features and terrain types are *Nearby* to their current location.

Rations: *Players* should roll their *Characters'* rations *Ud* every time they move *into* another hex. If they cannot, or decide not to, they take damage equal to their *Level*.

TOOLS FOR PLANNING OR IMPROVISING

Here are a few tools that will help create and manage wilderness adventures.

Hex terrain generator

Determine the terrain, weather and if any features exist in a blank hex (p.52).

Hex feature generator

Stock a hex randomly with unusual features, monsters and dungeons (p.53).

Hex maps

An example map plus a blank map with space for notes (p.54).

Settlement generator

Create random urban environments and details for *Rest* or adventure (p.56).

Urban drop table

Generates a map of a town or city district, useful for urban adventures (p.57).

Tavern generator

Where all good adventures start (p.58).

Quest generator

Produce random adventure threads with varying goals and destinations (p.60).



HEX TERRAIN GENERATOR

The d4 and d6 are required - the d8, d10, d12 are optional to add flavour.

D4 HABITATION

- 1 Unnaturally uninhabited
- 2 Incidental and natural wildlife
- 3 Roll on an encounter table p.33
- 4 Generate a hex feature p.53

D6 TERRAIN

Establish a type of common terrain, such a 'grasslands' for future 1-3 results

- 1-3 As 1-3, but an uncommon terrain, such a 'deep woods'
- 4 As 1-3, but a rare terrain type, such a 'rocky hills'

D8 WEATHER

- 1 Bright and pleasantly warm
- 2 Overcast, chilly and grey
- 3 Driving rain showers
- 4 Damp and creeping fog
- 5 Bitterly cold and snowing
- 6-8 +1 to previous roll. Start at entry 1 if this is the first roll you've made on this table

D10 THINGS TO SEE

- 1 Deep round pools of water
- 2 Infrequent skulls on spikes
- 3 All animal sounds are gone
- 4 Remains of a bitter skirmish
- 5 Convoy of foreign wagons
- 6 Herds of grazing animals
- 7 Evidence of an ambush
- 8 Inhabitants are spirits
- 9 A massive excavation site
- 10 Fire on a velvet horizon

D12 FLORA & FAUNA

- 1 Thick black vines
- 2 All dying, sickly and sparse
- 3 Overgrown and angry
- 4 Foreign summer berries
- 5 Tainted medicinal herbs
- 6 Man-sized and carnivorous
- 7 Bright purple razor grass
- 8 Giant floating pollen
- 9 Quietly bickering flowers
- 10 Wandering trees and bushes
- 11 Flowers ooze red goo
- 12 All burned to a crisp

When you use an entry on the d12 table, cross it out and replace it with one of your own.

HEX FEATURE GENERATOR

Roll one of each - d4, d6, d8, d10, d12.

D4

VISIBILITY

- 1 Buried underground
- 2 Overgrown and hidden
- 3 Obscured by odd geography
- 4 Out in the open

D6

FEATURE

- 1 Dungeon entrance p.66
- 2 Natural hazard/crossing p.71
- 3 Lone reclusive **NPC** p.46
- 4 Ruin from another age p.74
- 5 Lair of a **Monster** p.80
- 6 Generate a settlement p.56

D8

DENIZENS...

- 1 Pre-historic humanoids
- 2 Sickly and savage warband
- 3 Hedonistic pleasure cult
- 4 Nocaturnal changelings
- 5 Reclusive ground dwellers
- 6 Puritanical religious sect
- 7 Dormant evil doomsday cult
- 8 Future society lost in time

D10

...SEEKING

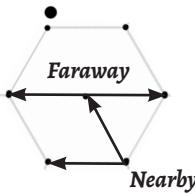
- 1 Part of a clockwork map
- 2 Void iron skeleton key
- 3 Runemarked dragon egg
- 4 Shattered magic mirror
- 5 Bottle of whispered secrets
- 6 Doorway to another time
- 7 Broken flying pirate ship
- 8 An immortal servant
- 9 A lost larval star
- 10 A piece of golden fate thread

D12

ODD TWIST

- 1 Waterfall flows upwards
- 2 Huge floating rock
- 3 Cave in the shape of a skull
- 4 Destroyed convoy of wagons
- 5 Aggressive sentient plant life
- 6 Unnatural winding maze
- 7 Abandoned doomsday lab
- 8 Forgotten ancient library
- 9 Site of lost expedition
- 10 Overrun gem mine
- 11 Functional void well
- 12 Domain of petty minor god

After using the d10 or d12 table, cross the entry out and replace it with one of your own.



EXAMPLE HEX MAP



1 - Cliffs, orc tribes (C) 8 - Abandoned church (B) 15 - Spectral sword (A)

2 - Foggy graveyard (A) 9 - Territorial wyvern (C) 16 - Tar skeletons (A)

3 - Bubbling tar pools (A) 10 - Ghost battle site (B) 17 - Clammy dungeon (B)

4 - Cliffs, cannibals (C) 11 - Titan's skull (B) 18 - Wickerman (A)

5 - Obsidian keep (B) 12 - Black lodge (B) 19 - Rare black lotus (C)

6 - Old road, bandits (A) 13 - Sacrificial stone (A)

7 - Buried vampyre (A) 14 - Man-eating plant (C)

Common Terrain

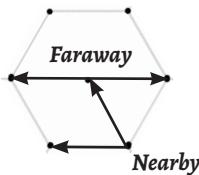
Gloomy damp moors (A)

Uncommon Terrain

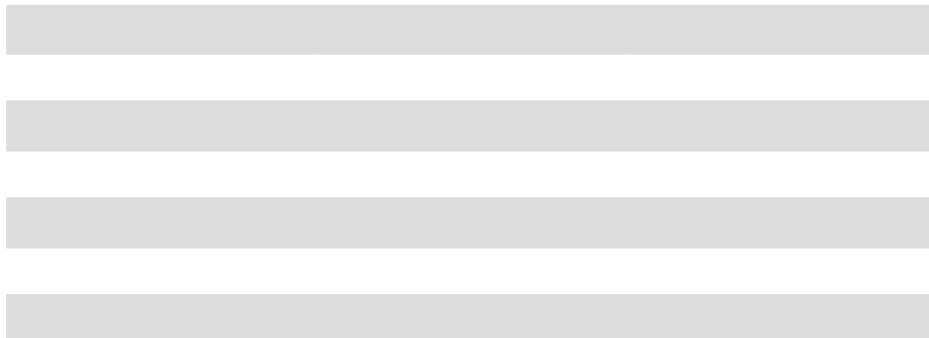
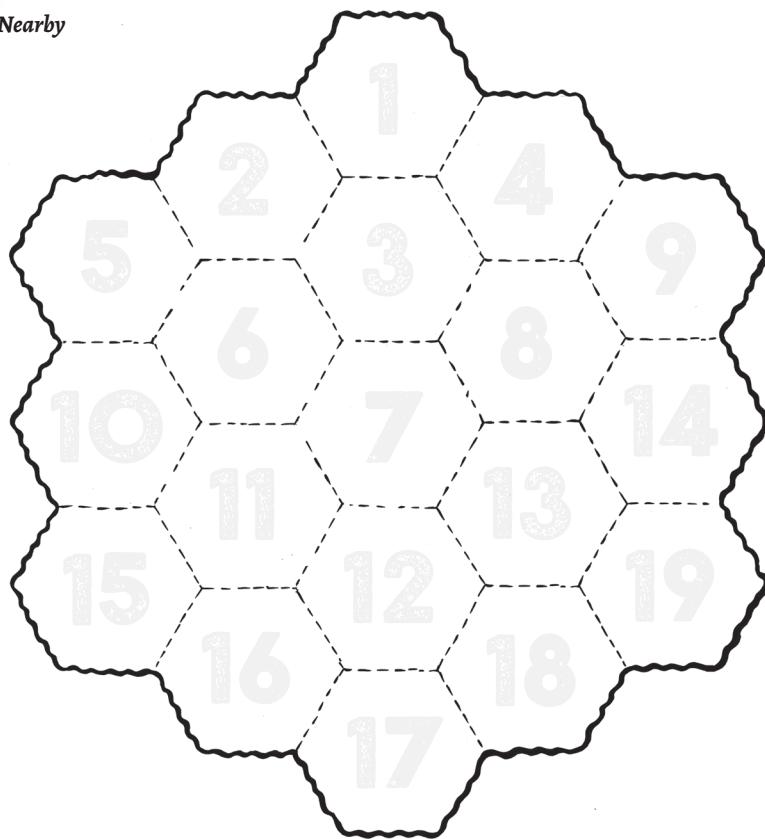
Dark forest (B)

Rare Terrain

Bleak steep hills (C)



BLANK HEX MAP



Common Terrain

Uncommon Terrain

Rare Terrain

SETTLEMENT GENERATOR

Roll one of each - d4, d6, d8, d10, d12.

D4 SIZE

- 1 Forgotten hamlet (1 district)
- 2 Lonely village (2 districts)
- 3 Suburban town (1d4 districts)
- 4 Urban city (2 + 1d4 districts)

D6 DISPOSITION

- 1 Hostile and unwelcoming
- 2 Rude and obnoxious
- 3 Uncaring and dismissive
- 4 Indifferent and haughty
- 5 Polite and courteous
- 6 Friendly and welcoming

D8 BUILDINGS

- 1 Tall, leaning, brick terraces
- 2 Slender, sandstone villas
- 3 Meandering, stone towers
- 4 Two-story basement buildings
- 5 Long, wooden, thatched halls
- 6 Squat, thatched yurts
- 7 Treetop walkways and houses
- 8 Carved into natural stone

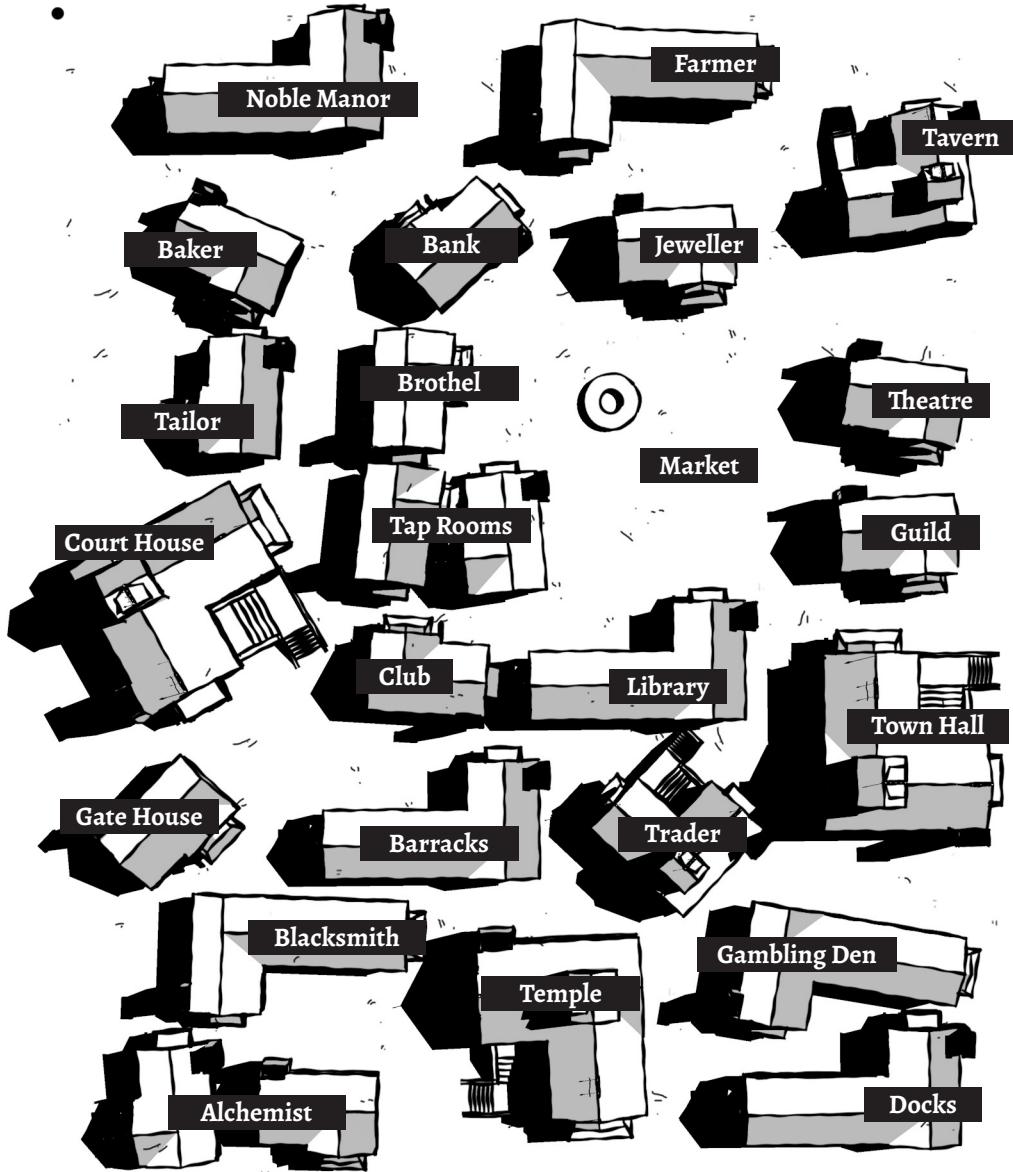
D10 GOVERNMENT

- 1 2d6 elected councillors
- 2 Reclusive, man-child despot
- 3 Utterly mad warrior king
- 4 Kind and caring blood cult
- 5 Nameless sea of bureaucrats
- 6 Complete utopian anarchy
- 7 Collapsed, might is right
- 8 Mercenary martial law
- 9 Violent street judges
- 10 Psychic thought police

D12 PREOCCUPATION

- 1 Cannibalistic feast day
- 2 Mock election of pig
- 3 Purging the place of all flies
- 4 Painting red 'X's on doors
- 5 Mass building operation
- 6 Open air carnival
- 7 Snail racing tournament
- 8 Running of the monster
- 9 Large, public, legal duel
- 10 A peculiar food/drink festival
- 11 Campaigning for an election
- 12 Rounding up all the elves

When you use an entry on the d12 table, cross it out and replace it with one of your own.



DROP TABLE MAP

Create an urban space by dropping a handful of d4s on the map above:

- If a d4 lands on a building it is present in that village, town, or city district.
- Buildings with no dice on can be considered residential or abandoned.

D4

STANDARD

1	Avoided and old fashioned
2	Struggling and dilapidated
3	Thriving and well kept
4	Exclusive and fashionable

TAVERN GENERATOR

To determine the name of the tavern and its speciality, roll one, two, or three d12s and consult the following table. If the results have been used before or are inappropriate, replace them with some of your own devising.

D12	PREFIX	SUFFIX	KNOWN FOR
1	The White Wigs	Voodoo club	Dwarven beer made from rare soil
2	The Pirates	Society	Accessible via a pocket dimension
3	The Black	Hands	Baking its critics into pies
4	The Porters	Guildhouse	Every tankard has a magical effect
5	Pennywhistle	& Nail	The landlord is a vampyre
6	Sparrows	& Blade	Venue of violent, yodelling duels
7	The Shrunken Head	& Casket	Its special brew of void moonshine
8	The Bloodied Axe	& Cucumber	They don't take coin, only favours
9	Black Wolves	& Bonnet	Owner is adorned with 'lost' teeth
10	Toppers	Rooms	Serving poison instead of booze
11	Pathfinders	Den	A selective 'member's only' club
12	Halanders	& Halanders	Elven wine made from nymph tears

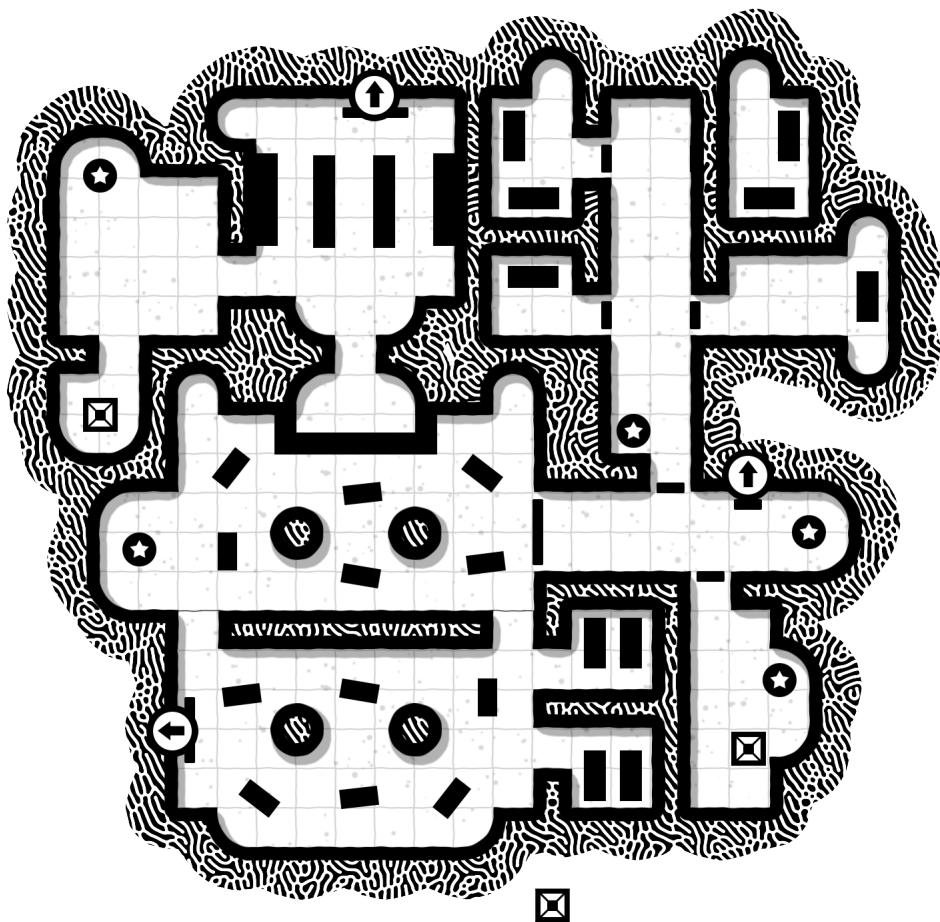
Decoration

- Lewd and ornate braziers ■ A stuffed four-dimensional moose head
- No doors or windows ■ Large glass cage containing a withered daemon
- Permanently submerged under 1d4 feet of water ■ Mounted heads of barbed patrons ■ Furniture made from bones
- Arcane symbols painted in blood on the floor and walls ■ Giants' skulls hold massive barrels of whiskey ■ Chairs are made of bent and melted giants' daggers
- Unusual alchemical apparatus ■ Wall-to-wall books of all varieties ■ Hundreds of impaled daggers all over the floor

Entertainment

- Boxing match between a giantess and six bare-chested barbarians
- Ghost choir ■ Three-fingered knife juggler ■ Accomplished doppleganger impersonator ■ Mandatory laughter and executioner comedian ■ Giant slug fighting matches ■ Spectral burlesque
- Giant talking snake ■ Indoor fireworks
- Musician who can influence rodents
- Anatomically correct puppet show
- Patron arguing with a statue ■ Three competing playwrights performing simultaneous read throughs ■ Baby cockatrice fight ■ Astral portal fishing

SAMPLE TAVERN



TAVERN PATRONS

- Obvious spy ■ 2d8 angry soldiers ■ A weeping merchant ■ An obese debt collector
- Wild, naked wizard ■ Off-duty assassin ■ Undercover noble ■ Psychic twins
- 2d4 sullen dwarves, ■ 1d6 cocky rogues ■ An aloof-looking forest elf ■ A snide court official ■ Lovesick sailor ■ Forgetful wizard ■ Criminal prince ■ Duplicitous haberdasher ■ Town drunk ■ Incompetent knight ■ Miserable bard ■ Mutant princess
- Alchemical avenger ■ Sadistic noble's son ■ Suspicious priest ■ Talking frog ■ Heavy metal dwarf ■ Hilarious, foreign mercenary ■ Occult policeman ■ Washed-up elven comedian ■ Lost vampyre child ■ Excommunicated cleric ■ Unpopular baron and sheriff ■ Wounded football team ■ Sentient spell and host

QUEST HOOK GENERATOR

Roll one of each - d4, d6, d8, d10, d12.

