Wolf-Packs & Winter Snow



Revised Edition
of the
Strange Prehistoric Roleplaying Game

Wolf-packs and Winter Snow



The Revised Edition

Strange Prehistoric Roleplaying



"...But they could scarcely abide the local children following her out to Sulhur Cree,
And participating in strange sermons and baptisms.

Nor could they stomach rumours of blasphemous congress with heinous things out in the woods.

They no longer sat idly by when they discovered how she fed her vile companions,
Nor how she strengthened her own supernatural gifts."

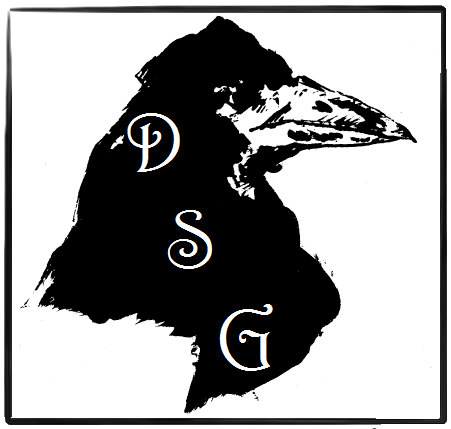
Cullen Bunn, Harrow County Volume 1

Rules, Setting and Layout
by Emmy Allen

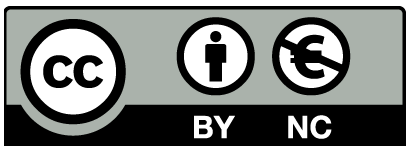
System Inspiration includes
First and foremost, Dungeons and Dragons, by Dave Arneson and Gary Gygax
and similarly, various games in the old school revival, particularly
Lamentations of the Flame Princess, by James Raggi
Beyond the Wall, by John Cocking and Peter S Williams
Adventurer, Conqueror, King by Alexander Macris
And in particular the rules published online by Logan Knight at lastgaspgrimoire.com

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Dying Stylishly Games



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The Neanderthal of Shanidar Cave, killed in a rockfall.

Introduction

This is a stranger version of human pre-history. This is a time before writing, money, walled settlements and the many other comforts of civilization. The ice-age wilderness is harsh, and filled with dangerous beasts, the largest and most well known of which are the herds of migratory Mammoths. In dark forests and the depths of caves, there exist other, stranger creatures; mad beasts that are the products of magic. Player characters are cave dwelling humans and Neanderthals living just south of the northern icecaps. During the time period where the game takes place, the ice age is coming to an end. Retreating ice-sheets reveal tracts of land unseen for millennia with each spring, and in their wake leave the environment in turmoil. Each year, rivers change their course as glaciers shift positions, and strange creatures emerge from the ice sheets or travel further north. As the snow withdraws, modern humans follow, and every year new tribes of humans enter the Neanderthal‘s ancestral lands.

Against this backdrop, magic begins to emerge as a force in the world. Driving the rise in art – jewellery, cave paintings and figurines - that will fascinate later historians, some humans begin experimenting with the supernatural, learning to shape the wild forces of the world into controllable spells and items of power. In the depths of the earth, and hidden beneath the ice-caps, there are places of magical significance, and even rare magical artefacts that no human has seen. Some of these are naturally occurring, whilst others are remnants of ancient pre-human civilizations.

The end of the ice age is, in many ways, not a bad time to be alive. There are food and supplies to be had for anybody clever enough to take them, and vast unexplored tracts of wilderness for the ambitious to settle in. There is no drudge work, no crushing pressure of social conformity, no nations with their wars, taxes and oppressive laws. Things are simple, and society fluid and egalitarian.

However, it is also not an easy time to be alive. The winter is cold, and the unprepared can freeze to death over night. Many of the wild creatures will take a dislike to people, and have the strength and ferocity to kill them easily unless the people they hunt are cunning enough to avoid them.

In short, it is a time period that naturally produces heroes.

Player characters form a small band of hunter-gatherers. Most people at this time lived in small groups, ranging from a single family of maybe four individuals to larger tribes of several dozen. Life was largely nomadic at this point, with settlements and camp-sites only temporary before the people moved on to somewhere else. In this way, player characters will be just another group of people trying to survive as they wander across the landscape.

What sets player characters apart, however, is daring. Most people know that the inner forests, deep caves and northern ice-caps are bad news, and so avoid them. Similarly, most people know that dangerous predators and supernatural monsters are far more powerful than they are, and will avoid confrontations. Player characters, however, are not most people. Through a combination of skilful play, calculated risk taking and reckless bravery, player characters can quickly become experienced and powerful. They might become mighty in ways that those content to merely survive aren’t, and could begin to attract tribes of followers or work on creating grand works of magic.

Of course, this is if they get lucky. They might equally find themselves bleeding to death in a howling blizzard as wolves circle them, and die alone and unceremoniously. The world is not a nice place, and player characters are small, fragile mortals in a huge, hostile pre-historic landscape.

The game is based around the framework laid down by the first roleplaying game. That game (and many others based on it) makes a number of assumptions based on a fantasy setting, such as written spell-books, and access to coinage.

This game, whilst using the core of those first rules, makes a number of changes both to streamline play and to fit the structure into a Palaeolithic setting. Many of the rules in this game are inspired by those in other popular old-school games.

The game gives each class a niche that they excel in. Hunters are the best in combat, able to strike more surely and survive fights more easily. Experts excel at dealing with challenges outside of combat such as environ-mental hazards. Magicians are fragile and relatively weak, but with time to prepare have spells that can potentially solve an encounter or elegantly bypass a challenge. Finally Neanderthals occupy a middle ground, with some fighting ability and a few useful skills outside of combat; where they excel, though, is in sheer ability to survive.

The intended purpose of this game is as a 'dungeon crawl' through unexplored caves, a hunting expedition into dangerous territory or some other exploration-based adventure. Deep characterization, intrigue, philosophical ramblings and intricate cosmic meta-plot are all very well, but there are other games that do that much better. Instead, this game is about gritty, violent survival. Fighting is lethal, and best avoided if you want your character to live. Likewise, there should be plenty of non-combat perils as well; dangerous environments, traps, magical curses and so on. The GM is expected to create a challenging, reasonably lethal environment for the players to explore. Players, for their part, need to be smart and inventive if they're going to succeed. Relying on luck or good stats to get by will take matters out of player control, and likely result in disaster; the dice are not your friends, and the GM should not pull their punches if things go wrong.

As a final note, the setting for the game is assumed to include certain weird fantasy elements: humans can perform magic with enough training, various animals possess supernatural abilities and the world is, in places, warped and altered by strange forces. This book should make it clear where a given rule or option deals with fantasy elements; by leaving these elements out, the game can be played perfectly well as a purely historical game.

The Basics

One person acts as the Game Master (abbreviated to GM), who is the referee, storyteller, and narrator for the game. Each other player takes on the role of one brave pre-historic adventurer, created using the rules below.

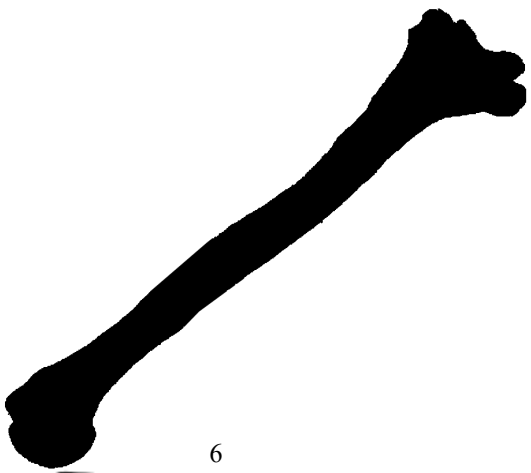
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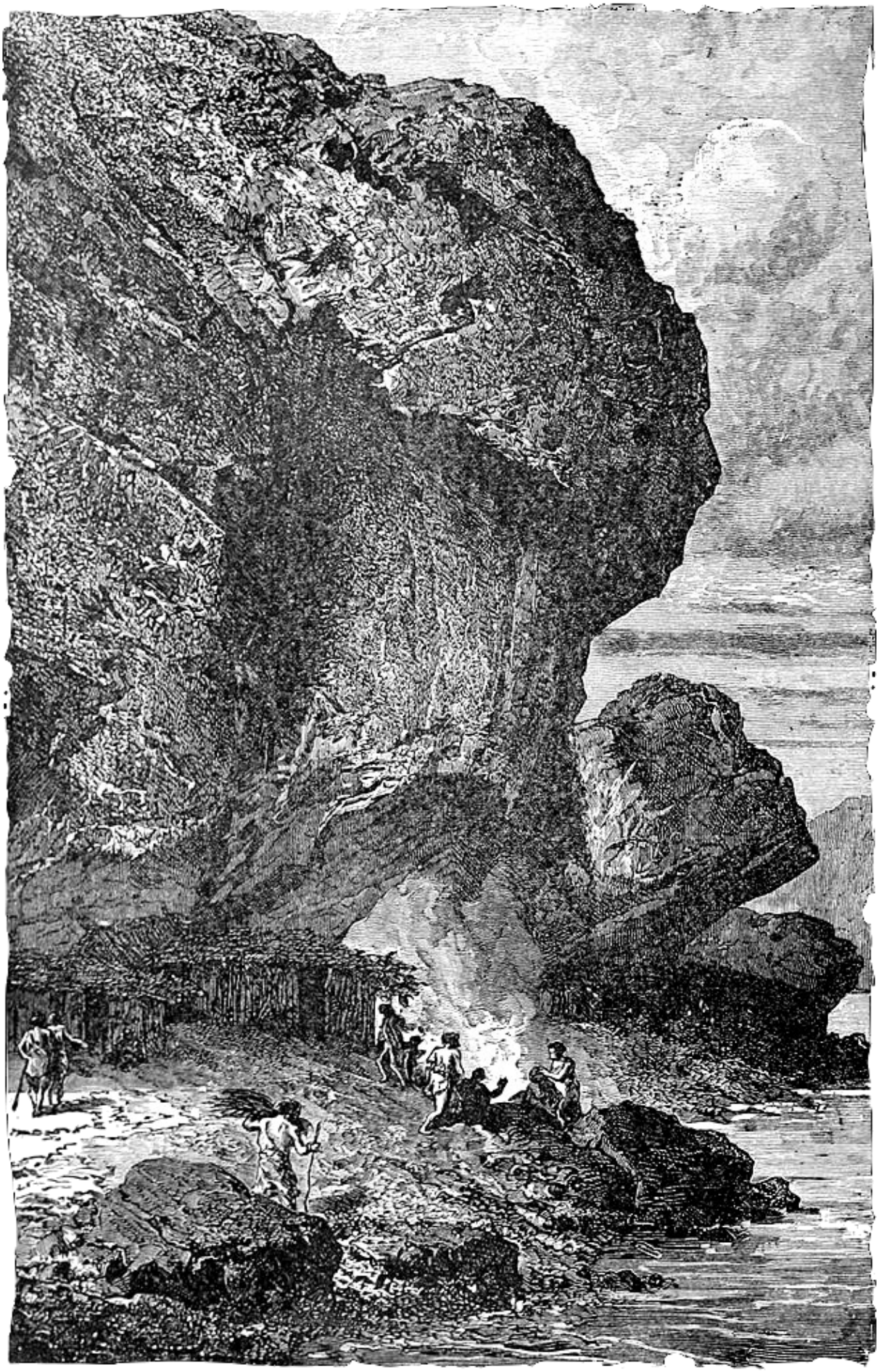
- A copy of this book, which you seem to already have.
- A set of dice for each player (at least one four, six, eight, ten, twelve and twenty sided dice), These are referred to as a d4 (for the 4-sided one), d6 (for the six sided one) and so on. Something like 'd6+1' means 'roll a six sided dice and add 1 to the result'.
- A record of their character that they can make notes and alterations to (a sheet of paper and a pencil if you're playing in person, or a notepad document if you're playing online is plenty),
- A few friends (three to eight players is ideal)
- and some time.

The GM is advised to put some planning into the game before hand, plotting out the adventure's layout and what might be encountered there. There are a number of rules that rely on random chance to select details, such as weather and terrain features; the GM should use these random details as starting points for further elaboration.

It's worth noting that the rules are left deliberately open-ended in several places. What is enough cover and warmth to protect from cold weather? How much damage does an improvised weapon deal?

The rules don't answer these questions. It's up to the GM to make a ruling for these situations Rather than bogging the game down trying to play the 'correct' rules, just make up something that works on the spot and carry on.





Getting Started as a Player

New to roleplaying? Everybody is when they first get into the hobby. It can all be a bit daunting, particularly if everybody is learning the game together (both this specific game and the conventions of roleplaying in general). So, here are a few pointers for new players.

- *You control your character.* Unless something very strange happens (typically mind-altering magic), you have absolute control over what your character tries to do, says, thinks and feels. Their goals are whatever you want them to be. You have a degree of responsibility here; a good player has their character look for adventure, cooperate with the other player's characters and act smart. Doing stupid or frustrating things that make the game less fun for everybody is bad play. Your character's goals are whatever you want them to be; make them something fun.
- *The GM adjudicates everything else.* You don't have any control over the environment except for how your character affects it. Non-player characters (NPCs), events and the environment are all under the control of the GM, and the GM decides how to apply the game mechanics for any given situation. Indeed, most of the time you say what your character *wants* to do, and the GM will tell you what happens.
- *The world is not fair.* Some games set up a nicely graded difficulty curve where every encounter is a balanced challenge but doesn't really risk killing your character. This game doesn't do that. Some things in this game are overwhelmingly dangerous, and your best hope is to escape. Others are not much of a challenge, or can be neutralized if you're smart. If you want them to survive and succeed, your character must play dirty.
- *You need to play ruthless.* The world will kill you if you let it, so don't. Don't think in terms of mechanics, instead pull in all the advantages you can from the game-world. Lateral thinking and cunning problem-solving are how you do well at this sort of game. Lure things into traps and ambushes, use the environment to your advantage, set things on fire, set off rock-falls. Play smart. Sure, behaving honourably and kindly in character is a worthy thing, but fair and honourable will get you killed.
- *The GM is not your enemy.* The GMs job isn't to 'defeat' you, and you aren't playing against the GM. After all, the GM controls everything but your PC; if they wanted to they could declare that your characters suddenly die of a giant falling rock, and 'win' trivially easily. Rather, they are there to provide a world and a mechanical structure where you get to make meaningful choices. A good GM sets up the world so you can play smart and succeed, but if you fuck up they will follow through and bad stuff happens as a result.
- *You can't really win, but you absolutely can lose.* A lot of games tell you there are no winners or losers, but that's not really true. If your character dies, or is rendered unplayable, then that's a failure. It sucks to lose, but if you didn't have that risk then the game would be less exciting for everybody. Of course, it doesn't matter too much, because you get to create a new character and hopefully will do better next time.
- *Your character is not you.* They are a playing piece, like the protagonist of a video-game. Roleplaying can be (and at its best, normally is) an immersive and emotional experience, but it's best to keep a certain distance from your characters. Horrible things might happen to them, and they might end up doing or becoming horrible things themselves. But that's okay; they're just a character and you can always roll up a replacement quickly.
- *The rules are a tool, not the point of the game*. The rules are there so you can decide what happens in a fair and reasonable fashion, but they don't drive the game. The real game is in the decisions you have your character make. Your GM can ignore and alter the rules when it makes sense and enhances the game. If your group wants, you can even alter the rules dramatically. After all, this game started out as a modification of somebody else's game so it would fit a stone-age setting.. The point is to have fun, so do what works for you.

Character Creation

Before character creation begins, it's best to sit down with your GM and other players, and work out the direction the game is going to take. Do you want to be fairly low-key and mundane, or swiftly progress to the higher-level heroic bits? Does the party have a particular theme?
At this stage, the GM will let you know about any house-rules or optional rules in effect. Common variants include no-magic games, non-random character creation, single saving throw values, the use of the optional classes (in the back of the book), and grievous injuries rather than death at 0 hit-points.

Step One: Attributes

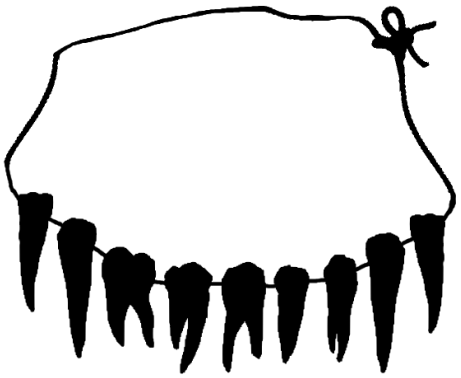
In order, determine your attributes by rolling 3d6. The attributes are Strength (which makes you better at fighting, athletics and breaking things), Dexterity (which makes you better at shooting, being stealthy and avoiding dam-age), Constitution (which makes you tougher and more resilient), Intelligence (which makes you better at making things and medicine, with more starting gear, and generally smarter), Wisdom (which makes you more perceptive and better at resisting magic) and Charisma (which makes you more charming, better at recruiting followers and better at dealing with animals).
If you wish to customise your attributes, for example because a particular attribute is important to a character type you want to play, the values of any two attributes may be swapped.
If your character's rolled attributes are poor enough that you won't have fun playing them, you can instead play that character's doppelganger. The doppelganger's attributes are the inverse of those rolled, so 18 becomes 3, 17 becomes 4 and so on. A doppelganger can then swap any two attributes, as normal.
If you wish to generate attributes without an element of randomness, and your GM allows it, you may instead use this method:
Firstly, take 18 d6s. Have three of them showing each value from '1' to '6'. Assign dice so that each attribute has three dice: the sum of which gives its starting value. This method will on average give worse characters than those created using random chance, which is balanced out by the more control over attribute values.
At various points during character creation, you'll need to know a character's attribute modifiers. These are a number from -3 to +3 that gives a rough alteration to another statistic based on that attribute.
Record each attribute's modifier along with its actual value; you'll need to know both.

Table 1: Attribute Modifiers

Attribute Value	Modifier
3	-3
4 or 5	-2
6, 7 or 8	-1
9, 10. 11. or 12	None
13, 14, or 15	+1
16 or 17	+2
18	+3

Step 2: Choose a character class

In the ice-age world, all adults are at least level one characters. Whilst in more civilised times many common people will be level 0, in the prehistoric past merely surviving took a great deal of skill.
Three of the character classes are human; the Hunter, Expert and Magician. The remaining class covers all Neanderthals, since they are both less numerous and less culturally diverse than humans.
Hunters, since they will deal with the brunt of combat, benefit from good Strength, Dexterity and Constitution rolls. The rules for gathering a tribe favour hunters as well, meaning that a high charisma roll can be an asset for them as they gain levels.
Experts can benefit from most good attribute rolls, depending on which skills they chose to specialise in. As a general rule, though, Intelligence, Wisdom and Charisma are useful to them.
Magicians benefit from good Intelligence rolls, for their Art skill, and good Wisdom rolls, for their Saves against Magic.



Neanderthals benefit from most good Constitution rolls, since those boost their survivability. They are likely to be active in com-bat, so a high Strength roll is useful, and the skills they advance in also benefit from good Wisdom rolls.
Despite all this, it is very possible to play a character whose attributes are not typical of their class. For example a magician with low Intelligence but high Charisma might not be particularly skilled with experimental magic, but benefits from improved social skills that other magicians lack.

Step 3: Determine starting Flesh and Grit

Randomly determine the character‘s starting flesh and grit scores. For each, roll their class‘s hit dice, and apply the character‘s Constitution Modifier.
If your GM lets you generate characters non-randomly, you may instead take the standard result instead. The standard result is half the maximum result, plus one. So, a d4 counts as rolling a 3, a d6 counts as rolling a 4, a d8 counts as rolling a 5 and a d10 counts as rolling a 6. Apply your constitution modifier as normal.

Step 4: Note saves

Check each class‘s chart for their saves at level one, altering the values by the character’s appropriate Attribute modifier and re-cording the result.
The character‘s constitution modifier applies to saves against Weather and Poison. Their Dexterity applies to saves against Hazards, and their Wisdom applies to saves against Magic.

Step 5: Note class features

Each class has certain features available to them. Note down a hunter‘s bonus to attack rolls, or a Neanderthal‘s improved skills. Determine how an Expert spends their skill points, and record this.
A magician starts with three spells in their sanctum. Randomly determine two first-rank spells from table 33. Roll 1d6+1 to give a number between 2 and 7; randomly select a third spell from this rank (see tables 34-39).
Alternatively, if your GM is allowing non-random character creation, a Magician may choose two first rank spells, and a third spell from rank 2, 3 or 4.

Step 6: Note Skills

There are 11 skills in the game: Animalism, Athletics, Art, Charm, Crafting, Foraging, Medicine, Perception, Stealth, Tracking, and Vandalism. Each starts with a base 1-in-6 chance, unless your class gives you an improved value. If you have an attribute bonus for the attribute a skill uses, improve the chance by that much. If you have a penalty, decrease the chance by that much, to a minimum of 0-in-6.
Athletics and Vandalism use your Strength modifier. Stealth uses your Dexterity modifier. Art, Crafting and Medicine use you Intelligence modifier. Foraging, Perception and Tracking use your Wisdom modifier. Animalism and Charm use your Charisma modifier.

Step 7: Select equipment

A character gets a number of items from the equipment list given. The default amount is ten items, but smarter characters will be better prepared and find it easier to make things that they need. As such adjust the base 10 items by the character‘s Intelligence modifier. No more than three may be ‘rare’ items.

Step 8: Final touches

Record your character‘s Armour Class. This starts at a base of 10, adjusted by their dexterity modifier and potentially improved by any armour they wear.
Every character needs a name to identify them. This might be a word or phrase such as ‘Ash Eyes’, or a syllable such as Thrug; think about a phrase that feels right for how you see your new character.
Work out a few narrative details about your character; what they look like, their goals and their personality. Often a character‘s attributes make a good starting point for this sort of thing. It is, however, fine to leave a lot of these details open; as you play, your character‘s personality will naturally emerge over time. Play the game to find out who your character is, and how their story will end.

The Expert



Experts are those characters who possess useful skills outside of combat. They might specialize in crafts, scavenging food, healing, social wrangling or any other skill set. Within society, high level experts often find their skills in high demand and end up as lynch-pins of the groups they‘re part of.
Experts begin with six skill points to spend. The skills available are Animalism, Art, Athletics, Charm, Crafting, Foraging, Medicine, Perception, Stealth, Tracking and Vandalism. Each point spent raises a skill above its base 1 in 6 chance by one.

Table 2: The Expert

Level	XP total	Hit Points	Saves				Skill Points
			Vs Weather	Vs Poison	Vs Hazards	Vs Magic	
1	0	D6 flesh and d6 grit	14	16	15	14	6
2	15	+1 flesh and +d6 grit	14	16	15	14	+2
3	30	+1 flesh and +d6 grit	14	16	15	14	+2
4	60	+1 flesh and +d6 grit	14	16	15	14	+2
5	120	+1 flesh and +d6 grit	11	12	13	12	+2
6	240	+1 flesh and +d6 grit	11	12	13	12	+2
7	480	+1 flesh and +d6 grit	11	12	13	12	+2
8	960	+1 flesh and +d6 grit	11	12	13	12	+2
9	1920	+1 flesh and +d6 grit	9	10	11	10	+2
10	2880	+2 grit	9	10	11	10	+2
11	3840	+2 grit	9	10	11	10	+2
12	4800	+2 grit	9	10	11	10	+2
13	5760	+2 grit	7	8	9	8	+2
14	6720	+2 grit	7	8	9	8	+2
15+	+960	+2 grit	7	8	9	8	+2

The Hunter



The hunter class specialises in hunting down large and dangerous beasts, both for meat and to neutralize the threat they present. Their ability to provide food and protect from monsters makes high level hunters popular heroes.

Hunters specialise in combat, and are the only class who improve their fighting ability as they level.

Hunters who use the 'fight defensively', 'fight recklessly' 'go for the kill' and 'aim' actions in combat can do so without taking any penalty. A hunter also improves their Animalism skill as they gain levels.

Table 3: The Hunter

Level	XP total	Hit Points	Saves				Attack Bonus	Animalism Skill
			Vs Weather	Vs Poison	Vs Hazards	Vs Magic		
1	0	D8 flesh and d8 grit	14	12	15	16	+1	2/6
2	15	+1 flesh and +d8 grit	14	12	15	16	+2	3/6
3	30	+1 flesh and +d8 grit	14	12	15	16	+3	3/6
4	60	+1 flesh and +d8 grit	12	10	13	14	+4	4/6
5	120	+1 flesh and +d8 grit	12	10	13	14	+5	4/6
6	240	+1 flesh and +d8 grit	12	10	13	14	+6	4/6
7	480	+1 flesh and +d8 grit	10	8	9	12	+7	5/6
8	960	+1 flesh and +d8 grit	10	8	9	12	+8	5/6
9	1920	+1 flesh and +d8 grit	10	8	9	12	+9	5/6
10	2880	+2 grit	8	6	7	8	+10	5/6
11	3840	+2 grit	8	6	7	8	+10	5/6
12	4800	+2 grit	8	6	7	8	+10	6/6
13	5760	+2 grit	6	4	5	6	+10	6/6
14	6720	+2 grit	6	4	5	6	+10	6/6
15+	+960	+2 grit	6	4	5	6	+10	6/6

The Magician

Magicians are the rare few humans who explore the potential uses of magic. In more civilized times, magicians will organise, developing systems of writing and organization in order to better share and preserve their knowledge. During the ice age, though, there is no writing, no colleges of magic, no net-works of magicians to share their knowledge with.
Instead, each magician researches in isolation. Every act of magical research, as the magician experiments with what their spells are capable of or creates places and items of power, risks causing dangerous and unpredictable super-natural fallout. For this reason, most magicians keep somewhat apart from other people,
Either through their own choice or because people fear the danger they represent.
Although magic has almost limitless power when used properly, magicians at this time lack the frame of understanding to properly utilize it. Rather, they learn various discrete spells, each one a particular trick that the magician has learned to safely perform. Spells are learned as much through rote as understanding, but a skilled magician can alter their effect or bind them into items of power.
Most spells are a fairly lengthy process, taking at least a few minutes of careful ritual activity to cast. If not performed properly, the magician risks horrible magical accidents as a result.
If a magician wants to be able to cast a spell on the fly without a lengthy ritual, they must perform the ritual ahead of time, pausing at the moment of completion and holding the spell in their mind on the verge of casting. When they wish to cast the spell, a few words or gestures are all it takes to complete the spell, and the power is released.
At lower levels, magicians only have a limited amount of concentration, so they can only memorize a small number of spells in this way. As they gain power, the magician learns to compartmentalize their memory and so can memorize more spells.

A magician starts off with three random spells they know, and a sanctum somewhere where they are recorded. A magician also improves their Art skill as they gain levels.
Magicians can cast spells, create various magical items, and even research completely new spells of their own. The section on Magic deals with the details of a magician‘s activities in more detail.
In a purely historical campaign, magicians may not be played. In this setting, experts are more appropriate for characters with specialised hidden knowledge.



Table 4: The Magician

Level	XP total	Hit Points	Saves				Art Skill
			Vs Weather	Vs Poison	Vs Hazards	Vs Magic	
1	0	D8 flesh and d8 grit	13	13	16	14	2/6
2	23	+1 flesh and +d8 grit	13	13	16	14	3/6
3	45	+1 flesh and +d8 grit	13	13	16	14	3/6
4	90	+1 flesh and +d8 grit	13	13	16	14	4/6
5	180	+1 flesh and +d8 grit	13	13	16	14	4/6
6	360	+1 flesh and +d8 grit	11	11	12	12	4/6
7	480	+1 flesh and +d8 grit	11	11	12	12	5/6
8	720	+1 flesh and +d8 grit	11	11	12	12	5/6
9	1440	+1 flesh and +d8 grit	11	11	12	12	5/6
10	2880	+2 grit	11	11	10	12	5/6
11	4320	+2 grit	9	9	10	8	5/6
12	5760	+2 grit	9	9	10	8	6/6
13	7200	+2 grit	9	9	10	8	6/6
14	8640	+2 grit	9	9	10	8	6/6
15+	+2880	+2 grit	6	7	8	6	6/6

Table 5: Spells The Magician Can Memorize At Once

Level	Rank 1	Rank 2	Rank 3	Rank 4	Rank 5	Rank 6	Rank 7	Rank 8
1	1	0	0	0	0	0	0	0
2	2	0	0	0	0	0	0	0
3	2	1	0	0	0	0	0	0
4	2	2	0	0	0	0	0	0
5	3	2	1	0	0	0	0	0
6	3	2	2	0	0	0	0	0
7	3	3	2	1	0	0	0	0
8	4	3	2	2	0	0	0	0
9	4	3	3	2	1	0	0	0
10	4	4	3	2	2	0	0	0
11	5	4	3	3	2	1	0	0
12	5	4	4	3	2	2	0	0
13	5	5	4	3	3	2	1	0
14	6	5	4	4	3	2	2	0
15+	6	5	5	4	3	3	2	1

The Neanderthal



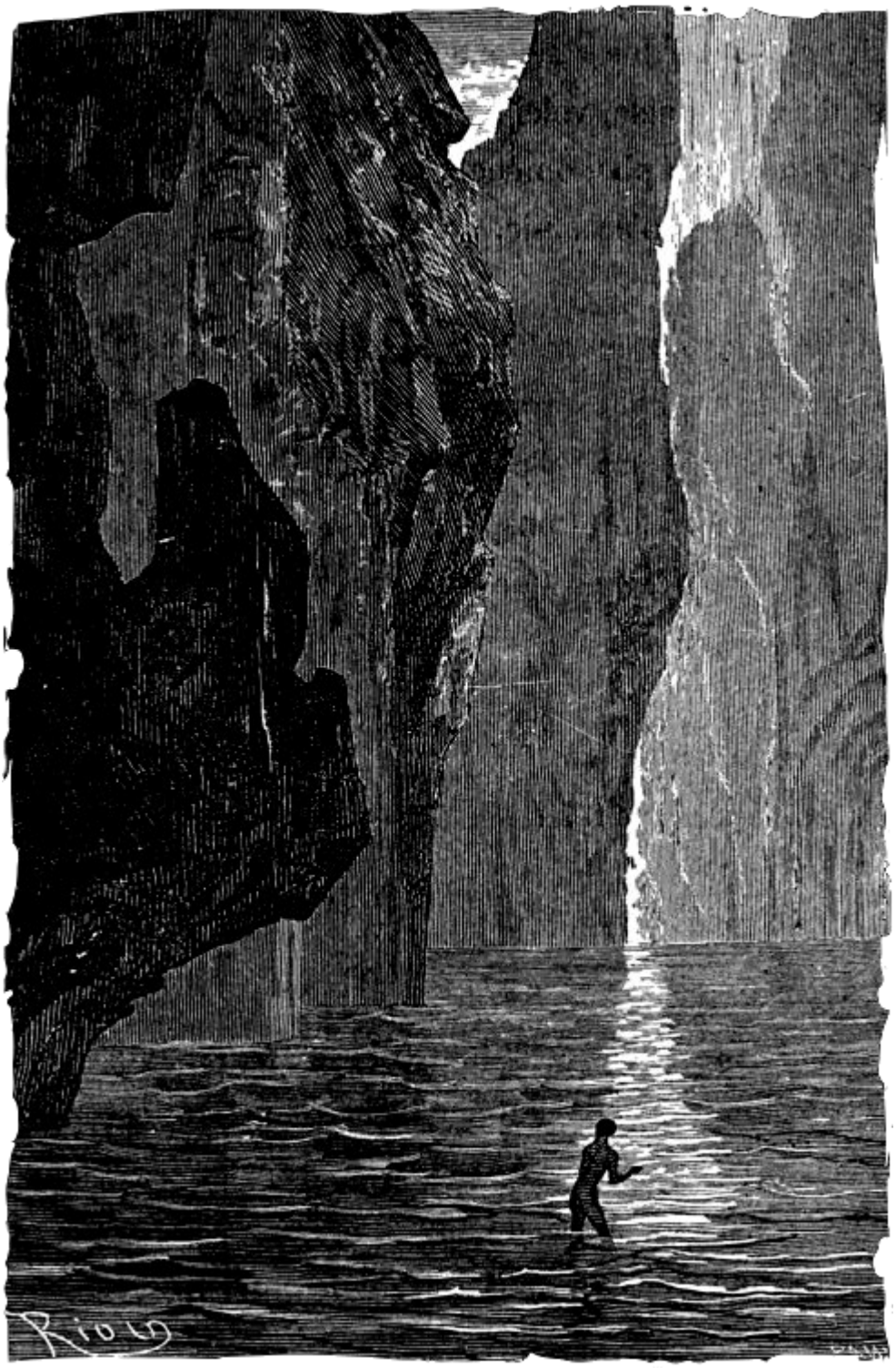
Neanderthals are a race in decline, with humans arriving in their ancestral territories in ever greater numbers. As a people, Neanderthals are well adapted to the ice age environment, being both highly resilient and culturally adapted to exploit their surroundings.

Compared to humans, Neanderthals are by their nature practical, stoic people. They can survive and prosper under conditions that humans would be unable to cope with. However, their mindset, whilst specialised to their environment, is somewhat inflexible and they tend to struggle when presented with circum-stances outside their area of familiarity. With temperatures rising, ice melting, the Neanderthal's prey migrating away and humans moving north in droves, this inflexibility will be-come an ever greater problem until the Neanderthal population is subsumed into the human gene-pool.

Neanderthals begin with a 3 in 6 chance at the skills Athletics, Foraging, and Tracking, which slowly improves as they gain levels. Like hunters, they take no penalty when using the 'fight defensively', 'fight recklessly', 'go for the kill' and 'aim' combat options.

Table 6: The Neanderthal

Level	XP total	Hit Points	Saves				Skill Chance
			Vs Weather	Vs Poison	Vs Hazards	Vs Magic	
1	0	D10 flesh and d10 grit	12	10	15	14	3/6
2	22	+1 flesh and +d10 grit	10	8	13	12	3/6
3	44	+1 flesh and +d10 grit	8	6	13	10	3/6
4	88	+1 flesh and +d10 grit	6	6	10	8	3/6
5	176	+1 flesh and +d10 grit	6	4	10	6	4/6
6	352	+1 flesh and +d10 grit	4	4	7	6	4/6
7	704	+1 flesh and +d10 grit	4	2	7	4	4/6
8	1408	+1 flesh and +d10 grit	2	2	4	4	4/6
9	2816	+1 flesh and +d10 grit	2	2	4	2	5/6
10	4224	+3 grit	2	2	2	2	5/6
11	5632	+3 grit	2	2	2	2	5/6
12	7048	+3 grit	2	2	2	2	5/6
13	8464	+3 grit	2	2	2	2	6/6
14	9872	+3 grit	2	2	2	2	6/6
15+	+1408	+3 grit	2	2	2	2	6/6



"With its untold depths, couldn't the sea keep alive such huge specimens of life from another age,
this sea that never changes while the land masses undergo almost continuous alteration?
Couldn't the heart of the ocean hide the last-remaining varieties of these titanic species,
for whom years are centuries and centuries millennia?"

— Jules Verne (Twenty Thousand Leagues Under the Sea)

Equipment

Table 7: Weapons

Weapon	Damage	Special Rules
Knife	D4	Can be used while grappling. A light item.
Spear	D6	Can attack from a second rank. Double damage to charging enemies.
Club	D8	Can be used to knock unconscious.
Pike	D8	Can attack from a second rank. Double damage to charging enemies. Two-handed.
Axe	D10	No special properties.
Two-handed Club	D12	Requires two hands. Can be used to knock unconscious.
Garrotte	D4	Can only be used while grappling. Always deals damage to flesh.
Sling	D4	Long range, requires bullets. A light item.
Bow	D8	Long range, requires arrows.
Blowpipe	1	Thrown range, requires darts. Silent.
Javelin	D6	Thrown, can be used in melee.
Boulder	D6	Thrown range, or uses falling damage rules when dropped on somebody.
Net	0	Thrown. Can be used to wrestle at thrown range. A light item.
Bolas	d4	Thrown. Can be used to wrestle at thrown range.
Atlatl	-	Gives a thrown weapon an extra +1 damage.

A weapon can be made with stone, giving it an extra +1 damage. Ammunition (darts, bullets and arrows), can be taken as an item; you get ten . Darts and bullets are light items. Ammunition can be stone-tipped, giving it +1 damage like other weapons.



Table 8: Armour

Armour	AC	Location Protected
Beast-Skull Helmet	+1	Protects the head
Tough Gloves	+1	Protects the hands
Leather Bracers	+1	Protects the arms
Leather Greaves	+1	Protects the legs
Boots	+1	Protects the feet
Toughened Leather Tunic	+2	Protects the torso
Shield	+2	Requires one hand

Table 9: Adventuring Gear

Item	Rules
Alcoholic Drinks	Intoxicating and fun.
Bag of Pitch	Can be lit and thrown, potentially setting things or enemies on fire. A rare item.
Basket	Useful for carrying stuff.
Bedroll	Helps you get enough sleep to heal.
Beeswax	A light item. Good for sealing things airtight or water tight.
Blade Venom	Victim must take a Save vs Poison or suffer d12 damage to flesh. A light and rare item. Five doses.
Bound Spell Item	A rare item. Contains a single spell a magician knows; see the section on magic.
Chalk	A light item. Good for drawing.
Cooking Pots	For cooking things in.
Coracle	A small one-person boat.
Cord	A light item. Good for tying things.
Cured Meat	Enough for one day.
Divining Materials	Required for various divination spells. A light item.
Drill	For putting holes in things. A light item.
Drum	Good for signalling over long distances, or parties.
Equipment Belt	Can have two items tucked into it, allowing them to be drawn for free. A light item.
Fishing Hook and Line	Good for catching fish (with a foraging roll). A light item.
Flute	Useful if you need to appear sensitive and artistic.
Hammock	Helps you get enough sleep to heal.
Healing Kit	Gives +1 to your medicine skill when treating wounds.
Heavy Winter Clothes	Mitigates the effect of cold weather.
Jewellery	A rare item. Makes you look high-status.
Lamp	Burns animal fat with a wick. Has a d10 light dice. A light item.
Needle and Thread	For sewing things and mending clothes. A light item.
Pigments	Gives +1 to Art skill when painting on things. A light and rare item.
Poison	Consumer must Save vs Poison or suffer 2d12 damage to flesh. A light and rare item. Five doses.
Ritual Focus	Gives +1 to the Art skill when casting experimental spells.
Roots and Grains	Enough for five days, but requires lengthy preparation to be edible.
Rope	50 feet long, and good for climbing and tying things.
Sack	A light item. Useful for carrying things.
Shovel	Good for digging.
Skis	Mitigates speed reduction for deep snow.
Sled	Can carry up to ten items (or something really big) without encumbering.
Stone Working Tools	Give +1 to Crafting skills when working with stone.
Ten-Foot Pole	A classic of the genre.
Tent	Sleeps 2 people.
Tinder-box	For lighting fires. A light and rare item.
Torch	Has a d12 light dice.
Veil	Protects from snow-blindness, spores, insects going up your nose, and so on.
Waxed Cloak	Mitigates the effects of wet weather.
Whistle	Good for signalling.
Wooden Spikes	Useful for climbing, pinning things down, and dealing with vampires. You get ten.
Wood-working Tools	Gives +1 to Crafting skill when working with wood.



Game Rules

Attributes

You have six attributes; strength, dexterity, constitution, intelligence, wisdom, and charisma. Each attribute starts with a rating between 3 and 18, with 3 being barely functional (3 dexterity is barely able to move), and 18 being the peak of mortal capability. Attributes may fall below this value, or rise higher, based on events in play.

Each attribute has an associated *modifier* that goes with it, depending on its value. An attributes modifier is used when you need to take into account roughly how good that attribute is, without needing its precise value (just whether it's much better or worse than nor -mal). The following table sums up the range of attributes, and the relevant modifiers.

Strength is for being muscular, buff, herculean, and mighty. You apply your strength modifier to all rolls to hit in melee combat; all damage rolls (melee and ranged); and all athletics and vandalism skill rolls.

Dexterity is for being nippy, stealthy, coordinated and precise. You apply your dexterity modifier to your Armour Class; to rolls to hit with ranged weapons; to your saving throws against hazards; and to all stealth skill rolls.

Constitution is for being tough and resilient. You apply your constitution modifier to your initial Flesh and Grit points; to the number of Grit points you gain each level until level 9; and to your saves against Weather and Poison.

Intelligence is for smarts, knowledge and logic. You apply your intelligence modifier to art, crafting and medicine skill rolls.

Wisdom is for awareness and intuition. You apply your wisdom modifier to foraging, perception and tracking skill rolls; and to saves against magic

Charisma is for being sexy, strong willed and charming. You apply your charisma modifier to animalism and charm skill rolls; and to the reaction rolls for potentially hostile NPCs.

Flesh and Grit

A character has two different sorts of hit points; flesh and grit. Grit represents the character's ability to minimize and avoid injuries. Damage to grit takes the form of scrapes, ripped clothing, near misses and so forth. Damage to flesh, meanwhile represents real injury to the character's body; blood is lost, bones break, flesh is torn.

A character with no grit left is basically fine, just battered and tired. A character with no flesh left dies near-instantly, their body no longer able to cope with their injuries.

Under most circumstances, damage is dealt to grit first as attacks batter through the character's defences. Once all grit points are lost, any further damage rolls over to flesh. Once all flesh is lost, the character dies.

Occasionally the rules refer to 'Hit Dice'. This is simply how many dice of flesh and grit the subject has.

Table 10: Attribute Values

Attribute Value	Modifier	Description
0	-	At this level, the character dies
1 to 3	-3	Unusually weak, severely limiting the character.
4 or 5	-2	Very weak, and likely to cause frequent problems.
6 to 8	-1	Weak, but not unusually so.
9, to 12	None	About average.
13 to 15	+1	Better than normal, but not unusually so.
16 or 17	+2	Very strong, enough to achieve great things.
18 or more	+3	The pinnacle of human achievement.

Healing

If the character has any of their flesh points remaining, then all grit points return after a short (one turn) rest, or a longer period (an hour) without danger.
A fatigued character, whether due to poisons, carrying heavy burdens or oppressive weather conditions, only regains their grit points after a night‘s sleep.
Every night when the character sleeps, they heal a single flesh point. If they are sleeping on comfortable bedding, somewhere warm and sheltered from the elements, they heal an extra hit point.
A character can also have flesh points re-turned with a successful medicine skill roll. Medicine can be attempted repeatedly on the same injury, since there is always the risk of taking damage.

Time

During combat, time is measured in rounds, each lasting six seconds. During exploration over the course of the day, time is measured in turns, each ten minutes long.

Doing Things

The most important rule is this: *the fiction matters more than the game mechanics.* The gamemaster’s job is to adjudicate the fiction and make a judgment on when to bring game mechanics in. Exactly how to apply the game mechanics, and when you need to do that, are up to the GM.
Throughout the rest of the rules, many of these rules are phrased with ’might’ or ‘may’, since these rules are not prescriptive. They are only guidelines and suggestions, to be used when the game-play requires it and ignored the rest of the time.
Mostly, you can deal with events simply by narrating what happens. The player describes their actions, and the GM describes the results. The GM describes a situation, and the players give their responses to it. You only need to roll dice when things get hard to adjudicate through common sense.
What you will roll depends on what‘s happening. The four main situations where you might roll are; making skill rolls when trying to achieve a task outside combat, making rolls to attack and damage in combat, making saving throws to avoid bad things happen, and making attribute rolls to cover other odd situations as they come up. The GM may make other rolls of their own, to determine the rough out-line of events.



When to require rolls

Most actions don‘t require a roll. For example, if a character is searching a cave for potential hazards, the player can simply state where they‘re looking and how they intend to check: the referee will then tell them what they find. Most tasks can be handled in this way without anybody ever reaching for the dice. Dice should be rolled in the following situations, though.
-If the task in question is dangerous. For ex-ample, if the character is crossing a deep chasm using a rickety wooden bridge, then simply declaring ‘you fall off’ would feel unfair: give the player a roll to avoid their fate.
-If the task in question is unlikely to succeed, but still has a chance. Again, rather than simply declaring ‘no, that doesn’t work’, give the player a roll to see how things pan out.
-In combat. Combat is a frantic, confusing situation, and it‘s hard to reliably do anything when under attack.
-If the task relies more on the character‘s strengths and weaknesses than their method. For example, attempting to resist exhaustion and stay awake relies much more on the character‘s innate hardiness than any specific techniques.
Sometimes, you might not bother rolling and simply check the value of a relevant attribute to see how well the character does. This is only really appropriate when the results are a foregone conclusion based on the character‘s ability, and there is no real element of risk. A good example might be looking up the character‘s strength to see if they can lift an item, or their constitution to see how well they can hold their breath.

Skill rolls

Skills are given in the form 'X in 6'. Simply explained, a 1 in 6 value for a skill means it only works if the player rolls a 1 on a six-sided dice. 2 in 6 works on a roll of 2 or less, and so on. A skill roll of 6 in 6 is rolled on *two* six sided dice, and only if both come up as sixes is the roll a failure; otherwise the player chooses which result they want to take. Likewise, a skill roll of 0 in 6 is rolled on two six-sided dice, and only if both come up a 1 does the roll succeed. High or low attribute modifiers (or other circumstances) never raise or lower a skill above 6 in 6 or below 0 in 6.

The default value for all skills is 1 in 6, which is adjusted by a relevant attribute modifier. For example: A character with Intelligence 14 (a +1 modifier) and the default skill in medicine (1 in 6 normally) has an actual value of 2 in 6. Some classes have higher values than this (such as the Neanderthal who has 3 in 6 athletics), and this is also adjusted by the skill's modifier.

The available skills are as follows:

Animalism is modified by charisma. It is rolled whenever the character attempts to understand the actions of an animal, or to influence its behaviour. A typical use for it would be to calm potentially dangerous beasts en-countered. It is, in many ways, the same as the Charm skill applied to animals. A successful Animalism roll allows you to adjust an animal's Reaction roll by the number shown on the dice when you first encounter it.

Art is modified by intelligence. Understanding and creating symbolic works, including maps, accurate sketches and more abstract works, is handled by this skill. It is most useful, how-ever, when dealing with magic: translating a recorded spell in a magician's sanctum re-quires a successful art roll. Similarly, identifying a magic item also requires a successful art roll. See the section on magic for more details.

Athletics is modified by strength. It is used when a character's ability to climb, jump, swim, run or perform similar feats matters. In the normal course of things, we can assume that any character is probably competent enough to climb a tree or swim across a pond, and no roll is likely to be required. However, you may require athletics rolls to perform these feats under pressure (for example climbing a tree with wolves snapping at your feet) or in particularly difficult circumstances (such as swimming across dangerous rapids).

Charm is modified by charisma. It is rolled when the character attempts to influence or mislead non-player characters. Like athletics, it normally isn't necessary to roll charm at all; what the character actually says is far more important than their skill chance. Instead, limit the use of Charm to situations where there's a great deal of risk, and the character's raw charisma matters. Good examples of times a charm roll might be appropriate include attempts to command unwilling min-ions, lying under scrutiny and bluffing against stronger enemies. Charm rolls may also be required to convince followers to do things that are dangerous or unnerving.
A successful charm roll allows you to adjust a person's Reaction roll by the number shown on the dice when you first encounter them.
Remember that Charm is not mind-control; a good roll can create a positive impression or sneak a lie past somebody, but simply rolling charm is not enough to take command of a character (PC or NPC).

Crafting is modified by intelligence. It deals with making or mending practical items (unlike art, which is concerned with ceremonial or decorative items). Technology in the time-period of this game is not very advanced. Given enough time and materials, most characters could make most things they might need; the player should be able to narrate what materials they want to use and how they want to make the item. Crafting should be rolled if time or materials are limited. If the characters can't afford to use up materials until they get a result they're happy with, or there's an external time pressure, consider requiring a skill roll. Similarly, you may require a skill roll if particularly high-quality or technical work is required.





Foraging is modified by wisdom. It is used to find edible plants, or plants with specific medicinal properties. A foraging roll takes up to half a day. If the roll is a success, look at the actual number rolled; this is how many people can be fed with the materials found.

Medicine is modified by intelligence. It is used to heal up injured characters by binding wounds, setting broken bones, and so on. Unlike most other skills, rolling for medicine should be the rule, not the exception, since performing medicine carries a significant risk with it. If a medicine roll is a success, then the number on the dice is how many flesh points the patient is healed (so, for example, if a character passes with a roll of two, then two flesh points are healed). If the roll is failed, though, the attempt deals an extra point of damage to the patient.

Perception is modified by wisdom. Normally, the GM should simply tell player characters what their surroundings are like; what they can see, hear and smell around them. Like-wise, if a player wishes to search their location, then the methods used to search should determine if they succeed. Sometimes, how-ever, you need to make a perception roll; normally where there is a risk that characters will be taken by surprise. A successful roll lets characters spot an ambush before it takes them by surprise. A perception roll could also let a character spot a trap or danger that they‘d otherwise blunder into unaware, or wake up from their sleep if a noise is made near them.

Stealth is modified by dexterity. Stealth is a tricky skill to balance: for the most part it matters more where the character is hidden than what their skill is. In this context, if the character is in enough cover, assume they‘re properly hidden; should somebody come and check their hiding place, they‘ll be found. The stealth skill, instead, deals with the ability of a hidden character to act without drawing attention to themselves. It might be rolled to sneak past a sleeping beast without waking it, to shoot from cover without giving away the character‘s position, or to nick an item with-out the owner noticing.
Tracking is modified by wisdom. It is used to read the character‘s surroundings in the wilderness. It might be rolled in order to follow the trail left by a beast as it moves, or to navigate unfamiliar territory.

Vandalism is modified by strength. It is used when the character tries to break or dislodge something. For example, it might be rolled to escape when tied with ropes, to destroy a bridge before enemies can cross, or to set a hut on fire. Some tasks won‘t require a roll if the characters have enough time to work; for example digging is more a matter of effort than skill.

Saving Throws

In some cases, bad things may happen to the characters. The purpose of saving throws is to give them a chance to avoid these mishaps. Where there is a chance - through luck, skill or fortitude – for the character to avoid some disaster, give them a saving throw to avoid or reduce the problem.

The game uses four different saving throws, classified by what sort of threat they help the character avoid. The categories are fairly broad.

Saves against weather are used to deal with pervasive environmental effects; extreme heat, cold, lack of oxygen (perhaps due to high altitude or enclosed spaces), and so on. They are modified by Constitution.

Saves against poison are used when a hazardous substance enters the character‘s body. This covers bites by venomous animals, wounds becoming infected, eating unsafe food, contracting illnesses and similar problems. They are modified by Constitution.

Saves against hazards are used against sources of physical injury; flames, falling rocks, traps and so forth. They are modified by Dexterity.

Saves against magic are used against any supernatural effects, including spells, the abilities of magical beings and other weirdness. In a strictly historical campaign where there is no magic, saves against magic can basically be ignored entirely. They are modified by Wisdom.

Each save has a value given for it; when a save needs to be made, roll a d20 and if the number rolled is equal to or better than that value then the save is passed.

Attribute Rolls

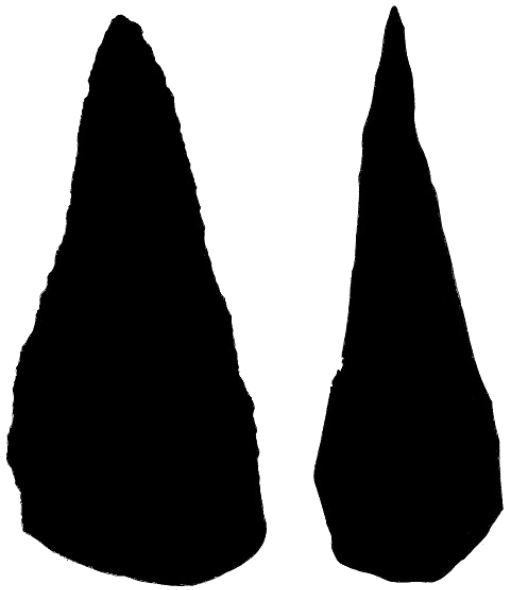
Attribute rolls are a catch-all system for when an action comes down to chance but isn‘t covered by a skill roll, a save, or attacking. Using the attribute which most fits the task in hand, roll a d20; if the result is equal to or less than the attribute, the task succeeds.

Attack rolls

Attack rolls are made in combat where one character attempts to injure another. Roll 1d20, plus the character‘s attack bonus (for hunters, their attack bonus is the same as their level; for all other character classes, their at-tack bonus is +0; the attack bonus for monsters varies), plus the relevant ability modifier; strength for close-combat attacks or dexterity for ranged attacks. The target is the victim‘s Armour Class (or AC); if the roll equals or beats this target number, the attack hits. A roll that shows a twenty on the dice is a critical hit; it always hits, and deals all damage directly to flesh points (see below).

Armour class has a basic value of ten; it is altered by the character‘s dexterity modifier and any bonuses for armour. Some monsters will have higher AC than this, since their thick hides or other natural defences effectively form built-in armour.

If the attack hits, then roll a dice to see how much damage is dealt, adjusting the result by the character‘s strength modifier (strength modifies both melee and ranged attacks). The type of dice rolled varies depending on the weapons being fought with, from a d4 for knives up to a d12 for two-handed clubs. Unarmed attacks deal half of a d4 in damage.



Encumbrance

Ideally, players would calculate the weight of all gear they carry and compare this to a weight limit to determine how much they can carry. In practice, nobody ever does this, so a simplified system is offered.

Calculate how encumbered the character is by counting up the number of items they're carrying. For this calculation, single small pos-sessions (such as a single arrow) do not count towards the total, whilst a larger collection of a given possession – probably five or more, but maybe more for particularly minor items – count as a single item. Once a total is calculated, consult the table below to see the effects of the encumbrance on the character (round any fractions up).

The encumbrance penalty represents loss of agility due to weight and bulk. It applies to Saves vs Hazards, Stealth, and Athletics.

Equipment that is not being worn or held can be kept either to hand or stowed away. Equipment stowed away is safely stored in a back-pack, inside clothing or otherwise secured. It cannot be quickly produced with the 'draw an item' action, but is also safe from, say, environmental damage. Equipment to hand is tucked into a belt, in a pouch or strapped to a limb, so that it can be easily accessed. It can be quickly drawn with the 'draw an item' action, but also risks damage from environmental factors such as fire, rain and so on (use the rules for equipment damage on page 25).

Particularly large items such as an entire deer carcass or a person unable to walk simply increase encumbrance by one level. Even larger items such as mammoth carcasses or stone monoliths may increase encumbrance by two or even three levels.

Gaining experience

Experience points measure how characters progress as they overcome challenges and learn from their experience. Experience points are gained over the course of adventures, and accumulate over time. When a character has enough experience points that they would gain a new level, they gain the benefits when they next rest for the night; alter their statistics to match the new level.

Experience points can be gained from a number of sources, listed below. For each reward stated, every character present gains the re-ward, so long as they took part in events.

Experience is earned by killing dangerous beasts. One experience point is gained for every 5 meal's worth of meat on the enemy. An additional ten experience is gained for each part of the carcass that is taken and made useful following the kill. A body part must actually be used to gain a point of experience for it; simply adding it to a hoard of accumulated wealth does not give an experience reward, however if it is taken with the intention of trading it for something of value, a reward is appropriate.

Good examples of body parts being recovered include the teeth and claws from predators, each tusk of a mammoth, or venom harvested from the fangs of serpents.

Table 11: Encumbrance

Number of Items	Exploration Speed	Combat Speed	Running Speed	Hiking Speed	Encumbrance penalty.
Less than Strength (light)	90 ft per turn	30 ft per round	90 ft per round	18 miles per day	None
Up to double Strength (moderate)	60 ft per turn	20 ft per round	60 ft per round	12 miles per day	-1, and Fatigue
More than double Strength (heavy)	30 ft per turn	10 ft per round	30 ft per round	6 miles per day	-2, and Fatigue
More than triple Strength (non-viable)	0	0	0	0	Cannot be lifted

There is no experience award for killing animals that pose no real threat. What counts as no threat is up to the GM‘s discretion, but will largely mean animals hunted for their meat whose instinct is to flee rather than fight back. The meat and other body parts taken is its own reward.

There is no experience awarded for killing people, although there may be items of gear worth taking from dead enemies that are their own reward.

Exploring a cavern and making it safe for habitation also gives a reward. For every ten feet in length of the cave system, the system is worth 1 experience point. Experience only takes into account the length of the caves, IE the distance that must be travelled to get from one end to the other (including forks and so forth); how spacious individual chambers are is unimportant.

Experience is not gained for part of a system explored; if the characters get partly into the cave and then retreat they gain no experience. Similarly, experience is not gained if a danger is left ignored (such as allowing a dangerous predator to remain in the caves). The exception to this is in the case of ignorance; if player characters are unaware of a section of cave (IE didn‘t find the way in), they still gain experience for the remainder of the cave that they have explored.

Particularly large cave complexes might be divided up into several sections, allowing PCs to gain experience once a whole section is explored and made safe. These sections should probably be well defined and easily separated from one another/

Finally, experience can be gained for salvaging magically or spiritually imbued items. For items with only a limited number of uses, there is only one experience point awarded. If the item has unlimited uses or a permanent or ongoing effect, the experience reward is three experience. In the case of those items that don‘t clearly mimic a spell, a level should be assigned comparing the power of the item to similar spells. Experience is gained for items without a beneficial effect, or even those that are purely dangerous or detrimental to their user; the experience is for finding the curios and the power of a useful magical item is an extra reward in and of itself.

In order to gain the benefit here, the item must be gained through skill or force, either stolen or found. No experience is gained for items the character makes themselves or for items that are traded for.

There is not a reward for simply transcribing the spells recorded in a magicians sanctum. However, if the characters somehow manage to transport the sanctum itself in a manner that preserves the magic, experience is gained as normal.

When a character gains enough experience, they will gain a level. Each class requires different amounts of experience to gain new levels, as some gain power more rapidly than others as they gain experience (This is a balancing factor; the classes with less impressive abilities need less XP and so gain levels faster). As characters gain levels, some of their statistics will improve. A hunter‘s attack bonus will increase and they may improve their Animalism skill, a specialist gains more skill points, a Magician may improve their Art skill and develops a new spell, and a Neanderthal may improve their Athletics, Foraging and Tracking skills. As well as this, all characters may improve their saves. Note down these changes. All characters will gain a single point of Flesh. They will also gain a dice worth of Grit points. Apply their Constitution modifier to the grit points gained, but not to their flesh.





The winter can be every bit as cruel and hungry as any predator.
There is a purpose to the cold,
a sense of malign intelligence that wishes ill on the warm, soft living world.

When fires burn low, food dwindles and the wind tears at your encampment, that is the winter.
When snow blocks your path and exposes you to the elements alone, that is winter.

The cold is vast and slow and subtle, and far more have died in its icy grasp than to any predator.

Dangers

Ability Score Loss

Loss of ability scores is not permanent unless the source states otherwise (such as when taking tonics). If the character is reduced to 0 in any ability score, they die. Lost points of ability scores can be returned by magical intervention; spells such as regeneration can re-store them. Otherwise, assume that they naturally heal up at the same rate as damage to Flesh. A character can heal flesh or attributes, but not both - choose which to heal when the opportunity arises.
Where a monster has no listed values for their attributes, assume a value of 10.
Where an NPC has only their attribute modifiers listed, assume a value of 3, 4, 7, 10, 14, 16 or 18, as appropriate.

Breaking Equipment

When a character puts their equipment under strain, there is a chance it will break. For weapons, any attack roll that shows a 1 on the dice results in damage to the weapon. For armour, if a piece of armour protects a location (preventing damage from going straight to flesh), then roll to see if the armour is damaged. For other gear, the risk of equipment breakage is at the GMs discretion, when the GM feels that equipment is being used with-out due care. The situation will always be one risky enough to require a roll of some form (usually a skill roll); routine use will not result in broken gear. If the roll fails on the worst possible result (a 6 on d6 or a 1 on d20), then there is a chance that equipment breaking is to blame.

When equipment may break, roll a d12, and consult table 13 below. Some equipment may be found poorly maintained, in which case it already comes marked with a number of notches and so rolls a smaller dice. If you would roll a dice smaller than a d4, the item instead breaks automatically.
Some items are only good for a single use; you can only set a bag of tar alight once, and likewise rations are gone when you eat them. Arrows can usually be recovered after being shot on a roll of 1-5 on a d6; they‘re broken on a 6. Sling bullets can also be recovered, but more rarely; they‘re salvageable on a 1 and broken on a 2-6.
See the section on Getting Left in the Dark for how torches are used up.

Cannibalism

People can be eaten like any animal. A person who is butchered for meat normally has enough flesh on them for six meals; adjust this by their constitution modifier. Eating human flesh is not, however, natural behaviour, and carries a number of risks.
Regardless of how well it is cooked, human meat always carries the risk of contracting food poisoning; see the entry for Sickness for more details.
In campaigns with magic, eating people is also not good for the soul, and tends to have a negative effect on a character‘s sense of self. Each time a character butchers a person for flesh, they must make a Save against Magic. If failed, the character gains a random madness (roll on table 36).

Table 12: Equipment Degradation

Roll	Effect
1	The item is broken for good. Parts can be salvaged, but it can’t be repaired without more materials.
2 or 3	The item is damaged. Mark a notch by it on your character sheet, and roll a dice one size smaller in future for each notch.
4 or more	The item is fine

Cave-ins

If a character is caught in a cave-in, they take 2d6 damage; essentially this is something horrible falling on the character from ten feet or less. In addition, they will probably have to pass a save versus hazards to avoid being trapped under the rubble.