D4 ACQUIRED

- 1 Commonly known rumour
- 2 Secret to be bought and traded
- 3 Through dreams or prophecy
- 4 From an **NPC** seeking aid

D6 ACTIVITY...

- 1 Fix the broken form of...
- 2 Retrieve all or part of...
- 3 Destroy or kill...
- 4 Escort to a safe place...
- 5 Discover the true nature of...
- 6 Steal away or take by force...

D8 ...TARGET

- 1 A lost magical artefact
- 2 An oddly made map or key
- 3 Body parts of a rare monster
- 4 A famous **NPC** or **Creature**
- 5 A unique scroll/tome of lore
- 6 A forgotten or mythical spell
- 7 The entrance to a dungeon
- 8 Location of a magical vault

D10 OBSTACLES

- 1 Geographically hard to reach
- 2 Guarded by a large monster
- 3 Has been split into 1d4 parts
- 4 Entirely forgotten about
- 5 Behind untold deathtraps
- 6 In the belly of a giant **Creature**
- 7 Guarded by evil hordes
- 8 Disguised as something else
- 9 Doesn't exist on this plane
- 10 Protected by spells and curses

D12 INCENTIVES

- 1 Knowledge that will help you
- 2 Password or key to vault
- 3 Bring peace to a kingdom
- 4 Reveal an evil's true nature
- 5 Secure a noble's birthright
- 6 Gain unnaturally long life
- 7 Take control of an army
- 8 Reveal an opponent's weakness
- 9 Map to long lost valuables
- 10 Stop a rampaging monster
- 11 Secure freedom for an ally
- 12 Significant amount of money

When you use an entry on the d12 table, cross it out and replace it with one of your own.

RIVAL HERO GENERATOR

Roll one of each - d4, d6, d8, d10, d12

D4**CLASS**

- 1 Warrior
- 2 Thief
- 3 Cleric
- 4 Wizard

D6**RACE**

- 1 Epicene banished elf
- 2 Young human
- 3 Middle-aged human
- 4 Old human
- 5 Ever-young elf
- 6 Ageless dwarf

D8**THEY WANT TO**

- 1 Take your valuables
- 2 Steal or learn your spells
- 3 Use you as monster bait
- 4 Aid you in your adventure
- 5 Achieve your goal before you
- 6 Give you a false reputation
- 7 Follow you as a hireling
- 8 Kill you for sport

D10**POSSESSION**

- 1 Promise of inherited wealth
- 2 Expert on rare *Creatures*
- 3 Key or password
- 4 Truly accurate map
- 5 Trust of a powerful *Creature*
- 6 A random spell of their level
- 7 Location of a dungeon
- 8 Scandal to blackmail an *NPC*
- 9 Location of forgotten *NPC*
- 10 Magic item (p.114)

D12**FAME**

- 1 Has been killed 13 times
- 2 Can bend the bars of any cage
- 3 Doesn't have footsteps
- 4 Two shadows
- 5 Remembers everything
- 6 Can see their own death
- 7 Criminal prince
- 8 Seduced a goddess of love
- 9 Can change their face
- 10 Renowned war hero
- 11 Retired, now a politician
- 12 Can't remember their face

When you use an entry on the d12 table, cross it out and replace it with one of your own.



UNDERWORLD ADVENTURES

SOME TIPS FOR GMs RUNNING 'DUNGEONS'

Grid maps: Dungeon focused adventures often use a type of map divided into a grid, on which adjacent squares are *Close* to one another.

Setting the scene: Be as concise and evocative as possible - Too much information makes things confusing, not enough can leave *Players* at a loss as to what to do.

Searching for secrets: Looking for clues to traps and secrets is an *Action* which takes one *Minute* and covers a *Nearby* area, resolved by *Testing WIS*.

Hidden things: If the *Characters* enter an area where something is hidden, such as a trap or door - secretly roll 1d6. If the result is a 1 give them a clue that there is something hidden *Nearby*.

Stuck doors: Every time the *Characters* take an *Action* to open a *new* door, secretly roll 1d6. If the result is 1 the door is *Stuck* or locked (p.73).

Random encounters: Make a hidden *Encounter Roll* every 15 minutes or if the *Characters* linger in an area/make a lot of noise - see the table on p.32. Use a timer or smartphone alarm to help track this.

TOOLS FOR PLANNING OR IMPROVISING

A few tools that can be used to help the *GM* create dungeon-based adventures.

Dungeon generator

Randomly determine the grand scheme or idea behind the dungeon (p.64).

Inhabitants generator

Create factions and groups of *Creatures* to inhabit the dungeon (p.65).

Entrance generator

Produce an engaging and interesting entrance to the dungeon (p.66).

Room & area generator

Stock a dungeon room or area randomly with unusual features, monsters, treasure, and traps (p.67).

Empty areas & rooms

Make mundane elements of the dungeon a little more interesting (p.68).

Dungeon ambience

Random sights, sounds and smells from the dungeon and its denizen (p.69).

Trick & hazard tables

Generates random tricks suitable for dungeon environments (p.70-71).

Trap tables

Generates random traps suitable for a dungeon environment (p.72).

Secret door generator

Rules for discovering new doors and generating secret doors (p.73).

Blank & random maps

Pre-keyed dungeons grid maps, procedural dungeon maps (p.74-78).

DUNGEON GENERATOR

Roll one of each - d4, d6, d8, d10, d12.

D4 ENTRANCE

- 1 Is hidden by nature or design
- 2 Has a local or exotic guardian
- 3 Accessibility is sporadic
- 4 Is a puzzle to find or open

D6 CONSTRUCTION

- 1 Precisely chiselled obsidian
- 2 Twisting fungal growths
- 3 Body of a huge automaton
- 4 Psychic dream of fey queen
- 5 Stone heart of a dead god
- 6 Timelocked otherworld

D8 BUILT BY

- 1 Army of slaves and king
- 2 Long dead mad wizard
- 3 Subterranean molemen
- 4 A coalescence of negativity
- 5 A void-faring race of ooze
- 6 Living, super-intelligent spell
- 7 World's most powerful guild
- 8 It built itself

D10 ORIGINAL USE

- 1 Valuable quarry or mine
- 2 Refinery for gems or metals
- 3 Arcane engine or factory
- 4 Prison or massive trap
- 5 Monster breeding grounds
- 6 Vault for a doomsday device
- 7 Link to another universe
- 8 Battery or store of resources
- 9 Place of learning or religion
- 10 Home to an outer being

D12 FEATURE

- 1 Time bubbles
- 2 Gravity is intermittent
- 3 Size isn't always logical
- 4 Atmosphere deals *Ongoing Damage*
- 5 It is infinite and unending
- 6 Classic dungeon under castle
- 7 Doors must be drawn to exist
- 8 It's raining inside
- 9 Made of reflective crystals
- 10 Carnivorous jungle flora
- 11 Partially underwater
- 12 Telepathic atmosphere

When you use an entry on any of the tables, cross it out and replace it with your own entry.

INHABITANTS GENERATOR

Roll one of each - d4, d6, d8, d10, d12.

D4

MINIONS

- 1 Humanoid guild
- 2 Undead horde
- 3 Demonic cult
- 4 Draconic sect

D6

EQUIPMENT

- 1 No tools and DIY weapons
- 2 Failing and dilapidated gear
- 3 Well-maintained and mundane
- 4 One powerful magic item
- 5 Several minor magic items
- 6 Far future technology

D8

RESOURCES

- 1 Lots of disposable troops
- 2 Good knowledge of the area
- 3 Well-trained war veterans
- 4 Wide range of arcane spells
- 5 Advanced defences and tactics
- 6 Unusual physical resistance
- 7 Divine precognition
- 8 One-off cataclysmic power

D10

EVIL GOALS

- 1 Astral pirating for reputation
- 2 Raid and pillage for slaves
- 3 Forging and thieving for gold
- 4 Clone politicians and royalty
- 5 Create a 'perfect' race
- 6 Violently conquer a regime
- 7 Infiltrate and replace society
- 8 Open a huge rift to the void
- 9 Set off a doomsday device
- 10 Awaken a cruel elder god

D12

LEADER

- 1 Avatar of KORPUS KOSER
- 2 Psychic ghost chieftain
- 3 Fanatical, blind cleric
- 4 Daemon prince in a mirror
- 5 Ancient, possessed ring
- 6 Brutal, cannibal warlord
- 7 Sentient thinking machine
- 8 Unhinged void witch
- 9 Council of giant lords
- 10 Undead child prince
- 11 Mutated champion warrior
- 12 Whisper from the void

When you use an entry on the d10 or d12 table, cross it out and replace it with your own entry.

ENTRANCE GENERATOR

Roll one of each - d4, d6, d8, d10, d12.

D4 SECURITY

- 1 Magical lock or barrier
- 2 Common, mundane lock
- 3 Closed and unlocked
- 4 Closed and *Stuck*

D6 COMPLICATION

- 1 Random encounter (p.32)
- 2 Hidden by a magic trick (p.70)
- 3 Potentially fatal trap (p.72)
- 4 Opens and closes in a pattern
- 5 Magical side effect (p.43)
- 6 No complications

D8 ON ENTERING

- 1 Inhabitants are alerted
- 2 A deeper trap is made 'live'
- 3 A disease is released
- 4 Teleported somewhere
- 5 **Attribute Test** or take damage
- 6 An item is taken away
- 7 Appearance has changed
- 8 Nothing

D10 CONSTRUCTION

- 1 Giant, ruined castle door
- 2 Massive, ornate drawbridge
- 3 Titan skull's mouth
- 4 Shimmering mirror portal
- 5 Gently humming black hole
- 6 Long, deep stone well
- 7 Huge, perfect chrome sphere
- 8 Rickety, steampunk elevator
- 9 In a standing stone's shadow
- 10 Waterfall that flows upwards

D12 TONE SETTING

- 1 Foggy and chilled atmosphere
- 2 Faint, eerie glow creeps out
- 3 Wails heard from within
- 4 1000s of scuttling bugs
- 5 Skulls on really tall pikes
- 6 No sound escapes
- 7 Time seems to slow within
- 8 Several aghast heads on pikes
- 9 Objects weightlessly float
- 10 Precognitive sign of doom
- 11 Decaying nature **Nearby**
- 12 **Distant**, tribal drumming

When you use an entry on the d8, d10 or d12 table, cross it out and replace it with your own entry.

ROOM/AREA GENERATOR

Roll one of each - d4, d6, d8, d10, d12.

D4

TREASURE

- 1 None
- 2 Yes, if there's a trick or trap
- 3 Yes, if there's a monster
- 4 Yes! (drop table p.116)

D6

CONTENTS

- 1 Empty area or room (p.68)
- 2 Dungeon ambience (p.69)
- 3 Trick (p.70-71)
- 4 Trap (p.72)
- 5 Secret door (p.73)
- 6 Roll on a *Creature* table (p.33)

D8

LIGHTING

- 1 Completely pitch black
- 2 Weak, guttering candles
- 3 Dim *Light* from room exterior
- 4 Wall-mounted torches (unlit)
- 5 Wall-mounted torches (lit)
- 6 Tall, brass brazier in corner
- 7 Hanging oil lamps
- 8 Large fire pit in the centre

D10

ROOM TYPE

- 1 Level transition
- 2 Corridor or transition area
- 3 A large hall to socialise
- 4 A small, domestic space
- 5 Room to detain prisoners
- 6 Place to prepare sustenance
- 7 Animal pens or food farm
- 8 Store for perishable goods
- 9 Place of power or magic
- 10 Place of divine purpose

D12

EMPTY FEATURE

- 1 Grubby, oddly-sized furniture
- 2 Huge columns and manacles
- 3 Boarded up windows/doors
- 4 Large, badly stained rugs
- 5 Innumerable, smelly candles
- 6 Deep cracks and fissures
- 7 Fast running water feature
- 8 Walls decorated with bugs
- 9 Localised aurora borealis
- 10 Room shrouded in deep mist
- 11 Piles of sacrificed heads
- 12 Fighting pit in centre

When you use an entry on the d12 table, cross it out and replace it with one of your own.

EMPTY AREAS & ROOMS

When you use an entry on a table, cross it out and replace it with one of your own.

D12 ROOM DETAILS

- 1 Large twisting columns
- 2 Tiered steps leading to exit
- 3 Smashed masonry and tiles
- 4 Scaffolding covers the walls
- 5 Broken mirrors everywhere
- 6 Gigantic empty fireplace
- 7 Deep murky pool
- 8 Braziers with purple flames
- 9 Perfect stone 'bowl' in centre
- 10 Seemingly infinite ceiling
- 11 Ornately carved gargoyles
- 12 Large pool of tacky resin

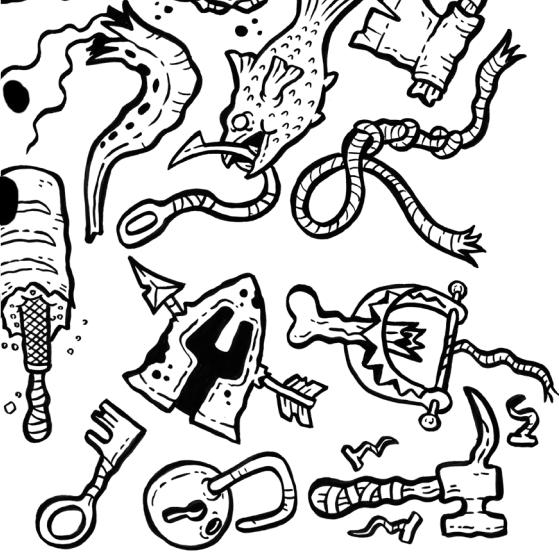


D12 WALL DETAILS

- 1 Big, arcane symbol in blood
- 2 Nest of big angry insects
- 3 Trail of liquid leads to wall
- 4 Innumerable mouse holes
- 5 Masterwork x-rated fresco
- 6 Corners thick with mould
- 7 Broken and sprung spear trap
- 8 Walls have glowing stones
- 9 Floor-to-ceiling alien symbols
- 10 Magically animated war scene
- 11 Magical daylight 'windows'
- 12 Big bowls of incense

D12 ODD CORRIDORS

- 1 See through to a lower level
- 2 Obviously being monitored
- 3 Distance magically warped
- 4 Low sentient whispers
- 5 Are haunted by their maker
- 6 Warp time a little bit
- 7 Distort light going through
- 8 Impenetrable darkness
- 9 Are buried in rubble
- 10 Look much further away
- 11 Have depressing rainclouds
- 12 Wobble and twist about



DUNGEON AMBIENCE

When you use an entry on a table, cross it out and replace it with one of your own.