Climbing

A character who wishes to climb a tree, rock face with plenty of hand-holds or similar can normally manage to do so without needing to roll. Particularly difficult surfaces or situations where the character is in danger if they fail (such as combat) may require an athletics roll. Situations where the character risks falling, such as failure on a roll to climb unstable surfaces or being attacked, will likely require another athletics roll to avoid falling.

Digging

A character can dig through four feet of dirt or rubble a turn with the right tools, adjusted by their strength modifier. Digging through snow takes half this time. Digging without tools takes twice this time, as does digging through rock with good enough tools. Without tools, rock cant be dug through at all.

Falling

A character who falls great distances takes 1d6 damage for every ten feet they fall, up to a maximum of 20d6 for a 200 foot fall. If the fall is slowed or lands on water or another soft surface, then 1d6 less damage is dealt. If the fall ends on sharpened spikes, jagged rocks or a similar unpleasant landing, then it deals an extra 1d6 damage.

It‘s worth noting that a fall does not need to be free-fall to deal damage. Tumbling down a particularly steep slope will deal damage since, although the ground is hit with less force, there are plenty of unpleasant impacts on the way down; in this case, though, reduce the total damage by 1d6 since the fall is at least broken.

Getting hit by a falling object of significant weight deals damage dice just like if the character had fallen that far (so a log that is dropped on a person from a height of ten feet deals 1d6 damage). Note that falling onto a person (or having a person fall on you) counts as hitting a soft surface, dealing 1d6 less dam-age. Similarly, particularly horrible objects like a giant rock or a sharpened stake deals 1d6 extra damage.

In some - but by no means all – cases, a character may get a save versus hazards to avoid falling off things or having horrible things land on them.

Fire

Fire deals damage when the character is ex-posed to it; normally a d4 for being struck with a burning brand. A character who takes damage from fire needs to make a save versus hazards; failure results in another d4 damage next turn as the flames catch. If the flames catch in this way, a second save versus hazards should be made; a second failure indicates that the character is completely engulfed with flame and takes d8 damage each round until they‘re either burnt to a crisp or the flames go out.

A character who is on fire automatically puts themselves out if they can submerge them-selves in water. Attempts to ‘stop drop and roll’ and put the fire out use up an entire round and only succeed if the character passes a save versus hazards.

If the character is hit with burning tar, the saves to avoid catching alight automatically fail, no roll is made.

Getting Left In The Dark

Mostly characters using a light source will be travelling under at least starlight, allowing them to see vaguely well enough to re-light their illumination if it goes out. During ex-tended travel, don‘t worry about light going out so long as the characters have a way to re-light it.

In some cases, however, it‘s not so easy. In a howling blizzard, or the pitch darkness of an underground chamber, when the lights go out, it can be a serious problem.

When there is a risk that the flame can be extinguished, make a roll to see what happens. This might be because a torch was dropped in shock, doused in water or hit with a strong breeze. In addition, roll once every hour (six turns) as the fuel burns low. Each light source uses a different sized dice that it rolls on the table, representing the vigour of its flame. Torches roll a d12, Fat- or Wax-burning lamps roll a d10, braziers and bowls of cinders roll a d8, and improvised fire sources (burning sticks and so forth) roll a d6.

In absolute darkness, rolls to do anything requiring vision (dodge hazards, attack, move quietly, and so on) take –3 if they’re on a d20 and -1 if they’re on a d6. Perception rolls must be made to locate creatures by the sound they make. When a roll is failed, it’s failed *dangerously*; characters might take d6 damage from accidents in the dark, or roll for equipment breakage.

Injury to locations

Some dangers may target specific locations on a character's body. For example, a snare set with shards of flint attacks the feet, and a snake that snaps at the hand of a character grasping it targets the hand. These attacks normally damage the character's flesh directly, but if the location is suitably armoured then the damage can be soaked by grit first. The relevant equipment that protects each location are toughened boots for the feet, hardened leather greaves for the legs, re-enforced tunics for the torso and groin, hardened leather bracers for the arms, leather gloves for the hands, beast-skull helmets for the head and neck, and veils for the face.

Damage to specific locations can also cause ongoing problems. These normally result from specific dangers, as above, or making a called shot in combat. If only grit is damaged, then no complications result; only if there's any damage to flesh is any actual damage done.

If an arm is broken, that arm can no longer be used to carry anything or use equipment requiring two hands (such as a drill or a bow). If a leg is broken, the character cannot walk without support (such as crutches or another character) and cannot run at all. Both legs being broken reduces the character to crawling as they can't support their own weight. Any broken limbs can be set with a successful medicine roll (which deals 1 point of damage on a failure as normal), a splint or sling to support the limb and d12 days rest. A limb that is severed entirely produces the same penalties, but can't be fixed with medicine.

Damage to a hand results in reduced manual dexterity; the character takes a -3 penalty to ranged attack rolls, and a -1 penalty to art, crafting, medicine and vandalism rolls that rely on manual dexterity. Damage to a foot results in reduced agility, resulting in a -3 penalty to armour class and on saves against hazards, and a -1 penalty on athletics and stealth skill rolls. The penalty is cumulative if both hands or both feet are injured. The injury can be fixed with a successful medicine roll (which deals 1 point of damage on a failure as normal) and d12 days of rest.

Loss of an eye destroys binocular vision, resulting in a -3 penalty to all attack rolls and -1 to perception skill rolls.

Damage to the throat, punctured lungs or disembowelling results in the loss of one flesh point a round as the character bleeds out. To try to staunch the injury, a medicine roll can be made. On a successful roll, the character bleeds at a rate of 1 flesh a turn instead of 1 flesh a round. A second successful roll stops the bleeding entirely. If a roll is a failure, 1 extra damage is dealt to flesh as normal.

Damage to the mouth and jaw stops the character being able to speak intelligibly. Charm skill rolls may be required to communicate through grunts and gestures, and spell-casting is impossible since it requires precise enunciation. The injury can be healed with a successful medicine roll (which deals 1 point of damage on a failure as normal) and d12 days of rest.

A sharp blow to the head with a blunt instrument (such as a club) can result in the victim being stunned. Each round, they will need to make a Constitution attribute roll if they wish to act; if the roll is failed, they remain stunned and lose the chance to act. As soon as a roll is passed, the victim recovers. More serious blows to the head can cause permanent damage; A victim suffering from a traumatic head-wound takes -1 to all rolls on a d6, and -3 to all rolls on a d20. Trepanning (drilling a hole into the skull to release pressure) can help alleviate this. The process of trepanning re-quires a medicine roll; if the roll succeeds, the problem is treated, however if the roll fails the victim takes 1d8 damage to their flesh.



Table 13: Lights Going Out

Dice Roll	Result
1	The light goes out entirely.
2 or 3	The light gutters. Mark a notch by it on your sheet, and next time it rolls one dice lower per notch.
4 or more	The light flickers but is fine.

Poison

A save versus poison should be made every time the character is exposed to some sort of toxin. A failure indicates that the poison has its effect right away. The potential effects of poison include loss of attribute points, an amount of damage to flesh, unconsciousness, paralysis or even near-instant death in the worst cases.

Sickness

On exposure to a disease, the character should make a save versus poison; failure indicates that the character has contracted the sickness.
After a set incubation period, the character makes further saves at set intervals. Every failed save imposes a cumulative penalty (such as damage), whilst a successful save results in no negative effect. Two consecutive passed saves result in recovery; no more rolls need to be made.
Food poisoning is one of the most common diseases that a character can contract. The incubation period is six hours, and saves are taken every two hours after that. Every failed save deals a point of damage (first to grit and then flesh), and renders the character fatigued (so unable to regain grit except by sleeping) until the save is passed.

Swimming

Characters can move at half their normal movement when swimming. Characters that are heavily encumbered (enough to be fatigued by it) or are swimming in particularly dangerous waters have a chance of drowning, and need to make an Athletics skill roll to stay afloat. If the roll is failed and they go under, chance of drowning, and need to make an Athletics skill roll to stay afloat. If the roll is failed and they go under, the character takes -1 to their rolls to surface for each round they‘ve been under (IE. -1 to the first attempt, -2 to the second attempt, and so on until they‘re rolling a 0/6 chance and need double 1s to succeed). A character can hold their breath for half their Constitution score in rounds (round down). After this, they take d6 damage to flesh each round as they begin drowning.

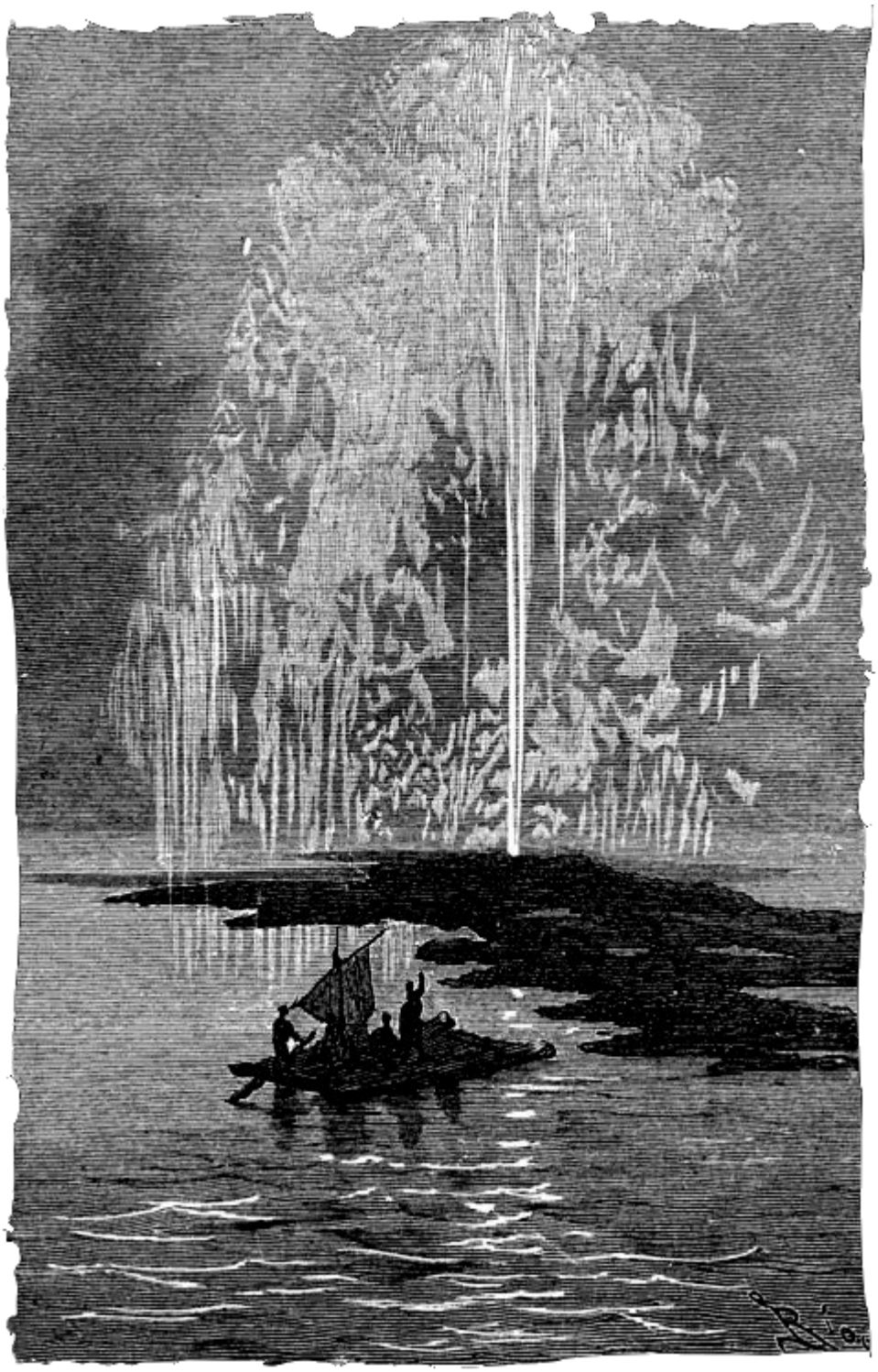
Sleep Deprivation

For each night in a row where the character does not get at least 4 hours sleep, they suffer a –1 penalty to all rolls. This penalty is cumulative, so after two sleepless nights, they suffer a -2 penalty and so forth. The penalty resets itself after the character finally gets sufficient sleep.

Starvation

A character must eat at least one meal and drink water each day, or else suffer the effects of deprivation. If the character does not get at least one meal in a day, they suffer the effects of fatigue (meaning they cannot regain grit except by sleeping) and must pass a save versus weather lose a point of constitution. If the character doesn‘t drink for a day, they also become fatigued and must pass a save versus weather or lose 1d4 constitution.
Constitution lost to starvation and thirst starts returning after the character has been properly fed for a number of days equal to the days they spent starving/ without water. After this time, constitution returns at a rate of one point a day for as long as they remain fed.





The shallow sea around this island was boiling hot, scalding any flesh that it splashed onto. We assumed that under the ocean floor was some source of tremendous heat, trapped beneath the rock.
As we watched, our suspicious were confirmed, and a huge jet of steam and dust burst from the islands rocky centre, jettisoning detritus high into the air.

Weather

The weather makes a significant difference to life in the ice age. Although the game takes place south of the ice sheets, which are them-selves retreating, conditions are still bitterly cold, and rarely reach high enough above freezing for a full thaw; snow is common except in the height of summer.

The GM may choose weather conditions each day based on the season and conditions of the characters surroundings. Failing this, however, they can roll on table 14 below to determine the weather for the day.

Which column you roll on depends on the season; roll on the spring column during spring, and so on. If the weather is supernaturally created, such as by spells or similar.

The tables given assume that you're in a typical sub-arctic environment; the area corresponding to central Europe (from southern Britain down to the Carpathians). Further north, and you reach the ice-shelf, where most rolls will be on the Winter table, regardless of season. Further south-east, into the middle-east and central Asia, and the climate becomes warmer, drier and more stable; most rolls will be on the Summer and Autumn tables regardless of the season. Further afield still, in such far-off locations as central Africa, Australia and the Americas, and you may need to write your own tables to represent the unique climate.

Table 14: Weather

Roll	Winter	Spring	Summer	Autumn	Unnatural
1	Snow	Snow	Sleet	Snow	Snow
2	Snow	Sleet	Hail	Sleet	Snow
3	Snow	Sleet	Rain	Sleet	Sleet
4	Snow	Hail	Rain	Hail	Sleet
5	Snow	Rain	Rain	Hail	Hail
6	Sleet	Rain	Thunderstorm	Rain	Hail
7	Sleet	Rain	Thunderstorm	Rain	Rain
8	Hail	Rain	Fog	Rain	Rain
9	Rain	Rain	Overcast	Rain	Thunderstorm
10	Thunderstorm	Thunderstorm	Overcast	Thunderstorm	Thunderstorm
11	Blizzard	Blizzard	Overcast	Blizzard	Thunderstorm
12	Blizzard	Fog	Heat-wave	Fog	Blizzard
13	Fog	Fog	Heat-wave	Overcast	Blizzard
14	Overcast	Overcast	Heat-wave	Overcast	Blizzard
15	Clear Skies	Heat-wave	Heat-wave	Overcast	Fog
16	Cold Snap	Clear Skies	Clear Skies	Heat Wave	Fog
17	Cold Snap	Clear Skies	Clear Skies	Clear Skies	Fog
18	Cold Snap	Cold Snap	Clear Skies	Cold Snap	Heat Wave
19	High Winds	High Winds	High Winds	High Winds	Cold Snap
20	High Winds	High Winds	High Winds	High Winds	High Winds

Altitude Sickness

At high altitudes, lack of oxygen can cause weakness, dizziness and eventually unconsciousness. Normally, characters not acclimatised to high altitudes should make a Save against Weather. If failed, the loses a point of dexterity an hour until half of their dexterity has been lost (round down). At particularly high altitudes – mountain peaks – dexterity is lost every turn, and all dexterity can be lost this way until the character has no dexterity left and they die.

When a character returns to an altitude with less thin air, lost dexterity returns at the same rate that it left.

In other environments without enough oxygen (such as a sealed chamber where oxygen is used up the more people breath), a similar method could be used, with characters losing strength rather than dexterity.

Cold Weather

In dangerously cold weather conditions, characters need a source of shelter and warmth in order to remain safe and comfortable.

If exposed to the elements for more than a minute or so, and wearing winter clothing, the character must make a save against weather. If the save is passed, the character suffers no ill effects save for minor discomfort. If failed, the character is fatigued until they can get to shelter and a fire, and they lose a point of grit every turn. When the character has no more grit remaining, they suffer no further ill effects.

If the character is exposed to the elements for more than a minute or so and is not wearing winter clothing, they must again make a save against weather. If they pass, they are fatigued, losing a point of grit every turn until they run out of grit, and then suffer no further ill effects. If they fail, they are again fatigued, and lose a point of grit every turn until they have no grit left. Once they have run out of grit, frostbite will set in. From this point on-wards, until they can get to a warm, sheltered place, they lose a point from a random physical attribute (IE strength, dexterity or constitution) each turn. If any such attribute is reduced to 0, the character dies from the cold.

Fog, and other reduced visibility

Fog, darkness worse than moonlight, blizzards, and so forth drastically reduce visibility. Attacks rolls at long range (longer than throwing range) in these conditions take a -3 penalty. Tracking skill rolls to navigate take a -1 penalty. Fog and similar reduced visibility provide sufficient concealment for characters to hide, with no need for cover.

Table 15: the Effects of Weather

Weather Condition	Effects	Duration
Snow	Wet and Cold Weather	D4 days
Sleet	Wet and Cold Weather	D4 days
Hail	Cold Weather	1 day
Rain	Wet Weather	D4 days
Thunderstorm	Wet Weather, High Winds and potentially Lightning	1 day
Blizzard	Wet Weather, High Winds and Poor Visibility	1 day
Fog	Poor Visibility	D4 days
Overcast	None	D4 days
Heat Wave	Hot Weather	D6 days
Clear Skies	None	D4 days
Cold Snap	Cold Weather	D6 days
High Winds	High Winds	D4 days

Hot Weather

During hot weather, a character requires twice as much water to drink each day than they normally would. In extreme heat, all lightly encumbered characters (carrying less than their Strength score in items) must make a save versus weather or become Fatigued. Characters carrying their strength score or more are already fatigued, and instead also make a Save versus Weather, losing a point of grit every hour until they have no grit left.

Lightning Strikes

It is highly unlikely that a character be struck by lightning, but not impossible. If, during the height of a thunderstorm, the character is positioned in such a way that they are at risk of being struck (either on the peak of a hill, taking shelter under a lone tree, waving something made of metal defiantly about, or similar), there is a one in twenty chance that their location will be struck. They must make a Save against Hazards; if failed, they take 4d6 damage.

Snow Blindness

Snow blindness is a risk when bright sunlight reflects off bright snow. North of the ice sheet, where there is only flat snow in all directions, this can be a significant risk. Unless a character is wearing a veil over their face, or some other source of protection to reduce the glare, they should make a Save against Weather. If the save is failed, they count as dazzled, taking a -3 penalty to all attack rolls and a -1 penalty to all skill rolls requiring vision.

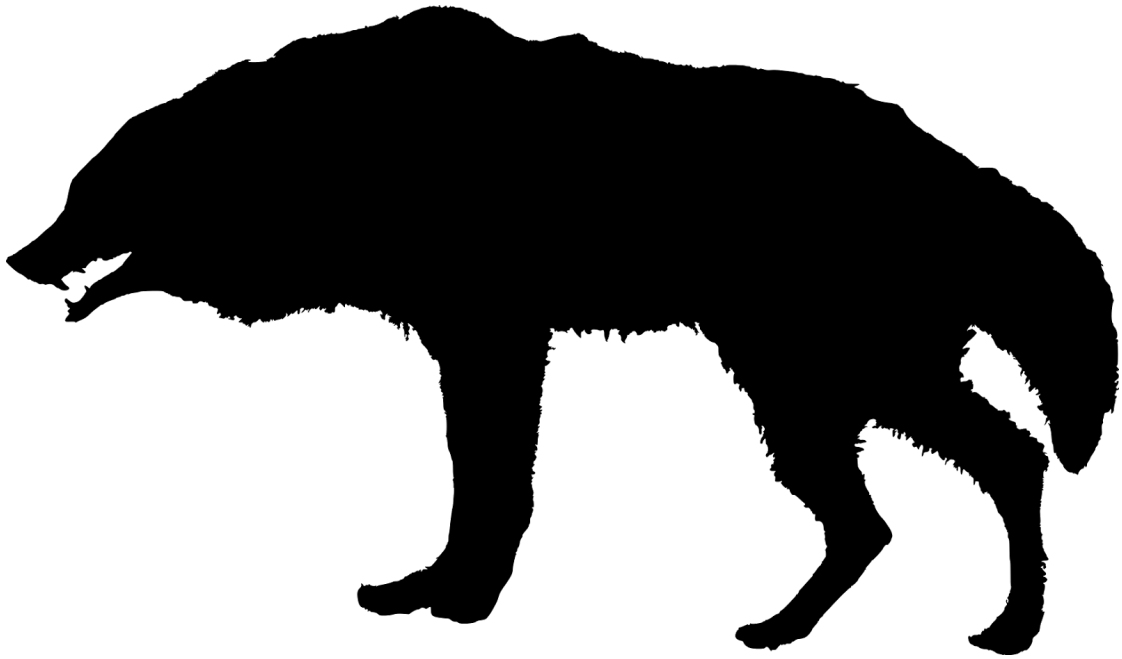
Wet Weather

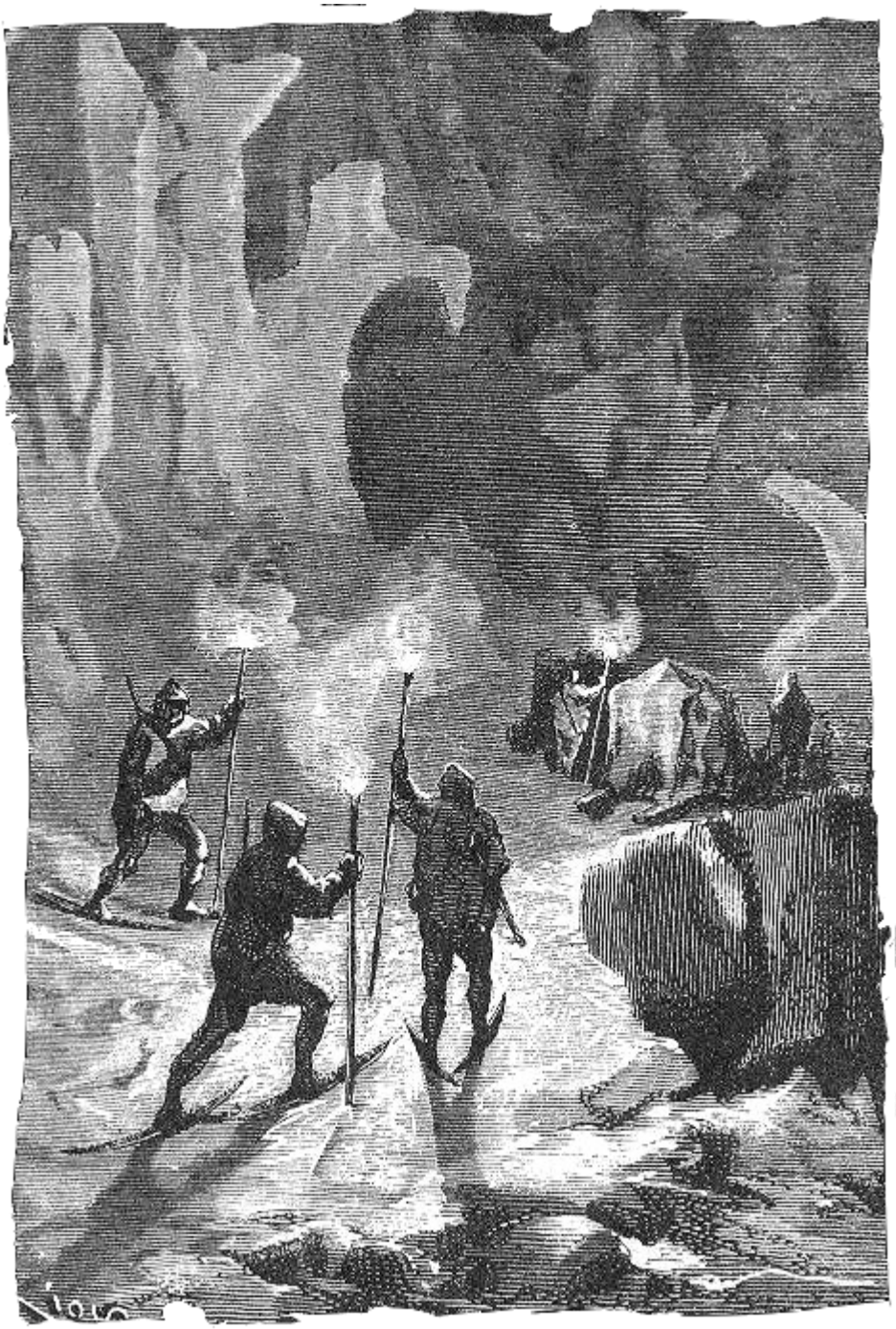
When exposed to heavy rain, characters with-out clothing to protect against it must make a Save against Weather; if failed, they are fatigued until they dry off.

In wet weather, characters using a bow or at-tempting to light a fire must make a Save against Weather to see if they have been able to keep their equipment adequately dry enough. If the save is failed, their bowstring, tinder or similar has gotten wet; they take a -3 penalty on all rolls on a d20 and a -1 penalty to all skill rolls when using wet equipment. Wet weather may also make preserving food impossible.

Wind

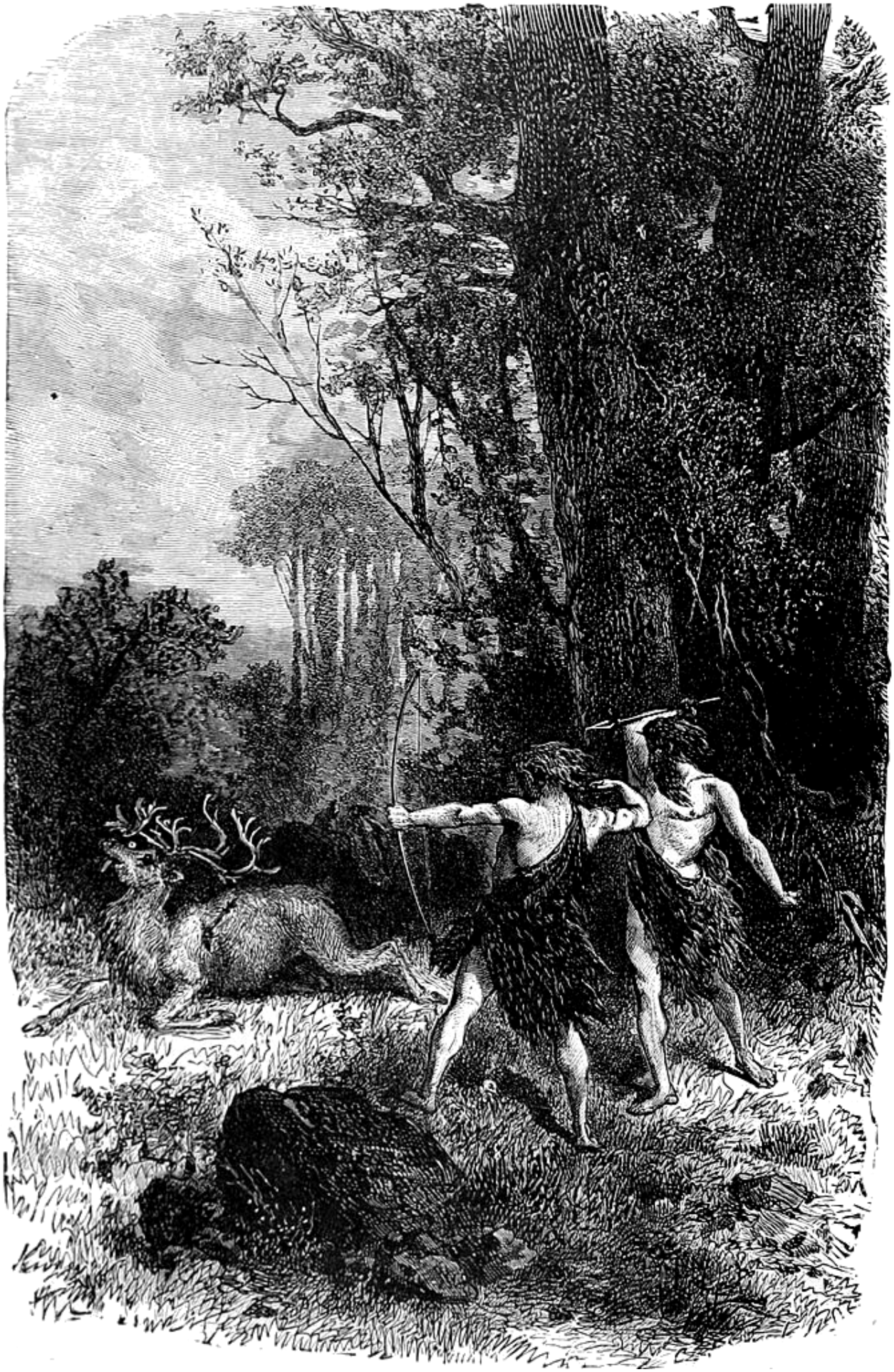
High winds impose a -3 penalty on all attack rolls with ranged weapons. They also give a –1 roll to all rolls on a d6 and a –3 roll to all rolls on a d20, to all rolls to control boats due to the horrible conditions.





"Though horror and revolting nausea rose up within me,
and an odour of corruption choked my breath, I remained firm.
I was then privileged or accursed, I dare not say which, to see that which was on the bed,
lying there black like ink, transformed before my eyes."

— Arthur Machen, The Great God Pan



Encounters

Surprise

It is possible when an encounter begins for one or both sides to be surprised, perhaps due to an ambush or sudden meeting.
If one side might be surprised, roll a perception check for them using the best perception skill out of those present; if the roll is failed then that side is caught by unexpectedly. If both sides might be surprised, then both sides roll perception using the best skill on each side. If both sides pass or fail, then both react with about the same efficiency. If one side fails whilst the other passes, then the failing side is caught unawares.
In a fight, a party catching their enemies by surprise gets a free round to act in whilst their enemies are unaware or struggling to react.