D12

SIGHTS

- 1 Crate with huge claw marks
- 2 Big, furry mound
- 3 Thick, unnatural cobwebs
- 4 Arrows and sundered shield
- 5 Deep pools of green blood
- 6 Split helmet and ghost head
- 7 Black stones in a ring
- 8 Ruined and torn backpack
- 9 Oddly bent door spike
- 10 Dripping damp scenery
- 11 Shards of rude ceramic urns
- 12 Large, rusty chain

D12

NOISES

- 1 Deep creaking and crunching
- 2 Echoed shouting
- 3 Ringing of giant bells
- 4 A lone **Nearby** sneeze
- 5 Raucous muffled music
- 6 Splashing of water
- 7 High-pitched whistling
- 8 Long irritating sobbing
- 9 Mechanical thumping
- 10 Faint childlike giggling
- 11 Raucous guttural laughter
- 12 Marching footsteps

D12

ODOURS

- 1 Overpowering ammonia
- 2 Suffocating smoke
- 3 Earthy and dank
- 4 Metallic taste in the throat
- 5 Bleach-like chemical
- 6 Honey-like sweetness
- 7 Rotten vegetation
- 8 Sulphurous and eggy
- 9 Salty and damp
- 10 Putrid trash
- 11 Fresh air
- 12 Like petrol

D12**ARCHITECTURAL TRICKS**

1	Visible crank and pulley operated	Alcove slides to the side
2	By speaking a magical command word	Illusory balcony revealed
3	Giant circuit needs completing	Ceiling drops to block path
4	Give an offering of blood	Deep chasm in the floor closes
5	Turn 1d6 lost keys in order	Idol mouth reveals doorway
6	Tilt a light fitting 100 degrees	Chute delivers part of key
7	Pull a specific book from bookshelf	Portal opens to Nearby room
8	Pull on a delicate tripwire	Reveals compartment in floor
9	Pry out metal ball blocking exposed gears	Floor jerkily tilts 3d10 degrees
10	Apply equal weight to 1d4 pressure plates	Fire pit reveals staircase
11	Stand in a precise point Nearby	Floor falls exposing Creatures
12	Move Close to a particular Nearby object	Pillar shifts, revealing doorway

D12**WRITTEN TRICKS**

1	Letters only readable from a vantage point	Reader learns of Nearby Creatures
2	Shredded gruesome scroll	Reader has visions of their death
3	Letters on jumbled tiles	CARE - reader gains 2 max HP
4	Letters visible in complete darkness	BLIND - reader is immune to Panic!
5	Letters covered with thick, red paint	CLEAN - reader cured of all diseases
6	Letters on intermingled, etched bones	Poem gives reader Advantage Ud4
7	Letters visible through a prism	LIGHT - reader gains 1d8 HP
8	Letters in the shadow of a corpse	SEEN - reader is invisible Ud4
9	Magical, autonomous writing quill	If commanded reveals a password
10	Letters visible when scorched	Reader learns of a secret door
11	Giant letters written backwards	CLICK - unlocks the next lock found
12	Letters covered up by gravesoil	HEARD - reader is utterly silent Ud6

D12**NATURAL HAZARDS**

1	Bridge on toxic river crossed	Crumbles away after <i>Ud4 Moments</i>
2	Ravine edge walked on	Test DEX or fall for HD damage
3	Mould patch disturbed	Test CON or choke for HD damage
4	Erupting geyser approached	Character takes <i>Ongoing Damage</i>
5	Thick, sticky amber is touched	Stuck until a STR Test is made
6	Invisible natural gas inhaled	Weakened until a CON Test is made
7	Hastily filled in ditch crossed	Creature trips and loses their next Move
8	Quicksand gravel entered	Creature must make a CON Test or be <i>OofA</i>
9	Steep, natural staircase used	A randomly selected item is dropped
10	Envolved by thick smoke	All Creatures' CON reduced by 2
11	Black, spotty fungi disturbed	Creature immediately <i>Panics!</i>
12	Noxious poison cloud inhaled	Creature is taken <i>Out of Action</i>

D12**MAGICAL HAZARDS**

1	Horrific tome is read aloud	Ages the reader 2d10 years
2	Giant cyclopean skull is moved	Shrinks a Creature to size of 2d6 year old
3	Light source is extinguished	Grants a Character a limited wish
4	Alchemical reagents are mixed	Removes the Creature's voice
5	Handle is turned wrong way	Randomly swaps 2 of a Character's Attributes
6	Bust is rotated 180 degrees	Turns the Character into a Monster
7	Basin of water is drank from	Cries loudly like a baby, effect has Ud4
8	Grotesque tapestry is burned	Swaps 2 random Characters' minds
9	Elaborate armour is worn	Character acts as a biological skeleton key
10	Giant mushroom is touched	Changes Creature into solid gold statue
11	Pentagram has blood added	Changes the Character's limb into a tentacle
12	Onyx sphere is examined	Turns a Character's skin pitch black

D12	LOCATION	TRIGGER	ACTION
1	Flagstones in floor	Pressure plates touched	False floor reveals pit
2	Doorway or portal	Magical seal broken	Ceiling slowly lowers
3	Along passage walls	Thin, silver wire tripped	Darts shoot from holes
4	Beneath floor tiles	Change in temperature	Surface is magnetised
5	Retractable inside wall	Password not spoken	Sawblade strikes area
6	Grilles in the ceiling	All doors are closed	Sucks air from room
7	Angry gargoyle faces	Weight change noticed	Thick gas pours out
8	Rotten wooden door	Touched by bare skin	Brain slug Attacks face
9	Large chemistry set	Arrangement disturbed	Acid cloud seeps in
10	Statue of wizard	Clever greeting ignored	WIS reduced by 1d4
11	Mosaic in floor	Treasure is taken	Massive cave-in
12	Large circle on wall	Touched by anything	Annihilates target

TRAPS

The *Black Hack* treats each trap like a mystery that must be figured out. Every trap has three clues, each giving away its:

- **Location (L)** - Where the trap is.
- **Trigger (T)** - What will set the trap off.
- **Action (A)** - What the trap does.

The **GM** should secretly roll 1d6 the first time a **Character** ventures **Nearby** to a trap. If a 1 is rolled, give them a clue. A successful **Attribute Test** to resolve a targeted search will also reveal a clue.

Characters should make **Attribute Tests** to avoid taking damage - based on the trap's assigned **HD** (often the dungeon level) refer to the damage table on p.31.

D12	CLUES
1	Broken revealing workings
2	Badly-made and obvious
3	Weathered and discoloured
4	Covered in warning graffiti
5	Visible repairs to its structure
6	Hasn't reset properly
7	Is made from odd materials
8	Cautious footprints around it
9	Excessive wear and tear
10	Produces an unusual echo
11	Hastily constructed
12	Crackles with arcane energy

D12	LOCATION	TRIGGER	ACTION
1	Hidden behind curtain	Simply Move through	Phase between rooms
2	Ornate mosaic	Tiles rearranged	Floor rapidly lowers
3	Summoning circle	Arcane runes altered	Teleports a Creature
4	Back of a wardrobe	Put on a special coat	Passage to the surface
5	Large mounted mirror	Visible in reflection	Door appears in reflection
6	Fake wall section	Sconce's angle tilted	Wall opens like a door
7	False bookcase	Mundane item moved	Wall rotates around 90°
8	Via animated statue	Elven word for passage	Decoration reveals door
9	Behind an illusion	Believe it exists	Fades to reveal door
10	Inside a painting	Fix untidy arrangement	Distant place is connected
11	Ornate fireplace	Fire extinguished	Iron spiral steps appear
12	Behind a huge rock	Knock 1d6 times	Floor disintegrates

SECRET DOORS

The way *The Black Hack* treats secret doors is much the same as traps (p.72). They are mysteries that must be figured out by searching for clues. Every secret door has three clues, each giving away its:

- **Location (L)** - Where the door is.
- **Trigger (T)** - What circumstances need to be met for the door to open.
- **Action (A)** - How the door operates.

The **GM** should secretly roll 1d6 the first time a **Character** passes **Nearby** to a secret door. If a 1 is rolled, give them a clue. A successful **Attribute Test** to resolve a targeted search will also reveal a clue.

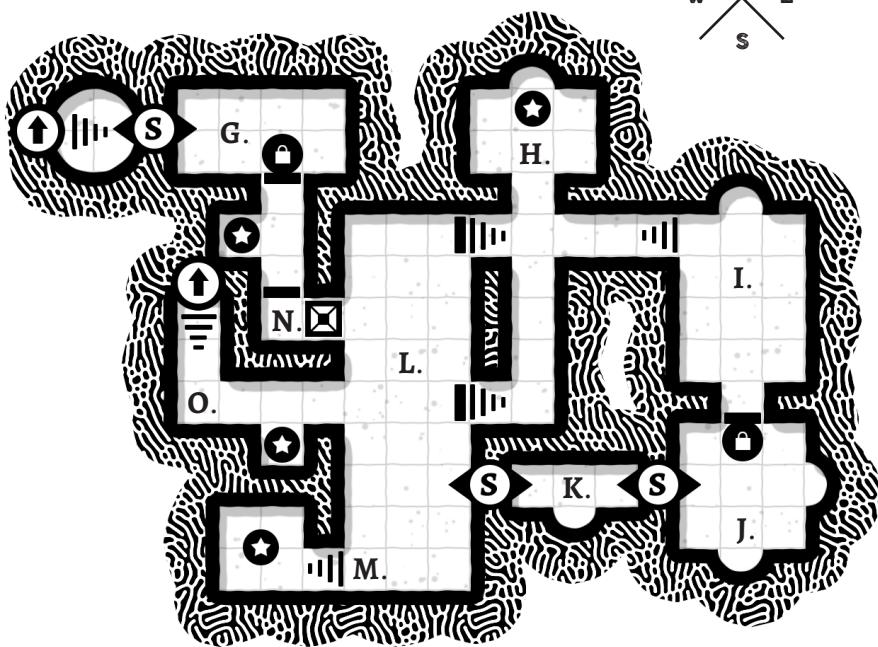
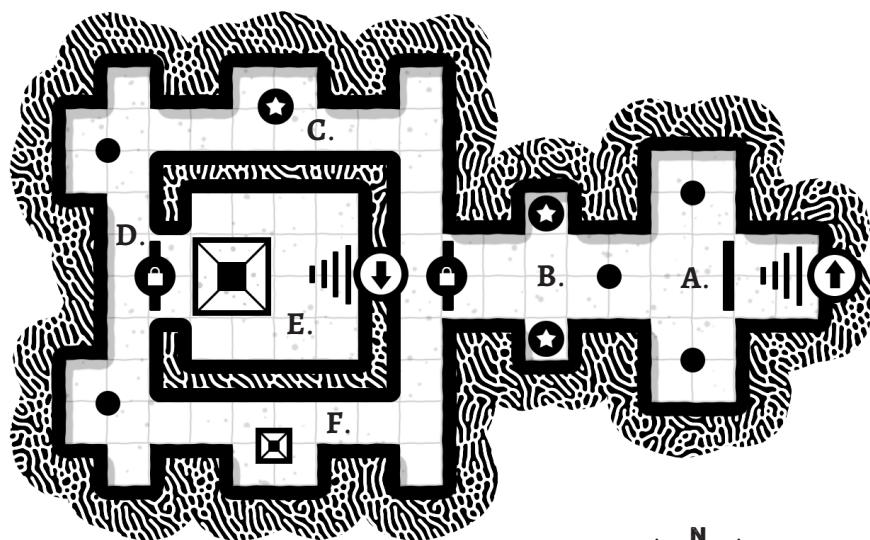
MUNDANE DOORS

The **GM** should roll a d6 for every mundane dungeon door the **Characters** encounter, a 6 indicates it's **Stuck** and won't open easily. Consult the table below to determine how it is **Stuck**:

D6 STUCK DOORS

1	Magically locked and sealed
2	Secured with a unique lock
3	Covered in rubble from a cave in
4	Boarded and nailed shut
5	Swollen from damp
6	Hinges are melted and fused

BLANK TOMBS & LAIRS



*Each square is considered to be **Close** to adjacent squares - roughly 5ft.*

Room	Notes for Map:
A	
B	
C	
D	
E	
F	
G	
H	
I	
J	
K	
L	
M	
N	
O	

MONSTER

- 2 *Monster equal to the characters' HD*
- 3
- 4 *Monster equal to the characters' HD*
- 5
- 6 *Monster equal to the characters' HD + 2*
- 7
- 8+ *Monster equal to the characters' HD + 4*

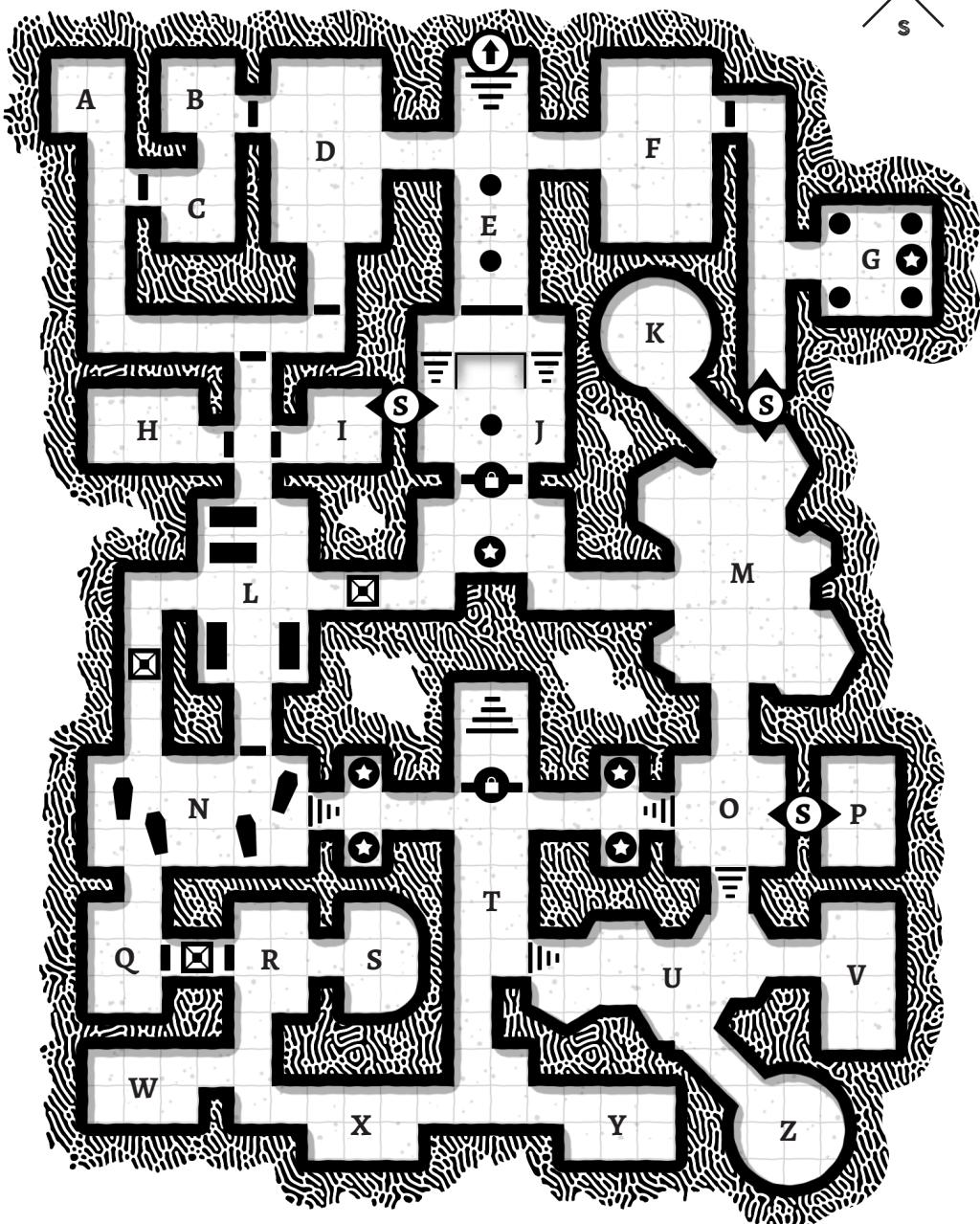
D6 SIGNS OF LIFE

- 1
- 2
- 3
- 4
- 5
- 6

If a **Random Encounter Roll** is a 1 follow the instructions on p.32 to select an encounter from the **Creature** tables on p.33.

BLANK DUNGEON

Each square is considered to be **Close** to adjacent squares - roughly 5ft.



Room Notes for Map:

A

B

C

D

E

F

G

H

I

J

K

L

M

N

O

P

Q

R

S

T

U

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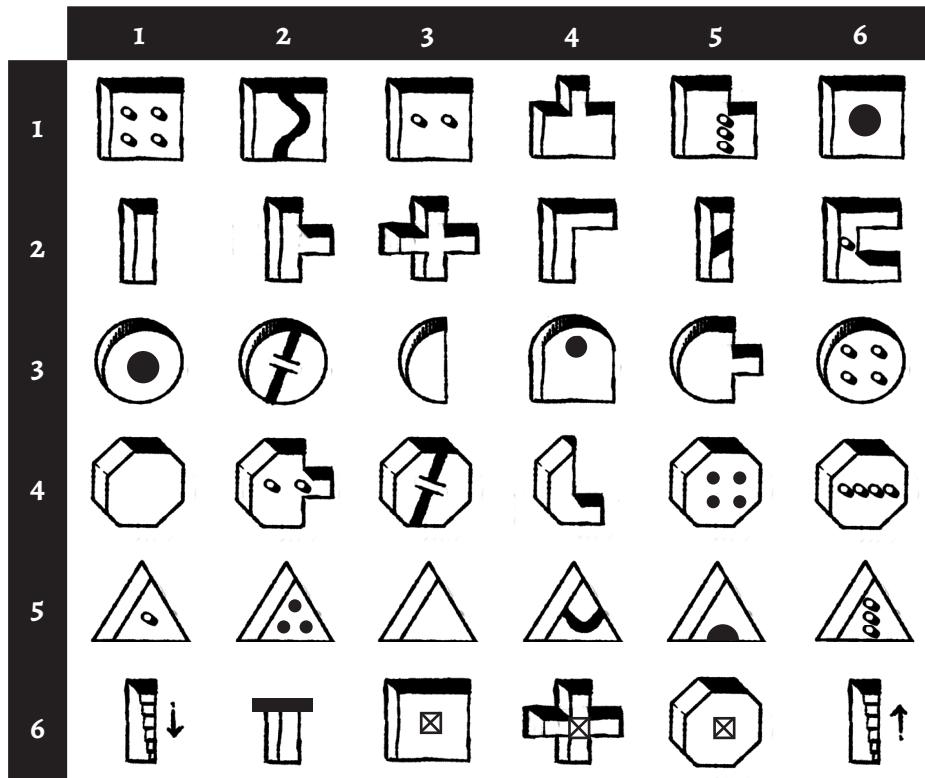
X

Y

Z

RANDOM MAP MAKER

Roll two d6 to determine the room shape. The symbols and features should be interpreted to suit.



D6 CONSTRUCTION

- 1 Natural rock cavern
- 2 Masoned granite blocks
- 3 Organically burrowed tunnel
- 4 Impossible material (crystal)
- 5 Underground body of water
- 6 Vibrant fungal forest

D6 DOORS

- 1 One mundane door
- 2 Two mundane doors
- 3 Up to four mundane doors
- 4 No further exits
- 5 One magical or unusual exit
- 6 Two magical or unusual exits

The **GM** should roll 1d6 for every mundane dungeon door the **Characters** encounter. A roll of a 6 indicates it's **Stuck** and won't open easily (p.73).

MONSTERS & OPPONENTS

A GUIDE TO CREATURE ENCOUNTERS

One of the many challenges a **GM** faces is retaining some measure of control over the mechanical difficulty the **Characters** face. What follows are methods of creating **Creature** encounters and the logic behind using them.

Don't worry about balance

Accept that some **Creatures** encountered will be too powerful for the **Characters** to overcome. Their **Players** should know when to fight, and when to run.

Always provide an out

If **Characters** bite off more than they can chew, always provide a means - even a slim one - of escape.

Creature behaviour

At the beginning of an encounter, summarise in your head a quick sentence describing the **Creatures'** intentions and what they want to gain from the interaction. Make roleplaying choices stemming from that.

Using an HD budget

Total the **Characters'** **HD** and use this as a budget to 'spend' on **Creatures** - their **HD** being the cost for them to appear in the encounter. The **GM** should be wary of 'buying' **Creatures** more than **2HD** above the **Characters'** average **Level**, as they have the potential to **Turn** lethal very quickly.