Encounter Distances

In caves, encounters happen when enemies are in the same chamber as the party.
If a side is taken by surprise, then their enemy can creep closer to them with a successful stealth roll; the best member of the side makes the roll, under the assumption that they are directing the movements of the rest.. Assuming sufficient cover (such as undergrowth or standing water), the encounter starts 3d6 feet apart. If the roll is failed, there is still a surprise round, but the combatants start 3d6 x 10 feet apart.
Otherwise, outside, the distance is 3d6 x 10 feet apart where visibility is reduced (such as in woodlands, tall grass or poor weather conditions). Where there is good visibility, such as open plains and hilltops, the encounter distance is instead 3d6*100 feet.

Weapons with thrown range have a maximum effective range of 30 feet.
Weapons with Shooting range have a maximum effective range of 300 feet in the open. Underground, the low ceilings hamper the ability to fire them in an arc, reducing their range to 100 feet.

Reactions

In some circumstances, the reactions of beasts and NPCs encountering the party will be dictated by the circumstances of the meeting; predators on the hunt will be hostile, and so forth. In the event of an unexpected meeting, roll on the following table, modifying the result by the best Charisma modifier in the party. If a character is obviously trying to make a good impression, then a successful Charm or Animalism roll will let them improve the reaction roll by the number shown on the dice.

Initiative

To determine the order that combatants act in, first roll a d6 for each combatant. You may elect to have large groups of enemies roll one dice and act together. Counting down from six to one, each combat-ant acts on the segment that they rolled. If one or more combatants are tied for the same initiative, then the character with the higher dexterity acts first. Roll a dice as a tiebreaker if multiple combatants have the same dexterity.
Initiative order lasts for the entirety of the combat.

Table 16: Reactions on Encountering the PCs

1d8 + Cha Mod	Animal Reactions	People's Reactions
2 or less	Aggressive (attack or threat display)	Hostile (attack if stronger, or stalk)
3 or 4	Frightened (flee or threat display)	Unfriendly (intimidate if stronger, or withdraw)
5 or 6	Indifferent (ignore)	Cautious (negotiate warily)
7 or more	Friendly (investigate)	Friendly (trade, share stories and so on)

Things that can be done in a round

It's worth noting that these options are mutually exclusive. You can do one of these things in a round, but can't combine them; for example you can't fight defensively on the turn you draw an item, as those are two separate combat actions.
For some of these options, particularly fighting recklessly, fighting defensively, going for the kill and setting up a surprise attack, you need to be able to justify how you're doing it, such as using cover or attacking from higher ground.

Attack

Make an attack roll against the target's AC value, rolling damage as normal if you hit.

Draw an Item And Attack

You can drop any items in your hands, draw an item (normally a weapon), and make an attack roll as above.

Move and Attack

You can move (up to your combat movement speed) and make an attack roll as above, in either order.

Go for the Kill

As above, make an attack roll. When going for the kill, you take a -2 penalty to your attack roll, and a -2 penalty to your Armour Class. If your attack hits, you deal 2 points more damage.

Fight Defensively

As above, make an attack roll. When fighting defensively, you get +2 to your Armour Class until your action on the next round. However, you also take a -2 penalty to your attack rolls for the round.
You can only fight defensively in a melee.

Fight Recklessly

As above, make an attack roll. When fighting recklessly, you get +2 to your attack roll. However, you also take a -2 penalty to your Armour Class until your action on the next round.
You can only fight recklessly in a melee.

Set Up a Surprise Attack

If there is a plausible way to get in position behind an enemy without them noticing you, you can spend your action making a stealth roll to do so. If they haven't spotted you by your next round, your damage goes straight to flesh if you hit since they are unable to defend properly against the attack.
Similarly, you can bait, taunt, browbeat or distract an enemy using Charm (for people) or Animalism (for wild beasts). This causes them to drop their guard, and the next ally to attack them deals damage straight to flesh.

Aim

If you spend a full round aiming a ranged weapon, then an attack you make with it next round gets +4 to your attack roll. You take a -2 penalty to your Armour Class until your action on the next round.

Called Shots

You can attempt to damage a particular location, inflicting particularly dangerous wounds on your enemies. Exactly where different enemies can be attacked varies based on their anatomy; a creature with humanoid anatomy is affected by damage to specific areas like player characters are, but other creatures might suffer different effects.
You can attempt a called shot with both ranged and melee attacks; when doing so, you take a -2 penalty to your attack roll and deal 2 less damage. If you deal damage to the victim's flesh, you also inflict an appropriate disabling injury on them. The chapter on Dangers has a chapter on the effects of specific injuries.
Alternatively, you could make a called shot trying to break an item carried; instead of resulting in location damage, the called shot would force the enemy to roll on the equipment breakage table as well as taking normal damage.

Cast A Memorised Spell

Casting a memorised spell takes a full round, meaning that you can't drop items, move, or talk whilst casting. Since you are occupied with casting, you take a -2 penalty to your Armour Class until your action on the next round. See the section on magic for full details.

Use or Interact With an Item

This action covers both things like using a pyrite and flint to light a fire, and activating a spell bound into an item. Using an item takes up most of your round, meaning that you can't do it and attack in the same turn. However, you can still talk, drop items and move up to your combat speed.

Wrestling

Wrestling is resolved with a contested roll. Both combatants roll a D20 and add their Strength Modifier, and their attack bonus if they have one. In the event of a tie, roll a dice as a tie breaker. The winner has three options: they can pin the loser, attempt to snatch what they're holding, or end the grapple.

A pinned opponent cannot act on their next round except to either wrestle with their combatant, or attack them with a small weapon (such as a knife) or a natural attack. If they are successfully pinned for three rounds in a row, then they are rendered helpless for as long as they are held down, and can make no further attempts to wrestle free.

If an item is snatched the defender must make a Save against Hazards; if failed then the item is taken from them.

Whilst wrestling, everybody involved can be attacked by those outside the grapple as if they were surprised.

If multiple people attempt to wrestle one enemy, then they each roll, and the best result is used, with an extra +1 bonus for each person helping them.

Creatures with physiology or unusual features that would aid them in a grapple (such as sticky skin, or tentacles), get an additional +1 bonus to their roll per Hit Dice.

Morale

At the end of a combat round, those involved may need to make a Morale check to see if their nerve holds. This covers both the party's enemies, and any NPCs fighting on the side of the party. Player characters, however, are not subject to morale, and the decision to withdraw is always down to the player controlling each character (barring where mind-controlling magic comes into play). Perhaps the PCs are a cut above the common folk, or perhaps they're just a bit deranged.

Morale should be checked in the following situations:

- Where half of those fighting on your side have been taken out of action, in the case of multiple combatants on the same side.
- When reduced to half your starting hit-points, in the case of a single creature fighting alone.
- If the enemy makes a particularly gruesome display of dispatching and mutilating a fallen enemy.
- When dramatic magic (such as fireballs and raising the dead) is first used, for those not used to such things.
- When a fire is first lit, for animals only.
- In other situations likely to cause panic.

Check morale at the end of each round where one or more of those conditions apply. It is possible that both sides are forced to check morale and subsequently flee at the same time.

When morale is checked, roll a d8 and consult the table below. For those followers fighting for the PCs, improve the roll by the best charisma score out of those PCs still fighting.

Table 17: Morale

Roll d8	Result
2 or less	Panic and flee in disarray.
3 or 4	Make a fighting withdrawal.
5 or 6	Fight on, discouraged and defensive.
7 or more	Fight on normally.

Some enemies are basically mindless, completely controlled by an outside force, or unconcerned with self-preservation; magical constructs and mindless oozes are good examples. These creatures never check morale and always fight to the death.

Fleeing

If a combatant flees the fight, enemies next to them get one more melee attack against them before they go. They can, likewise, be shot at until out of range or line-of-sight.

An combatant that flees the fight is assumed to get away unless an enemy breaks off from fighting and pursues them.

If the fleer and pursuers speed or manoeuvrability are dramatically mismatched, the result is a foregone conclusion. The fleer either promptly escapes, or is caught after a round (the fight resumes if they are caught).

Otherwise, both the fleer and pursuer make Athletics skill rolls to represent the round's chase. If both succeed or both fail, the pursuit continues for another round. If only the fleer succeeds, they successfully break away and escape the encounter. If only the pursuer succeeds, they catch up to the fleer, and the fight continues.

The same process can be used to track down enemies that fled the fight. In this instance, the fleer rolls Stealth and the pursuer rolls Tracking. Each roll represents a turn's work sneaking away or following tracks. A win for the fleer indicates a successful escape, and a win for the pursuer indicates that they are tracked down.



Tribes

Attracting a tribe

As characters gain levels, their deeds gain them a reputation for strength and skill. If they wish, they can use this reputation to gather followers together and build up a tribe of their own.

Starting at second level, a character who is in contact with other people can start to put the word out that they wish to gather followers. In order to do so, they must have an established base of operations; a cave system at least 200 feet deep, which has been cleared of monsters and other threats. They or their allies must be spending a significant majority of their time inhabiting this cave system, the location of which is known to those outside their party of companions. Effectively, outsiders must know where to find them.

When a character attempts to recruit for the first time, they should make a Charm skill roll. For this roll, if their charm skill roll is higher than their level, instead reduce it to be the same as their level. If the roll fails, the character recruits no followers, and will not be able to attempt to again until they gain a level; their reputation must improve in order to attract a following.

If the roll is successful, work out how many followers come to the character using the following method. Roll a number of dice equal to the result of the Charm roll, plus the character's Charisma modifier. The type of dice rolled vary based on the character's class; Experts, Neanderthals and Magicians roll a d4 and Hunters roll a d8.

For example, a level 2 hunter with a +2 charisma modifier attempts to recruit followers. They would normally have a charm skill of 3 in 6, but this is capped at their level, so 2 in 6 at level 2. They roll a d6 and get a 1; a pass! To this, they add their charisma modifier, meaning they roll 3d8 to see how many followers they attract.

Once the numbers of followers have been found, work out the group's demographics. For each follower gained, roll on the appropriate table for the leader's class to work out who they are.

Followers attracted will all be unremarkable characters, defaulting to the example attributes given later unless circumstances dictate otherwise. So long as the followers are part of a character's tribe, they do not gain experience or levels.

Table 18: Followers for Hunters

Roll d12	Follower
1	Crafter (randomize gender)
2	Gatherer (randomize gender)
3	Trap-builder (randomize gender)
4	Female Mammoth Hunter
5	Male Mammoth Hunter
6	Female River-dweller
7	Male River-dweller
8	Female Stalker
9	Male Stalker
10	Children (d4 male and d4 female)
11	Elderly (d4 male and d4 female)
12	Unusual Follower (roll on table 22)

Table 19: Followers for Experts

Roll d12	Follower
1	Female Crafter
2	Male Crafter
3	Female Gatherer
4	Male Gatherer
5	Female Trap-Builder
6	Male Trap-Builder
7	Mammoth Hunter (randomize gender)
8	River-dweller (randomize gender)
9	Male Stalker (randomize gender)
10	Children (d4 male and d4 female)
11	Elderly (d4 male and d4 female)
12	Unusual Follower (roll on table 22)

Table 20: Followers for Magicians

Roll d12	Follower
1	Crafter (randomize gender)
2	Gatherer (randomize gender)
3	Trap-builder (randomize gender)
4	Mammoth Hunter (randomize gender)
5	River-dweller (randomise gender)
6	Stalker (randomise gender)
7	Hermit (randomise gender)
8	Flame Initiate (randomise gender)
9	Magical healer (randomize Gender)
10	Children (d4 male and d4 female)
11	Elderly (d4 male and d4 female)
12	Unusual Follower (roll on table 22)

Table 21: Followers for Neanderthals

Roll d12	Follower
1	Female Neanderthal Fighter
2	Male Neanderthal Fighter
3	Female Neanderthal Survivor
4	Male Neanderthal Survivor
5	Female Neanderthal Brute
6	Male Neanderthal Brute
7	Female Expert (randomize archetype)
8	Male Expert (randomize archetype)
9	Female Hunter (randomize archetype)
10	Male Hunter (randomize archetype)
11	Sickly Ones (d4 male and d4 female)
12	Unusual Followers (roll on table 22)

Table 22: Unusual Followers

Roll d12	Follower
1	Female Hermit
2	Male Hermit
3	Female Flame Initiate
4	Male Flame Initiate
5	Female Magical Healer
6	Male Magical healer
7	Female Neanderthal Fighter
8	Male Neanderthal Fighter
9	Female Neanderthal Survivor
10	Male Neanderthal Survivor
11	Female Neanderthal Brute
12	Male Neanderthal Brute



Whilst the character‘s leadership brings with it protection and security, they don‘t experience the same stress and danger that leads to growth. As such, the majority of people in the world live in similar groups, with a few dozen first-level characters under the leadership of higher level individuals. As the rules that follow demonstrate, these groups tend to be somewhat fluid, forming around charismatic leaders and drifting apart as circumstances dictate.
If multiple characters each attract followers, these people will pool together into a larger clan, each character leading their own contingent within the tribe.

Managing a tribe

In order to survive, a tribe requires a place to live. This normally takes the place of a large cave system colonised by the tribe. The larger the tribe, the deeper the system must be to accommodate them; for each member (including the player characters) there must be at least ten feet of depth to the cave system. Dogs do not require any space, however.

In addition, if a magician (either a player character or NPC) wishes to make a sanctum within the cave system, then that sanctum will use up twenty feet of depth.
If a character attracts more followers than their cave can accommodate, then they may choose which followers they take in. Those that they send away will be the next to arrive if the tribe expands their home and attract new followers.

Assigning followers roles

Each month, a character must assign roles to their followers. A follower can act as an artisan, cook, forager or trapper or fisher or butcher, healer, scout, warrior, miner, builder, trader, emissary, scavenger, or artist. Children cannot be assigned roles at all. The elderly can only be assigned artisan, cook, or artist. Player characters can, if they wish, also take part in these activities, however doing so keeps them busy for a month; they can normally contribute better by going out on adventures themselves. Once roles are assigned, each makes a roll to see if they succeed at their allotted task, in the order given.

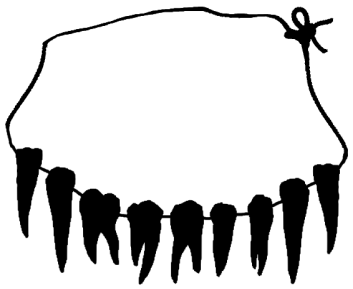
First, roll for artisans. Artisans are responsible for creating and maintaining the tribe‘s equipment; without their work, the rest of the tribe‘s work will suffer. Each artisan makes a Crafts roll. For every ten members of the tribe (round up to the next ten), you need at least one artisan to succeed on their roll. If less artisans succeed, then for *each* roll less, all remaining members of the tribe take a -1 penalty to their roll that month; this penalty is cumulative. If more artisans succeed on their roll than required, then the rest of the tribe get +1 to their roll that month (the bonus is not cumulative, however).

The next major concern is food. The presence of a cook preparing and preserving food al-lows food to be stored more efficiently, and so less wastage. Cooks should make a Crafts skill roll. If at least one cook passes their roll, every member of the tribe who generates food generates twice as much food.
After this, produce food. Foragers, trappers and fishers roll foraging, animalism and tracking respectively. Butchers have a similar chance on a d6; there is a base chance of one, plus a hunter‘s attack bonus (instead of skill points), plus the character‘s strength modifier. This is referred to as the character’s ‘Fighting Skill’. If a follower passes the roll, look at the exact number rolled; that is how many people they can feed that month with the food they produce.

After food, deal with threats to the tribe. Rather than generating individual encounters, the GM should determine the Threat Level faced by the tribe. This has a base value of 2d6. If the tribe is living in particularly dangerous territory, add 1 to the result. If the tribe has any members living in huts rather than caves, add 1 to the result. If no player characters are present for the month (although they can be doing their own thing rather than contributing a dice roll), add 1 to the result. If the tribe has made enemies, add between 1 and 3 to the result, with 1 for a very few weak enemies, 2 for numerous determined enemies, and 3 for a widespread effort from all nearby to get rid of the tribe.
Scouts are responsible for recognising threats to the tribe in good time, so they can be dealt with before they do too much damage. Each scout makes a Perception skill roll. For each ten members living in the tribe, at least one Scout must pass their roll. If less scouts succeed, then for *each* roll less, increase the Threat Level for the month by 1; this penalty is cumulative. If more scouts succeed on their roll than required, then reduce the threat level by 1 that month (the bonus is not cumulative, however).
At this point, it falls to the warriors to fight off the threat as best they can. Each warrior should make a Fighting Skill roll. As before, this is a base 1 in 6 chance, plus a hunter‘s attack bonus, plus the character‘s strength modifier. For each warrior that passes the roll, look at the exact number rolled; total these numbers for the tribe‘s Defence Rating over the month. If the tribe‘s Defence Rating is higher than the Threat Rating, any dangers are fought off and the tribe is safe. If the Threat Rating is higher, then at the end of the month that many followers will die.
Finally, work out the healers‘ attempts to keep the tribe healthy. Each healer makes a Medicine skill roll. If at least one healer succeeds on the roll, look at the number rolled by the best healer that passed their roll. If there are deaths, reduce the number of deaths by that amount.



Each miner makes a Vandalism skill roll. For each miner that succeeds on their roll, in-crease the depth of the cave complex by one foot.
Each builder makes a crafts skill roll. For each builder who passes their roll, you may erect one temporary structure. See the section be-low on structures.
Traders conduct business and negotiations on the part of the tribe. Each trader rolls charm, and for each who passes the roll, the trader produces a rare or interesting item for the tribe.
Emissaries are tasked with increasing the tribe‘s numbers, by persuading outsiders to join its ranks. Emissaries should make a Charm roll; for each that passes the roll, the tribe attracts another member.
Scavengers are individuals sent out by the tribe‘s magicians to procure ingredients for their magical research. Each scavenger makes a Foraging skill roll; each who passes pro-cures a single plant, water or mineral-based magical reagent (results 1 to 8 on the magical reagents chart) required by the tribe‘s magicians.
Finally, artists are members of the tribe assisting the tribe‘s magicians with their magical works. Each artist makes an Art skill roll. Each artist who succeeds on the roll reduces the time required for the tribe‘s magicians to perform some work of magic by a day, down to a minimum of one day.
If a magician with relevant spells takes on a role (such as a magician with healing magic acting as a healer, or a magician with violent spells acting as a warrior), you can place the d6 with any number you wish facing up.



Putting it all together

A tribe who are unable to feed all their members will have any members there is no food for leave at the end of the month; it is up to the player to choose which of their followers abandon them.
After this, if the tribe was unable to fight off the threats facing them this month, members will die. The GM should chose, randomly or based on the circumstances, which followers die. If any children die, this will affect the tribe‘s morale; the character leading them must make a Charm skill roll, and if this is failed another d6 followers abandon the tribe.
The tribe may attract more members. This can happen in two ways: firstly emissaries can recruit people with successful charm rolls. Alternatively, if a player character is still trying to attract followers themselves, they make a charm roll exactly as if they were trying to start a tribe. On a success, they attract a single dice (d4 for Neanderthal, expert and magician characters, d8 for hunters) of followers. Followers should be randomly generated like when the tribe was founded.
Finally, if the tribe contains both adult men and adult women, then there is a chance that children will be born. If there are less men than women, roll a d6 for every ten men (rounding up to the next ten); for each a 1, a new child will be born into the tribe. Like-wise, if there are less women than men, roll a d6 for every ten women. Given enough time (around fifteen years, or 180 months), children born into the tribe will become adults able to contribute. Children who joined the tribe rather than being attracted to it will take somewhat less time than this, maybe around a hundred months.
Once the month‘s activity is rolled for, it is up to the GM to work out exactly how events panned out for the tribe during the month, de-scribing them to the players. Where there are problems for the tribe, player characters may be able to intervene.
If the tribe doesn‘t have enough food, then every 28 meals worth of food the player characters can provide through their own efforts will be enough to feed another follower for a month.
If the tribe would have members die due to threats they couldn‘t fight off, the GM may allow the player characters to try to deal with these threats; the GM should come up with a number of encounters with predators, hostile locals and angry monsters, and assign each a number of followers that they would kill if left to rampage un-molested. If the player characters can *kill* (not drive off or avoid) the threat, then the followers it would have killed are saved!

Structures

Followers who successfully act as builders during the month can construct one of a number of temporary structures. By default, structures are built outside the tribe's cavern complex. Some structures can be built within the cavern complex (in just the same way as building temporary structures), in which case they last indefinitely until the tribe chooses to use the space for something else. Temporary structures last only for the next month before they are dismantled or damaged beyond use. Structures that can be built are given below.

Huts provide extra living space for tribe members. Each hut gives enough space for a single follower to live in once the cavern complex is full. Any number of huts can be built.

A storage pit gives a +1 bonus to craft skill rolls made by the tribe's cooks. The tribe can only gain the benefit of a single storage pit. A storage pit can be put inside the cavern complex, in which case it uses up thirty feet of depth.

A quarry gives a +1 bonus to craft skill rolls made by the tribe's artisans. The tribe can only gain the benefit of a single quarry. A quarry can be put inside the cavern complex, in which case it uses up thirty feet of depth.

A defensive ditch and palisade each reduces the Threat Rating faced by the tribe by 1. The tribe can only benefit from a single defensive ditch and a single palisade. A Ditch and Palisade can be put in the entrance to the complex, where they use up ten feet of depth each.

A sanctum allows a magician to record their spells easily. The tribe must have at least one magician who the sanctum is prepared for if this is to be of any benefit. A sanctum can be built within the cavern system, using up twenty feet of depth.

Neanderthal tribes

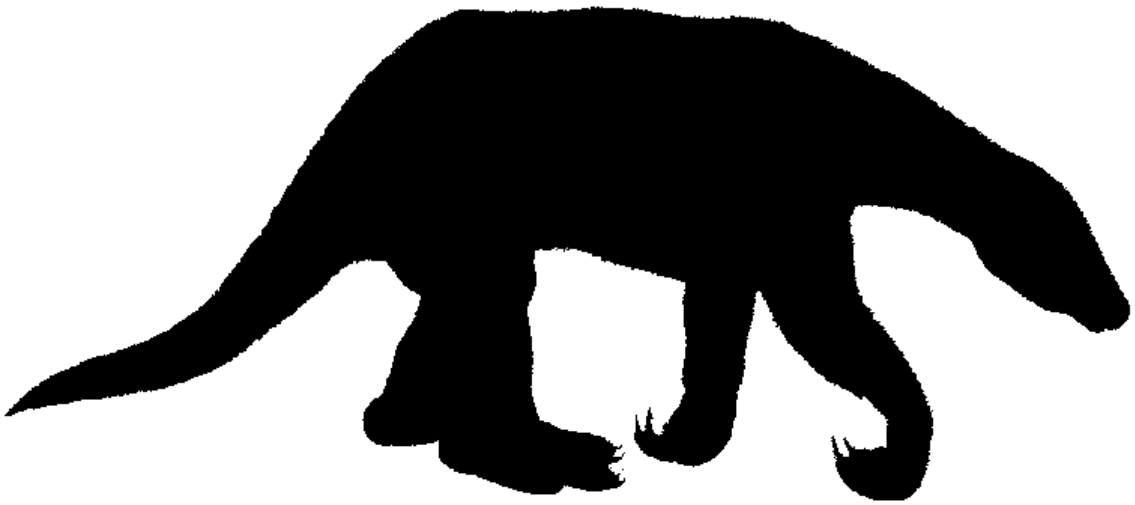
A Neanderthal who attempts to attract a tribe does so in the same way as human characters, with a few modifications. All Neanderthal tribes reduce the Threat Rating they face by 2, since they are much better adapted to their environment and can avoid threats more adeptly than humans.

Bringing Them With You

Player characters with followers can bring some or all of their followers with them on an adventure. These followers are not assigned a role for that month, and neither do they count towards the tribe's membership during that time. They must still, however, be fed and protected by the player characters.

Followers accompanying the party should be fleshed out a little more than other followers; given a name, some personality quirks and so on.

By and large, followers do as instructed by their leader, and fall under the player's control. However, they are not fully controlled by the player character, and will not always react as the player character wishes. If they are asked to do something particularly dangerous or face particularly frightening or confusing circumstances, the GM may require the player character to make a Charm skill roll to convince them; failure on this roll places the followers under the GM's control for while as they refuse orders, flee, or do their own thing. Outright mutiny is unlikely unless the player characters are particularly inventively unpleasant to their followers.



Going to War

Player-led tribes can go to war, either against another tribe, or against any large supernatural threat or group of monsters (for example, a large pack of wolves led by a particularly intelligent Dire Wolf). Instead of player-characters going in person (perhaps bringing followers with them), followers can be sent on attacks against the enemy.

When roles are assigned for the month, any number of followers can be told to act as raiders. The GM will present a list of locations held by the enemy (such as caves the enemy tribe live in, or territory which wolves hunt). Each location will be given a defence rating, from 5 for a weakly held site with a few defenders, to 20 or more for a fortified cave system with numerous defenders or supernatural backing. The raiders can attack any or all of these, in whichever order they wish.

On each raid, every raider rolls their Fighting Skill; a base 1 in 6 chance, plus their strength modifier, plus their attack bonus if they are hunters. For each roll that succeeds, look at the exact number rolled. Add these results together. If the total is less than the target's defence rating, then the raid is unsuccessful and the raiders are forced to retreat. If the total equals or exceeds the defence rating of the target, the raid is a success, and the target is over-run; the victims will be driven away. If the total is equal to or greater than *double* the defence rating, then the victims can be either wiped out entirely, captured or subjugated. However, for each 6 rolled, one of the raiders will be killed during the raid. For this reason, the order that raids are conducted in matters, as after the first raid some raiders may have been killed.

Entirely conquering an enemy tribe will likely require a number of successful raids (either by followers, or in person by the PCs). Each successful raid will drive the tribe further back, until they are forced to surrender or conclusively beaten.

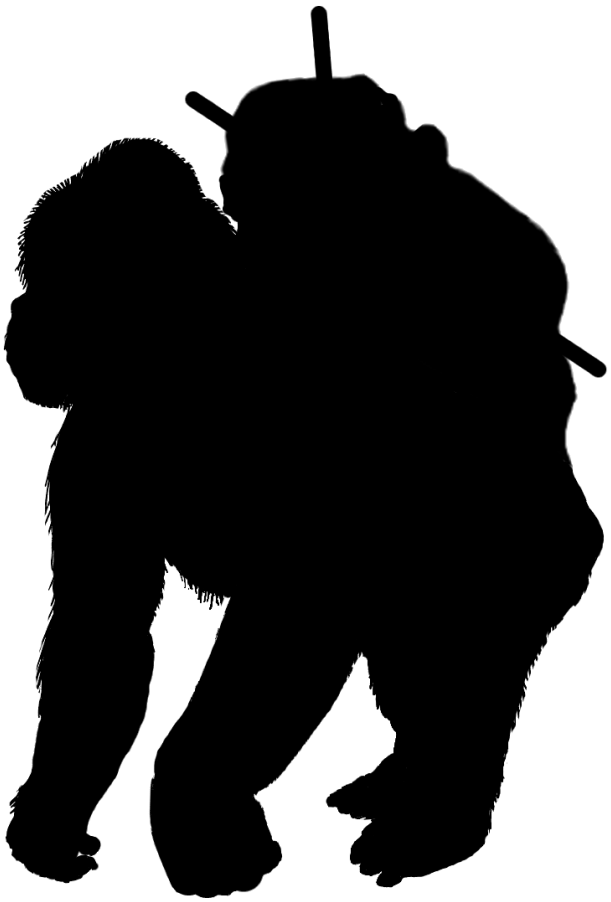
Taming animals

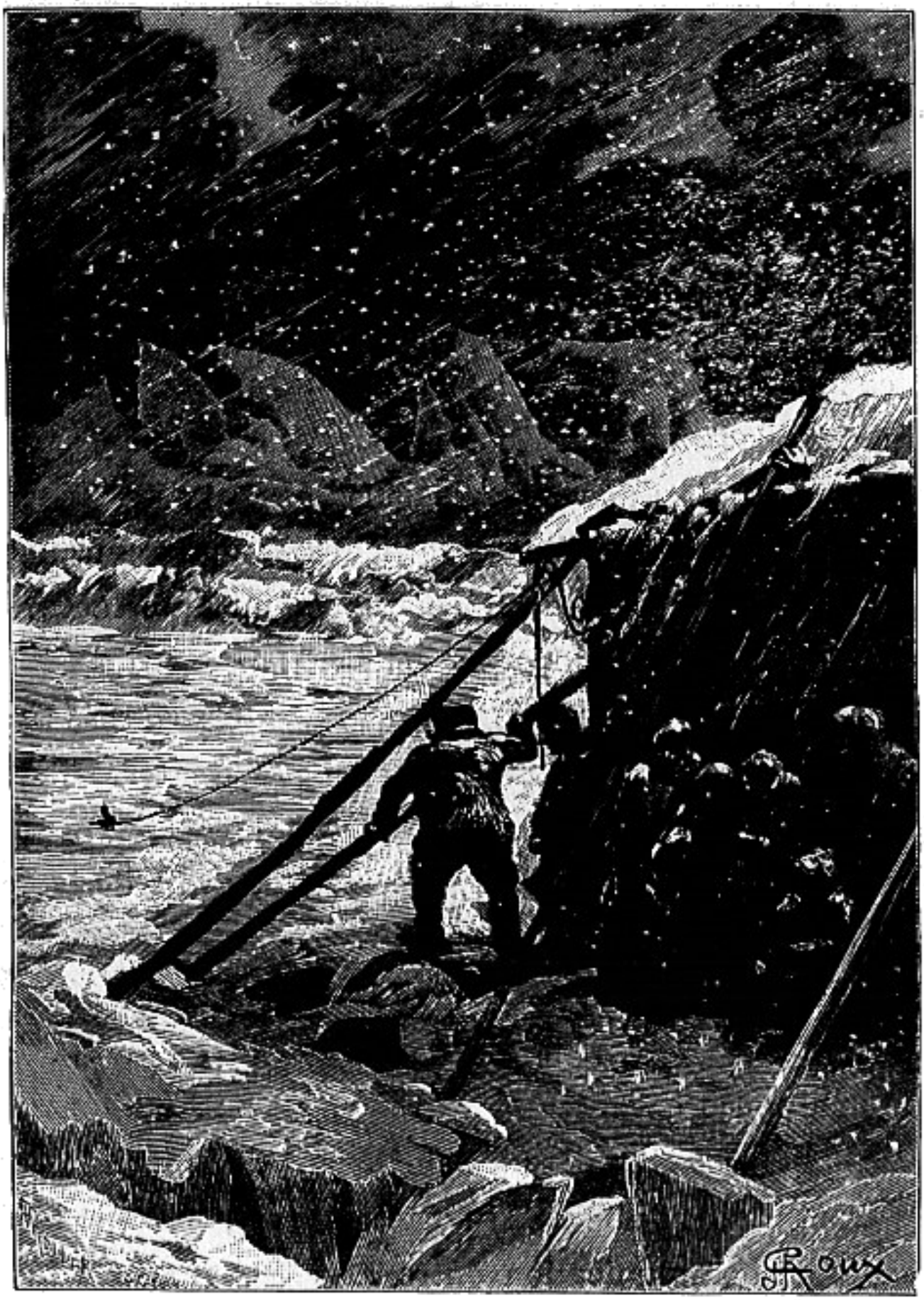
Some tribes will naturally attract dogs to their camp, simply by rolling that result on the Rare Followers tables. Other than this, however, if a player wants their tribe to have access to tamed or domesticated animals, they must tame them themselves.