THE CREATURE STATS & POWERS BLOCK

All the mechanical information the **GM** needs to run the **Monster** in a combat encounter is here. The fluff and tables on the **Monster's** page will give ideas of how to present them and their possible **Actions** outside of combat.

- **STAT** is the **Attribute** the **Character** must **Test** in order to **Defend** against the effects of the **Attack**.
- **Targets** indicates who the **Attack** can affect e.g. (1 **Close**).
- **DMG** is the amount of **HP Damage** the **Character** loses if they fail to **Defend** against the **Attack**.
- **Special powers!** Any special mechanics or notes are given here.

Creature's Name - HD X

Name of attack - STAT (Targets) DMG

- *Special power! Explanation of how it is triggered and how it works.*

ATTACKS & ACTIONS

If a **Creature** has multiple **Attacks** in their stat block, they may use only **one** as an **Action**.

CREATING MONSTERS

The **GM** is encouraged to create their own **Monsters** and stories. This can be as deep as planning pages of detailed notes on their fiction, powers and much more - or as light as choosing an interesting name and giving it an **HD** value, then using the tables for damage on p.80.

The 'Every' **Monster** on the following page provides a framework to underpin many **Monster** concepts mechanically.

'EVERY' MONSTER

These **Monsters** are pulled from a timeless place of pure imagination - willed into existence by great and unknowable minds - they come in any shape or size, type or ability. Some can be individual and unique, others being one of many in an uncounted horde of identical **Monsters**.

Every Monster - HD X

Melee - STR (1 Close) Y dmg

Ranged - DEX (1 Nearby) Y dmg

- Morale! Test **Morale** when at $\frac{1}{2}$ max HP see (p.31).

SPECIAL ABILITIES

The **GM** can give each **Monster** powers and abilities to help distinguish them in the story and the action.

- Choose or create two powers/abilities for strong **Monsters** with names; and just one for weaker **Monsters** and minions.



HD X	DAMAGE Y
1	2 (1d4)
2	3 (1d6)
3	4 (2d4)
4	5 (1d10)
5	6 (1d12)
6	7 (1d6 + 1d8)
7	8 (2d8)
8	9 (3d6)
9	10 (2d10)
10+	11 (1d10 + 1d12)

Spiteful

Deal **Ongoing Damage** to a target that makes an even **Defence Roll**.

Graceful

Roll 1d6 at the start of each **Turn**, on a 1 or 2 the **Monster** gains an extra **Action**.

Stubborn

If hit by an **Attack** with an odd die roll, the **Monster** takes half damage.

Striker

Targets must make two **Defence Rolls** that each only deal half of the **Monster's** normal damage.

Slippery

Once per battle, when a **Character** hits the **Monster**, they are forced to re-roll the **Attack**.

Bloodthirsty

The **Monster** deals double damage against targets below $\frac{1}{2}$ max **HP**.

Supportive

Twice per battle, the **Monster** can heal a **Nearby** ally equal to its **Level**.

Inspiring

Once per battle, a **Nearby Character** has **Disadvantage** on a **Defence Roll**.

Armoured

The **Monster** has an **AV** equal to $\frac{1}{2}$ its total **HD** (rounded down).

Swarming

All **Nearby** swarming **Monsters** share their **HP** equally as one communal 'pool'.

Frenzied

Every time the **Monster** misses, it gains an additional **Attack** in all subsequent **Turns**. All additional **Attacks** cease if it deals damage.

Pack tactics

When **Attacking** roll a $1d4$, if the result is under the number of **Nearby** allies, deal that value as damage to the target.

Hidden

Gives **Disadvantage** to **Attacks** against it made by **Faraway Characters**.

Sprightly

Twice per battle, the **Monster** may make two **Movements** per **Moment**.

THINGS YOU MIGHT FIND ON AN 'EVERY' MONSTER

Lowly Monster: Its **HD** in coins, soiled footwear, slightly damp trade good, cumbersome trade tool, simple weapon & ammunition, heraldic device and uniform, love token, cultural heritage item, trophy of conflict.

Important Monster: Its **HD** x5 in coins, quality gloves and boots, symbol of office, well-made and elaborate weapon and ammunition, heraldry and medals, orders and records, item of power and magic.

D6	ACTION ..
1	Looking for/harvesting its food
2	Hunting $1d4$ quarry
3	Patrolling its territory
4	Recovering and resting
5	Crafting valuable goods
6	Eating

D6	.. MOTIVATION
1	Displaced and lost
2	Under Attack and threat
3	Religious dogma and belief
4	Routine and duty
5	The control of another
6	For fun and sport

BANISHED ELVES

A race of boneless, subterranean spider worshipping elves - long exiled to the deep - their wickedness and malice govern everything they do. Banished elves are locked in an eternal, genocidal war with every other race living in the Underearth, who they see as gifts of property given to them by the eight-eyed god X'XIT.

Banished Elf Knight - HD 3

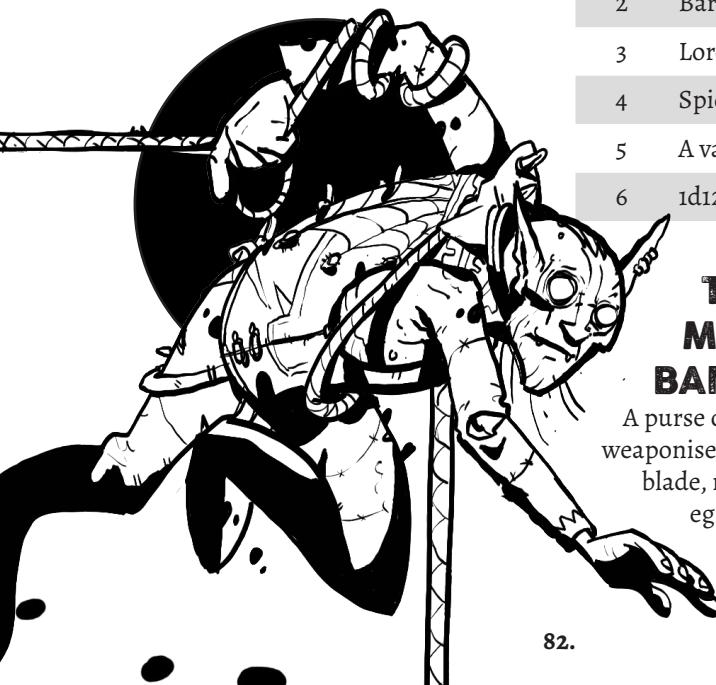
Skittering strike - STR (1 Close) 6 dmg

- *Swift! If the elf is hit by a melee Attack it may Move immediately.*

Banished Elf Witch - HD 6

Venom blade - STR (1 Close) 9 dmg

- *Dead veins! If a Creature rolls 16+ to Defend they take their Level in damage.*



Banished Elf Mother - HD 9

Fang dagger - STR (1 Close) 14 dmg

Pain web - CON (1d4 Nearby) 0 dmg

- *Pain slave! When a Creature first Moves after being hit by the pain web they take Ongoing Damage.*

D6

THEY ARE ...

- 1 Roasting and eating a tarantula
- 2 Skulking about without a *Light*
- 3 Climbing on vertical surfaces
- 4 Overseeing the digging of a grave
- 5 Enacting a sacrificial ritual
- 6 Paralysed by strong venom

D6

... WITH ...

- 1 Obsidian spider statue
- 2 Barbed metal net
- 3 Lore inscribed spider husk
- 4 Spider silk hammock
- 5 A valuable albino slave
- 6 1d12 ragged human slaves

THINGS YOU MIGHT FIND ON A BANISHED ELF

A purse containing 1d6 coins per **HD**, weaponised spider venom, obsidian blade, mithril scales, cluster of spider eggs, black diamond ring, spider silk rope, ring of 1d6 slave collars and keys.

BLACK MAGIC WIZARDS

Channelling void and magic through a mortal mind is a recipe for disaster. The extraneous otherworldly forces swiftly tear a conscience to shreds and leaves the heart hard and decayed.

THINGS YOU MIGHT FIND ON A WIZARD

A purse containing 1d10 coins per **HD**, pet void snail, slug pellets, mouldy tome of lore, pocketful of soil, 13 black nails, a mummified heart, indecipherable scrolls, shrunken head, cursed glass eye.

D6 THEY ARE ...

- 1 Inhaling a great void cloud
- 2 Hovering around on a disc
- 3 Sheltering under an umbrella
- 4 Arguing with their shadow
- 5 Delegating to their 1d6 clones
- 6 Polymorphed into a cat

D6 ... WITH ...

- 1 Bubbles of slo-motion
- 2 Flail snail mount
- 3 Storm giant's spell book
- 4 Reflective gold shield
- 5 Black sunflower in a pot
- 6 Stacks of floating books

Black Magic Wizard - HD 1-10

Feeble weapon - STR (1 Close) HD dmg

▪ *Spellcaster!* As an **Action** cast one of the following spells - each spell has a **Usage Die** to track its limited power:

- **Level 1 - Magic Missile (Ud8)** - 4 dmg to a **Nearby** target.
- **Level 2 - Sleep (Ud8)** - Roll 1d8 for each **HD** the **Wizard** has, **Nearby Creatures** with fewer **HP** than the sum are *Paralysed*.
- **Level 3 - Dispel Magic (Ud6)** - Removes a **Nearby** arcane spell.
- **Level 4 - Fireball (Ud6)** - 1d6 **Nearby Creatures** take 1d6 damage per **HD** the **Wizard** has.
- **Level 5 - Polymorph (Ud6)** - Transforms a humanoid giving them the appearance of another.
- **Level 6 - Animate Dead (Ud4)** - Creates 2d4 skeletons or zombies with **HD** equal to half of the **Wizard's Level**.
- **Level 7 - Elemental (Ud4)** - Create a subservient elemental of any type with 1d6 **HD**.
- **Level 8 - Anti-Magic Shell - (Ud4)** Cancels all arcane magic in a **Nearby** area for ten minutes of play.
- **Level 9 - Disintegration Ray (Ud4)** - A **Nearby**, non-organic object is turned into a fine powder.
- **Level 10 - Death Ray (Ud4)** - A **Nearby** target with 50**HP** or fewer dies and cannot be resurrected.

DAEMONS

Forged from malice and wicked glee, daemons are summoned from the ever-changing void, torn from their nefarious purposes to languish in temporary and horrific fleshy prisons.

Lesser Horror - HD 1

Warping blade - DEX (1 Close) 2 dmg

- *Minion! This Creature only has 1HP*

Sludge Daemon - HD 3

Rancid bite - STR (1 Close) 4 dmg

- *Fester! Deals Ongoing Damage that requires a CON Test to end.*

Prismatic Horror - HD 4

Chromatic blade - STR (1 Close) 8 dmg

- *Split! If reduced to 0HP, replace with two lesser horrors.*

Frenzy Daemon - HD 4

Pair of claws - STR (2 Close) 3 dmg

- *Rage! If it misses, its next Attack has Advantage against the same target.*

Toad Daemon - HD 5

Slam - STR (1 Close) 8 dmg

- *Pinned! Creatures hit are Stuck until they make a STR Test as an Action.*

VOID-SPAWN CHANGELINGS

The nature of their reality-bending births often mean daemons come with unusual mutations - roll on the table below.

D8 VOIDSPAWN

1	Batwings - can clumsily fly
2	Bulky mass - +1HP per HD
3	Stag horns - extra Attack
4	Face of a crying baby!
5	Rumbling flesh - they explode when at $\frac{1}{2}$ max HP
6	Oozing - <i>Move Close</i> and be <i>Paralysed, DEX Test</i> to avoid
7	Shiny like metal - ooh! rare!
8	Roll twice - or make one up





THINGS YOU MIGHT FIND ON A DAEMON

A purse containing 1d6 coins per HD, pouch of writhing larvae, 13 black candles, tome of maddening text, large ruby that screams, small oil painting with no subject, 1d8 rune carved femurs, white hot chains, demonic brand.

TRUE NAMES

Daemons have names, just as we do. To speak its name aloud is to have an **Advantage** over **Tests** to influence it.

Vosh, Mall'ach, Porr, Vixwizzle, Houwe, Saache, Vrack, Tzitch, Zarkak, Shlep, Grell, Hanurr, C'thulor, Xsetti, Korl, Meeck

Vrok - HD 6

Rending talons - STR (2 Close) 7 dmg

- Screech! If an even number is rolled to Defend, make a Void Call Attack.

Void call - DEX (1 Close) 14 dmg

- Weakness! **Creatures** hit are **Stuck** until they make a **WIS Test**.

Serpent Daemon - HD 8

Eight blades - STR (1d8 Close) 7 dmg

- Blade dancer! For every enemy **Close** the serpent daemon deals +1 dmg.

Void call - DEX (1 Far) 0 dmg

- Entranced! **Creatures** hit must **Move** towards the daemon next **Turn**.

Balor - HD 10

Abyssal blade - STR (1 Close) 13 dmg

Fiery whip - DEX (1 Nearly) 9 dmg

- No Escape! **Creatures** hit **Move** so they are **Close** to the Balor.

D6 THEY ARE ...

1	Taunting gleefully
2	Whispering secrets
3	Enacting a dark ceremony
4	Carving deep, cosmic runes
5	Hiding inside themselves
6	Offering to the void

D6 ... WITH ...

1	A soul trapped in a bottle
2	13 mirrored voidstones
3	2d6 wretched prisoners
4	A writhing brass key
5	A dagger that weeps black oil
6	A three-eyed hummingbird

DIRE WILDLIFE

Through the course of some oddball evolution, either natural or altered, certain animals have become monstrous, hideous parodies of their genealogical forebears. Beware the dire wildlife.

Dire Lizard - HD 2

Rend & chew - STR (1 Close) 4 dmg

- Acid! *Armour Dice* cannot be used to ignore damage from the lizard.

Dire Wolf - HD 4

Vicious bite - STR (1 Nearby) 8 dmg.

- Alpha beast! *Nearby* allies deal 2 extra damage to the dire wolf's opponents.

Dire Python - HD 6

Scything teeth - STR (1 Nearby) 6 dmg

- Winding jaws! *Creatures* who fail to Defend Move Close to the python.

Crushing coils - DEX (1 Close) 14 dmg

- Immense form! *Creatures* hit are Stuck until they make a STR Test as an Action - if they fail they're taken Out of Action.

THINGS YOU MIGHT FIND ON A DIRE ANIMAL

1d4 loose coins per **HD**, severed arm, pile of skulls, undigested coins and gems, ragged clothing, carcass of its last kill, embedded jewelled dagger.

D6

THEY ARE ...

1	Consuming something alive
2	Marking their territory
3	Asleep and camouflaged
4	Performing dog-like tricks
5	Super-intelligent discourse
6	Temporarily incapacitated

D6

... WITH ...

1	Massive nest
2	A child in a red cloak
3	Source of knowledge
4	Gnarly remains of its food
5	Poop with coins in
6	Tracks of more dire animals





DRAGONS

The great and ancient species of wyrms are renowned for their intelligence, power, greed, cunning, malevolence and fury. Only the mightiest of heroes can stand before them and be treated as true equals.

Juvenile Red Wyrm - HD 6

Sharp claws - DEX (2 Close) 7 dmg

- Hot breath! Take 4 extra damage if 16-20 is rolled to **Defend**.

Adult Blue Wyrm - HD 8

Shock nova - DEX (1d4 Close) 4 dmg

- Arc! Targets take 1 extra damage for every **Creature Close** to the dragon.

Razor tail - STR (2 Nearby) 10 dmg

Ancient Black Wyrm - HD 12

Onslaught - STR (3 Close) 15 dmg

- Enraged! Targets take damage equal to their **Level** if they roll even to **Defend**.

Blight horns - DEX (1 Nearby) 10 dmg

- Ferocious charge! +15 damage to targets below half their max **HP**.



ALL DRAGONS HAVE

Heartfire - DEX (4 Nearby) HD dmg.

- *Armour Dice* cannot be used to negate damage dealt by this **Attack**



DRAGON TITLES & UNIQUE POWERS

Formidable wyrms will be known in *Faraway* lands, their fearsome deeds foretold by the titles and names bestowed upon them. All dragons should have one unique power.

Agrox the Immolator, Belhuan the Merciful, Dread Xarl, Norrox Coldfire, Wyrmprince, Black Neer, Gorgoros the Wicked, Phwor the Awful, Khlorox the Terrible, Wickedwing, Virex the Petulant, Zephyx, Loci the Bleak, Aggrarios, Xotton Dwarfbane

HOARDS & TREASURE

Roll 2d6 and multiply the result by the dragon's **HD**. It will have collected this many hundred coins in a number of piles equal to its **HD** around its lair. Generate one item for each **HD** the dragon has, using the drop table on p.116 and distribute them amongst these piles and a few suitable containers as well.

D6 UNIQUE POWER

1 **Quick** - *Players* add 1d4 when they make **DEX Tests** for **Initiative**

2 **Aura of pain** - Any *Creature* starting its **Turn Close** to the dragon takes damage equal to their **Level**

3 **Engine of death** - If reduced to $\frac{1}{2}$ **max HP**, **Defending** against the dragon has **Disadvantage**

4 **Humanoid form** - The dragon can shapeshift at will

5 **Strong** - *Players* add 1d4 when they make **STR Test** when **Defending** against the dragon

6 **Staggered** - When the dragon is reduced to $\frac{1}{2}$ **max HP** it uses its breath **Attack** immediately, regardless of whose **Turn** it is

AURA OF TRUE FEAR

Any *Character* that starts their **Turn** **Nearby** a dragon, must pass a **WIS or CON Test** (*Player* decides) - or suffer **Disadvantage** on *any Test* they take this **Turn**.

D6 THEY ARE ...

1 Hibernating, just waking up

2 Gloating about its exploits

3 Decrying its minions' failures

4 Out, returning soon

5 Hidden, stalking prey

6 Talking to a hostage artist

D6 ... WITH ...

1 A ruined treasure horde

2 Newly broken giant mirror

3 Captive noble heir/ess

4 2d4 scorched corpses

5 Structurally damaged lair

6 1d8 expensive portraits

WYRM FEAR

Any *Characters* that flee from a dragon must make a **WIS Test**. If they fail, they develop the disease *Wyrm Fear* p.38.

Wyrm Fear - Ud6

Haunted with terrifying visions of dragons

If you fail the **CON Test** - only heal half the amount of **HP** when rolling any dice to heal this session.



DWARVES

The dwarven race is an ancient, stoic stonefaring species of demihumans. Most begin their curmudgeonly long and bearded lives in the depths of a mountain in service of the dwarven King and only the unhinged or dispossessed defy his law and venture up to the overworld and into the sun.

Dwarven Miner - HD 2

Swift pickaxe - STR (1 Close) 2 dmg

- *Hardy!* Any damage dice that are rolled even against the dwarf are halved.

Dwarven Runepriest - HD 3

Rune hammer - STR (1 Close) 6 dmg

- *Shockwave!* Two *Nearby Creatures* also take 3 damage if the rune hammer hits.



Dwarven Grudgekeeper - HD 5

Warpole - STR (3 Close) 4 dmg

Dwarven Forgelord - HD 6

White-hot stave - STR (3 Close) 8 dmg

- *Growing Grudge!* Add the number of *Moments* since *Initiative* was first rolled to all damage the forgelord deals.

THINGS YOU MIGHT FIND ON A DWARF

A purse containing 1d8 coins per **HD**, ivory beard comb, small golden hammer, stone map, brass key, uncut fist-sized gem, impossibly heavy hammer.

D6 THEY ARE ...

1	Eating rocks out of a basket
2	Excavating with delicacy
3	Cracking stonebread loaves
4	Smashing with hammers
5	Looking to trade
6	Sleeping whilst standing

D6 ... WITH ...

1	Giant neon crystal
2	Dead banished elf witch
3	Talking enchanted wall
4	Steam powered minecart
5	Ancient mining laser
6	Statue of dwarf hammer god

ELEMENTAL

Forces from the elemental plane may be called upon and harnessed via wild magic - that only masterful or mad **Wizards** pursue. A **Spellcaster** can bind elemental fire, earth, water or air into valuable material reagents, creating a mindless and utterly willing elemental servant for them to command.

Lesser Elemental - HD 3

Elemental attack - STR (1 Close) 5 dmg

- *Destructive attack! Armour Dice cannot be Broken to ignore the elemental's damage.*

Elemental - HD 5

Elemental attack - STR (2 Close) 8 dmg

- *Lasting attack! When a Creature takes damage from the elemental, they take Ongoing Damage until a successful CON Test is made.*

Greater Elemental - HD 7

Primal attack - STR (2 Nearby) 10 dmg

- *Damaging presence! Creatures that start their Turn Close to the elemental take extra damage equal to their Level.*

THINGS YOU MIGHT FIND ON AN ELEMENTAL

Reagents worth 1d8 coins per **HD**, amber, pile of ashes/mound of dirt/puddle of water/light breeze, rune-inscribed gem, wizard bones.



D6

THEY ARE ...

1	Chained with crystal bonds
2	Condensed into a gem
3	Hypnotically dancing
4	Rapidly changing colour
5	Posing like a statue
6	Spread thinly across the floor

D6

... WITH ...

1	Ornate stoppered bottle
2	Gently floating stasis bubble
3	Appropriate and intense weather effect
4	Fuel tank and rumbling engine
5	An arcane circle and runes
6	Pool of elemental energy

ELVENKIND

The alien elves live haughtily in their untraceable leafy groves, protected by the forest and in *Turn* acting as caretakers for it - all ruled by a cold and beautiful queen - holding a bizarre timeless court in the heart of the woods.

Elven Hunter - HD 3

Longbow - DEX (1 Faraway) 7 dmg

- *Vantage! If the Elf Moves, then Attacks, the roll to Defend has Disadvantage.*

Elven War Dervish - HD 5

Wild blades - STR (All Close) 5 dmg

Harlequin Assassin - HD 7

Psionic blade - DEX (1 Nearby) 12 dmg

- *Turbulent! Harlequin elves ignore all damage from even damage die rolls.*

Elven Runeshepard - HD 9

Thorned blade - DEX (1 Close) 18 dmg

- *Spellcaster! As an Action cast one of the following spells - each spell has a Usage Die to track its limited power:*

- **Blinding Light (Ud6)** - 1d4 *Nearby Creatures* make all *Tests* to *Defend* with *Disadvantage* until they pass a *CON Test* as an *Action*.
- **Gladewalk (Ud4)** - One *Nearby* elf can *Move* to somewhere *Nearby* immediately.



UNNATURAL ACCURACY

Once per fight any elf can force an opponent to re-roll an *Attribute Test* to *Defend* against their *Attack*.

THINGS YOU MIGHT FIND ON AN ELF

A purse containing 1d6 coins per *HD*, bitter acorns *Ud6*, elven silver broach, forest bread *Ud12*, pennywhistle, 1d6 juggling balls, cards, opal bird figurine.

D6 THEY ARE ...

1	Gutting a freshly hunted kill
2	Waiting in ambush
3	Perched impossibly high
4	Carefully planting seeds
5	Performing a sacrifice
6	In a psychic fever dream

D6 ... WITH ...

1	Soft floating orbs of light
2	Prince of the goblinkind
3	Talking raven
4	Giant runic standing stone
5	Buried giant stone golem
6	A black stag

FLOATING OCCULUS

The dread occuli are a race of wicked, narcissistic and utterly mad beings from the Realm of Change. Every dread occulus has its own totalitarian - and unhinged motivation for seeking universal domination. No two *Creatures* made of change practice evil similarly.

Gazer Occuli - 1 HD per eye

Maw - STR (1 Close) 2 dmg per HD

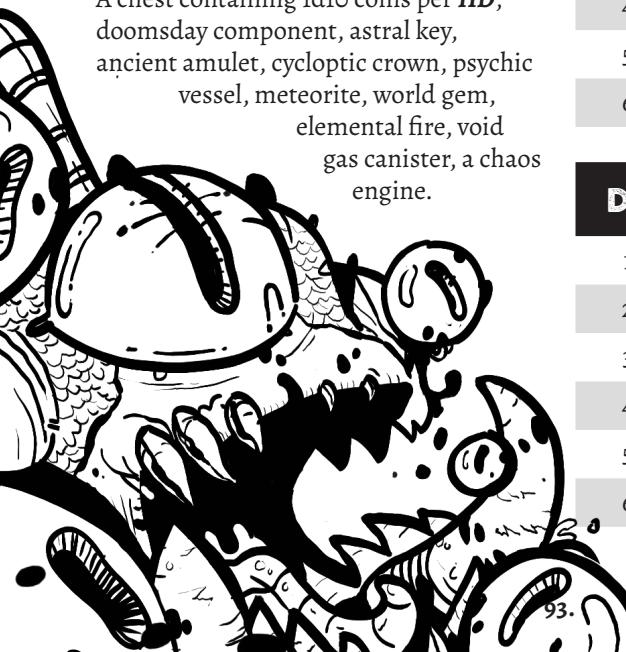
- Chaos! As an *Action* randomly choose an eye ray and use that *Attack*.

SUPREME POWER

An occulus may perform two *Actions* every *Moment/Minute*.

THINGS YOU MIGHT FIND ON AN OCCULI

A chest containing 1d10 coins per *HD*, doomsday component, astral key, ancient amulet, cycloptic crown, psychic vessel, meteorite, world gem, elemental fire, void gas canister, a chaos engine.



D6

EYE RAYS

- 1 Vorpal ray - STR - 3 dmg per eye
- 2 Sleep ray - CON - target is *Paralysed* for 1d4 *Turns*
- 3 Telekinesis - STR - Force a *Nearby* target to *Move*
- 4 Hold beam - DEX - *Nearby* target is *Stuck* for 1d4 *Turns*
- 5 Level drain - CON - The *Creature* loses a *Level*
- 6 Death ray - CON - *Nearby* target is reduced to 0*HP*

D6

THEY ARE ...

- 1 Laughing at its own plans
- 2 Eyeballs off exploring
- 3 Covered in a purple cloud
- 4 Flying in a fast circle
- 5 Casting eye rays randomly
- 6 Gently bobbing about

D6

... WITH ...

- 1 Pools of deep green fog
- 2 A pile of eyeballs
- 3 Repository of knowledge
- 4 Whole room on fire (green)
- 5 A black kitten
- 6 100s of floating mini-eyes



GIANTKIND

Giants believe they were created by elemental primordials, long before the current child gods existed. Their emotions and whims are as gigantic and exaggerated as they are physically, unpredictably boiling with rage or freezing with sorrow - much like the raw elemental substances that make up their huge bulking forms.

Giant Raider - HD 5

Huge sword - STR (1 *Nearby*) 7 dm^g

Giant Elementalist - HD 7

Elemental rod - STR (2 *Nearby*) 6 dm^g

Ringed fist - STR (1 *Nearby*) 15 dm^g

- Elemental lifesource! The giant takes half damage from sources that aren't magical or elemental in nature.

Giant Battlesmith - HD 8

Big hammer - STR (1 *Nearby*) 11 dm^g

Ground stomp - DEX (All *Nearby*) 0 dm^g

- Unsure feet! **Creatures** that fail to **Defend** fall over and must sacrifice their next **Movement** to get up.

A GIANT'S HOME

Giants of all types keep houses and homes in fantastic and unusual places.

- A colossal stone boot ■ a floating castle ■ beneath an ancient bridge ■ inside a titan's skull ■ through a polished mirror ■ a lost mountain fortress ■ behind a waterfall of light ■ beneath the stage of a theatre ■ at the end of the rainbow

Giant Sailor - HD 9

Harpoon - DEX (1 Faraway) 12 dmg

Giant Chieftain - HD 12

Giant blade - STR (1 Nearby) 16 dmg

- Perfect physique! Damage dice rolled against the giant are ignored if they roll a natural 1 or 2.
- Spellcaster! As an **Action** the Spellcaster can cast one of the following spells - each spell has a **Usage Die** to track its limited power:
 - **Elemental Pillar (Ud4)** - 8 dmg to 1d4 **Nearby Creatures**.
 - **Hurl Elements (Ud4)** - 15 dmg to one **Nearby Creature**.

ELEMENTAL BODY

Every giant gains certain benefits from their elemental heritage. Roll or choose an appropriate entry from the table below.

D6

ELEMENT

1	Fire: Deal <i>Ongoing Damage</i> with successful Attacks
2	Frost: <i>Creatures</i> that start their Turn Close to the giant take damage equal to its HD
3	Storm: Roll the giant's Attack damage with Advantage
4	Stone: The giant has AV2
5	Cloud: Ranged Attacks against the giant have Disadvantage
6	Shadow: Odd Attack rolls against the giant deal half damage

THINGS YOU MIGHT FIND ON A GIANT

A purse containing 1d8 huge coins per **HD**, belt made of shields, club crafted from a tree, net of livestock, mammoth tusk tankard, frozen lightning, massive sandals, handful of squeezed helmets.

D6

THEY ARE ...

1	Roasting a dire Creature
2	Hunting for game
3	Intimidating a peasant child
4	Singing a low dirge
5	Engaged in a three-shield duel
6	Drunk and oblivious

D6

... WITH ...

1	Perpetual black rainclouds
2	Elven slaves
3	Engraved runic hammer
4	Giant feasting table
5	Incongruous golden object
6	Their heraldic clan totem



GNOLLS

Ferocious, bipedal hyena-beastmen known as gnolls live to raid and spill blood for KORPUS KOSER - the god of violence and war. Their hideous cackles prelude a rampage of slaughter, torture and degradation - where mercy is a distant, unknown concept.

Gnoll Berserker - HD 2

Stained axe - STR (1 Close) 1 dmg

- Pack animal! Deal 1 extra damage for every **Nearby** gnoll.

Gnoll Pack Torturer - HD 3

Razor claws - STR (1 Close) 5 dmg

- Cruel master! Once per fight the pack torturer may give every **Nearby** gnoll a free **Move** that they must use immediately.



Gnoll Warlord - HD 4

Savage spear - STR (1 Nearby) 5 dmg

- Bloodlust! If the warlord deals damage to a **Creature**, a **Nearby** gnoll ally must make an **Attack** against that **Creature** next.

THINGS YOU MIGHT FIND ON A GNOLL

A purse containing 1d8 coins per **HD**, severed hand and rings, bag of hearts, 1d6 scalps, bloodstained idol, pouch of eyes, horrifying horn, ragged bloodied flag.

D6 THEY ARE ...

1	Cackling and laughing loudly
2	Chasing their tails
3	Cracking open giant bones
4	Burning a pile of shoes
5	Snarling and scrapping
6	Torturing a monk

D6 WITH ...

1	Roasting spit and burned body
2	Cage of emaciated prisoners
3	Numerous buckets of blood
4	Pile of rotting heads
5	Child in a hessian sack
6	Visible 'cloud' of fleas

GOBLINKIND

Goblins grow from the deep sweat and hate of the world - lightless rotten pools beneath the mountains provide a perfect ecosystem, allowing the evil of the world to coalesce. Every goblin born is more wicked and pathetic than the last.

Goblin Snitch - HD 1

Mucky shank - STR (1 Close) 2 dmg

Blackbow - DEX (1 Nearby) 2 dmg

- *Rapid feet! On their first Turn a goblin snitch may Move twice.*

Goblin Witch Doctor - HD 1

Foul hex - CON (2 Nearby) 3 dmg

- *Evil words! Creatures hit by foul hex take 1d4 damage if they Move during their next Turn.*

Bugbear Footpad - HD 2

Garotte - DEX (1 Close) 4 dmg

- *Strangle! Creatures hit by garotte are Paralysed until they make a successful STR Test.*

Hobgoblin Bully - HD 3

Spear - STR (1 Nearby) 2 dmg

- *Tall shield! The hobgoblin may ignore the damage from one Attack per fight.*

SNEAKY BUGGERS

When determining *Initiative* involving goblins, the *Player* whose *Character* has the highest *DEX* rolls their *Attribute Test* with *Disadvantage*.



THINGS YOU MIGHT FIND ON A GOBLIN

A purse containing 1d4 coins per *HD*, padded boots, small shield (+1 *Armor Die*), dead bird or spider totem, poison frog, sharpening stone, squirrel claw.

D6

THEY ARE ...

1	Attempting to conceal
2	Gleefully teasing
3	Bickering over ownership
4	Washing in foul water
5	Cutting up with shears
6	Desperately searching for

D6

... WITH ...

1	A basket of giant toads
2	A peach with a worm in it
3	1d4 horrible blight pigeons
4	Piles of stolen clothes
5	A mouldy deck of tarot cards
6	Redcaps in a fungus garden

HUMANS

Humans are a violent, patriarchal, tribal species of omni-theistic humanoids that can survive in almost any environment, thanks to their stubbornness and tenacity. They also have voracious appetites for material resources, and bloody conflict.

Confused Rabble - HD 1

Club - STR (1 Close) 1 dmg

- *Minion! This **Creature** dies when it takes any amount of damage.*

Fighter - HD 2

Halberd - STR (1 Nearby) 5 dmg

- *Hard! Once per fight the fighter takes half damage from an **Attack**.*

Magic User - HD 6

Oak staff - STR (1 Close) 3 dmg

- *Spellcaster! As an **Action** cast one of the following spells - each spell has a **Usage Die** to track its limited power:*
- **Hex (Ud6)** - 6 dmg to a *Nearby* target.
- **Clouded Vision (Ud4)** - A *Nearby Creature* has *Disadvantage* on their next **Action**.

THINGS YOU MIGHT FIND ON A HUMAN

A purse containing 1d6 coins per **HD**, big bunch of keys on a ring, ham sandwich, half a map, comb, big bottle of gin **Ud6**, hides (1AV), punctured helmet, tome of irrelevant lore, I.O.U.

D6

THEY ARE ...

1	Laying out blanket and picnic
2	Making rubbings of things
3	Setting up a tent
4	Arguing for fun
5	Guarding a chest
6	Catatonic (brain slug)

D6

WITH ...

1	A makeshift barricade
2	A pig in a dress
3	Leaflets of state-sanctioned law
4	A pig roast and a ruined dress
5	Game of imagination and dice
6	A smouldering campfire





LIZARDFOLK

Clans of aggressive and savage humanoid reptiles known as lizardfolk inhabit the black swamps and rotten fens of the old world. They are feared for their vicious tribal warriors who launch swift and brutal raids claiming slaves, food, and treasure - or worse - sacrifices to their poisonous and unfathomable old gods.

Lizardfolk Warrior - HD 1

Crude atlatl - DEX (1 *Nearby*) 2 dmg

- *Cold blooded!* Roll starting HP (1d8) with *Advantage*.

Lizardfolk Champion - HD 4

Obsidian sword - DEX (2 *Close*) 8 dmg

- *Bleeding wounds!* *Characters* who take damage from the champion roll all dice to gain HP with *Disadvantage* this session.

Lizardfolk Warpriest - HD 7

Sacrificial blade - STR (1 *Close*) 12 dmg

- *Heart strike!* If a *Character* rolls 16+ when *Defending* against the warpriest they take double damage.

THINGS YOU MIGHT FIND ON LIZARDFOLK

A purse containing 1d6 coins per *HD*, shrunken head, necklace of ears, tribal totem, blowpipe, savage scaled axe, slave collar, crystal skull, golden claw, coral necklace.

D6 THEY ARE ...

1	Manhandling slaves
2	Erecting a hideous idol
3	Hidden in <i>Nearby</i> terrain
4	Performing a vivid tribal dance
5	Sacrificing and burning hearts
6	Prostrate in worship

D6 ... WITH ...

1	An illusory solar eclipse
2	A rival tribe's warrior
3	Skulls with crude glyphs
4	A sacrificial totem
5	A dragon skull altar
6	Large bamboo cages

LONG-DEAD FUTURE MAN

Cold dead astronauts from an age ahead of time, scattered by the void winds. Their mangled future suits - leaking radioactive death into the *Nearby* atmosphere - imbue the black void-scorched remains with a simplistic, unfathomable intelligence.

Frozen Astronav - HD 2

Icy fist - STR (1 Close) 4 dmg

- Toxic cloud! *Nearby Creatures* take 3 damage at the start of their *Turns*.

Timelocked Marine - HD 3

Future rifle - DEX (1 *Nearby*) 6 dmg

- Depleted cells! Roll a *Usage Die* of 1d4 to deal 3 extra damage. When the *UD* expires the marine explodes and deals 10 damage to every *Nearby Creature*.



FRICID EXISTENCE

If a long dead future man is exposed to a warm environment longer than its **HD** in *Minutes* it is reduced to 0HP.

THINGS YOU MIGHT FIND ON A LONG-DEAD FUTURE MAN

Keycard with 1d4 future creds per **HD**, soft plastic flex tube, disarmed photon grenades (**UD6**), large glowing crystal (**UD4**), broken electric handlamp, laser scalpel (**UD6**), frozen flowers.

D6

THEY ARE ...

- 1 Moving listlessly
- 2 Standing eerily still
- 3 Collecting fluid samples
- 4 Tied to the dungeon
- 5 Floating close to the ceiling
- 6 A vocoder voice yells 'WARM!'