The first step is to have the animals be actively Affectionate to the player characters (as per the Reaction table). An animalism roll can be made when animals are first encountered to make them more friendly, as normal. Other-wise, the animal might be captured and kept prisoner. If this happens, each day the animal makes a new reaction roll to their captors.

Once the animal is friendly, it must spend a month around the character, during which time they provide all the food it requires and protect it from danger. Animalism rolls may be required to prevent the beast from leaving of its own volition.

At the end of each month spent in this way, the character can roll Animalism. If the roll succeeds, look at the number on the dice; if this is the beast's amount of Hit Dice or more, it is effectively tamed and can be added to the tribe. If it is less than the hit dice, keep a tally of the numbers rolled each month; once the total equals the number of hit dice, the animal is tamed.





Day to Day Life

Finding Food

There are a few ways to acquire food. The easiest is to go hunting; in this event you'll likely find the GM rolls a random encounter, and if the characters can kill what they encounter, they get to eat it! Most monsters will state how many days worth of food they're worth in their description, and any unusual or particularly useful trophies that might be taken from them. As well as this, most beasts have teeth, bones and hides that a hunter can make use of.

Instead of hunting, which can be a risky endeavour, characters can opt to forage. They might dig up roots, go fishing, pick fruit or find some other food source, depending on the season and the location. Foraging for food takes up half a day: if the roll succeeds, then the character finds the number of meals indicated on the dice. So, for example, if a player rolled a two (and this was enough to be successful) then the character finds enough meals to feed two people for a day. Food is always found fresh; safely preserving if you want to save it for later it is a challenge to overcome in character.

Finding Supplies

Trying to find, for example, plants with certain properties or specific animals will normally require a foraging roll to successfully locate plants, or a tracking roll to successfully track down animals.

Other supplies may be harder to find. Sometimes, the surrounding terrain is likely to simply not feature the resource being hunted for. In this case, there is a chance (ranging from 1 in 6 for very unlikely to 5 in 6 for a reason-able chance) that the local terrain includes the resource being looked for. Examples of this sort of resource include flint, bee hives, peat, or leeches. Some resources will be even rarer; an area of tar pits will be a terrain feature in its own right that characters will need to navigate their way towards.

Maintaining Equipment

Equipment cannot have notches removed from it once it's started coming apart. How-ever, it can be taken apart into its components and used to make new items. Doing so will still require some fresh materials to complete the work, and will likely require a Crafts skill roll if done in a hurry or without many materials to hand. It's worth noting that damaged equipment can be taken apart and used to make different items; the blade of a stone knife could be used as a spear-head, for example.

If you are attempting to make large batches of items, such as arrows, candles or similar, then the number rolled on a successful crafts roll is the amount of items that can be made in one go.

Setting Up Camp

When you set up camp for the night, you should spend a little time planning out where and how you'll be camping. It's worth specifying what sort of terrain you want to camp in, how you're finding or making shelter, and so on. Similarly, where you plan to get water from, where food is being stored and if fires are left burning overnight is best specified. It may even be worth sketching out a rough map of the campsite for the GM.

If you don't put this planning in, then by default the campsite will be a lazy, ramshackle affair. The GM is free to make assumptions about whatever will have been the quickest and easiest way to camp, which may come back to bite you if monsters find you in the night. Remember, the GM's job is not to help you win, and if you do something daft, they can and should create consequences for it.



You are a creature of inner fire, filled with warmth and vigour and invisible flame. Fire is your greatest tool against the world
Always remember this.

The winter is hungry. It hates you, with the sort of slow, cold malice that humans can barely comprehend. Because you are a creature of fire and the sun, you see.

If you give it the chance, it will kill you, and devour you.

Herbalism

A character with suitable skills can attempt to create various preparations - poisons, drugs and tonics - using various ingredients, most notably parts of various plants.
Preparations can take the form of poisons, drugs and tonics, depending on their function. Poisons are those preparations intended purely to cause harm to a victim. Drugs are preparations that have a temporary effect. They may create altered states of consciousness, boost physical capabilities or help with healing; all drugs carry a negative side-effect to their use, however. A drug‘s effect is either instantaneous, or lasts for a single turn. Finally, tonics have a permanent effect on a character. Each tonic alters the user in some lasting way, and carries at least two lasting side-effects when used.
All preparations are unnatural to the body, and a character‘s system may reject them. When-ever a character has a poison inflicted on them, they must make a Save against Poison; if failed, they take the effects of the preparation. If passed, however, then the preparation has no effect on them. For drugs and tonics, a Save against Poison may be made if you‘re taking the drug unwillingly and if passed you resist the preparation‘s effect, coughing or vomiting it up. If you are willingly taking the drug, however, you may choose to fail voluntarily.

Creating Preparations

The first step when creating a preparation is to choose what you want it to do. Decide if the preparation is a poison, drug, or tonic. A poi-son or drug will require two ingredients (the potent agent and the medium) to produce, and a tonic three (the potent agent, the medium and enduring agent). If you don‘t already have ingredients to hand, you‘ll need to find them.

Finding Ingredients

In order to find an ingredient, a foraging roll must be made; state whether you are looking for a potent agent, a medium, or an enduring agent. On a successful roll, a source can be found for what you‘re looking for. Look at the number rolled on the dice; this is how many doses you can sustainably take from the plant. If you wish to completely uproot the plant (preventing you from getting more from it later), you can get twice this many.
If you find an ingredient, make a medicine roll to see how usefully you can apply it. If you fail the roll, the ingredient you find will be random. Roll a d12 for active ingredients, a d8 for mediums or a d10 for enduring ingredients. On table 24, chose either the appropriate column for poisons, drugs or tonics to select the result from. If you passed the medicine roll, you may adjust your result up or down by up to the number shown on the dice.
For example, a character might roll a 1 on their foraging roll, and find 1 dose from a plant that can be used as an active agent. Their medicine roll is a 2. They roll a d12, getting a 9. Since they passed with a roll of 2 on the medicine roll, they can shift the result as high as 11 or as low as 7, and pick from the columns for drugs, poisons or tonics.
Unless you uprooted the entire plant, make a note of what it was, where it‘s found, how many doses it produces and what ingredients it produces so that you can come back to it later for more.

Combining Ingredients

In order to make a preparation, you must combine ingredients together. To do this, 1 dose of the active agent and medium (and enduring agent in the case of a tonic) need to be combined. For drugs and tonics, roll a d20 on table 23 to determine the form that your concoction takes; the Medium determines what form a poison takes. Regardless of what you‘re making, from the point you roll that specific combination of ingredients will always take that form.
Combining ingredients to create a preparation takes a day‘s work. You can, however, combine multiple doses of each ingredient at once, to produce multiple doses of the same preparation in one day.

Salvaging Ingredients

Characters may encounter strange things in the course of their adventures, such as creatures with poisonous bites, giant wriggling mushrooms, alien plants and so on. If they want to try to salvage these ingredients to use in Herbalism, a Medicine roll might need to be made to properly extract glands from an animal, or a Foraging roll to work out how to get the parts from a plant. Rather than using the normal method to determine what the ingredient does, the GM should simply decide if the ingredient is for a poison, drug or tonic, if it's an active agent, medium or enduring agent, and what it actually does, based on the source of the ingredient. For example, venom glands removed from a giant serpent will probably produce the active ingredient for a poison with the same effect as the serpent's bite. The GM may give unique ingredients found in this way, rather than those rolled normally.

Using a Preparation

Assuming that the character has the preparation to hand, taking a preparation or feeding it to a willing patient is a simple Use an Item action in combat. A few types of preparation will need a little extra work to consume; they may need to be lit and the smoke inhaled, or mixed with water and drunk. Assuming the character has the required equipment (such as a way of lighting fires or a water-skin) to hand, and the preparation is stored ready to take, this still takes a single action.

Feeding a preparation to an unwilling enemy requires them to be immobilized somehow, and they are entitled to make a Save against Poison to resist swallowing, breathing in or so on.

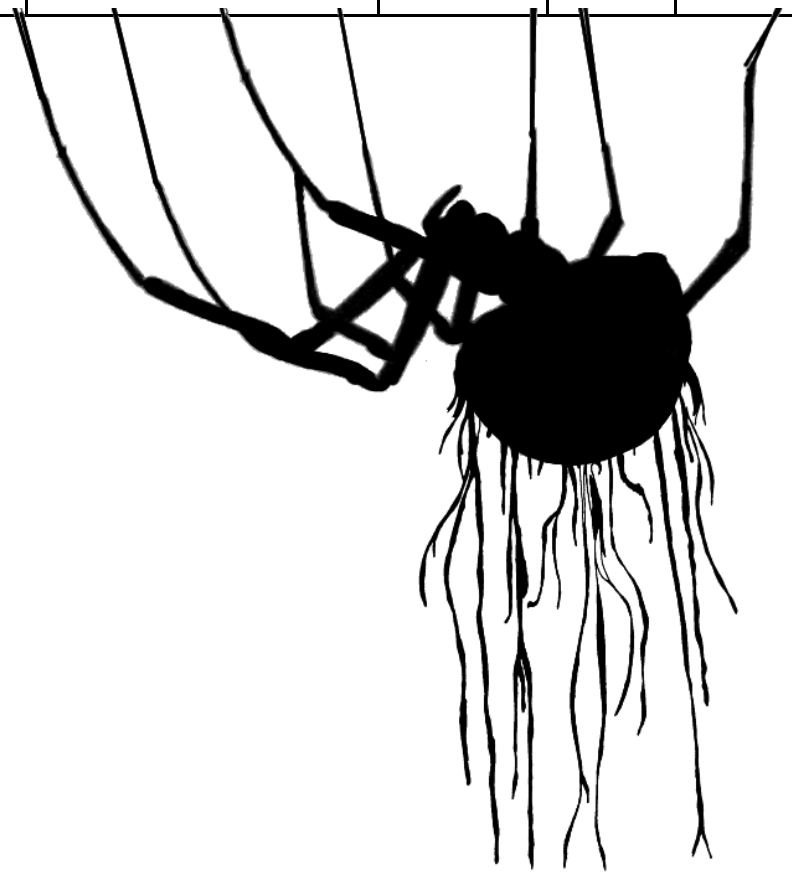
Table 23: Forms taken by preparations

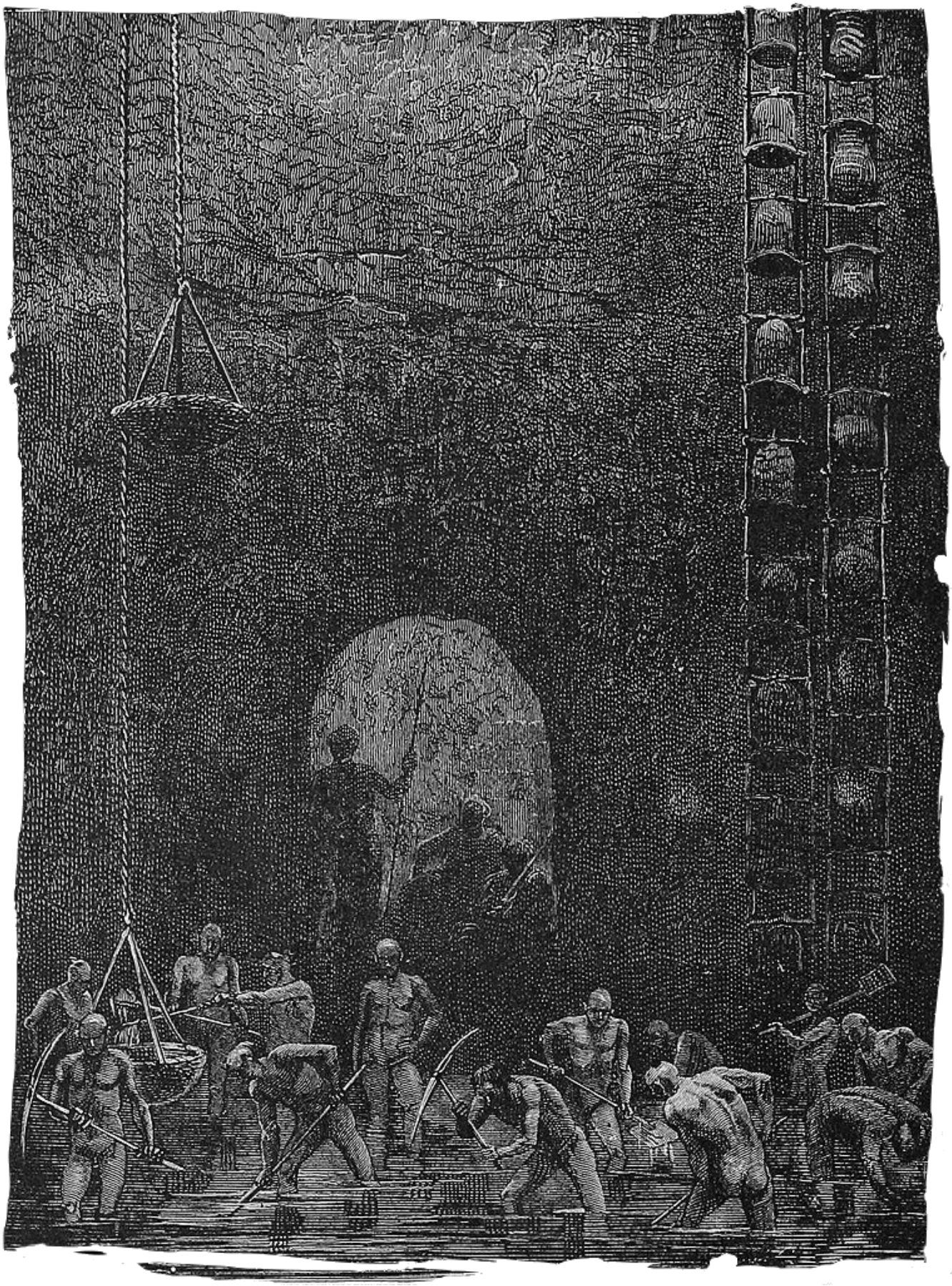
Roll d20	Result
1	Ash (eaten)
2	Powder (eaten with food)
3	Powder (inhaled)
4	Paste (eaten)
5	Paste (rubbed into skin)
6	Oil (drunk)
7	Oil (rubbed into skin)
8	Oil (introduced to bloodstream)
9	Grease (eaten)
10	Grease (rubbed into skin)
11	Tincture (drunk)
12	Tincture (introduced to bloodstream)
13	Syrup (drunk)
14	Steam (inhaled)
15	Smoke (inhaled)
16	Fumes from a liquid (inhaled)
17	Hard pellet (swallowed whole)
18	Rough cake (eaten)
19	Thick Soup (drunk)
20	Fermented Spirit (drunk)



Table 24: Preparation Ingredients

Roll	Active Agent (poisons)	Active Agent (drugs)	Active Agent (tonics)	Medium (poisons)	Medium (drugs)	Medium (tonics)	Stabilizing Agent (tonics)
1	Death	Powerful hallucinogen	+1 flesh	Contact (oil)	Causes fear	-1 flesh	-1 save vs magic
2	Coma, d4 turns	Mild hallucinogen	+1 save vs magic	Injury (liquid)	Causes nausea	-1 strength	-1 save vs hazards
3	Paralysis, d4 rounds	Stimulant	+1 save vs hazards	Injury (paste)	Causes recklessness	-1 dexterity	-1 strength
4	Fatigue and lose all grit	Make a save vs poison to recover from a disease.	+1 strength	Injury (grease)	Causes fatigue	-1 constitution	-1 dexterity
5	2d12 damage	Ignore all pain	+1 dexterity	Ingested (powder)	1 damage to flesh	-1 intelligence	-1 constitution
6	d12 damage	Recover all grit	+1 constitution	Ingested (liquid)	+1 to all damage suffered	-1 wisdom	-1 intelligence
7	-d8 strength	Heal d4 flesh	+1 intelligence	Fumes	D4 damage to grit	-1 charisma	-1 wisdom
8	-d8 dexterity	Heal d4 damage to an attribute (chosen on making the drug)	+1 wisdom	Smoke	-1 to all saves	-1 grit	-1 charisma
9	-d8 constitution	Stop all bleeding	+1 charisma	-	-	-	-1 save vs weather
10	-d8 intelligence	+1 damage modifier	+1 save vs weather	-	-	-	-1 save vs poison
11	-d8 wisdom	+1 to AC	+1 save vs hazards	-	-	-	-
12	-d8 charisma	+1 to Perception skill	+1 grit	-	-	-	-





Magicians and Magic

Spells and a Magician's Sanctum

A magician starts play with a sanctum, in which they record the spells that they know. The sanctum must be a defined space, typically a hut or cave, although more exotic spaces might be possible. These spells are re-corded as works of art: typically paintings on the walls of carefully chosen caves. A starting magician's sanctum contains three random spells. If they encounter a recorded spell (such as in another's sanctum), they must pass an Art roll to translate it. If the Art roll is failed, they must then make a Save against Magic or suffer Magical Backlash (see below for details). A translated spell can be cast or memorized just like the magician was in their own sanctum.

A magician can also attempt to memorize a spell bound into an item that they can study: make the same rolls in order to do so. Doing so does not use up the item's power.

A magician with a spell memorized can transcribe it to their own sanctum rather than completing the casting. Transcribing a spell requires one different magical reagent for each level of the spell, and takes at least three days solid work, during which the magician stops only to eat and sleep.

When a magician gains a new level, they may add a new spell to their sanctum. They select a rank for the spell, and randomly determine a spell from that level. Transcribing this spell to their sanctum takes three days as normal, but does not use up any materials. Once transcribed, the spell can be cast or memorized as normal.

A magician can create a new sanctum, potentially having any number of them at a time. Doing so requires a full month of work, and a defined space such as a cavern, hut or circle of monoliths. Creating a sanctum also requires 2d6 different magical reagents.

Casting Spells

There are two ways to cast a spell. In their sanctum, the magician can simply use the re-cords on the cave walls, performing the magic as directed. To do so takes a full turn, at the end of which the spell is cast. If the magician wishes to cast the spell outside of their sanctum, they must memorize it. To do this, they again spend a full turn casting, but rather than completing the spell, it is left hanging on the verge of completion. At any point there-after, the magician can complete the spell. Doing so takes a full combat round of ritualized casting.

Due to the complexity of the magic that must be held in the magician's mind as a spell is memorized, the magician can only have a small number of spells memorized at one time. Once a memorized spell is cast, the magician can memorize another spell in that 'slot' when they return to their sanctum.

Spells are divided into 'ranks' of power, with first rank spells being the weakest, ranging all the way up to eighth rank spells being the strongest. A magician's spell slots specify the rank of spell that can be memorised in them. At first level, they only have spell slots for first rank spells. A magician can memorise a spell in the wrong slot (typically a higher ranked spell in a lower ranked memory slot). However, this will cause difficulties when the spell is cast, as the magician's mind is not properly able to contain the magic. On casting the spell, the magician must make two rolls. The first is an Art skill roll; if passed the magician succeeds on casting the spell. If failed, then the magician cannot properly remember the rituals and symbolism for the spell, and the it does nothing. Secondly, the magician must make a Save against Magic; if failed they suffer from Magical Backlash. It is worth noting that backlash can be suffered even if the spell does not work; all that magical energy has to go somewhere.

A magician can attempt to cast a modified version of a spell, either in their sanctum or that they have memorised. They utilise the same magic, producing a similar effect in-game, but use the spell for a different purpose to its normal use. They might, as examples, try any of the following alterations, or one of their own:

-The spell's effect can be inverted or reversed, such as a spell that protects from fire instead making the subject more vulnerable to fire.

-The spell's effect can be reduced or contained, such as a fireball creating a small burst of flames rather than spreading to fill the air.

-The spell's effect can be made more diffuse, such as a healing spell that heals a variable number of subjects by a small amount, rather than a single subject by a larger variable amount.

-The spell can have the same in-game effect but utilised in ways that the mechanics don't explore, such as a spell that creates a wall of ice being used to preserve food rather than trap an enemy.

-The spell can be directed against a target that it can't normally affect, such a spell that normally only effects the magician instead being used to affect the magician's ally.

Experimenting magically in this way is not always possible. It is up to the GM to adjudicate if the spell can be modified, and how this will work mechanically if it can. If the modification looks like it will simply do the same thing as the spell normally does but better, the modification should probably not be allowed. Similarly, if the modification stretches logic too far or seems far-fetched, it should probably not be allowed. Ultimately, though, the GM should allow modifications that make sense in-world and add to the fun of game.

Casting a modified spell takes the same amount of time as a normal spell. To do so, the magician must, on casting the spell, make two rolls. The first is an Art skill roll; if passed the magician succeeds on making the modification that they want. If failed, then the spell is cast exactly as normal. Secondly, the magician must make a Save against Magic; if failed they suffer from Magical Backlash. It is worth noting that backlash can be suffered even if the spell does not work as intended.

Binding Spells

A magician can bind a spell into an item, allowing it to be used later by the magician or another character. Most magicians will possess a number of minor trinkets, fetishes and potions that contain spells they need access to in a pinch.

Binding a spell into a single-use item, such as a potion to be drunk or a fetish that is smashed to release the spell, is a fairly simple endeavour. Binding the spell requires one magical reagent, and takes a day of solid work for each level of the spell, during which the magician stops only to eat and sleep. The magician does not need to be in their sanctum to do this. If they are travelling whilst they work, then the magician halves the speed of their travel, and the binding takes twice as long to complete. At the end of their work, the magician must actually cast the spell in question (either within their sanctum or a memorised version) and then make an Art roll. If the Art roll is passed, the spell is successfully bound. If it is failed, then the magician has wasted the effort and re-agents required to bind it and must be-gin again. In addition, the energy of the spell must still go somewhere; the magician must make a Save against Magic or suffer Magical Backlash.

More complex items can also be produced; these work as alterations to the basic process listed above.

An item with a spell bound into it can have multiple 'charges' of that spell, allowing it to be cast multiple times before it's power is used up. Each such extra charge adds another one to the number of reagents required, and another day's work.

An item can also have more than one different spell bound within it; when the item is used the wielder can chose which spell is cast. Binding an additional spell into the item adds one to the number of reagents needed, and another day's work.

An item can have the spell bound into it so that it is activated automatically in response to some event (such as a weapon that takes effect when it strikes an enemy for the first time), rather than requiring the 'use an item' action to activate in combat. Doing so adds another day's work to the process.

A spell bound into an item might have a slightly different effect than normal without affecting the creation process.

If the magician wants to bind the spell into an item to have a noticeably modified effect, then doing so adds another one or more to the number of days work required; the more substantial the modification, the more work the GM should require. In addition, the magician must actually cast the modified version of the spell they want at the culmination of creating the item. If the Art skill roll is failed, then the item successfully has a spell bound into it, but it does not have the effect the magician intended. If the Save against Magic is failed, then the item is still successfully made, unless the specific result of the backlash would somehow prevent that. The magician might still suffer backlash, even if the spell is not bound successfully.

If the item is to have a permanent or ongoing effect, the spell 'permanency' must be cast during the item's creation. Doing so adds an extra day to the time required to create the item.

Researching new spells

A magician learns a new random spell when-ever they gain a level, essentially for free. Be-yond this, however, they can attempt to re-search new spells that match their specific de-sires. This could either be a given spell from the standard lists that can be randomly generated, or a custom spell of the magician's own devising. Through a process of risky magical experimentation, the magician can slowly re-fine a spell that matches their aim.

If the magician is learning an existing spell, use the following method. The process requires twice as many successful Art skill rolls as the spell's rank. Each Art roll requires a day of work, and a single magical reagent. The magician does not need to be in their sanctum to do this. If they are travelling whilst they work, then the magician halves the speed of their travel, and each research attempt takes two days to complete. Regardless of if they pass or fail the skill roll, they should make a Save against Magic; if they fail they should roll on table 28: Magical Backlash for the side-effects.

If the spell is of the magician's own devising, the procedure is a little more complex. First, the spell needs to be assigned a rank by the GM. The GM should compare the prospective spell's effects to those of similar spells and judge a level based on this. Similarly, the player and GM should hash out between them exactly what the spell does and work out its rules so that both are satisfied with it. When both the GM and the magician's player are happy with the spell's level and effect, use the method above. However, due to the non-standard nature of the magic being employed, d6 additional successful Art skill rolls are required.

Magical Reagents

Whenever a magician attempts to perform an act of magic such as recording or binding a spell, they will require magical reagents. Magic is in a state of constant flux, and the reagents required will be unique to each attempt at the act. A magician cannot even create magic items in identical batches; each item is its own work.

When a magician first begins the work of magic, they should work out how many re-agents are required (based on the work), and then randomly determine what is required by rolling on Table 25.

Magical Backlash

Magical Backlash occurs when magic goes wrong, taking the form of strange, uncontrollable supernatural effects. Normally, a magician risks backlash when they undertake works of experimental or technical magic, such as attempting to translate a spell.

When Backlash occurs, the GM should pick one of the Backlash tables to roll on; either Minor, Contained, Uncontrolled or Disastrous . Which they pick is a matter of finesse. Picking less severe options punishes the players less for their hubris, but derails the session less as well. More severe options will be more dangerous to the players, but will also probably take the campaign in new directions. By and large, the Contained and Uncontrolled tables are the best options.

Non-magicians

Magicians are the only class who can memorize or cast spells normally. However, other classes with a good Art skill roll can still at-tempt a number of other magical activities.

Any character who knows what it is can activate a bound spell or other magic item, with no roll needed. Any character can roughly identify a magical item with a successful Art roll.

Like magicians, any character can translate the spells recorded in a magician's sanctum to learn what they do. Only a magician can cast or memorize spells in a sanctum, however.

A non-magician character cannot make items with spells bound into them without assistance. They can, however, assist a magician with making these items. For each day that the assistant works, they can make an Art roll. If the roll succeeds, reduce the number of days work required by 1.



"There are black zones of shadow close to our daily paths, and now and then some evil soul breaks a passage through. When this happens the man who knows must strike before reckoning the consequences."
-HP Lovecraft, The Thing On The Doorstep

Table 25: Magical Reagents

D20	Reagent
1	A handful of a certain soil such as peat, clay or ochre. The nearest suitable source the magician knows of will be 1d6 days travel away.
2	A particular common stone such as flint, chalk or granite. The nearest suitable source will be 1d6 days travel away.
3	A particular rare stone such as amber, jade or lodestone. The nearest suitable source will be 3d6 days away, but it may be available more readily by trade.
4	Water from a particular spring, pool or river, which will be d6 days away.
5	Ash from a particular plant, burnt to charcoal or dust. The plant can be found with a successful Foraging roll. Roll on Table 26to determine the plant required.
6	Sap from a particular plant, collected and preserved. The plant can be found with a successful Foraging roll. Roll on Table 26 to determine the plant required.
7	The fresh leaves, roots or stem from a particular plant (randomly determine which). The plant can be found with a successful Foraging roll. Roll on Table 26 to determine the plant required.
8	The seeds, spores, or fruit from a particular plant. The plant can be found with a successful Foraging roll. Roll on Table 26 to determine the plant required.
9	Blood from a particular animal, collected and preserved. The animal can be found with a successful Tracking roll. Roll on Table 27 to determine which animal.
10	Teeth, horns, bones or shells from a particular animal (randomly determine which, out of those the animal has), either whole or ground to powder. The animal can be found with a successful Tracking roll. Roll on Table 27 to determine which animal.
11	Flesh or fat from a particular animal, collected and preserved. The animal can be found with a successful Tracking roll. Roll on Table 27to determine which animal.
12	The skin, scales, shell or fur from a particular animal. The animal can be found with a successful Tracking roll. Roll on Table 27 to determine which animal.
13	A specific internal organ from a particular animal, collected and preserved. The animal can be found with a successful Tracking roll. Roll on Tables 27 and 29 to determine which animal and which organ.
14	The dung from a particular animal. The animal can be found with a successful Tracking roll. Roll on Table 27 below to determine which animal.
15	A particular bug. The animal can be found with a successful Foraging roll. Roll on Table 28 to determine which bug.
16	Honey, beeswax, spider-webs, eggs from a certain animal or similar. The reagent can be found with a successful Foraging roll.
17	Blood from the magician. Drawing enough blood will deal d4 points of damage to the magician‘s flesh, but need not be done all at once.
18	A tooth, finger-bone, or rib from the magician (randomly determine which). Extracting the part well enough to use will require a successful medicine roll (although the magician need not do the medicine themselves, and might not be able to), and deals d4 damage to the magician.
19	Organs from a person, which can be taken from a corpse if the magician can find one. Other-wise, the caster can take them from a living human. The donor probably dies during or shortly after the process of extracting them, unless the organs are non-vital. Roll on Table 29 to deter-mine which organ.
20	The magic cannot be performed until there is a full moon (roll 1d20 plus 1d8 to determine the number of days that must be waited if you don‘t already know).

If the table would produce a nonsensical result (such as wings from a wingless animal), just take the next entry along, with a result of 20 looping back to a result of 1.

Table 26: Random Plants

D20	Plant
1	A pine, larch, yew or spruce tree (randomly determine which), growing in a particular unusual shape.
2	A tree that bears fruit; apple, cherry, sloe, elder, pear (randomly determine which).
3	A tree with thorns: rose, blackthorn, hawthorn or holly (randomly determine which), growing in a particular unusual shape.
4	An oak tree, growing in a particular unusual shape.
5	A maple or elm tree (randomly determine which), growing in a particular unusual shape.
6	A birch tree, growing in a particular unusual shape.
7	A willow tree, growing in a particular unusual shape.
8	A tree that produces nuts: beech, chestnut, hazel or walnut (randomly determine which), growing in an unusual shape.
9	A highly poisonous plant; woody nightshade, hemlock, hellebore or aconite (randomly determine which).
10	A herb; Sage, fennel, mint or garlic (randomly determine which).
11	A particular moss .
12	A particular lichen.
13	A particular fern or liverwort.
14	A fungus; a bracket fungus, edible mushroom, slightly poisonous toadstool, highly poisonous toadstool, mould or puffball (randomly determine which) .
15	Bulrushes or reeds.
16	A plant with thorns or a sting: nettles, brambles or thistles (randomly determine which) .
17	A flowering plant: bluebells, lilies, poppies, orchids, foxgloves, or violets (randomly determine which).
18	A vine or creeper: ivy, mistletoe or honeysuckle (randomly determine which).
19	A particular grass, in large quantities.
20	Pondweed, duckweed or similar plants growing in water.