D6

... WITH ...

- 1 In localised zero gravity
- 2 4 empty Future Suits
- 3 A broken blinking future box
- 4 Assorted floating black bones
- 5 A cloud of suit coolant
- 6 A huge spherical magnet



MUSHROOM PEOPLE

Despite being wiped out to extinction many times, the mushroom peoples' refusal to be eradicated is a feat that rests largely with their genetic memory and reproduction through spores. If there is warmth and moisture, they will return - and in greater numbers.

Toxic Spore Swarm - HD 3

Choking gas - CON (All Close) 2 dmg

- *Vulnerable! Toxic spore take double damage from fire-based sources.*

Walking Mushroom - HD 5

Echo-slam - CON (1 Close) 7 dmg

- *Weak hearing! Characters with DEX higher than 12 roll Tests to Defend against the walking mushroom with Advantage.*

Fungal Hive Brain - HD 7

Psychic pain - WIS (1 Nearby) 4 dmg

Sense overload - CON (2 Close) 5 dmg

- *Regeneration! The hive brain regains 1d4 HP for every walking mushroom Close to it at the end of its Turn.*

THINGS YOU MIGHT FIND ON A MUSHROOM PERSON

A purse containing 1d4 coins per **HD**, a pouch of tiny desiccated human corpses, fungal skin infection, parasitic caterpillars, dried woodchips, soil that heals 1d4 **HP** when applied to wounds.

D6 THEY ARE ...

1	Drooling streams of mucous
2	Exhaling spores through gills
3	Perfectly motionless
4	Singing a shrill droning song
5	In a psychic trance with hive
6	Completely desiccated

D6 ... WITH ...

1	Long glowing tubular fungi
2	A dog shaped mushroom
3	Genetic memory spore
4	Acid drooling fungal wall
5	A half-dissolved humanoid body
6	A massive glass jar

OOZES & SLIMES

The arcane run-off, by-products of a thousand years of spellcasting have left a peculiar mark on the environment. Sentient alluvium live secluded beneath the overworld, ambushing and dissolving those unwary or foolish enough to poke around in the deep black.

Round Green Slime - HD 1

Oozing attack - DEX (1 Close) 2 dmg

- *Split!* When the green slime takes damage it splits into two, sharing HP.

Black Jelly - HD 2

Burning splash - DEX (2 Close) 4 dmg

- *Searing bath!* Creatures who took damage last Turn from the black jelly take double this Turn from any of its Attacks that hit.



Grey Goo - HD 3

DNA damage - CON (1 Close) 5 dmg

- *Spread!* If a Character takes damage from the grey goo any Nearby Creatures take 3 damage.

Gelatinous Cuboid - HD 4

Engulf prey - WIS (All Close) 0 dmg

- *Dissolved!* Creatures hit by engulf prey begin to take Ongoing Damage.

THINGS YOU MIGHT FIND IN AN OOZE

A purse containing 1d6 coins per HD, a bubbling key, 1d8 iron teeth fillings, a fizzing short sword, a boot with a foot in it, clumps of sticky hair.

D6 THEY ARE ...

1	Bleaching numerous bones
2	Seeping through pipework
3	A motionless puddle
4	In the form of an icosahedron
5	In humanoid form
6	Frozen into large ingots

D6 ... WITH ...

1	A large stone well and bucket
2	A half dissolved adventurer
3	An engraved stone tablet
4	A large lead pan and ladle
5	An intricate metal skeleton
6	A giant pool of protoplasm

PIG-FACED ORCMEN

An ancient race of savage, gluttonous, bestial pig-men. Each orc's perpetual battle lust is fuelled by their devotion to the blood god KORPUS KOSER. It drives them to raid and pillage, killing, burning and consuming anything they can - in any order they can do it in.

Pig Orc Warrior - HD 2

Vicious blade - STR (1 Close) 2 dmg

- *Wild! If the Defence Roll against vicious blade is 17-20 it deals double damage.*

Pig Orc Berserker - HD 3

Sharp polearm - STR (1 Nearby) 2 dmg

- *Unstoppable! When reduced to 0HP, instead of removing the pig orc berserker - keep them for 1 more Moment.*

Pig Orc Champion - HD 4

Long spear - STR (1 Nearby) 5 dmg

Warscream - WIS (3 Nearby) 2 dmg

- *Easy target! Choose one Creature - all orcs deal +1 damage against them.*

THINGS YOU MIGHT FIND ON A PIG ORC

A purse containing 1d6 coins per HD, 1d6 teeth, oversized septum ring, rotten mail (AV1), collection of bent spoons, broken war mallet, a dirty war-totem, rusty ball and chain, 1d4 iron spikes, 1d3 skulls filled with 1d6 coins.

D6

THEY ARE ...

1	Failing at starting a fire
2	Loudly running around after
3	Drunkenly bickering over
4	Gorging themselves on
5	Cluelessly examining
6	Smashing to pieces

D6

... WITH ...

1	A bound and bloody goblin
2	A half-dead pig orc shaman
3	2d4 barrels of rotten fruit
4	An angry cow - with bell
5	1d12 left footed boots
6	A sack of mouldy grain



SHADES & HORRORS

The vast legions of undead draw the power needed to sustain their everlife from Dur-Dhola-Ram, the child god of death. Ancient sorcerer liches command powerful shades and horrors in the service of this black-eyed prince.

Pale Ghoul - HD 3

Frenzied claw - STR (2 Close) 2 dmg

- Death's touch! **Creatures** damaged by the ghoul must **Test** their **CON** or be **Paralysed**.

Ravenous Wight - HD 6

Ravaging claws - DEX (1 Close) 5 dmg

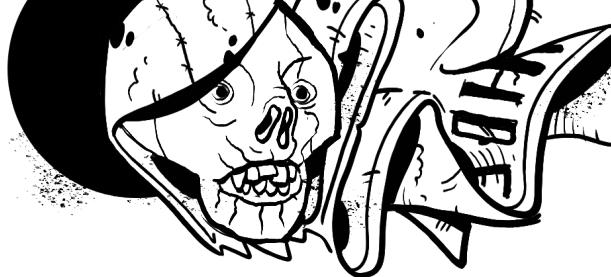
- Withering touch! **Creatures** damaged by the wight lose 1d4 maximum **HP**.

Sorcerous Liche - HD 10

Soulburn - DEX (1 Close) 13 dmg

- Spellcaster! As an **Action** cast one of the following spells - each spell has a **Usage Die** to track its limited power:

- Soulfire** (*Ud6*) - 13 dmg to 1d4 **Nearby Creatures** who fail **CON Tests**.
- Mangle Flesh** (*Ud4*) - One **Nearby Creature** must choose to reduce its **STR**, **DEX** or **CHA** by 1d4.
- Ray of Death** (*Ud4*) - A **Nearby Creature** must successfully **Test** its **CON** or be reduced to 0 HP .
- Level Drain** (*Ud4*) - The **Creature** loses a **Level** and its related benefits.



THINGS YOU MIGHT FIND ON SHADES & HORRORS

A purse containing 1d8 coins per **HD**, the original magical wand, an incomplete necronomicon, oils and perfumes, funeral gown, withered roses, jewelled headband, glass coffin, ornate hand bell, paper with indecipherable writing, ancient lunar calendar.

D6 THEY ARE ...

1	Holding a severed hand
2	Phasing through walls
3	Lying immobile
4	Arguing with firesmoke
5	Becoming corporeal
6	Just a floating life mote

D6 ... WITH ...

1	A fragile clay jar prison
2	An adventurer's ghost
3	An ancient religious fresco
4	2d4 fresh graves
5	A talking golden skull
6	A mindwarping ritual assembly

SKELETONS

Animated bones given a horrific, frail power - dark magic allows them to eternally serve their masters. Skeletons often feature as the soulless guardians of black magic wizards or liches.

Dusty Old Bones - HD 1

Rusty scimitar - STR (1 Close) 3 dmg

Ragged Militia - HD 3

Busted pike - STR (1 Close) 2 dmg

- Rank & file! Deals 1 extra damage for each **Nearby** Skeleton.

Flaming Skeleton - HD 3

Searing claws - STR (2 Close) 4 dmg

- Spitting flames! **Creatures** starting their **Turns Close** take 4 damage.

Cyclops Skeleton - HD 7

Giant stomp - CON (1d4 Close) 6 dmg

- Many gaps! cyclops skeletons reduce incoming ranged **Attack** damage by half.

BRITTLE BY NATURE

Skeletons take double damage from blunt weapons or crushing type effects.

THINGS YOU MIGHT FIND ON A SKELETON

A purse containing 1d6 coins per **HD**, rusted metal armour (**AV1**), 1d6 gold teeth, daggers and knives wedged in skulls, a snake, part of a key, gems for eyes, ancient heraldry, ragged tabard.

D6

THEY ARE ...

1	Lying around, posed
2	Home to a hermit crab
3	Standing in formation
4	Arranged in a pentagram
5	Being 'worn' by a ghost
6	Scattered over a Nearby area

D6

WITH ...

1	A well full of bones
2	A zombie on a surgery slab
3	Engraved spells on skulls
4	A large bucket of acid Ud6
5	1d8 pools of liquid metal
6	Two large sarcophagi



SPIDERLINGS

Eons have passed since the first spiders journeyed through the stars to our earth. Since then, their descendants have spread across the world and evolved into a thousand different deadly and clever forms.

Gibbering Swarm - HD 1

Thousand cuts - CON (1 Close) 2 dmg

- *Puny! Takes double damage from Attacks that affect multiple targets.*

Dog-sized Spider - HD 3

Leaping strike - DEX (1 Close) 4 dmg

- *Venom! Creatures hurt by the spider must pass a CON Test or roll on the Venom table and apply its effects.*

Mature Deathweb - HD 5

Leaping strike - STR (1 Close) 6 dmg

- *Venom! Creatures hurt by the spider must roll on the Venom table and apply its effects.*

D6

VENOM

- 1 Roll on the *Panic!* table (p.37)
- 2 *STR Tests are Disadvantaged for the rest of the session*
- 3 Additional 1d6 damage
- 4 Take *Ongoing Damage*
- 5 Reduce **DEX** by 2
- 6 Taken *Out of Action*

D6

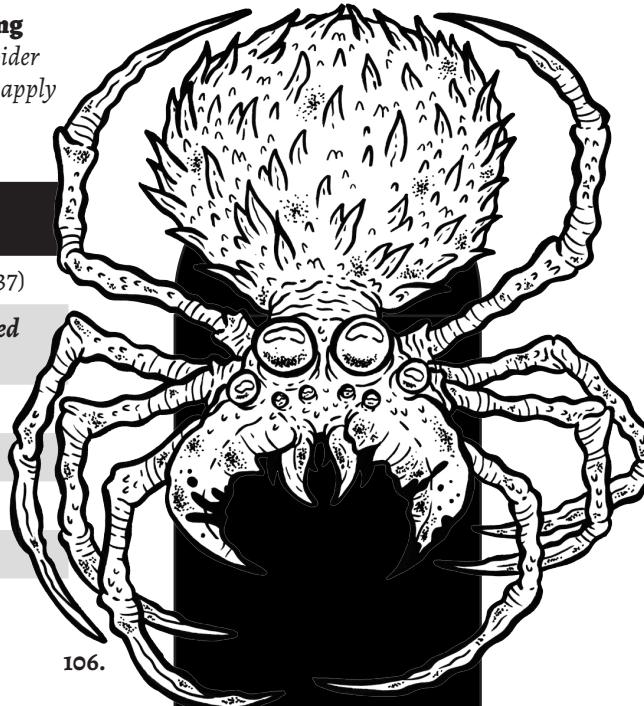
THEY ARE ...

- 1 Arguing/fighting over food
- 2 Testing their webbed traps
- 3 Hanging from a single thread
- 4 Singing a shrill shanty
- 5 Weaving a pentagram web
- 6 Blinded and confused by *Light*

D6

... WITH ...

- 1 Whispering spider webs
- 2 A mummified humanoid
- 3 Divine wall paintings
- 4 Huge clusters of eggs
- 5 Ages old corpses everywhere
- 6 Discarded giant spider husks



TELEPATHIC GASTROPOD

An ancient race of space-faring, psionic, octopus-headed humanoid wizards - that have a genetic craving to consume all of the cerebral matter in the galaxy. Their goals are simple. Enslave anything with a brain, then eat that brain.

THINGS YOU MIGHT FIND ON AN OCTOPOID

A purse containing 1d6 coins per **HD**, brain slug pellets, jar of amniotic fluid, bone saw, silver ritual dagger, volume of esoteric arcane scripture, pickled brain.



Lobotomised Slave - HD 3

Senseless strike - STR (1 Close) 6 dmg

- Senseless courage! The slave does not make Morale checks.*

Cephalopod Wizard - HD 8

Keen claws - STR (2 Nearby) 12 dmg

- Spellcaster! As an Action cast one of the following spells - each spell has a Usage Die to track its limited power:*

- Psionic Blast (Ud6)** - 1d4 **Nearby Creatures** must make a successful INT Test or take 7 dmg.
- Mind Wipe (Ud4)** - One **Nearby Creature** must roll 2d6 and replace their INT with the result.
- Ray of Harm (Ud4)** - A **Nearby Creature** must Test its CON or take 13 damage.

D6

THEY ARE ...

1	In a one-sided conversation
2	Pouring through arcane tome
3	Rehearsing a monologue
4	Powering a ritual
5	Constructing a monolith
6	Phasing into the void

D6

... WITH ...

1	A swarm of flying brains
2	Mirroring its image
3	1d6 goblin test subjects
4	A mechanically propelled brain
5	Tubes of half-grown clones
6	An incomplete void bomb

TOADMEN

Sickly and belligerent toadmen are most frequently found in squalid swamps and filthy mires. Their flabby and hunched frames support a gross lolling toad-head, wearing a perpetual expression of either intellectual decline or confused rage.

Hopping Stilt Walker - HD 2

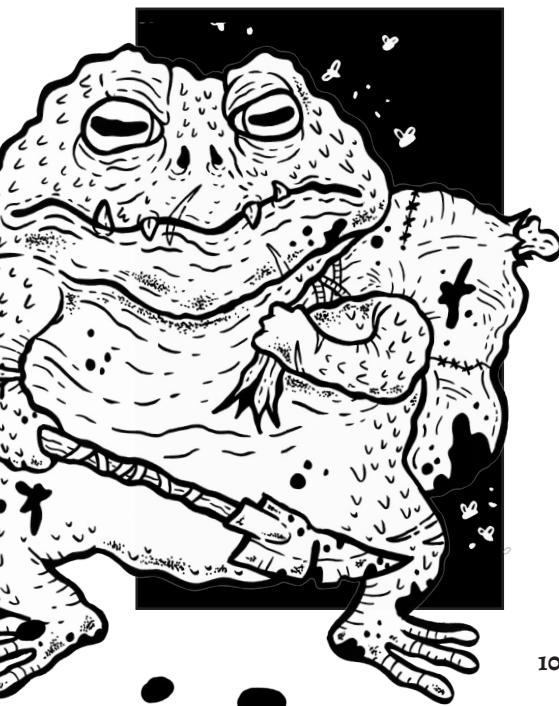
Slick spear - DEX (1 Nearby) 3 dmg

- Giant leap! Once per fight a stilt walker can **Move** to a *Distant* place.

Rancid Muck Raker - HD 4

Greasy hatchet - DEX (1 Close) 6 dmg

- Dirt wound! Rolling 16-20 for an **Attribute Test** to **Defend** against a greasy hatchet **Attack** deals an additional 4 points of damage.



D4

VENOMSKIN

- 1 Venom: Pass a **CON Test** or **Attacks** deal *Ongoing Damage*
- 2 Slimy: On even rolls to **Defend** a the **Defender** drops a weapon
- 3 Leathery: Toadman has **AV2**
- 4 Healing: Gains **HP** equal to its **HD** at the start of its **Turn**

THINGS YOU MIGHT FIND ON A TOADMAN

A purse containing 1d4 coins per **HD**, rotten meat **Ud6**, net with hole in it, skulls on a string, greasy jar of fireflies, stinking swamp lilies, bag of eyeballs.

D6

THEY ARE ...

- 1 Devouring heaps of mud
- 2 Arguing over broken stilts
- 3 Building a hut made of skulls
- 4 Croaking into the distance
- 5 Belching clouds of rancid air
- 6 Submerged entirely in mud

D6

... WITH ...

- 1 A swamp bubbling with voices
- 2 A gigantic bluebottle fly
- 3 A map carved into skin
- 4 Pools of thick mud and crap
- 5 A perfect white linen blouse
- 6 Long poisoned javelins

TROLLES

Coming in uncountable shapes and sizes - trolles are hideously deformed and aggressive giant-kin, who use their extra-sensory abilities to seek out their cruel and exotic culinary fetishes. They lurk on the fringes of the forgotten wilderness waiting for travelling ingredients to present themselves.

Stone Trolle - HD 3

Boulder - DEX (1 Nearby) 7 dmg

Rapid claws - DEX (2 Close) 4 dmg

- *Shatter!* When the trolle is reduced to $\text{OHP } 1d4$ **Creatures** that are **Close** take 2 damage.

Forest Trolle - HD 4

Uprooted trunk - STR (1 Close) 9 dmg

- *Rageful!* When reduced to $\frac{1}{2}$ max **HP** the trolle immediately makes an **Attack** against whoever dealt it damage last.

River Trolle - HD 7

Acid vomit - DEX (1d4 Nearby) 6 dmg

- *It burns!* Acid vomit deals **Ongoing Damage**, needing a **CON Test** to stop.

BODY REGENERATION

A trolle regains **HP** equal to its **HD** at the start of its **Turn** provided that it hasn't suffered fire damage last **Turn**.

THINGS YOU MIGHT FIND ON A TROLLE

A purse containing $1d8$ coins per **HD**, a blackened skull, rare medicinal moss, an unpolished gem, a leg/pelvis bone necklace, a large brass key, recipe book for cooking children, broken glasses.

D6 THEY ARE ...

1	Smashing large rocks
2	Sniffing <i>everything</i>
3	Buried in the floor
4	Eating big bundles of paper
5	Transparent in patches
6	Turned to stone

D6 ... WITH ...

1	A ring of stone monoliths
2	1d6 giant moths
3	A scared trussed up wizard
4	Adventurers' old possessions
5	A spectral goldfish
6	Silver-plated dentures





VAMPYRES

Immortal and timeless descendants of an eon old blood curse, vampyres are driven by an insatiable hunger for living blood. Their last shreds of humanity hold back a feral beast tearing and clawing from within, fighting to take control - pushing them to feed and slay with hedonistic abandon.

Blood Thrall - HD 4

Tooth & nail - STR (2 Close) 4 dmg

- *Broken bloodline! If the thrall's master vampyre is killed it is reduced to 0HP also.*

Master Vampyre - HD 8

Claw & fang - DEX (All Close) 11 dmg

- *Draining! Creatures hit are Paralysed until they pass a CON Test.*

REGENERATION

Vampyres regain **HP** equal to their **HD** at the start of their **Turn** unless they are exposed to a **Nearby** holy symbol or **Banished**.

IMMORTAL BLOOD

If reduced to 0HP - and not in a manner appropriate for truly killing vampyres in the campaign - a vampyre **Turns** into a cloud of red mist, escaping to fight another day.

THINGS YOU MIGHT FIND ON A VAMPYRE

A purse containing 1d8 coins per **HD**, a desecrated holy symbol, a locket (including portrait), a black rose, book of ancient prophecy, gravesoil.

D6

THEY ARE ...

1	Hanging upside down
2	Kneeling at an altar praying
3	'Sleeping' - arms crossed
4	Holding a burning cross
5	Laughing and cursing the dark
6	Returning from feeding

D6

... WITH ...

1	3 beautiful vampyre thralls
2	A flock of giant bats
3	An open velvet-lined coffin
4	1d6 petrified peasants
5	A hideously deformed servant
6	A hypnotised blood donor

VOID SPAWN

The void is an unfathomable in-between place where anything that might - could never happen. The abject and utter chaos of it strains the sides of reality and leaks into the world of life. These leakings are called void spawn by the people who survive an encounter with them.

Quivering Amoeba - HD 5

Pseudopod - STR (1 Close) 6 dmg

- *Split! The amoeba splits in half whenever it deals damage to a Creature - sharing a pool of HP between all 'split' amoeba.*

Cellular Mimic - HD 7

Mirrored attack - STR (1 Close) ? dmg

- *Cellular mirror! Creatures hit by the mimic are dealt the same amount of damage that the mimic received last.*



Spawn of Shag'Na'Gash - HD 10

Void touch - CON (1 Close) 18 dmg

Void scream - WIS (All Nearby) 8 dmg

- *Cosmic calling! Creatures that take damage from the spawn's void scream must roll a d12 at the end of every session from now on - if they roll a 12 they are taken Out of Action as they scream back. Once this has happened they no longer need to roll the d12.*

THINGS YOU MIGHT FIND ON VOID SPAWN

Black shards of void crystal, a jade statuette of a cyclopean god, fused & melted coins, nervous looking eyeball, black iron chain, smouldering tome.

D6

THEY ARE ...

1	Gruesomely devouring
2	Lurking in the shadows
3	Polymorphed into a dog
4	Climbing on the walls and ceilings
5	An amoebic reproduction
6	Imprisoned in ritual circle

D6

... WITH ...

1	A large crack into space
2	A brutally savaged humanoid
3	A floating monolith
4	A seeping thick black oil
5	A black devil-horned hand
6	Countless blinking eyes

REANIMATED ZOMBIES

A creeping stink alerts all those **Nearby** to the presence of these hapless undead. Zombies shuffle and groan towards anything living, any vestige of their former selves gone - they exist only to tear, rend, and consume flesh.

Wretched Cadaver - HD 1

Rotting fist - STR (1 Close) 2 dmg

- Deadly?! Rolling 16+ to **Defend** deals $1d4$ damage to both the target and the cadaver.

Freshly Risen - HD 3

Putrid fist - STR (1 Close) 3 dmg

- Dirty wound! Target takes **Ongoing Damage** - **CON** Test to end.

Shambling Hulk - HD 5

Corpulent slam - STR (1 Close) 6 dmg

- Surprising speed! Make an additional **Move** **Nearby** on an even-numbered **Moment**.

AIM FOR THE HEAD

If a zombie suffers a critical hit, don't roll damage - it is reduced to $0HP$.

THINGS YOU MIGHT FIND ON A ZOMBIE

A ruined funeral dress, an embedded axe, false teeth, wilted grave flowers, two coins, prayer book, locket & picture, walking stick, dagger in back, perfume, burst football, wedding ring.



D6

THEY ARE ...

1	Laying down, immobile
2	Motionless and saluting
3	Performing a play (badly)
4	Shackled with rusty chains
5	Arranged in various glass jars
6	Covered in flammable oil

D6

... WITH ...

1	A long dead necromancer
2	Large wooden caskets
3	A podium with an open grimoire
4	Various types of torture racks
5	$2d6$ non-animate corpses
6	Beds of sweet-smelling herbs

WEIRDO MONSTER GENERATOR

These tables will help you create some *super weird* monsters that your *Players* will have never heard of before - keeping them on their toes!

D8

PART A

- 1 Astral-projected
- 2 Albino
- 3 Hyper-intelligent
- 4 Power armoured
- 5 Void-born
- 6 Ghost
- 7 Vat-grown
- 8 Telepathic

D8

PART B

- 1 Four-armed gorilla
- 2 Hypnosaurus
- 3 Time travelling caveman
- 4 Man sized amoeba
- 5 Man o' war jellyfish
- 6 Battle snail
- 7 Mosquito swarm
- 8 Vapour cloud

2D10 MORE ODDNESS

- 2 Quotes Shakespeare
- 3 Polymorphed wizard
- 4 Masterplan: genocide!
- 5 Has an aura of calm
- 6 Generates massive heat
- 7 Insatiable hunger for love
- 8 Phases in/out of existence
- 9 Apologetic and super evil
- 10 Only knows RAGE!!!
- 11 Made of futuristic tech
- 12 Fresh out of time stasis
- 13 Yellow mould grows on it
- 14 Bio-luminescent
- 15 Talks with two voices
- 16 Lonely and one of a kind
- 17 Calculates probabilities
- 18 Is actually a robot suit
- 19 Missing its brain
- 20 Host to a living spell

Give the **Creature** a **Hit Die** value based on the story that's happening around the table - or just roll 1d10. Select some mechanical powers from the 'Every' Monster section, and consider giving it something from the Magic Items section (p.114) also.

TREASURE & MAGIC ITEMS

TREASURE & COIN

An easy and quick ruling a **GM** can make is to declare for every **HD** an **NPC** has, they have 1d6 coins on their person. The **Players** should roll the dice to determine the exact amount. It's often fun to get a bunch of gold coloured d6s and hand them to the **Players** to let them 'count' the loot they find.

2D12 MAGIC ITEMS

Coins and jewels often pale in comparison to the unusual and bizarre trinkets found deep inside dungeons and other forbidden places.

2 - Bag of Edda Stones Ud12

Black velvet bag: Small marble-sized stones that glow with vibrant and shocking colours for a **Moment** after being bounced.

3 - Bronze Ring Ud6

Slender bronze ring: As an **Action** blow through the ring to create a bubble. If worn like a helmet, the bubble provides enough oxygen to breathe for the rest of the session. It pops if 16+ is rolled on a **Defend Roll**.

4 - Breadcrumb Boots

Warm leather boots: When worn fills the **Nearby** area with the smell of freshly baked bread and the wearer leaves a trail of breadcrumbs as they **Move**.

5 - Salve of Resistance Ud6

Silver tin of thick paste: When applied to the skin it provides **Advantage** when **Defending** against an elemental source of damage for the remainder of the session.

6 - Erno's Earhorn

Winding ram's horn: A user can hear any sounds coming from any point they can see and point the horn at.

7 - Black Portal Chalk Ud6

Carrot-sized stick: Drawing the shape of a door will create one. If there is solid earth behind the surface it's drawn on - the door leads to the grey void.

8 - Tonic of Power

Vial of buttery liquid: When drunk or eaten with toast - add 1d4 to a random **Attribute** for the rest of this session. Then reduce the **Attribute** by the same amount for the following session.

9 - Relentless Ammo Ud4

Thin & delicately made: This ammunition rolls its **Usage Die** with **Advantage**.

10 - Wax Seal of Holding Ud6

Black wax candle & horned hand seal: When a door or window is sealed with it, it is as if a **Lock** spell has been cast upon it (p.26).

11 - Chromatic Feather Uds

Shimmering peacock feather: Whoever holds this feather hovers a few inches off the ground, its **Ud** should be rolled every time they **Move**.

12 - Tonic of Watery Absolve

Tub of pink milky liquid: Turns any water it comes into contact with to stone. It also turns any stone into water - single use.

13 - Acorn of Stoning Ud4

A small grey acorn: Thrown as a ranged **Attack**. It doesn't do damage - instead the target is **Paralysed**.

14 - Sun Drill

A small hand-turned masonry drill:

Any hole made with the drill lets a beam of sunlight through.

15 - Cup of Ending Ud4

A modest silver tankard: Anyone drinking from the cup who is not the owner takes 1d8 damage and *Ongoing Damage* until they pass a **CON Test**. The cup considers the last person to fill it to be its owner.

16 - Elixir of Vitality Ud6

Wineskin of peppery draught: Drinking the elixir restores the drinker to max HP, but when they next roll on the *Out of Action* table they do so with *Disadvantage*.

17 - Chain of Binding

Small length of tangled rusted chain: Thrown as a ranged *Attack*, the *Creature* it hits is bound and is *Paralysed* for 1d6 Moments.

18 - Phantom Limb

Spectral glowing appendage: Replaces a lost limb and allows the wielder to re-roll one *Attribute Test* every session if the Phantom Limb is involved in performing it somehow.

19 - Frenzy Dust Ud4

A black leather pouch: Containing a stinging, vibrant red powder. If a handful is thrown into the air *Nearby Creatures* gain *Advantage* on *Attribute Tests* to deal damage, but also *Disadvantage* on tests to avoid damage.

20 - Black Candle Ud6

Thick two-pronged black wax candle: Removes all *Nearby shadows* when lit.

21 - Mithril Shirt

Incredibly light silver chain shirt:

Counts as cloth armour for the purposes of class armour restrictions, it has **AV4**.

22 - List of True Names

Never-ending musty scroll: If the scroll is read for a number of **Minutes** equal to the **HD** of a *Creature*, its true name will be learned and by speaking it, the reader will gain control over the *Creature* for a **Day**.

23 - Golden Toad

Small gold statue: Whilst holding this item a *Creature* can talk with amphibians.

24 - Wand Ud6

Simple metallic rod: Roll 1d8 when found - this wand is able to cast a randomly selected spell of that level when appropriately waved as an *Action*.

VANILLA MAGIC ITEMS

If you are looking for boilerplate magical item mechanics that may be used for any situation - consider the following:

- **Advantage** on a die roll.
- Add 1d4 points to an **Attribute** whilst the item is being used.
- Cast a spell with a **Ud6**.
- Increase its **Armour Die** to d8.

BETTER MAGIC ITEMS

The best magical items don't provide flat bonuses or improved *Character* abilities, instead they offer the *Players* new and interesting ways of interacting with the world - weird and unusual options ensure that the item will be used again and again in different and surprising ways.

TREASURE HOARD

Drop 1d6 on the table below for every **HD** a **Creature** has, as well as the items the dice land on, the sum of the dice x 10 is the amount of coins included in the hoard.

Dungeon delver's backpack (Common)	Brilliant ruby (Exotic)	Ornate silk robes (Rare)	Famous lost painting (Exotic)	Silver bracelet (Common)	Oval amethyst (Rare)	Designer made shoes (Rare)	Pile of elven coins (Rare)
Delicate gold torque (Rare)	3d12 ancient coins (Rare)	Pile of sticky coins (Common)	Ivory dinner set (Rare)	Gold sweetheart locket (Common)	Desiccated saint's hand (Rare)	Large jewelled key (Exotic)	Wreathed wedding band (Common)
Grand wyrm horn (Exotic)	1d6 golden dragon's scales (Exotic)	Bottle of velvet fire (Rare)	Elven life bread (Common)	Damaged holy symbol (Common)	Spyglass (Rare)	Golden prosthesis (Rare)	Vial of blessed soil (Common)
Dwarven forge hammer (Rare)	Deed of sacred land ownership (Exotic)	Fragment of treasure map (Rare)	Pile of dwarven coins (Rare)	Lump of amber (Rare)	Ragged golden cloak (Common)	Saint's knuckle bones (Rare)	Accurate sextant (Rare)
Pile of bent coins (Common)	Round polished mirror (Rare)	Scuffed malachite hammer (Rare)	Tacky silver medallion (Common)	Gold plated jawbone (Rare)	Bloodied septum ring (Common)	Scratched diorite bust (Rare)	Pile of tiny coins (Rare)
Sapling from the life tree (Exotic)	Ornate holy symbol (Rare)	Pile of forged coins (Common)	Palladium thimble (Exotic)	Handful of shiny buttons (Rare)	Patinaed axe head (Exotic)	Necklace of silver ears (Rare)	Square sapphire (Exotic)
Stunning crystal helm (Exotic)	Rare out-of-print book (Rare)	Round moonstone (Exotic)	Slippery quartz cup (Rare)	Pile of defaced coins (Common)	Well-made bamboo shield (Common)	Ancient noble crest (Exotic)	Bejewelled boardgame (Rare)
Uncut opal (Rare)	Eye studded crown (Exotic)	Dragon statuette (Rare)	Giant's butter churn (Rare)	Clockwork music box (Rare)	Gem encrusted cup (Exotic)	Heart shaped topaz (Exotic)	Golden false teeth (Rare)
Scary ivory mask (Rare)	Pile of melted coins (Rare)	1d4 Phoenix feathers (Exotic)	One golden cufflink (Rare)	An I.O.U. (Exotic)	Melted holy symbol (Rare)	Ornate beer stein (Common)	Pile of giant coins (Rare)

SAMPLE DUNGEON

THE RUINED TOWER OF GORMALONG

The 'wizard's tower' is a classic fantasy trope and makes for an iconic first game session. It's fitting then, that this sample adventure is a re-imagining of a dungeon beneath a wizard's tower - that first appeared in the 1977 edition of '*The Original Fantasy*' rpg. It's presented here in an easy-to-read format and aims to provide a good evening's fun for a **Gamemaster (GM)** and 3-5 **Characters** of first **Level**.

ROOM DESCRIPTIONS

The bulleted lists indicate the contents of each distinct section of the dungeon. The **bold** elements are immediately noticeable and should be read aloud to the **Players** as their **Characters** explore that area. Anything written after the ">" symbol should only be read out when that element has been inspected or a special circumstance, as described, is met.

Should a die appear before a description, for example **1** - secretly roll a d6. If the value is under that shown, read that entry for the **Players** as their **Characters** enter the area. If it *isn't* read out but they later take time to explore that particular part of the environment, give them the information.

THE HISTORY OF BLACK WHARF BAY

A long weary century ago the malevolent and devious wizard Gormalong built his tower on the cliffs overlooking the beleaguered port of Black Wharf Bay. The townsfolk whispered about the excavation works Gormalong undertook - digging out

cellars and passageways, looking for lost treasures amongst the buried ruins of a city that once stood on the site of the dilapidated and forgotten port.

Decades later - a careless disaster befell Gormalong. A column of black eldritch flame engulfed the tower - destroying large parts of it, killing the mad wizard. Still the townsfolk shunned the place, reporting odd lights and ghastly sounds echoing from it at night. Even the flattening of its upper levels by trebuchet did little to improve its reputation.

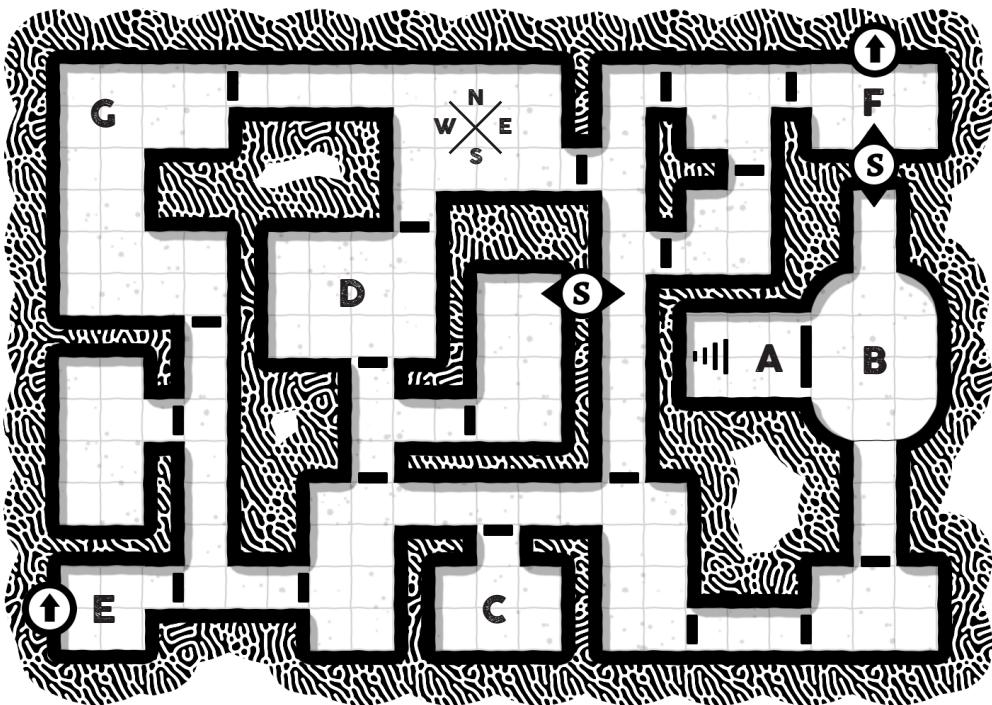
Today Black Wharf is a small but bustling city. Exotic folk of all kinds have made homes there, taking advantage of the trade in rare goods - from the merchant caravans that meet the ships bold enough to sail the pirate infested seas to the north.

Others come drawn by persistent rumours of buried treasure in the cellars beneath the Black Wharf cliffs - it is these whispers that bring the **Characters** together at the entrance to *The Ruined Tower of Gormalong*.

RUMOURS & GOSSIP

Every **Character** knows one or more of the following things about the tower:

- You can enter the ruined tower's cellar from the West via the cliffs
- You can enter the ruined tower's cellar from the North via a hidden path
- Smugglers' Cove can be reached through the cellar
- Goblins wander the corridors
- There is treasure in the flooded room
- A giant white spider lives in the cellar
- The cove is cursed, anything that dies there will haunt it as a ghost forever.