These are only mundane plants: weirder and more dangerous plants are detailed on page 179



Table 27: Random Animals

D20	Animals
1	A bat.
2	A wolf.
3	A bear.
4	A cave lion.
5	A woolly rhino.
6	A mammoth.
7	A deer or elk.
8	A bison.
9	A boar.
10	A wolverine.
11	An otter or beaver (randomly determine which, and use the stats for 'small beasts')
12	A fox or jackal (randomly determine which)
13	A badger (use the stats for 'small beasts')
14	A hare, mouse or squirrel (randomly determine which, and use the stats for 'small beasts')
15	A crow, cuckoo, skua or shrike (randomly determine which, use the stats for 'small birds')
16	An eagle, osprey, owl or hawk (randomly determine which, use the stats for 'birds of prey')
17	A swan, vulture or heron (randomly determine which, use the stats for 'large birds')
18	An eel, lamprey or pike (randomly determine which, use the stats for 'small hunters', modified to be aquatic)
19	A small poisonous snake
20	A frog, toad or newt (randomly determine which, use the stats for 'small beasts''

If the animal doesn't have the parts or function required, take the next option along, with a result of 20 looping back to a result of 1. For more exotic bugs, see the tables on monstrous vermin on page 169.

Table 28: Random Insects

D12	Insects
1	Spiders
2	Centipedes
3	Ants
4	Wasps
5	Bees
6	Stag Beetles
7	Other Beetles
8	Blowflies
9	Butterflies or Moths
10	Leeches
11	Clams or Oysters
12	Crabs or Crayfish



Table 29: Random Organs

D20	Organ
1	The Brain
2	The Tongue
3	The Pituitary Gland
4	One or two Eyes
5	The Heart
6	One or two Lungs
7	The Larynx
8	One or Two Kidneys
9	The Liver
10	The Stomach
11	The Spinal Column
12	The Spleen
13	The Reproductive Organs
14	Tendons
15	Entrails
16	The whole Head
17	A Hand, Foot or Paw
18	A whole Leg
19	A whole Wing
20	A whole Tail



Table 30: Minor Magical Backlash

D20	Backlash
1	Something is transformed, but the effect is cosmetic and the victim can still act or be used normally. The effect lasts until sunset, until the next full moon (in 1d20+1d8 days), or permanently; randomly determine which. Roll on Tables 34 and 35 to determine the target, and what they‘re turned into.
2	Something is transformed, and the effect is complete and permanent. The victim can make a Save against Magic to resist the effect. Roll on the Tables 34 and 35 to determine the target, and what they‘re turned into.
3	Something (roll on table 34 to determine what) is suddenly coated in blood, slime, frost or sap; randomly determine which.
4	The Magician’s heart transmutes. From this point on, it can be used as a substitute for any magical reagent or sacrifice, just like the heart of a Morlock. They know this.
5	A cold wind whips around the magician. All fires nearby are put out, and any small, light objects are flung around by the force of the wind.
6	A squat parasitic wurm takes up residents of the belly of the magician, the target, a random bystander, or everybody nearby (randomly determine which). Until gotten rid of, each day, they must take a Save vs Poison or gain no nutrition from the food and water they consume, starting the process of dehydration and starvation.
7	It starts to rain blood, milk, stomach acid or brine (randomly determine which) for the rest of the day.
8	The magician vomits up something utterly anachronistic; bullets, clockwork gears, ink-pens, computer chips, or coins. Everybody gets 1 XP ...and a massive archaeological schism named after them at some time in the distant future.
9	The magician’s blood becomes as flammable as paraffin. They can bleed it out and use it to light fires, but they suffer double damage from fire from now on. 1 flesh point is enough to fill a water skin. The effect is permanent.
10	The magician’s digestive system alters strangely, From this point on, they can only gain nutrition from tree sap, blood, insects or rotten meat (randomly determine which).
11	The magician, target, or a random bystander (randomly determine which) find their body mutating, although they curiously feel no pain as it warps. Randomly determine an unnatural feature from Table 37. Characters may make a Save against Magic if they wish; if they succeed the effect only lasts until they next sleep
12	Plants within a few yards instantly wilt and die. Plants within a mile or so slowly sicken over the next few days.
13	2d20 frogs, fish, lemmings or crabs rain down from the sky. They may not be dead whilst they’re falling, but they certainly are after they hit the ground.
14	Everybody present doubles over vomiting, taking 1 damage in the process. In the vomit, there is an unidentifiable fleshy organ that can be substituted for any magical reagent. Each round, Save vs Poison or continue vomiting.
15	Everybody nearby falls ill. The sickness uses the rules for food poisoning. The main symptom will be one of the following; blackened and shrivelling skin, tiny mushrooms growing on soft flesh inside the mouth, steadily rising fever until the patient is so hot their touch scorches wood, glittering blue mucus filling the lungs, teeth falling out one by one, or flesh slowly turning to wood (randomly determine which).
16	A huge megalith, statue or stone circle emerges from the ground close by.
17	Plants begin to sprout from bare rock and earth, and existing plants grown and mutate strangely. After a round, they are producing fruit. After two the fruit is edible. The fruit is highly acidic, dealing 1 damage to the flesh of anybody that eats it. If left to ferment, the acidic liqueur produced eats through stone, bone, wood, metal... Everything except skin. There will be 2d6 fruits total.
18	Smoke billows out of the mouths of those present. After a round, the area is filled with thick smog, obscuring vision.
19	For the next turn, whenever anybody nearby speaks, the words come out of their mouths as colourful floating bubbles that hang in the air. When a bubble is popped, the words are released all at once. The same applies to any cast spells.
20	Somebody random nearby is host to an ophidian sage: their eye pops neatly out. From the space behind it, a sinuous red serpent appears, asking those present what they wish to know in a lilting voice. It answers each question as honestly as it can. It knows only what the party might know themselves, if they were playing at peak efficiency and picked up on every dropped hint. It knows all the secrets that they didn’t notice, and how the choices they didn’t take would probably play out. The snake is polite, if a little condescending. Every question it answers deals 1 damage to the host. Once no more questions are asked of it, it slithers back into the host’s skull, replacing the eye behind it. Once somebody has hosted the snake, they never will again.

Table 31: Contained Magical Backlash

D20	Backlash
1	Something is transformed, but the effect is cosmetic and the victim can still act or be used normally. The effect lasts until sunset, until the next full moon (in 1d20+1d8 days), or permanently; randomly determine which. Roll on Tables 34 and 35 to determine the target, and what they're turned into.
2	Something is transformed, and the effect is complete and permanent. The victim can make a Save against Magic to resist the effect. Roll on the Tables 34 and 35 to determine the target, and what they're turned into.
3	Part of the magicians body—their hand, tongue, eye or foot (randomly determine which) - withers and becomes useless. Use the rules for locational injuries. The effect is permanent.
4	Huge swarms of bugs appear, crawling out from the magician's clothing, out of the undergrowth or from cracks in the rock. Roll on Table 28 (or on the Vermin Generator, table 92) for random bugs to determine what appears.
5	A random spell, or a random level (roll a d8, and then on table 38-45) is bound into the magician's skull. By smashing their skull open, the spell is cast. The spell happens every time the magician's living skull is smashed (dealing 2d6 damage to flesh) or once after their death. They know all about this, and what the spell is. If the skull is opened methodically, and the brain carefully removed, the spell can be translated and learned.
6	The magician, target, or a random bystander (randomly determine which) vomits up a near-perfect doppelganger of themselves, identical in all details but a mirror-reflection. Roll for the doppelganger's reaction as normal. If the subject dies (including if they are killed by the doppelganger) the player may take over playing the doppelganger instead.
7	Something becomes invisible, intangible or perfectly silent (randomly determine which) for 1d6 turns. Roll on Table 34 to determine what is affected. Characters may make a Save against Magic if they wish; if they succeed the effect only lasts for 1d6 rounds instead
8	A random unnatural weather event suddenly wells up, potentially out of season. Roll on Table 14 (in the section for Weather Conditions) to determine what weather.
9	There is a cacophony of gibbering voices from far-away places. Any character who tries to talk with the voices can ask them a single question, as if they had cast Contact Outer Spheres. Randomly determine where the voices are coming from for each person who talks with them.
10	The thread of time unravels for a moment. Everybody present stops aging, and any magical effects active in the area become permanent.
11	The magician, target, or a random bystander (randomly determine which) find their body mutating, although they curiously feel no pain as it warps. Randomly determine an unnatural feature from Table 37. No save, the effect is permanent.
12	When they next sleep, everybody present will wake up to find a little clay doll in their bedding with them. It's harmless.
13	Time snaps forward half a day; midday becomes midnight, dawn becomes dusk, and so on. Nothing else seems to have changed, and everything is still where it was.
14	Something (roll on table 34) spontaneously combusts. Objects roll for breakage each round until put out. People take d6 damage and risk catching fire.
15	Everybody nearby falls ill. The sickness uses the rules for food poisoning. The main symptom will be one of the following; frost forming over the skin, sweating thick sweet honey in a fever, fingernails growing hard and crusted like coral, bones growing spikes that emerge from the skin in bloody tears, coughing up ants, or lichen growing inside the mouth and over the teeth (randomly determine which).
16	Everything and everybody near by permanently loses its reflection and shadow, and all images of them instantly degrade and become unrecognisable. Capturing their likeness becomes impossible; it always comes out wrong.
17	Information floods the mind of everybody nearby. Some of it is useful, some of it is beyond the characters' ability to comprehend, some of it makes perfect sense but is irrelevant, but all of it is true. Every character nearby gains 3d20 experience and a random madness from Table 36; roll individually for each character.
18	Everybody and everything nearby suddenly ages by 3d6 years. Roll for breakage for any items not safely packed away.
19	Everybody nearby sees a sudden glimpse of one of the following, permanently improving one of their attributes by d4 but reducing their maximum flesh and grit by 1 each. A realm of pulsating flesh and sinew (strength improves), the multiple dimensions of time flowing parallel to our own time-stream (dexterity improves), the peaceful gardens of dead souls in the spirit world (constitution improves), a crowd of eager post-human beings from the distant future who gibber prophesies (intelligence improves), the infinite cosmic cycle of the universe as one beautiful machine (wisdom improves) or the lost serpent-folk kingdoms, glistening with the blood of live sacrifices and filled with exotic, opulent treasures (charisma improves). Randomly determine which for each person.
20	When the magician, target or a random bystander (randomly pick which) dies, they will resurrect as an undead being, with 1d4 unnatural features from Table 37.

Table 32: Uncontrolled Magical Backlash

D20	Backlash
1	Something is transformed, but the effect is cosmetic and the victim can still act or be used normally. The effect lasts until sunset, until the next full moon (in 1d20+1d8 days), or permanently; randomly determine which. Roll on Tables 34 and 35 to determine the target, and what they're turned into.
2	Something is transformed, and the effect is complete and permanent. The victim can make a Save against Magic to resist the effect. Roll on the Tables 34 and 35 to determine the target, and what they're turned into.
3	The magician, target, or a random bystander (randomly determine which) has their mind blasted by the force of magic. Roll on Table 36 to determine the madness they end up suffering from.
4	The magician, target, or a random bystander (randomly determine which) is infected with some symbiotic parasite. Whenever the patient suffers damage to flesh, the parasites will repair it at a rate of 1 point a turn. Each time they do so, however, the patient loses a point of strength, dexterity, intelligence, or charisma (randomly determine which each time) as the parasites replace more and more flesh.
5	Everybody nearby begins to lose flesh at a rate of 1 point a turn, with their skin and muscles peeling away in chunks. When they die, they will resurrect as skeletal undead beings.
6	Pressure builds up in the magician's head, causing them to bleed from the eyes, nose and mouth, and potentially causing their brain to rupture. They take 1d4 damage to their flesh. If they die from this, their brain explodes, dealing 1d4 points of damage to everybody nearby hit by shards of skull.
7	The magician vomits out a slew of 2d6 internal organs from somewhere, wet, bloody, alive and wriggling. Roll on table 29 to determine what each one is. If the organs are eaten, roll on table 47 for the effect as if Strange Waters had been cast.
8	Everybody nearby must make a Save against Magic; those who fail immediately fall asleep and dream of the empire of serpent-folk in the distant past. Their visions cause them to permanently lose a point of constitution and charisma, but to gain a single experience point.
9	Gravity reverses for a split moment, causing everything to fall ten feet into the air. After the terror of falling endlessly into the sky, gravity soon rights itself again a moment later, causing everything to come crashing to the ground.
10	Everybody nearby mutates painfully. They gain an Unnatural Feature (from table 37) and take d6 damage to flesh.
11	Something (roll on table 34) begins to scream horrific things and will not stop. Until it is silenced, everybody able to hear it takes 1 damage a round as their ears start to bleed.
12	The magician, target, or a random bystander (randomly determine which) find their body mutating, although they curiously feel no pain as it warps. Randomly determine an unnatural feature from Table 37. The effect is permanent.
13	Characters' madness starts to shape reality to match it. For every insanity, delusion, or similar that a character has picked up (including restrictions placed on a mystic), they can improve an attribute of their choice by 1. Characters that are insane for no mechanical reason (merely due to interesting role-playing) can get a point to spend in the same way, at the GM's whim.
14	With a rumble, the earth shakes and splits into chasms around the caster. Everybody must make a save against hazards or be crushed, thrown around or pulled down, taking 1d12 damage from the earthquake. Underground, this causes a cave in: everybody takes 2d6 damage and is trapped under rubble if they failed their save.
15	Lightning arcs down from the sky, striking a random character. 4d6 damage, Save vs Hazards to avoid. Underground, you're completely safe.
16	The nearest trees animate (see page 179 for the stats of plant monsters). They hate things made of meat for what's been done to their plant-brethren for millions of years.
17	The area becomes slightly radioactive. Plants that grow here will be physically distorted, and animals are likely to be chimeras. People born after a pregnancy where too much time was spent here are likely to be mutated and become Aberrants. Sleeping in the area puts a person at risk of radiation sickness (Save vs Weather to avoid). Radiation sickness is a disease with incubation time 1 week, saves every week and permanently reducing a random attribute by 1 for each failed save. It cannot be recovered from for as long as the victim remains near the source of radiation.
18	Something nearby (roll on table 34 to determine what) swells up and bursts, dealing between d4 and d12 damage (depending on how dangerous the material is) to everything nearby.
19	A crack opens in reality and something reaches through. A haunting (see table 101 to randomly generate one) springs up in the immediate area. The haunting entity, regardless of what else it's up to, wants to increase its influence in the world, and will try to subvert the characters present towards this goal.
20	A burst of fire, a layer of ice and frost, creeping corrosive slime, bolts of lightning from the sky, a rain of salt or a squall of whirling dust and grit appears, covering everything nearby (randomly determine which). Characters must make a Save against Hazards; if they fail they take d6 damage.

Table 33: Apocalyptic Magical Backlash

D20	Backlash
1	Something is transformed, but the effect is cosmetic and the victim can still act or be used normally. The effect lasts until sunset, until the next full moon (in 1d20+1d8 days), or permanently; randomly determine which. Roll on Tables 34 and 35 to determine the target, and what they‘re turned into.
2	Something is transformed, and the effect is complete and permanent. The victim can make a Save against Magic to resist the effect. Roll on the Tables 34 and 35 to determine the target, and what they‘re turned into.
3	Everybody nearby catches a brief glimpse of the infinite mass of multiverses crammed imperceptibly up against one another. They gain enough XP to take them to their next level, and an insanity from table 36.
4	A channel to the hungering Void between the stars opens up at the magicians feet. It’s an empty hole, black and sucking in everything. Save vs Hazards to avoid falling in. Everybody within ten feet loses a point of flesh every round. Everybody within one hundred feet loses a point of flesh every turn. Everybody within a thousand feet loses a point of flesh every day. The Void is there forever now. The area will start to spawn Hollow Ones.
5	Purifying fire sweeps in to wipe away whatever is starting to go wrong here. 5d6 damage, save vs Hazards for half.
6	Pressure builds up in the magician‘s head, causing them to bleed from the eyes, nose and mouth, and potentially causing their brain to rupture. They take 1d4 damage to their flesh. If they die from this, a horrible creature emerges from the cavity of their skull; pick a suitably nasty monster and give it some Unnatural Features.
7	The magician’s personality is erased as some intelligence from another plane of existence takes up residence behind the magician’s eyes. It is a level 15 Mystic, and it has Big Plans for this dimension.
8	Everybody present becomes aware of the nearest deposit of unfound serpent-folk treasures. They instinctively know how to get to them, and will dream of them and the power they can grant each night until they set off on their quest.
9	History re-writes itself. Every player gets to state one fact about the distant future of humanity; everything they say becomes a fixed point in time. Time-travelling beings know they are responsible, if they fuck things up too badly.
10	An unnatural creature emerges from thin air in a welter of viscera and sulphur. Roll on the Table 27 for random animals, and then give it 1d4 unnatural features from Table 37. Roll for its reaction, only taking the magician‘s charisma into account for the roll.
11	A rip forms in the fabric of space-time, and distance and duration begin to unravel. So long as the characters do not try to move from the spot, they are safe, but as soon as they take a step they will teleport be flung wildly in a random direction. Projectiles are similarly affected. Attempts to use magical transport will result in being teleported to a random destination. This effect lasts for d6 rounds before space-time repairs itself.
12	Mathematics unravels slightly. For every item a character has, they get an extra one of that item. They lose a point of dexterity and intelligence; all the angles are wrong now, the numbers don’t add up. They can tell things are wrong. Nobody else notices.
13	Something in the world fundamentally breaks apart, and one of the stars in the night sky goes dark forever. Everybody nearby must Save against Magic for each attribute or else permanently reduce it by one as some part of their essence is sucked out into the void and lost.
14	All plants within a mile die, instantly, turning to ash and crumbling away.
15	All corpses nearby are resurrected as undead creatures. For a single round, they will be busy resurrecting, but from that point on they will single-mindedly try to eradicate all living beings. Reasonably intact parts of corpses (heads, limbs or organs) similarly resurrect, but probably can’t do much beyond flop about.
16	An Aboleth awakens from strange aeons of death-torpor in the depths of the earth, its attention drawn to those present. It blames them for waking it, and will methodically hunt them down one by one and kill them before returning to dormancy.
17	Something huge passes in front of the sun, blocking out its light completely for the rest of the day, until the sun would next rise naturally. Until the sun next rises, horrible creatures from the depths of the earth are free to rise to the surface to hunt.
18	Everybody present realises... Something. In a last ditch-effort to preserve its integrity, reality erases the knowledge from their minds before they can act on it. Everybody gains a random insanity, and must re-roll their Intelligence, Wisdom and Charisma scores. It doesn’t entirely work, however. There are things outside the physical world, and they want the knowledge locked in the characters’ heads. Everywhere they pass, haunting will spring up as these beings reach towards them.
19	Everybody present feels their life force brush up against, and be consumed by, the Void that lies between atoms. They are all Hollow Ones now.
20	The earth liquefies for a split second. Everybody and everything sinks five feet into it before it becomes solid again. Save vs Hazards not to be pulled under, assuming there’s something close enough to grab.

Table 34: Random Targets

D20	Target
1	The magician
2	The magician's target
3	A random bystander nearby
4	Everybody nearby
5	All animals nearby
6	All plants nearby of a given type (roll on table 26 for type, re-rolling if the result makes no sense)
7	All clothing worn by the magician, target, or everybody nearby (randomly determine which)
8	All weapons carried by the magician, target or everybody nearby (randomly determine which)
9	All food carried by the magician, target or everybody nearby (randomly determine which)
10	Everything held in the hands of the magician, target or everybody nearby (randomly determine which)
11	The nearest wooden object to the magician
12	The nearest bone object to the magician
13	The nearest stone object to the magician
14	The nearest magical object to the magician
15	The magician and everybody immediately related to them by blood
16	All stone nearby
17	Everything magical nearby
18	Everything owned by the magician, target or everybody nearby (randomly determine which) that floats in water
19	Everybody looking at the magician
20	The next thing touched by the magician, target or everybody nearby (randomly determine which)

Table 35: Random Transformations

D20	Transformation
1	Glows softly in the dark, like a firefly.
2	Becomes as light as foam.
3	Becomes as heavy as rock,
4	Is turned to stone.
5	Is turned to snow, and might melt.
6	Is turned to clear crystal, and if damaged might shatter, dealing d4 damage to everybody nearby.
7	Is turned to an ivory carving.
8	Is turned to soft clay.
9	Is turned to burning embers, potentially setting things alight.
10	Is turned to water.
11	Is turned to salt.
12	Is turned to stone, but only in direct sunlight.
13	Is turned to stone, but only when it's below freezing.
14	Halves in size.
15	Doubles in size.
16	Sprouts leaves, and starts gaining nourishment from sunlight.
17	Seeps warm blood constantly.
18	Is covered in thorns, quills or barbs, dealing d4 damage to anybody who grasps or rubs up against it.
19	Is turned pitch black, snow white, sulphur yellow, blood red, sky blue or moss green (determine which randomly)
20	Turns into a random animal or insect (roll on table 27 or 28 to determine which)

Table 36: Magical Insanity

D20	Insanity
1	You believe hidden beings are constantly watching you. You worry that after you die, your fate will depend on their judgement of you. When you die, Save vs Magic (at +5 if you were particularly virtuous, or -5 if you were particularly wicked, at the GM's whim). If you pass, their judgement was good: the next PC you play treats all 5s rolled as 6s instead when rolling for attributes. If you fail, they suffer the inverse.
2	You believe that you do dreadful things in your sleep and then wake with no memory of them. Or is it result 13?
3	You believe there is too much blood in your body, and some must be let out in order to stay healthy. You can't gain new levels until you've bled yourself for as many Flesh Points as your new level; it doesn't have to be all in one go.
4	You become obsessed with a system of cosmic and moral alignments, classifying everything as being either Lawful, Chaotic or neither. Others with a similar obsession instinctively classify things similarly to you.
5	You forget how to lie, although you know that other people might do it. You always fail Charm rolls to involving spoken deception.
6	You believe you are a skeleton hidden within a disguise of flesh. Nobody must find out.
7	You take a trophy from everything and everyone you kill. You get no XP for killing animals unless you took a trophy, and 1 XP for taking a trophy from a dead human.
8	You believe that any wounds you suffer will become infected and result in your death. You don't gain XP whilst you have any open wounds (you have open wounds whenever you take damage to flesh until at least 1 point of that damage is healed in some way).
9	When you sleep, you see visions of the world in the distant future. Humans live in huge colonies like insects, burning furnaces that fill the air with smoke to power strange devices. People live lives of constant toil, and are sickly and weak. You dread such a future coming to pass.
10	When you sleep, you see visions of the world in the distant future. Humans live in trenches dug in the mud, dressed identically in strange green and brown clothes. Periodically, they rush from their ditches in huge swarms, and die in droves for reasons you can't understand. You dread such a future coming to pass.
11	When you sleep, you see visions of the distant past. A strange race of serpent-folk live below the earth, slaughtering each other in the service of foul gods that they worship. They are capable of great marvels of magic and craftsmanship, but use their gifts only to cause suffering in the name of their gods. You dread such creatures returning.
12	You become fluent in the rasping, hissing tongue of the Serpent Folk and occasionally lapse into speaking in it rather than in human languages. Your dreams are filled with coiling, spiralling snakes that leak into the imagery of any art you create. You get +1 to Art rolls when dealing with Serpent-folk artefacts.
13	You walk in your sleep every night, and do things that make no sense to you when you wake up the next morning. Or is it result 2?
14	You have a strong urge to check what one of your internal organs (roll a d12 on table 29 to pick a random organ) looks like. You don't gain any XP until you do.
15	You believe that if you die, you will merely return from the dead magically altered somehow.
16	You gain an understanding of advanced mathematics, but lack the language or tools to express it. In your spare time, however, you amuse yourself with mathematical problems that will not be properly explored until thousands of years in the future.
17	You begin to see signs of the end of the world approaching; a huge flood that will wipe most life from the face of the earth, and end the practice of magic forever.
18	You begin to see signs that magic is phenomenally dangerous. Terrible beings, once banished from this world, are finding their way back through the cracks in reality opened by the practice of magic. You get 1 XP for each such creature (or their servants) that you kill or conclusively banish.
19	You begin to worry that the world as you experience it is not real; perhaps it's all an illusion to deceive you, or perhaps you might merely be dreaming.
20	You begin to worry that, somewhere to the north, where there's only ice, horrible creatures are gathering to sweep south and wipe out all humans.

Table 37: Unnatural Features

D20	Unnatural Feature
1	The creature gains another animals head, either in addition to or replacing its own (randomly determine which). Roll on Table 27 to determine what type of animal the head comes from. The monster gains the new head's bite, tusk or horn attack (if it has one) in addition to or instead of their own bite, tusk or horn attacks.
2	The monster is has an extra sense; either extra eyes for 360 degree vision, echo-location, heat-vision that lets it see warm bodies even in complete darkness, a magnetic sense that tells it which way is north and how far underground it is, the ability to smell the presence of magic, or the ability to feel tremors in any surface it is touching and use them to track movement (randomly determine which).
3	The monster gains the ability to breathe water and swim, to walk on walls like a fly, to fly, or to burrow quickly through the ground (randomly determine which), and the appropriate anatomy.
4	The monster gains a breath attack; either fire, corrosive slime, frost or toxic gas (randomly determine which). When used, any potential victims must make a save against hazards or else take 2d6 damage.
5	One of the monster's attacks (randomly determine which if it has more than one) becomes highly poisonous. The venom will affect either strength, dexterity or constitution; randomly determine which. A victim dealt damage by the attack must then make a Save against Poison; if failed they lose ten points from that attribute.
6	The monster's skin sprouts thick scales, a chitinous exoskeleton, stones, or crystalline protrusions. The monster improves its Armour Class by 1d6.
7	The monster has no skin, and it's musculature and organs are wet and exposed to the world. Its Armour Class is reduced by 1d6.
8	The monster is much larger than normal. It gains an extra dice of flesh and grit, and treats its Strength Bonus as being two points higher.
9	The monster is much smaller than normal. It loses a dice of flesh and grit each, down to a minimum of one Flesh Dice, and treats its Strength Bonus as being two points lower.
10	The monster's body becomes rubbery and flexible, like an octopus's, allowing it to squeeze through small gaps and distort it's body dramatically. It gains a +1 bonus to attempts to wrestle per hit dice.
11	The monster's eyes either begin to glow, turn either milky white or pitch black, or are replaced by empty sockets (randomly determine which). As a result, it is either able to see through solid objects like they were transparent, able to see perfectly in the dark, sees anything magical glowing brightly, gains a gaze attack or is rendered completely blind (randomly determine which). If the monster has a gaze attack, enemies who look at it must roll a save against magic. If the save is failed, they are permanently subject to a random transmutation (roll on table 35 for what) .
12	The monster's body is somehow hazardous to touch; either constantly on fire, incredibly cold, charged with static electricity, coated in corrosive slime or covered in tiny barbs (randomly determine which). The monster's melee attacks deal an extra 1d6 damage, and enemies grabbing or grabbed by the monster also take an automatic 1d6 damage.
13	The creature is able to regenerate damage at incredible speeds. Each round, it will heal 1d6 points of damage. Severed appendages or other particularly horrible wounds will completely re-grow after 1d6 rounds. The monster cannot regenerate any damage dealt by flaming attacks.
14	The monster carries some horrible disease, which is apparent from its appearance. The incubation period is a turn, and saves must be taken every turn after that. If failed, the victim loses 1d6 points of strength, dexterity or constitution (randomly determine which), although this attribute loss is not permanent. The monster itself is immune.
15	The monster is unnaturally intelligent: raise its Intelligence, Wisdom and Charisma bonuses by 1 each.
16	The monster has a particular vulnerable spot on its anatomy, such as a gap in its skull exposing its brain. An attack that scores twenty or more to hit (and would hit the monster's AC) strikes this weak point and kills the monster instantly.
17	The monster is vulnerable to some particular bane; either fresh water, moonlight, direct sunlight, snow, fire, or salt. Each round where it is exposed to its bane it takes a single point of damage to its flesh.
18	The creature's claws, teeth and skeleton are made of some exotic substance; stone, wood, crystal, ice or burning embers (randomly determine which). Regardless, the creatures attacks all deal an extra +1 point of damage.
19	The monster's severed body parts remain alive and fighting indefinitely. Each time it takes damage to its flesh, there is a one in four chance that a body part will fall off and keep fighting. Severed body parts have physical attributes at 5, mental attributes like their donor. They have a single point of flesh, Armour Class and saves like the monster, and deal 1d2 damage.
20	The monster has a barbed tail, sting, sharp ovipositor or mass of thorny tendrils (randomly determine which), allowing it to make an extra attack for d6 damage.

Take the next result down (looping back to the first in the case of the final result) if the table would generate a mutation the creature already has (either naturally or from previous mutations) or which makes no sense. A character or monster with these features is likely to have minor cosmetic mutations as well, at that player's discretion in the case of PCs.



"The impulse came to her clairvoyantly, and she obeyed without a sign of hesitation. Deeper comprehension would come to her of the whole awful puzzle. And come it did, yet not in the way she imagined and expected."

— Algernon Blackwood, The Man Whom The Trees Loved

Spells

Table 38: Rank 1 Spells

d20	Spell
1	Command
2	Create Fire
3	Coat with Frost
4	Cure Wounds
5	Darkness
6	Enlarge
7	Erase Tracks
8	False Sounds
9	Floating Disk
10	Light
11	Locate Animal
12	Mending
13	Message
14	Purify Water
15	Shield
16	Shrink
17	Sleep
18	Spider Climb
19	Summon Rain
20	Unseen Servant

Table 39: Rank 2 Spells

d20	Spell
1	Augury
2	Gust of Wind
3	Heroism
4	Invisibility
5	Levitate
6	Locate Object
7	Mirror Image
8	Resist Cold
9	Resist Fire
10	Silence
11	Speak with Animals
12	Warp Flesh

Table 40: Rank 3 Spells

d20	Spell
1	Clairvoyance
2	Cure Disease
3	Dispel Magic
4	Fireball
5	Haste
6	Hold Person
7	Howl of the Moon
8	Mist Form
9	Sacrifice
10	Speak with Corpses
11	Strange Waters
12	Water Breathing

Table 41: Rank 4 Spells

d20	Spell
1	Obfuscation
2	Neutralise Poison
3	Plant Growth
4	Polymorph Self
5	Remove Curse
6	Rip Portal
7	Protection from Weapons
8	Seven Gates
9	Speak with Plants
10	Spell Immunity
11	Wall of Fire
12	Wall of Ice

Table 42: Rank 5 Spells

d20	Spell
1	Animate Dead
2	Cloudkill
3	Contact Outer Spheres
4	Creation
5	Feeblemind
6	Insect Plague
7	Magic Jar
8	Polymorph Others
9	Shape Stone
10	Telekinesis
11	True Sight
12	Turn Rock to Mud

Table 43: Rank 6 Spells

d20	Spell
1	Antimagic Spell
2	Contingency
3	Crystal Eye
4	Death Spell
5	Disintegrate
6	Find the Path
7	Gease
8	Legend Lore
9	Regenerate
10	Mind Switch
11	Projected Image
12	Turn Flesh to Stone

Table 44: Rank 7Spells

d20	Spell
1	Bestow Spell Ability
2	Clone
3	Earthquake
4	Exalted Word
5	Flatten
6	Instant Summon
7	Invisibility, Mass
8	Magic Spear
9	Part Water
10	Remote Surveillance
11	Simulacrum
12	Vision



Table 45: Rank 8 Spells

d20	Spell
1	Imprisonment
2	Mind-blank
3	Permanence
4	Polymorph Any Object
5	Resurrection
6	Shapechange
7	Timestop
8	Trap the Soul



Animate Dead

Rank; 5
Duration; Instantaneous
Range; 10 feet

This spell introduces a spirit plucked from the gardens of the dead into a corpse, causing it to reinvigorate the faint memories of life that cling to the corpses and skeletons of people, allowing them to move and act in a gross mockery of their former existence. Because the entities inhabiting these bodies are chosen by the magician, these undead are under their total control. However, the faint memories of life retained by the corpse or skeleton constantly struggles with the invader introduced by the magician, a conflict that drives the host corpse or skeleton to destructive urges. The animated dead will always interpret any instructions in the most violent and destructive manner possible. They will also prefer to at-tack those that they knew in life, no matter their former relationship with the person in question. The bodies remain animated until they are destroyed.

For each level of the magician, they can animate up to 1 hit dice of creatures. For each flesh dice the creature had in life, it has a d12 dice of flesh as undead. The undead do not have Grit. The undead creature retains its saving throws, and has an attack bonus of +1 per dice of flesh.

If the undead is to have special abilities, each increases the Hit Dice ―cost‖ by one. Adding special abilities does not increase the actual Hit Dice of the undead. Only feral undead are created by this spell, and they must be commanded verbally.

Anti-Magic Shell

Rank; 6
Duration; 1 turn per level
Range; 0

Casting this spell shores up the cracks in reality through which magic seeps into the real world, at least for a short amount of time. Within a 10 foot radius around the magician, all magic is negated for the full duration of the spell. Magical attacks will not affect the magician, magic items and spells within the radius are suppressed, and the magician cannot perform further magic until the spell has expired. Spells cast through the Anti-Magic area will also be ineffective. Innately magical creatures cannot pass through the area, but magical beings with physical form will merely lose all of their magical abilities while in the Anti-Magic area. The area affected by the Anti-Magic Shell is stationary and does not move with the magician.

Augury

Rank; 2
Duration; -
Range; -

As part of casting this spell, the magician casts some divination tool upon the ground; typically knucklebones or carved sticks. From how they land, the magician can deduce whether an action they state when casting is most likely to result in reward, injury, both reward and injury, or neither. The GM provides an answer based on their judgement, although they probably only need to think in the short term; long term ramifications are often beyond the scope of this spell.

Bestow Spell Ability

Rank; 7
Duration; Special
Range; Touch

By anointing them with carefully chosen pigments, the magician can grant some of their own spell ability to a subject. When casting this spell, the magician chooses spells they have already memorized and transfers those spells to the subject. The subject now has those spells memorized (and casts them at their level, not that of the original magician), while the original caster no longer does.

Furthermore, until the subject casts the spells that he has been granted, the magician is un-able to prepare spells in those ―slots.‖ For ex-ample, if a magician casts Bestow Spell Ability and grants their hunter comrade use of the Silence and Levitate spells, the magician loses the ability to memorize two second rank spells altogether until the hunter casts both spells.

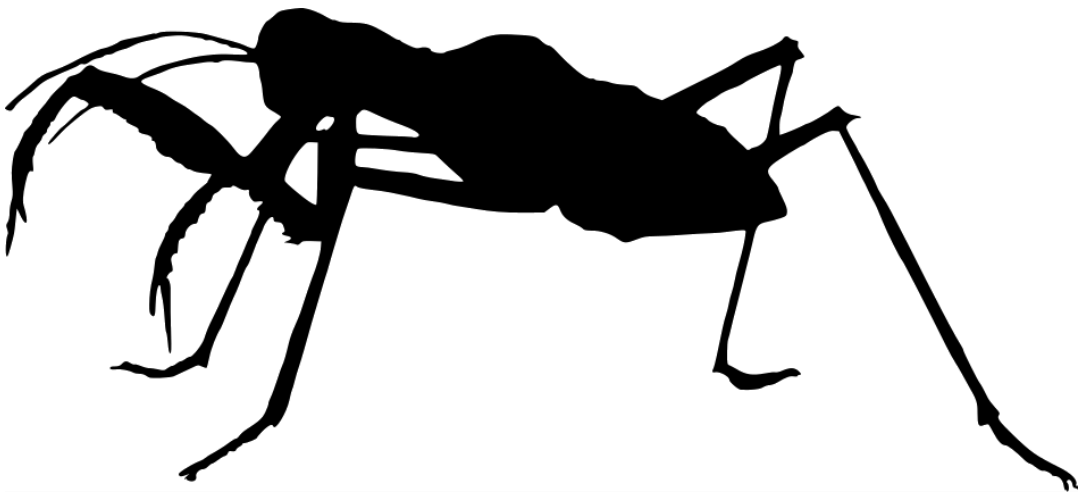
If the subject dies without casting the granted spells, the magician regains their spells.

Clairvoyance

Rank; 3
Duration; 1 turn per level
Range; -

This spell requires the use of a reflective surface that the magician gazes into. This could, at a pinch, be a bowl of water, but the closer to a perfect mirror the magician can achieve the better the results will be. In a poor surface, the image will be indistinct, hazy and wobbly. When the spell is cast, the surface reflects not the magician‘s face gazing in, but instead an area that they wish to spy on. As the image is reflected, the magician (and anybody else viewing as well) will be-come dimly aware of the sounds, smells and other sensations of the area.

When casting this spell, the magician must focus on a place they wish to view. This must be a place they are familiar with or can easily pin-point; ‘where we camped three nights ago’ or ‘the next chamber of this cave’ for example. Alternatively, they could focus on a person or item that they are familiar with, and view its surroundings. If the magician cannot specify where they wish to view, the results will be incoherent and largely useless.



Clone

Rank; 7
Duration; instantaneous
Range; touch
This spell allows the growth of a perfect physical duplicate of a person (or any living creature) and creates an artificial duplicate of the subject‘s consciousness, trapping it in the false body.
To create the duplicate body, the Magic-User must have access to this spell, and a small piece of flesh from the creature to be duplicated. To grow the new body, the magician must be working in their sanctum; they need a stone or clay container large enough to contain the subject‘s body, which must be filled with a mixture of salted water and blood. Creating the clone then requires an embryo (which may be taken from any animal) into which the flesh is implanted; this requires a successful Medicine roll, but need not be per-formed by the magician themselves.
Bringing the embryo to maturity will take 1d20+1d8 days of work by the magician. The magician can spend any number of (randomly determined) magical reagents to speed the process up by 1 day per reagent.
Once the duplicate reaches maturity, the Magician can then cast the spell and this is what creates the duplicate consciousness and imprisons it in the body.
The clone person is exactly like the original in all ways, and will awaken after a day‘s final growth once the spell is cast. If the original is still alive, both the clone and the original are instinctively aware of this, and each will likely want to destroy the other in order to retain their position in the cosmic scheme of things.

Cloudkill

Rank; 5
Duration; 1 round per level
Range; 30 feet
Casting this spell pulls up the infernal gasses that exist deep beneath the earth. A 20' cube cloud of poison gas forms which moves at a rate of 10' per Round under the control of the caster (so long as he concentrates on it). The gas kills any creatures of 5 or fewer Hit Dice or levels it comes in contact with if they fail a saving throw versus Poison; creatures having 6 or more Hit Dice or levels are unaffected. The cloud persists for the entire duration even if the caster ceases to concentrate upon it, in which case the cloud also remains immobile for the remainder of the spell‘s duration.

Coat with Frost

Rank; 1
Range: touch
Duration; 1 turn per level
The magician draws the heat out of an object they touch, siphoning it out to the howling cold of the northern ice sheets. The object be-comes cold to the touch, and in a matter of seconds is covered in a layer of frost. The object in question becomes slippery to the touch and hard to grasp onto. It will not catch fire for the duration of the spell; instead contact with any sort of flame reduces the duration by one turn.
If the object is wrapped up to prevent the warmth from seeping into it, in a bundle of hay and furs for example, it will remain noticeably cold to the touch long after the spell‘s duration has worn off.

Command

Rank; 1
Range; 10 feet
Duration; 1 round
This spell allows the magician to issue a 1-word command that their victim must obey (such a ‘flee’, ‘follow’, ‘drop’ or similar) for the next round. The victim must be able to understand the order given, and if they cannot understand what they should do, will instead waste the round in confusion. The victim can-not be commanded to do anything that would directly result in their coming to harm (in this case, they instead waste the round dithering), but can be made to act against their best interests. A creature with above-average intelligence (13 or above) or more hit dice than the magician is entitled to a Save against Magic; if passed, then they can shake off the compulsion.



Contact Outer Spheres

Rank; 5
Range; self
Duration; -

The beings inhabiting various celestial bodies are repositories of all knowledge. By means of this spell, which must be cast at night with night sky visible, the magician enters in communion with the inhabitants of their celestial object of choice in order to receive wisdom and information. The caster asks questions of the being, and the being answers. These lofty beings resent such intrusions and give only brief answers to questions, and they often lie. All questions are answered with 'yes', 'no', 'maybe', 'never', 'irrelevant' some other one-word answer.

The magician must concentrate on maintaining the spell in order to ask questions at the rate of one per round. A question is answered by the celestial being during the same round. The caster can choose how many questions to ask, and which being to ask. The chart below gives a sample of possible beings, with the least human-like being the most likely to be able to answer accurately, but others may be available as the GM chooses. First roll on the table below to see if the being will give a truthful answer. Then roll to see if the magician's mind is damaged by the intrusions of the alien minds (roll on table 31 for a random madness, the effects of which are permanent). The caster can ask as many questions as they dare risk, although mental damage ends the spell immediately.



Table 46: The Outer Spheres

Entity	Chance of Truthful Answer	Chance of Mental Damage
The rubbery beasts that bask on the moon's surface	11+ on d20	20+ on d20
The husks of the dead buried beneath the moon's crust	10+ on d20	19+ on d20
The warmongering tripod-pilots of the Martian desert	9+ on d20	18+ on d20
The mad beasts exiled to the moons of Mars	8+ on d20	17+ on d20
Acid-spewing titans asleep beneath the sky of Venus	7+ on d20	16+ on d20
The stone soldiers who stand vigilant on Mercury	6+ on d20	15+ on d20
The drifting cloud-minds that contemplate Jupiter	5+ on d20	14+ on d20
The void artists who dwell on Saturn's rings	4+ on d20	13+ on d20
The lightning tyrants that rule Saturn	3+ on d20	12+ on d20
The probing clusters of eyes that ride the comets	2+ on d20	11+ on d20
The black monolith at the edge of space	automatic	automatic

Contingency

Rank; 6
Duration; Instantaneous
Range; Self
This spell allows the magician to cast another spell on themselves, with its effect delayed until a specific situation occurs as dictated by the magician. The spell to be brought into effect by the Contingency must be one that affects the magician‘s person.
The conditions needed to bring the spell into effect must be clear, although they can be general. In all cases, the Contingency immediately brings into effect the companion spell, the latter being cast instantaneously when the prescribed circumstances occur. If complicated or convoluted conditions are prescribed, the whole spell combination (Contingency and the companion magic) can fail when called on. The companion spell occurs based solely on the stated conditions of the Contingency spell, regardless of whether or not the magician wants it to at the time.
Only one Contingency can be placed on a magician at one time; if a second is cast, the first one (if still active) is dispelled.

Control Weather

Rank; 7
Range; -
Duration; 4d12 hours
This spell allows a magician to alter the behaviour of the weather around them. In order to do this, they must first draw a map of their surroundings, which they mark with the weather patterns they wish to create.
The magician controls the general tendencies of the weather, such as the direction and intensity of the wind, but cannot control specific applications of the weather—where lightning strikes, for example, or the exact path of a tornado. Contradictory weather conditions are not possible simultaneously. Control Weather can do away with atmospheric phenomena (naturally occurring or otherwise) as well as create them.
If the weather is completely foreign to the area or season, the spell‘s duration is cut in half.

Create Fire

Rank; 1
Range: touch
Duration; 1 round per level
The magician pulls a spark from the sun itself, cupping it in their hands for a moment before applying it to their surroundings. The spell can be used to start a fire assuming flammable materials are available. Otherwise, the magician can use the spark to damage an object they touch, potentially dealing +1 damage on any melee attack they make while the spell lasts.

Creation

Rank; 5
Range; touch
Duration; instantaneous
The caster creates an object of non-living mat-ter. The volume of the item created cannot exceed 1' cube per caster level. A tiny piece of matter of the same sort of item the caster plans to create must be used when casting Creation. Thus, within the caster‘s limits on the item‘s volume, he could create a basket from a piece of straw, a boat or spear from a splinter of wood, a finely sculpted throne from a pebble, etc. If the magician tries to create complex items, a Crafts skill roll is needed to properly direct the magic; failure results in the item being somehow flawed or incomplete.

Crystal Eye

Rank; 6
Range; touch
Duration; 1 round per level
The caster of this spell is able to see through solid objects as if a 3' square window is pre-sent. For the duration of the spell, the caster can see through more than just one object, but it takes one Round to switch from one to an-other. The arcane window, according to the caster‘s preference, can be made visible to other creatures. However, if it is made visible to others it can only be applied to one object. The window is always one way. The spell can be applied to 20 foot thick wood or dirt, 6 foot thick stone, or 4 inch thick living matter. Any metal blocks this spell.



Cure Disease

Rank; 3
Range; touch
Duration; instantaneous
This spell draws out all corrupting organisms from the subject, allowing them to purge any sickness from their body. When the spell is cast, the subject makes a save versus poison. Success indicates that they vomit out any sickness in them, instantly curing any illnesses they may be suffering from. If the save is failed, then the subject has a round to deliberately induce vomiting, which will again cure all diseases they are suffering from.

Cure Wounds

Rank; 1
Range: touch
Duration; instantaneous
The magician accelerates the body‘s natural recovery to incredible levels, causing wounds to heal over and broken bones to set in seconds. The spell can target any living creature the magician can tough. The spell heals 1d6 points of damage to flesh, plus another 1 for each level the magician possesses.
Instead of curing damage to flesh, the magician could instead use the spell to repair a specific injury, such a broken limb. The spell can only repair injuries that the body could re-cover on by itself with enough time; it cannot regenerate missing body parts.

Darkness

Rank; 1
Range: 60 foot radius
Duration: 3 turns level
The magician pulls forth the darkness that lies beneath the earth, causing it to blanket their surroundings. Within this radius, there is no light so vision is impossible, although other ways of sensing (such as a bat‘s echolocation) still work. Any light source, such as a torch, campfire or even the sun continues to burn, but gives off no light as it does so. The area of darkness either stays in place or moves to surround the magician; their choice.

Death Spell

Rank; 6
Range; 10 feet per level
Duration; permanent
A living creature requires a certain amount of order within its body to maintain its functions. This spell causes the internal organs of its subject to stop functioning as a greater whole, killing them immediately. The victim is al-lowed to save versus Poison to resist the spell; failure means instant death. Creatures of 8 or more Hit Dice or levels are immune to the spell, as are undead monsters, artificial beings, and any other ―creature‖ that is not truly alive.

Disintegrate

Rank; 6
Range; 120 feet
Duration; Instantaneous
This spell undoes the bonds of creation that keep a single creature or object together. Up to a ten foot cube of material is entirely disintegrated, leaving behind no evidence that it ever existed. Creatures who do not wish to be disintegrated (which will be most of them) are permitted a Save against Magic to resist the spell; if the save is passed, they merely take 2d20 damage.

Dispel Magic

Rank; 3
Range; 120 feet
Duration; instantaneous
This spell creates a rip in reality, draining magic out of the world to some place else. The spell affects an area twenty feet across. All spells active in that area are automatically negated. If cast on the same initiative count as an enemy magician casting a spell, you can counter that spell as they cast it. Magic items in the area affected have their magic drawn out and lose all effectiveness until ambient magic can seep back into them in 2d6 turns time. Any magical curses or afflictions are also negated for 2d6 turns until ambient magic seeps back to restart them.

Divination

Rank; 3
Range; self
Duration; 1 turn
The exalted spirits can think and perceive in ways that mortals are incapable of. This spell allows the magician to throw part of their mind into the spirit world and listen to the utterings of these spirits. The magician can then interpret these words to gain information regarding an area, building, part of a cave, or other similar place.
Information gained includes, in vague terms, a general idea of how powerful the creatures there are, what sort of resources can be salvaged, and any hidden dangers or distractions. The base chance for a correct divination is 10 or less on a d20, improving by 1 per caster level. The GM should roll this secretly. If the dice roll fails, incoherent or misleading information is gleaned from the spirit world.

Earthquake

Rank; 7
Range; 120 feet
Duration; instantaneous
The volcanic rage of the earth is a terrible thing to behold, and this spell allows the magician to command this wrath and unleash it against his enemies! An intense, but highly localized tremor rips the ground, to a diameter of 5' per caster level. The shock collapses structures, opens cracks in the ground, and more. The effect lasts for 1 Round, during which time creatures on the ground cannot move, cast spells, or attack. The earthquake affects all terrain, vegetation, structures, and creatures in the area. The specific effect of an earthquake spell depends on the nature of the terrain where it is cast.
Cave, Cavern, or Tunnel: The spell collapses the roof, dealing 7d6 points of damage to any creature caught under the cave-in. An earth-quake cast on the roof of a very large cavern could also endanger those outside the actual area, but below the falling debris.
Cliffs: Earthquake causes a cliff to crumble, creating a landslide that travels horizontally as far as it fell vertically. Any creature in the path takes 7d6 points of damage.
Open Ground: Fissures open in the earth, and 1d6 creatures on the ground fall into one and die; a Save against Hazards allows a victim to grab the edge of the fissure, and potentially rescue themselves before it closes up and swallows them.
River, Lake, or Marsh: Fissures open underneath the water, draining away the water from that area and forming muddy ground. Soggy marsh or swampland becomes quicksand for the duration of the spell, sucking down structures. In addition, 1d6 creatures in the area will be sucked into the mud and killed; a Save against Hazards allows a victim to avoid being completely sucked in, allowing them to potentially be rescued.

Enlarge

Rank; 1
Range: 5 feet/level
Duration: 3 turns, plus 1 turn per level
The magician causes an object or creature to grow in size, roughly doubling its height and making it far heavier. A creature affected by this spell gains 2 hit dice (1 flesh and 1 grit), and increases their strength bonus by 2.

Erase Tracks

Rank; 1
Range; touch
Duration; 1 turn per level
The magician wipes at the subject with a damp rag, removing their scent and other tells. The subject cannot be smelled for the duration of the spell, and cannot be tracked by scent at all. Furthermore, when they walk, they leave no footprints (regardless of the surface they walk on), or other signs of their passage such as disturbed sand, dripping blood from injuries or similar. Unless they deliberately leave a mark of their passage, it is impossible to tell that they have passed.
Erase tracks foils even magical means of following where the subject has been, but not other methods of finding them such as scrying to search locations or talking with nearby trees.

Exalted Word

Rank; 7
Range; 0
Duration; Instantaneous
The language of the exalted spirits is not one for mortal ears. In fact, it is the speaking of these words that is behind the power of much magic. Some words though, are more devastating than others. The most destructive word is the true name of an exalted spirit, spoken as the being would speak it. The intonation of this word utterly banishes creatures not native to the physical world, hurling them back to their respective planes of existence. Additionally, other creatures will suffer effects from the Exalted Word in accordance with the creature‘s Hit Dice.
All creatures, other than those with the favour of the exalted spirit named or who are naturally deaf, within 60' of the magician are affected. A Save against Magic can be taken; if passed, the victim treats the result as one level less severe (creatures with 12 or more hit dice are unaffected if they pass the save).
Creatures with 3 or less hit-dice are killed, or paralysed for d4 turns if they pass the save.
Creatures with 4 to 7 hit-dice are paralysed for d4 turns, or slowed for 2d4 rounds if they pass the save.
Creatures with 8 to 11 hit-dice are slowed for 2d4 rounds, or deafened for d4 rounds if they pass the save.
Creatures with 12 or more hit-dice are deafened for d4 rounds, or do not suffer at all if they pass the save.

False Sound

Rank; 2
Range; 60 feet radius, plus 10 feet/level
Duration; 1 round, + 1 round/level
The magician creates sounds with no physical cause. The sounds can issue from anywhere within the spells radius at once, and can be as complex as the magician requires. They can include intelligible speech. Creatures that do not believe the sounds are real can make a Save against Magic; if passed, they ‘see through’ the illusion.



Feeblemind

Rank; 5
Duration; permanent
Range; 10 feet
This spell turns the neural pathways of the target into a superconducting network of thought. In most targets, this overloads their brain. If the target creature fails a saving throw versus Magic, its mind shuts down higher functions. The affected creature is unable to speak, cast spells, understand words, or communicate coherently. The subject remains in this state until a Dispel Magic or Remove Curse spell is used to cancel the effect of the Feeblemind. In addition, the subject gains a random madness (roll on table 31 to determine what) permanently; the madness is not cured by dispelling.
However, if the target succeeds with their saving throw, they are considered to be under the effect of a Haste spell for as many Rounds as the magician has levels.

Find the Path

Rank; 6
Range; touch
Duration; 1 turn per level
The recipient of this spell can find the shortest, most direct physical route to a specified destination, whether into or out of a locale. The locale can be outdoors, underground, or even inside a Maze spell. To cast this spell requires the magician to use a divining kit such as carved bones or wooden tokens, which they will cast to the ground and interpret how they fall. Find the Path works with respect to locations, not objects or creatures at a locale. The spell enables the subject to divine the correct direction that will eventually lead it to its destination, indicating, at appropriate times, the exact path to follow or physical actions to take. The spell ends when the destination is reached, or the duration expires, whichever comes first. Find the Path can be used to find the subject from the effect of an Imprisonment spell, or to allow the subject to select which gateway the step out of when travelling into Seven Gates.

Fireball

Rank; 3
Range; 200 feet
Duration; instantaneous
The magician hurls a bolt of compressed fire from their hand, which explodes when it hits a solid object into a mass of flames. Every creature within the blast radius is affected; in the open this will be a twenty foot radius, but in confined spaces (such as caves) the flames will expand to fit their surroundings, potentially covering a much greater length of a long thin tunnel. The spell deals 1d6 damage for each level the magician has, and has a 3 in 6 chance to set any unattended flammable objects in the radius alight. Creatures hit by the blast may make a Save against Hazards; if they succeed, they take only half damage from the fire as they manage to duck beneath the sheet of flame as it boils outwards.

Flatten

Rank; 7
Range; self
Duration; 2 rounds per level
This spell banishes the depth dimension of the magician‘s three dimensions of being, thus reducing the visible portion of themselves to the two-dimensional aspects of height and width. The magician can take all normal actions, but has the ability to appear invisible if standing such that only their side is presented to an observer. The magician can also slide sideways through small cracks or other tight spaces. True seeing does allow a viewer to see the magician as three dimensional. This two-dimensional existence also creates a vulnerability in the magician. Any damage that the magician sustains while under the effects of the spell is multiplied by three, but the character cannot be struck while standing sideways to an attacker. The magician can, however, be affected by area effect attacks, which are subject to the damage multiplier stated previously.



Floating Disk

Rank; 1
Range; 20 feet
Duration; 1 turn, plus 1 turn per level
The magician creates an invisible disk of force, like a large bowl four feet across. It can hold up the weight of as much as three people. The disk drifts along three feet off the ground, as directed by the magician; it cannot raise or lower, and cannot move too far from them.

Gease

Rank; 6
Range; touch
Duration; See Below
The whims of a proficient magician are not often ignored. This spell forces its victim, if a saving throw versus Magic is failed, into per-forming one service specified by the magician. This service can be a lengthy quest or an immediate action, almost anything the magician desires as long as it is a definite action. The magician cannot, however, order the victim to harm themselves deliberately. The victim retains their own wits and faculties, but must make the wizard's service their top priority at all times else fall under the effects of a curse as specified by the Magic-User. The only way to remove the curse is to complete the service, and when that service has been performed the spell terminates.

Gust of Wind

Rank; 2
Range; 10 feet per level radius
Duration; 1 round per level
This spell summons forth a powerful blast of air, forceful enough to blow out unprotected flames. The wind is strong enough to hurl a small flying creature backwards by 1d6 times ten feet, and will hold medium-sized creatures back from moving. It also causes strong winds, giving all ranged attacks into the area or made within the area a -3 penalty.

Hallucinatory Terrain

Rank; 4
Range; 250 feet
Duration; permanent
The magician draws out an image of distant places to make some terrain feature look, sound, and smell like another sort of terrain. The effect is an illusion, however, and only reliably conceals things from distant observation; close up those who touch the terrain may realise that things aren‘t as they seem. The entire feature to be hidden must be encompassed by the range that this spell can affect. The magician can affect a 10 foot square area per caster level.

Haste

Rank; 3
Range; touch
Duration; 1 round per level
This spell warps the flow of time, causing the subject to move and act more quickly than normal. A Hasted creature can make double the normal number of actions and automatically wins Initiative (effectively going on initiative count seven). All of the Hasted creature‘s forms of movement (including land movement, burrow, climb, fly, and swim) double in speed. Multiple Haste effects do not stack. Only one spell can be cast per Round while hasted.

Heroism

Rank; 2
Range; touch
Duration; 1 round/level
The magician reaches into their subjects mind, removing the filters and fears that keep them from greatness. For the duration of the spell, the subject has 2d6 more Grit Points, improves their strength and charisma modifiers by 1, and treats all saves as being 3 points bet-ter.
When the spell wears off, if the subject has more flesh and/or grit points than when the spell was cast, their flesh and/or grit returns to its original level. Otherwise, it does not change.

Hold Person

Rank; 3
Range; 120 feet
Duration; 2 rounds per level
This spell temporarily disconnects the link between the victim‘s mind and body, resulting in their paralysis. A successful save versus Magic will negate the effect.
Only humans or Neanderthals are affected. Characters of a greater level than the magician are unaffected, as are the undead and mindless creatures. Victims of the spell are aware, and breathe normally, but cannot take actions of any kind, including speech.
A winged creature which is paralyzed cannot flap its wings and falls (if it is in flight at the time). A paralyzed swimmer cannot swim and may drown.

Howl of the Moon

Rank; 3
Range; touch
Duration; 1 night
This spell causes a spiritual transformation of the subject. Although they do not appear to change shape, their spirit becomes that of a great and terrifying predator. The spell can only be cast at night, and the subject must be daubed with the blood from a specific predator as part of casting.
The subject gains a number of benefits whilst under the effect of the spell. They move with preternatural agility, granting them +1 to athletics rolls to jump, swim or climb (based on the capabilities of the predator emulated), and can move as if unencumbered. Their senses are sharpened, giving them +2 to perception rolls. Most notably, they fight with an animalistic grace, ignoring any weapons and instead rending at their enemies with teeth and finger-nails; they get +2 to their hit rolls and their unarmed attacks deal 1d6 damage.
During the spell‘s duration, the subject loses any vestiges of civility, acting to fill their belly and wound their enemies as quickly and brutally as possible. They will not bother using tools or weapons, and speak only reluctantly, using a few terse words or snarling incoherently. They cannot understand how fire can be controlled, and find it both frightening and confusing.
So long as the spell remains in effect, animals will see the change in the subject, and instinctively shy away from them, fleeing if they can. The only exception to this is the predator being mimicked. Any of that predator within a few miles radius will flock to the subject, treating them as a pack leader and following their lead. If observed using any magical means, the observer will also see the subject as the predator being mimicked.
If the spell is cast on the night of the full moon, it will come into effect as soon as the sun sets each night for the rest of the month.

Imprisonment

Rank; 8
Duration; permanent
Range; touch
When the magician casts *Imprisonment* and touches a creature, if it fails a Save against Magic it is entombed in a state of suspended animation in a small sphere far beneath the surface of the earth. The subject remains there unless a *Remove Curse* spell (the reverse of *Imprisonment*) is cast at the locale where the imprisonment took place. Magical search by a crystal ball, a *Locate Object* spell, or some other similar divination does not automatically reveal the fact that the creature has been imprisoned, but may show enough that this can be deduced.

Insect Plague

Rank; 5
Duration; 1 turn per level
Range; 400 feet
The caster summons a swarming mass of in-sects that crawl out of nearby crevices and undergrowth. Use the rules given in the bestiary for Vermin Swarms. The magician can control the swarm to move 20' in a Round, but has no more control than this. The magician must concentrate for the duration of the spell to maintain control over the swarm, and if the swarm leaves the range the magician loses control of it. The magician also loses control of the swarm if they are successfully attacked. If the magician loses control of the swarm, it remains, acting according to its instincts, and may attack them.

Instant Summon

Rank; 7
Range; see below
Duration; Instantaneous
Time and space do not exist to the forces of magic, and this spell allows the magician to disregard both in limited circumstances. When the spell is cast, a prepared item is summoned (instantly!) to their hands from wherever it currently is. To prepare the item, the magician simply places a handprint on the item in a mixture of their blood and a random magical reagent (see table 23 to determine what). The item must not be more than roughly 3' long nor weigh more than 8 pounds. Thereafter, the caster can summon the item by speaking a special word (set by the caster when the spell is cast). The item appears instantly in the caster‘s hand. If the item is in the possession of another creature, the spell does not work.



Invisibility

Rank; 2
Range; touch
Duration; 1 turn per level
This spell slightly removes something or somebody from people‘s perceptions. Al-though still physically present, capable of being touched, smelled and heard, the subject does not exist as far as sight is concerned. An observer‘s vision simply passes over and ignores the subject. Things carried by or hidden behind the object are also missed in the same way.
Invisibility can be cast on a person, creature or object (although the object can be no bigger than a large tree; you cannot make an entire glacier or cliff invisible). Should the subject take a dramatic enough action, the spell is broken as observers are forced to notice what has happened. Attacking, setting an object on fire or similar violent actions will all break invisibility.
Whilst the subject is invisible, attacks against them are somewhat harder. The attacker must first locate the subject somehow; doing so probably requires a successful Perception skill roll. Once the target is located, then attacks against them are made with a -3 penalty since the attacker cannot see how the subject is de-fending themselves.

Invisibility, Mass

Rank; 7
Range; 30 feet radius
Duration; 1 turn per level
This spell works like the spell _invisibility‘, save that every living thing within the radius, and all their equipment, is affected as if it was cast on them individually. Beings that leave the radius remain invisible. Beings made in-visible with this spell cannot see one another.