ANTEDILUVIAN CELLAR

"The air hangs heavy and thick, choking every nook and cranny of the antediluvian cellar - sound is muffled by the mouldering and omnipresent vegetation, the buckling fat walls give every room a bloated and constipated feeling. Impossible wild roots have taken over choking the sagging corridors with barbed, winding vines."

D6 EMPTY ROOM

- 1-2 Overgrown store room
- 3-4 Ancient alchemical depositary
- 5-6 Makeshift herbal grow room

ROOM DRESSING

- Bones bound by ragged roots ■ a firefly nest ■ large arm-sized earthworms
- ■ a shattered weapon ■ a soil packed skull ■ discarded bloody boot ■ a fist-sized hissing beetle ■ crumbling stonework ■ a small swarm of moths ■ a freshly dug pit and spades

D6 DOORS

- 1-2 ***Stuck***, covered in vines
- 3-4 Smashed open and rotted away
- 5-6 Boarded shut with nails

D6 ENCOUNTERS

2	Distant shouting and fighting
3	Nearby muffled talking
4	2 bugbear footpads (p.97)
5	2 goblin snitches (p.97) per PC
6	1 pale ghoul (p.104) for every 2 PCs
7+	1 rival adventurer (p.61) per PC

A - WINDING STAIRS

- **Narrow sloped steps** > Lead down to area D in the Smuggler's Cove (p.120).

B - FLOODED ROOM

- **5 starving goblins (HD1)** > They want to trade the amber with the town.
- **Chair-sized lump of amber** > Exotic and extremely heavy.
- **2 blindfolded zombies (HD3)** > Smuggler's garb, skewered with a +1 sword, gold belt worth 2d10 coins.
- **Numerous colourful giant snails** > two contain 1d4 coins in their shells.

C - DANK STORE

- **Pitch black** > Floor covered in a thick layer of undisturbed dust.
- **Door (north)** > Ajar, smashed open and won't close.
- **4 very narrow round deep pits** > A **zombie (HD1)** is squeezed into each pit, they will animate and **Attack** the **Nearest Creature** if removed.
- **4 tangled ropes** > Each rope is attached to a **zombie (HD1)** in a pit.

D - SQUALID CHAMBER

- **Heavy iron doors (north, south)** > Large intricate key operated lock engages after a door automatically closes itself.
- **Large glass bowl on pedestal** > Contains a **rotgrub swarm (HD3)** and one enchanted key for each door - keys return to the bowl if removed from the room or when used.

E - GLOOMY NICHE

- **Hundreds of old rat traps covering the floor** > Intermingled with broken skeletal rats.
- **Mass of old bones** > **4 skeletal dire rats (HD2)**, gold teeth (3d6 coins) that animate if a **Character Moves Nearby**.
- **Narrow sloped steps** > Lead upwards to the surface and the cliffs beyond.

F - HORRID STUDY

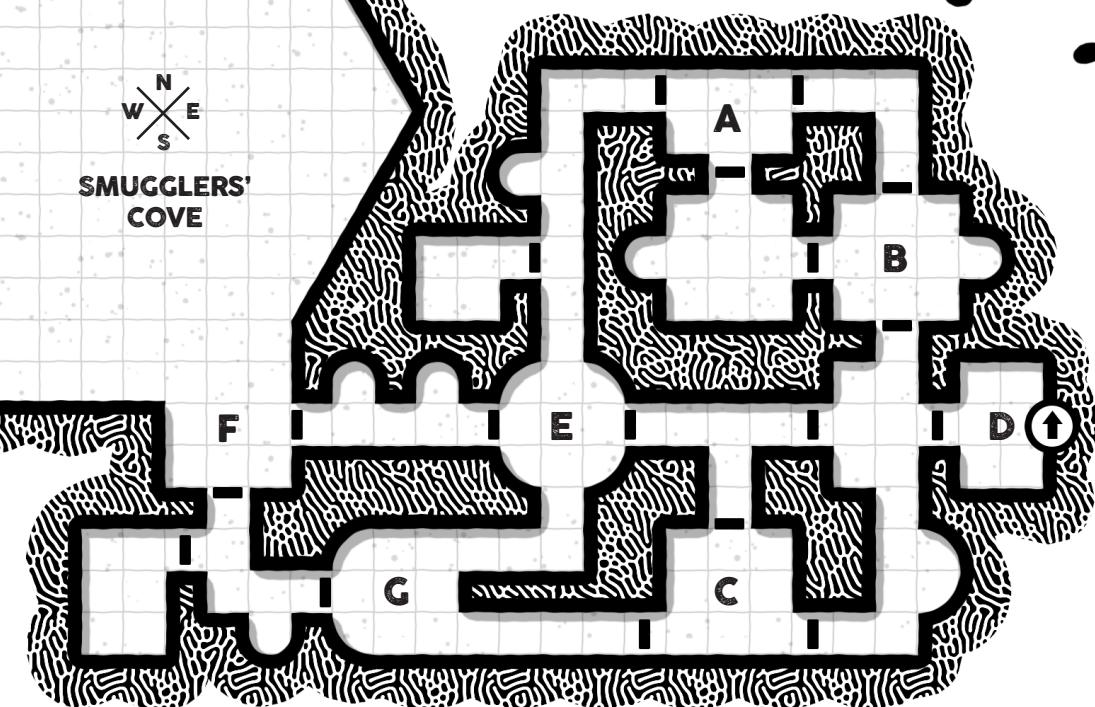
- **Clue (exploding desk trap)** > Luminescent stained workstation (L), fragile alchemical beakers (T), volatile liquids (A) 2d6 dmg to all **Nearby**.
- **Desiccated wizard's corpse** > 2d6 coins, broken wand of petrification.
- **2 blindfolded zombies (HD3)** > Smuggler's garb, skewered with a +1 sword, gold belt worth 2d10 coins.
- **Clue (secret door in south wall)** > Discoloured bricks (L), rusted hinges (T), swinging wall panel (A).
- **Stone statue** > Petrified adventurer.
- **Anatomical stone rubble** > Broken petrified adventurer.
- **Narrow sloped steps** > Lead upwards to the surface and the hidden path beyond.

G - LOST LABORATORY

- **Caved-in crawlspace (north wall)**
- **4 bronze bowls with mouth-like details built into the floor** > Empty
- **6 bronze bowls with mouth-like details built into the floor** > Liquids:
- **1. Chromatic soup Ud6** > Dyes anything it touches a random colour.
- **2. Sweet-smelling red water Ud8** > Acid that burns for 1d4 **HP** damage.
- **3. Foul fatty broth Ud4** > If consumed the **Character** no longer needs to eat or drink.
- **4. Clear tangy oil Ud6** > If applied to a weapon the next damage dealt by it is rolled with **Advantage**.
- **5. Pink pearlescent goo Ud4** > Any **Creature** that touches this is at a **Disadvantage** when making **Charisma Tests** for the rest of the session.
- **6. Cloudy fleshy soup Ud4** > Roll a d20, if it's higher than the **Character's STR** they permanently gain a point of **STR**.



SMUGGLERS' COVE



SMUGGLERS' COVE

“Mouldering sea air festers and mixes with the stench of death in the winding corridors - where the salt bleached bones of untold hapless lawmen are buried beneath the loose gravel floor. Sounds echo oddly through the cold stone caves that pirates have been using to avoid the hangman’s noose for as long as people have been in Black Wharf Bay.”

D6 EMPTY ROOMS

- 1-2 Partially submerged cave
- 3-4 Wrecked shipyard and store
- 5-6 Dire rockpool

ROOM DRESSING

- An unsettlingly shaped shell ■ 2d4 broken oars ■ stolen navy flags ■ a giant chain and anchor ■ a star map engraved in the floor ■ a petrified giant octopus ■ skeletons shackled to the wall ■ shattered and smashed chests ■ a spectral sea shanty choir

D6 DOORS

- 1-2 *Stuck*, bloated with damp
- 3-4 Rotten rope net curtain
- 5-6 Encrusted with giant coral

D6 ENCOUNTERS

- 2 A faint whisper in the wind
- 3 A sudden muffled shriek **Nearby**
- 4 1 lost ghost pirate (**HD2**)
- 5 1 ghost dog (**HD1**) for each **PC**
- 6 2d4 ghost pirates (**HD1**)
- 7+ Ghost pirate captain (**HD4**)

A - TALL CHAMBER

- Doors (east, south, west) > Magically lock when closed.
- Two large bronze bowls with faces on pedestals > The faces are animated and will answer questions. One always lies, the other is always honest. One bowl contains the keys to exit the room - with an illusion to make them look like deadly spiders. The other bowl contains a **deadly spider swarm (HD3)**. The **GM** decides which is which.

B - BLEAK RAVINE

- Thick cobwebs in all corners > Appear to have been made by a species of giant spider.
- Exceptionally tall dark ceiling > A **giant albino spider (HD4)** lurks on the ceiling of the room and will drop down on a randomly selected **Character** after the group enters, or it is discovered. If this **Attack** hits, the **Character** is knocked down and **Weakened** (*All Ability Tests are taken with Disadvantage and they cannot Move*) until the end of their next **Turn**. The spider has a +1 dagger lodged in its abdomen.

C - BONE BEACH

- Rushing spectral ghost-river that enters and exits through the east and west walls > Gravel beach intermingled with broken bones.

D - WINDING STAIRS

- Narrow sloped steps > Lead upwards to area A in the Antediluvian Cellar (p.118).

E - FUNGAL CRECHE

- Large glowing fungi illuminate the **Nearby** area > If picked they have a **Ud6** and cry loudly like a baby.
- Wisps of green smoke that enters through the east walls.
- Crumbling crude wall > Leaking spectral salt water from room C.
- 2d6 fist-sized bubbles float throughout the room > They are deathly cold.
- Dry gravel mound on southern side > An angry **giant ghost crab (HD2)** is concealed under the mound blowing ectoplasmic bubbles. It will **Attack** any **Nearby Creatures**.

F - MIDNIGHT CAVE

- Cave entrance leading to the sea (north) > Provides moonlight to the entire cavern.
- Sandy beach with two ruined longboats drawn up on shore > The boat contains old bones and a healing tonic **Ud6** that restores 4**HP**.
- 4 swarthy ghost pirates (HD1) gambling loudly > The pirates are playing a complex spectral drinking game, sitting on two large locked chests - one contains 4d10 coins, the second has 6 gems worth 2d6 coins.

G - DESPAIR CORAL

- Narrow maze of endless crawlspace tunnels > **Characters** can crawl through but have **Disadvantage** on all **Tests**.
- Large vivid coral > Each **Turn** they spend exploring a **Creature** is more convinced that they are lost. In reality, they're still **Nearby** the entrance and the psychic coral is feeding on their despair. A **WIS Test** will break this effect.

APPENDIX

Actions - p.6 - Every *Creature* has an **Action** on their *Turn* which they can use to interact with the world and its contents.

Advantage - p.7 - When you would roll one die, roll two of the same type and the *Player* chooses the result to use.

Armour Die - p.10 - A *Player* can declare an *Armour Die Broken* to ignore all damage from one source.

AV / Armour Value - p.10 - Grants the wearer an *Armour Die* for each point of **AV** the armour or shield possesses.

Attack / Attack Roll - p.10 - If a *Character* makes an **Attack**, their *Player* must roll below an **Attribute** determined by the **GM** in order to deal damage to a *Creature*. If a *Monster* makes an **Attack** against a *Character*, then their *Player* will need to **Defend** against it.

Attack Damage - p.10 - How much **HP** damage is dealt when a successful **Attack** is made.

Attribute - p.30 - The six **Attributes** determine the success of a *Character's Actions*, by rolling below them on a d20.

Background - p.17 - Elements of a *Character's* back-story that can be used to gain **Advantage** on an **Actions** - once per session.

Banish - p.15 - A cleric *Character* may spend an **Action** to **Banish** all *Nearby* undead *Creatures*, forcing them to **Move Faraway** on their next *Turn*.

Broken - p.10 - A *Character* may declare an *Armour Die* to be *Broken* and ignore all damage from an **Attack**, once an *Armour Die* is *Broken* - it cannot be used to ignore any damage. A *Character* can recover *Broken Armour Die* after a *Rest*.

Character - p.6 - The *Players* each control one *Character* in the game. Also referred to as *Player Characters (PCs)*.

CHA / Charisma - p.30 - Influence and power of personality.

Close - p.8 - A measure of relative distance in the world.

CON / Constitution - p.30 - Resilience and physical wellbeing.

Creature - p.6 - Refers to all beings in the game including *NPCs*, *Monsters*, and *Characters*.

Damage Dice - p.19 - Warriors have a pool of d6s, when they make an **Attack** they can assign each **Damage Die** to a *Nearby Creature*. The warrior's *Player* must make a successful **Attribute Test** for each target to see if they are hit. For each successful hit the **Damage Dice** assigned to that target are rolled and the target's **HP** are reduced by the total.

Day - p.6 - Long periods of narrative time outside combat may be measured in **Days** instead of **Minutes**.

Defend / Defence Roll - p.10 - To **Defend** and avoid damage a *Character* must succeed at an **Attribute Test**.

DEX / Dexterity - p.30 - Accuracy, swiftness and agility.

Disadvantage - p.7 - When you would roll one die, roll two of the same type and the **GM** chooses the result to use.

Distant - p.8 - A measure of relative distance in the world equal to three **Moves**.

Distracted - p.11 - A *Distracted Character* cannot perform any **Actions**, but may still **Move** normally.

Encumbered - p.15 - A **Character** is **Encumbered** if they are carrying more items than their **Strength Attribute**, while **Encumbered** they have **Disadvantage** with all Tests.

XP / Experience - p.13 - **Characters** can gain any number of **Experiences** by doing notable things determined by the **GM**. When they have a number of **Experiences** equal to their **Level**, they may share them to advance a **Level**.

Faraway - p.8 - A measure of relative distance in the world equal to two **Moves**.

GM / Gamemaster - p.4 - One person takes the role of **GM** and impartially adjudicates the story, outcome of **Actions** and facilitates 'the game'.

HD / Hit Die / Hit Dice - p.7 - The dice rolled to determine the maximum **Hit Points** a **Creature** has, **NPCs** roll d8s, while a **Character's HD** is determined by their class.

HP / Hit Points - p.7 - The amount of damage a **Character** can sustain before they are taken **Out of Action**. For **Monsters** and **NPCs** the amount of damage they can sustain before dying.

Hours - p.6 - **Turns** outside combat whilst travelling and in relative safety may be measured in **Hours** instead of **Minutes**.

Initiative - p.10 - The order in which **Creatures** act in combat. **Characters** should test their **Dexterity**. If they succeed they act before their opponents.

INT / Intelligence - p.30 - A measure of knowledge and smarts.

Level - p.13 - Every **Creature** has a **Level** which determines its **HD**. Spells also have **Levels** which correspond with the **Levels** of **Spellcasters** that may cast them.

Light - p.37 - If the **Characters** find themselves in pitch black with danger present, there is a chance they might **Panic**!

Minutes - p.6 - **Turns** outside combat are a purposefully abstract measure of roughly a dozen **Minutes**.

Moments - p.6 - **Turns** inside combat are a purposefully abstract measure of roughly half a dozen **Moments**.

Monsters - p.79 - **GM** controlled **Creatures**.

Morale - p.31 - When a **Creature** loses half its **Hit Points** the **GM** should roll a d12, if they roll above the **Creature's HD** the **Creature** will disengage and flee the combat or danger.

Moves - p.8 - Every **Creature** under normal circumstances can **Move** somewhere **Nearby** on its **Turn**.

Nearby - p.8 - A measure of relative distance in the world equal to one **Move**.

NPC - p.46 - A **Creature** controlled by the **GM** in the game.

Ongoing Damage - p.11 - When a **Creature** takes **Ongoing Damage** it loses **HP** equal to its **Level** at the start of every **Turn**. An **Attribute Test** of the **GM's** choosing should be made by the **Player** at the end of their **Turn** to see if the **Ongoing Damage** continues.

Out of Action / OofA - p.11 - When a **Character** loses all their **Hit Points** the **Player** should roll a d6, referring to the table on page 11 to see what happens.

Panic! - p.37 - If a **Character** ends their **Turn** in complete darkness, whilst in potential danger - such as a dungeon - they must make a successful **Test** of their **WIS** or **Panic!**. At the start of their **Turn** a **Character** in a panicked state should roll a d6 and consult the table on p.37.

Paralysed - p.11- A **Paralysed Character** cannot **Move** or make any **Actions**.

Player - p.4 - One of the people playing the game, controlling a **Character** or **PC**.

Powerful Foe - p.31 - Add the difference in **HD** values to any **Attribute Test** to **Attack**, **Defend** or interfere with any **Creatures** with a higher **HD** than the **Character**.

Random Encounter Roll - p.32 - Roll a d6 every 15 minutes of play, or when **Characters** draw attention to themselves, and consult the table on page 32 to determine what happens.

Reactions / Reaction Roll - p.31 - If a **GM** is uncertain about how an **NPC** or **Monster** will treat the **Characters**, they can determine their attitude by rolling on the *Reactions* table.

Rest - p.14 - After an **Hour of Rest**, **Players** may roll any **Broken Armour Dice** to see if they are **Broken** permanently. After an **Hour's Rest** a **Player** may roll one of their **Character's HD** and regain that many **HP**.

For every **Day** of narrative story time spent resting - a **Player** may roll all of a **Character's HD** and recover that many **HP**.

Spellcaster - p.15 - Wizards and clerics are **Spellcasters**. As an **Action** they can cast a spell from memory or from a scroll or book. Some **Monsters** can cast spells from the lists on pages 26-27.

STR / Strength - p.30 - A measure of might and physical power.

Stuck - p.11 - A **Stuck Character** cannot **Move**, but may take **Actions** as per normal - they may end this hindrance by making a successful **Attribute Test** of the **GM's** choosing.

Every time the **Characters** discover a new door, the **GM** should roll a d6, if the result is a 1 the door will not easily open (p.73).

Talent - p.36 - A hireling or **NPC's** special ability.

Test - p.6 - An **Attribute Test**, attempting to roll below a **Character's Attribute** score on a d20 to determine the outcome of an **Action** or situation.

Turn - p.6 - Every **Creature** has a **Turn** during which they may **Move** somewhere **Nearby** and perform an **Action**.

Ud / Usage Die - p.14 - Every time a consumable resource is used its **Usage Die** should be rolled. On a roll of 1-2 the die is downgraded to the next lowest die in the chain.

WIS / Wisdom - p.30 - How cunning and aware a **Character** is.

Weakened - p.11 - If a **Character** is **Weakened** all their **Attribute Tests** are rolled with **Disadvantage**.

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