Legend Lore

Rank; 6
Range; self
Duration; see below
The works and deeds of the famous and the infamous are witnessed by the universe, and all secrets are spied upon by creation, even if there is nobody there to record them. By casting this spell, the magician can put together the clues left behind over time. To cast this spell requires the magician to use a divining kit such as carved bones or wooden tokens, which they will cast and interpret over time. If the person or thing is at hand, or if the caster is in the place in question, the casting time is 1d4 × 10 Turns. If the caster has only detailed information on the person, place, or thing, the casting time is 1d10 days. If only rumours are known, the casting time is 2d6 weeks. During the casting, the Magic-User cannot engage in other than routine activities such as eating, sleeping, and so forth. When completed, the divination brings legends or information about the person, place, or things to mind, but al-ways in the form of riddles, puzzles, symbols, or other obscure forms that must be reasoned or intuited to understand. If the person, place, or thing is not of legendary importance, no information is gained.

Levitate

Rank; 2
Range: 10 feet
Duration: concentration
This spell alters how gravity pulls an object to the floor, causing it to fall slowly, float in mid air or gently rise, depending on the magician‘s wishes. An unwilling subject can make a Save against Hazards to grab onto something if they don‘t wish to be lifted; likewise if an object is lifted, somebody interacting with it or holding it can make a save to keep hold of it.
The spell causes the subject to move up or down as much as twenty feet a round as the magician directs. The magician cannot move the subject horizontally, but the subject can pull themselves along by grabbing tree branches or similar. The effect ends when the magician is no longer concentrating on maintaining it (during which they are directing the levitated object and cannot attack). When the spell ends, objects high in the air will fall. Since the effect wears off slowly, rather than suddenly cutting out, treat the distance fallen as halved for the purposes of falling damage.



Light

Rank; 1
Range: touch
Duration: 3 turns/level
The magician causes an object they touch to glow softly like a burning coal, dimly illuminating the area around it to a 60 foot radius. The glowing object does not create any heat.

Locate Animal

Rank; 1
Range: -
Duration: instantaneous
As part of casting this spell, the magician casts some divination tool upon the ground; typically knuckle-bones or carved sticks. From how they land, the magician can deduce the direction, as the crow flies, to the nearest specimen of an animal that they specify, and whether it will take minutes, hours, or days to get there.
The spell can only be used to find mundane, natural animals, and makes no guarantee that the animal will still be there when the magician arrives.



Locate Object

Rank;
Range: -
Duration: instantaneous
As part of casting this spell, the magician casts some divination tool upon the ground; typically knuckle-bones or carved sticks. From how they land, the magician can deduce the direction, as the crow flies, to the nearest specimen of an object that they specify, and whether it will take minutes, hours, or days to get there.

Magic Jar

Rank; 5
Range; 10 feet per level
Duration; see below
By casting Magic Jar, the caster places their soul into a specially prepared gem or large crystal (known as the magic jar), leaving their body lifeless. An attempt can be made thereafter to take control of a body within 120', forcing its soul into the magic jar. At a later time, the magician can move back to the jar, thereby returning the trapped soul to its body, and at-tempt to possess another body. The spell ends when the magician sends their soul back to their own body, leaving the receptacle empty.
To cast the spell, the magic jar must be within spell range. While in the magic jar, the magician can sense and attack any life force. At-tempting to possess a body is a full-Round action. The magician possesses the body and forces the creature‘s soul into the magic jar unless the subject succeeds a saving throw versus Magic. Failure to take over the host leaves the caster‘s life force in the magic jar, and the target automatically succeeds on further saving throws if the magician attempts to possess its body again.
If the magician is successful, their life force occupies the host body, and the host‘s life force is imprisoned in the magic jar. The caster keeps their own Intelligence, Wisdom, Charisma, level, class, and personality. The body retains its Strength, Dexterity, Constitution, Hit Points, natural abilities, and automatic abilities. The creature‘s spells and spell-like abilities do not stay with the body. The caster can be forced out of a possessed body if a Dispel Magic spell is cast.
The spell ends when the magician shifts from the jar to their original body. If the host body is slain, the magician returns to the magic jar, if within range, and the life force of the host departs (it is dead). If the host body is slain beyond the range of the spell, both the magician and the host die. If the magician‘s life force is within the magic jar and their own body is slain, the magician is trapped in the magic jar until a creature comes within range and can be possessed. If the magician‘s life force is in possession of a host and the magic jar is destroyed, the magician‘s life force is stranded in the host. Any life force with no-where to go is slain. Destroying the receptacle ends the spell and destroys any life force in-side it.

Magic Spear

Rank; 7
Range; 30 feet
Duration; 1 round per level
The magician evokes a magical spear into being that hangs in the air, and attacks as directed by the magician. While doing so, they cannot cast spells, use magic items, or move, although the spell does not end if the magician‘s concentration is broken; the spear simply does not attack during that Round. The spear attacks with a bonus of one-half of the magician‘s caster level (and always hits on a natural 19 or 20), and it can hit creatures that can ordinarily be hit only with magic weapons. The spear inflicts 1d12 damage.

Mending

Rank; 1
Range: touch
Duration; 3 turns per level
The magician reverses the forces of entropy, returning a single touched object to the state it was in when it was first made. The spell can target any non-magical object that has been broken or decayed over time. It cannot target magical items, or living creatures. In addition, food that has been partially eaten does not count as ‘broken’ for the purposes of this spell.

Message

Rank; 1
Range: 60 feet, plus ten feet/level
Duration; Instantaneous
The magician whispers a message, and the air carries it to their intended target. The target can whisper a response, which will be carried back. The whispered message is audible only to the target, and the response is audible only to the magician. No line of sight is required for the spell to work, only that the magician clearly knows who they want to receive the message. The spell transmits sound, not meaning.

Mind Blank

Rank; 8
Range; Touch
Duration; 1 turn per level
The subject is protected from all devices and spells that detect, influence, or read emotions or thoughts. This spell protects against all mind-affecting spells and effects as well as information gathering by divination spells or effects. In the case of scrying that scans an area the creature is in, such as a crystal ball, the spell works, but the subject of the *Mind Blank* spell is simply not detected. Scrying attempts that are targeted specifically at the subject do not work at all.

Mind Switch

Rank; 6
Range; touch
Duration; Permanent
This spell allows the magician to switch the minds of two beings. The beings must be of the same race. The magician must touch the two beings in turn, and when the second being is touched their minds switch bodies. A character not wishing to have their mind switched must make a Save against Magic to resist the change. If either of the intended targets succeeds in their saving throw, the spell fails.
Mind-switched characters retain their Charisma, Intelligence, and Wisdom, gain the Constitution, Dexterity, and Strength of the body they have been switched into. The body retains its previous Hit Point maximum, but the minds otherwise retain their former class, level, experience points, and abilities.
The spell is permanent until dispelled. The magician must touch both involved parties once again to cancel the spell, and they are each entitled to a Save against Magic if they want to resist the spell's cancellation. Casting Dispel Magic allows no such saving throw. In each case, if the affected parties are not Dispelled or cancelled at the same time, the first one to be so affected goes into an empty void until their original body is freed of its possessing consciousness. If the original body dies while a mind is in limbo, it is forever lost.



Mirror Image

Rank; 1
Duration; 1 round/level
Range; self
The magician creates a number of illusionary replicas of themselves, each moving in synchronisation with the magician to obscure their true location. 1d4 replicas are created, each of them indistinguishable from the actual magician. When somebody tries to attack the magician, they should randomly determine which they hit out of the magician and their replicas. If a duplicate is struck by a successful attack, it is disrupted and vanishes instantly. The duplicates cannot act independently; they are merely mirror images of the magician.

Mist Form

Rank; 3
Duration; 1 turn per level
Range; self
The magician tilts back their head, opens their mouth, and exhales. Once the breath has left their body, they can keep exhaling, and if they do they will find their body turns to mist from the inside out, escaping through their mouth until the magician has completely dissolved into the air. In mist form, the magician cannot touch or be harmed by physical objects, al-though they cannot pass through objects unless they are permeable to air. Whilst in mist form, the magician cannot gesture or talk, which prevents them from casting spells. Only the magician‘s body is transformed; their equipment and clothing falls to the floor beneath them.
In mist form, the magician can move up to ten feet a round, and can pass through any gap or crack that smoke could eventually seep through. They are subject to the effects of the wind, and can potentially travel much faster by letting strong winds carry them.
When the spell ends, the magician‘s body re-forms, the disparate particles knitting back together in their original arrangement.

Neutralise Poison

Rank; 4
Duration; Instantaneous
Range; Touch
The magician draws out all trace of venom and poison in the creature or object touched, which are sweated from the subject‘s surface in glistening black drops. A poisoned creature suffers no additional effects from the poison, and any temporary effects are ended. The spell does not reverse instantaneous effects such as Hit Point damage, or other effects that do not go away on their own. If a character dies of poison, Neutralize Poison will revive the character if the spell is used no more than one Turn after death.
Until the subject has been cleaned off, the black sweat forms a deadly contact poison. Those touching it directly with their skin must make a save against poison, or else die.

Obfuscation

Rank; 4
Duration; 1 turn per level
Range; touch
This spell completely removes something or somebody from people‘s perceptions. Al-though still physically present, capable of being touched, the subject cannot be seen, heard or smelled. An observer‘s senses simply passes over and ignore the subject. Things carried by or hidden behind the object are also missed in the same way. No matter what the subject does, observers will not notice them.
Obfuscation can be cast on a person, creature or object (although the object can be no bigger than a large tree; you cannot make an entire glacier or cliff invisible).
Whilst the subject is hidden, attacks against them are rather harder. The attacker must first locate the subject by groping about; doing so probably requires a successful Perception skill roll, and requires them to have given some sign of their presence, such as attacking. Once the target is located, then attacks against them are made with a -3 penalty since the attacker cannot see how the subject is defending themselves.

Part Water

Rank; 7
Duration; 1 turn per level
Range; 120 feet
The caster creates a path 10' wide and a maxi-mum of 120' long through water, such as a pond, lake, river, or other body of water. The caster can dismiss the spell effects before the duration ends, thus allowing water to crash down upon unwanted pursuers.

Permanency

Rank; 8
Duration; permanent, strangely enough Range; Touch
The *Permanency* spell makes other spell effects permanent. It is also used to lock the enchantments of a magic item permanently into the item, such magical items, wands, and staves. Which spell effects can be made permanent are at the discretion of the GM. Each use of this spell requires the caster to make a saving throw versus Magic; failure permanently reduces the caster‘s Constitution by 1 point.

Plant Growth

Rank; 4
Duration; permanent
Range; 120 feet
Plant Growth causes normal vegetation (grasses, bushes, creepers, thistles, trees, vines, etc.) within range and an area no more than ten feet across per level to become thick and overgrown. The plants entwine to form a thicket that creatures must hack or force a way through. Movement drops to 10 feet, or 20 feet for large creatures. The area must have brush and trees in it for this spell to take effect. At the magician‘s option, the area can be any shape. Alternatively, the spell can be used to guide the growth of a single plant. The plant grows to full size in any shape desired in a matter of moments, as guided by the magician.

Polymorph Any Object

Rank; 8
Range; 5 feet per level
Duration; permanent
Objects can be changed into living creatures, creatures can be turned to plants, etc. Subjects cannot be transformed into specific creatures or items—a rock can be turned into a human, but not into a specific person, for ex-ample. Objects transformed across kingdoms (Plant, Animal, Mineral) cannot increase mass by more than three times. The spell *Dispel Magic* will reverse the effects of this spell. All objects or creatures affected by this spell will radiate magic should such detections be made.
This spell can also be used to duplicate the effects of *Turn Rock to Mud*, *Turn Flesh to Stone*, and similar spells that alter matter. When this spell is used to create the effects of these spells, the victim makes any saving throw with a penalty of –4.



Polymorph Others

Rank; 5
Range; 60 feet
Duration; permanent
By means of this spell, one living being can be transformed into another kind of being. The creature may make a saving throw versus Magic, but if the creature is willing this roll can be forgone and the effects are automatic. If the new creature‘s Hit Dice totals more than twice the Hit Dice of the original creature, the spell does not work. Although the final form will retain the same number of Hit Points as the original, all other abilities of the new form will be acquired, including Intelligence level. The creature becomes the new creature in every way, including instincts, knowledge, preferences, etc. This spell cannot be used to reproduce the appearance of a specific identity. Dispel Magic negates the effects of this spell, and if the subject dies while in a different form he will revert to his natural form in death.

Polymorph Self

Rank; 4
Range; self
Duration; 1 turn per level
The magician transforms themselves into an-other being. A particular individual cannot be mimicked with this spell, but only a typical individual of a creature type. The new body must be of a creature with a number of Hit Dice, equal to, or less than that of the magician. The magician retains their Intelligence, Hit Points, saving throws, and ability to at-tack, but does gain physical abilities of the new form, including Strength or Strength-based attack forms and damage. Magical abilities or other special abilities are not gained. For example, if the magician trans-forms into a winged creature, they will be able to fly. If the caster takes the form of a creature with a petrifying gaze, their gaze will not petrify. The magician is unable to cast spells when transformed. Dispel Magic negates the effects of this spell, and if the magician dies while in a different form they will revert to his natural form in death.

Projected Image

Rank; 6
Range; 10 feet per level
Duration; 1 round per level
The magician creates a quasi-real, illusory version of themselves. The Projected Image looks, sounds, and smells like the magician, but is intangible. The projected image mimics the magician‘s actions (including speech) and any sound or spell effects will seem to come from the image. In fact, ranged spells (not touch spells) can be cast from the Projected Image rather than the magician! If the image is physically touched, either by a hand or with a weapon wielded by hand, it disappears. However, all missile weapons or spells will pass through the image or otherwise appear to do nothing to the
magician.

Protection from Weapons

Rank; 4
Range; touch
Duration; 1 round per level.
The magician turns their subject‘s flesh into a strange, dark glittering substance, harder than stone yet supple and mobile. The subject of this spell becomes completely invulnerable to the effects of non-magical weapons. Creatures of 5 Hit Dice or greater, (not including character levels), are still able to attack as normal if not using weapons. The spell conveys no protection whatsoever against spells or indirect attacks such as falling rocks and fire.

Purify Water

Rank; 1
Duration; Instantaneous
Range 30 feet
This spell allows the magician to separate out any contaminants from a water source, leaving what‘s left entirely safe to drink. Any poi-sons, diseases or other risks in the water are removed, as is any salt, alcoholic content or similar; only pure water remains. The spell affects the entirety only a single water source at the moment it‘s cast, and does not affect any of that water source that is out of range.

Regenerate

Rank; 6
Range; Touch
Duration; Instantaneous
As part of casting this spell, the magician takes a mixture of clay and blood and paints it over a broken body, accelerating healing to staggering levels. It heals all damage to flesh, and all grit. In addition, any specific injuries to the subject are be healed, with broken bones mending perfectly and wounds sealing over without a scar. Any missing body parts do not regrow on their own, but if a replacement is made from clay and placed in the correct space, the clay will turn itself to flesh to replace a severed limb, missing eye, and so forth. Regenerate also cures any ongoing conditions such as arthritis, cataracts and so on.

Remote Surveillance

Rank; 7
Range; Touch
Duration; 1 turn per level
This spell enables a magician to enchant a particular item. The first person or creature to handle that item immediately becomes a conduit for the magician, with no saving throw. The victim will not realize that they are the victim of a spell.
When this happens, the magician is immediately aware of the spell‘s activation. The magician can then experience all of the subject‘s senses. In effect, the subject of the spell be-comes the magician‘s perfect spy. The magician can also cast spells through the subject of the spell. However, the magician cannot read the subject‘s mind, nor does the magician find anything out about the subject. There could be circumstances where the magician does not even know where the subject is. All that the magician becomes aware of is that the spell is active, and from that point is also aware of whatever the subject sees, hears, smells, tastes, or touches until the duration of the spell ends.

Remove Curse

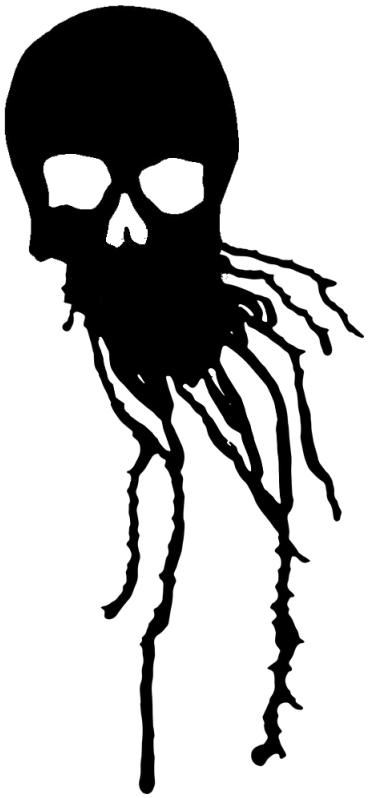
Rank; 3
Duration; Instantaneous
Range; touch
Remove Curse instantaneously removes one curse or magical affliction on a creature if it makes a saving throw versus Magic. Remove Curse does not remove the curse from a cursed shield, weapon, or other item, although the spell enables the creature afflicted with any such cursed item to remove it from his person and get rid of it.

Resist Cold

Rank; 2
Range; Touch
Duration; 1 turn per level
The magician can blanket a subject with an inner warmth that wards off the worst of the winter. The subject is immune to the effects of non-magical cold entirely, or cold caused only indirectly by magic (such as a magically summoned blizzard). Against overtly magical cold, the subject gets +4 to any saving throws to resist, and reduces any damage dealt by 1 for each level the magician possesses, down to a minimum of 1.

Resist Fire

Rank; 2
Range; Touch
Duration; 1 turn per level
The magician can surround a subject with a shroud of winter that repels heat and flame. The subject is immune to the effects of non-magical heat and fire entirely, or heat caused only indirectly by magic (such as an object set alight by a magical spark); they can walk through a raging forest fire without even being singed. Against overtly magical fire, the subject gets +4 to any saving throws to resist, and reduces any damage dealt by 1 for each level the magician possesses, down to a mini-mum of 1.



Resurrection

Rank; 8
Range; Touch
Duration; Instantaneous
Casting this spell requires access to the corpse of a dead creature, which must be ritually pre-pared (requiring a magical reagent and a day‘s work to do so). It causes the deceased‘s spirit to be pulled back from the gardens of the dead in the spirit world (where the souls of the dead grow like plants), and placed back in the body. The deceased creature‘s body re-animates immediately as an undead being. See the section dealing with the Undead on page 199 for details on what the undead may be like.

Reverse Gravity

Rank; 7
Range; 5 feet per level
Duration; 1 round
Nature is a magician‘s plaything, and this spell commands the earth to throw away people and objects standing upon it. This affects a 30 foot squared area, causing all unattached objects and creatures within that area to ―fall‖ upward 20'. If some solid object (such as a ceiling) is encountered in this fall, falling objects and creatures strike it in the same manner as they would during a normal downward fall. If an object or creature reaches the maxi-mum height without striking anything, it re-mains there, oscillating slightly, until the spell ends. At the end of the spell duration, affected objects and creatures fall downward, suffering the usual falling damage when they hit the ground.

Rip Portal

Rank; 4
Range; 10 feet
Duration; Instantaneous
This is a minor version of the Teleport spell, allowing the caster to instantly transfer the subject from its current location to any other known spot within three hundred and sixty feet. The being always arrives at exactly the spot desired by the caster. Unwilling subjects may make a Save against Magic. An unknown or unseen place can be specified (for example, ‗100' south and 20' high‘ or ‗on the other side of this chasm‘, but if the destination is already occupied by a solid body, the spell shunts the target to a random place within range.

Sacrifice

Rank; 3
Range; Touch
Duration; Instantaneous
This spell allows the magician to transfer health between themselves and another. They can donate any amount of Flesh and/or Grit points from themselves to the subject. The subject cannot gain more Flesh or Grit points than their starting value; they can only be healed.
Instead of donating health, the magician can choose to steal it. To do so, they must make a successful attack against the victim with their bare hand. They deal an extra 1d6+1 damage when they do so, gain that many lost Flesh and/or Grit points (in the same manner as when health is donated).



Secret Bag

Rank; 5
Range; see below
Duration; two months
By casting this spell, a magician can hide a sack in another dimension for as long as 56 days and can retrieve it at will. The sack can contain up to 1 cubic foot of material per caster level (regardless of the bag's actual size). If any living creatures are placed in the bag, there is a 3 in 4 chance that the spell simply fails. Once the bag is hidden, the magician can retrieve it by concentrating, and it will appear next to him.
The bag must be specially crafted from the hide of a dangerous predator. Once it is constructed, the caster must make a tiny replica (of the same materials and perfect in every detail), so that the miniature of the bag appears to be a perfect copy. The caster can have only one pair of these bags at any given time.
To hide the bag, the spell is cast while touching both the sack and the replica. The sack vanishes into the negative plane. The caster needs the replica to recall the bag. After sixty days, there is a cumulative chance of 1 in 20 per day that the bag is irretrievably lost. If the miniature of the sack is lost or destroyed, there is no way that the large sack can be summoned back.

Seven Gates

Rank; 4
Range; -
Duration; 4d6 turns
Before this spell is cast, the magician must set up seven archways, each consisting of two vertical posts and a lintel on top. The arch-ways are normally made of stone slabs, but wood or bone will suffice (although they are more vulnerable to the weather). Each gate also requires a single magical reagent in its construction in order to be properly set up. Upon casting the spell, the gates are activated, allowing people to move between them. After entering a gate, roll d6 to determine which other gate the traveller steps out of; if several people step into the gate at once, they must all link hands if they wish to leave by the same exit.
Many magicians use this spell to quickly travel to and from their sanctums and other places of power, building six gates ahead of time and then setting up a seventh as and when they need to.

Shape Change

Rank; 8
Duration; 1 turn per level
Range; self
This spell enables the magician to assume the form of any single non-unique creature. The magician's Hit Points remain the same. The magician gains all of the extraordinary and supernatural abilities (both attacks and qualities) of the assumed form, except for any abilities relying on the knowledge or intelligence of the monster, because the magician's mind remains their own. The caster can change form once each Round for the duration of the spell.

Shape Stone

Rank; 5
Range; touch
Duration; instantaneous
This spell can form an existing piece of stone into any shape that suits the caster's purpose, to a total volume of 1' cubed per level. While it is possible to make crude coffers, doors, and so forth with stone shape, fine detail is not possible.

Shield

Rank; 1
Range: self
Duration; 3 turns
The magician creates a field of force that repels objects coming towards them. This grants the magician AC 19 against missile weapons, or AC 17 against other attacks, unless they would already have an AC better than that.
The actual force-field created is faintly visible surrounding the target, appearing like a shimmering membrane with swirling colours, similar to those that form on the surface of oil.

Shrink

Rank; 1
Range: 5 feet/level
Duration: 3 turns, + 1 turn/level
The magician causes an object or creature to reduce in size, roughly halving its height and making it far lighter. A creature affected by this spell loses 2 hit dice (down to a minimum of 1), and reduces their strength bonus by 2.

Silence

Rank; 2
Range; 60 feet
Duration; 2 rounds/level
This spell suppresses sound within an area thirty feet across, in a radius of fifteen feet around the source point. No sound can be made within the space affected, although sound from outside this area can still be dimly heard by those within it. If cast on a point, the area of silence will remain in the same place for the duration. If cast on an object or living thing, the area of silence will follow the subject until the spell ends.

Simulacrum

Rank; 7
Range; touch
Duration; Instantaneous
Simulacrum creates a pseudo-duplicate of any creature. The spell is cast over a rough snow or ice form, and some piece of the creature to be duplicated (hair, nail, or the like) must be placed inside the snow or ice. The simulacrum appears to be the same as the original, but it has only one-half of the real creature‘s Hit Points. The duplicate has a faulty memory of the original‘s life, and has a 3 in 6 chance to remember any pertinent detail. At all times, the simulacrum remains under the magician‘s absolute command. No special telepathic link exists, so command must be exercised in some other manner, typically speech. A simulacrum lacks a soul and so has no ability to become more powerful. It cannot increase its level or abilities. If, however, the simulacrum gains a soul somehow, then so long as the soul continues to inhabit it, it can potentially learn and grow; however when the soul leaves it, it will revert to its initial state. If reduced to 0 Hit Points or otherwise destroyed, a simulacrum reverts to snow and melts instantly into nothingness. True Seeing will reveal a simulacrum’s true nature.

Sleep

Rank; 1
Range: 30 feet
Duration; Instantaneous
The magician reaches into the mind of their foes, switching their awareness off so they fall fast asleep. The creature with the lowest number of hit dice is affected first (in the event of a tie, the closest is affected), and a total of no more than 2d8 hit dice can be affected. A creature affected by Sleep must make a Save against Magic or else fall asleep; mindless or magically created beings automatically pass the save, as do beings that for whatever reason require no sleep. A sleeping creature will be woken by any loud noise, being poked, the temperature falling, and so on.

Speak with Animals

Rank; 2
Range; self
Duration; 2 rounds per level
This spell makes the caster temporarily fluent in the language spoken by a type of animal. The caster must chose a type of animal when they cast the spell that they understand, and the languages of other animals will remain unintelligible to them (although they may gain a dim sense of what closely related animals are saying; the similarities between fox and wolf speech is much like the similarities between Portuguese and Spanish). The caster also finds themselves able to vocalise like the animals they‘re talking with.
The spell does not make animals any more friendly towards the magician automatically, but it does allow them to use their Charm skill roll in place of Animalism if it would be better, and gives a +2 bonus to whichever skill they use.



Speak with Corpses

Rank; 3
Range; 10 feet
Duration; -

This spell draws back the spirit of a corpse from the spirit world and returns it to its body. The habitation is imperfect, and as such the spirit is only able to move the body's lips and tongue, and thus is able to answer questions.

The corpse's knowledge is limited to what the person knew during life, events that have happened to the corpse since then, and the state of the local spirit world. Answers are often brief, cryptic, or repetitive.

In the spirit world, the spirits of the dead grow like plants do here, forming a part of the landscape. Particularly mighty or famous people might be nurtured and kept by spirits in things worryingly similar to gardens, whilst the weak and inconsequential masses grow wild.

The spell allows a base of three questions. If the death occurred more than a day ago, one less question can be asked, and of more than a year, again one less question can be asked.

This spell does not affect a corpse that has been turned into an undead creature. The head of the person to be spoken with (or at least the mouth), even if it is merely a skull, must be intact and present for the spell to work.

Speak with Dead only functions on human and Neanderthal corpses.

Speak with Plants

Rank; 4
Range; self
Duration; 1 round per level.

Just as animals have their own mode of speech, the plants do as well. They communicate through subtle means, with the meaning behind each rustle and creak imperceptible to the ears of moving creatures. This spell, how-ever, allows the magician to hear and under-stand the languages of plants. Whilst the spell is in effect, the magician can talk with plants just like they would with other people. In addition, they may be able to persuade the plants to do things they otherwise wouldn't. Al-though no plant would ever willingly uproot itself (and they consider those that do to be abominations), a cunning magician can persuade them to gently move themselves, allowing clear passage or forming new shapes.

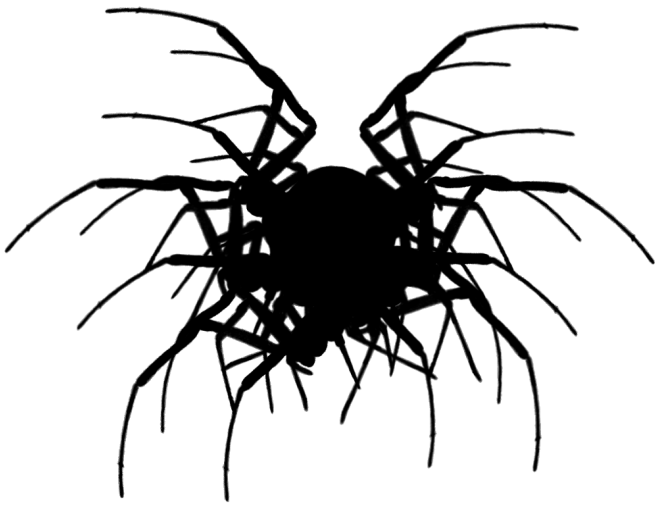
When playing plants, the GM should try to portray them as intelligent, but utterly alien to animal minds.

This spell also allows the magician to talk with plant-based creatures, although mobile plants are viewed with disgust by other vegetable life and are monsters in all senses of the word.

Spell Immunity

Rank; 4
Range; touch
Duration; 1 round per level.

The magician coats the target's skin in a thin, iridescent sheen that protects it from magic. No spell will have any direct effect on the subject for the duration of the spell. Indirect effects are still possible: for example, the subject is immune to the damage from a *fireball* spell, but if that same fireball sets their tent on fire, they are not protected from the resulting flames. The spell isn't dispelled, it merely doesn't affect the subject, and other targets will still be affected. Should a spell have a duration longer than *spell* immunity will last, it is no longer suppressed when the *spell immunity* ends, and will take effect for the rest of the duration.



Spider Climb

Rank; 1
Range: touch
Duration; 1 round + 1 round per level

The subject of this spell finds their fingers and toes sprout tiny sticky cilia, increasing their grip incredibly. They can walk up walls, and across ceilings just as easily as walking across the ground. For the duration of the spell, the subject will also find any normal arachnids in the area attracted to them, although the bugs do no harm to them for the duration of the spell.

Strange Waters

Rank; 3
Range; 10 feet
Duration; variable

This spell creates a small sphere of water, filled with twenty small fish, in the air which immediately crashes to the ground. The fish immediately begin suffocating, and will all die in one Turn. If a fish is eaten before it dies, it delivers a magical effect to the one eating it. The following table shows what effect each fish delivers. Each fish from the sphere is identical to the others in all respects, except for its magical effect; there is no mundane way to know what effect each fish delivers without eating one.

Although a character can eat more than one fish at a time, the magical effects granted are not guaranteed to work in tandem or altogether. When a character eats more than one fish, roll on the table below to see what the magical effect is for each one, and then roll on table 22 for Magical Backlash once for each fish eaten after the first.

If the fish die before they are eaten, they're just fish. The water is also just water, and is perfectly safe to drink.

Table 47: Strange Waters

Roll	Result	Explanation
1	Sickness	Save against Poison or contract food poisoning. This is only to be expected when consuming raw flesh.
2	Transmutation	The consumer is transformed in some way, roll on table 29 to determine how.
3	Diminution	The consumer shrinks to one inch tall for 2d6 Turns.
4	Climbing	Gives the power of the Spider Climb spell for d6 Turns.
5	Mist Form	Turns the consumer into a gas, as per the Mist Form spell, for 1d6 Turns.
6	Transmuting Touch	The next living being the consumer's skin touches suffers a random transmutation (roll on table 29 to find out which). The effect lasts for d12 turns.
7	Fire Breath	The consumer is able to deliver one breath of fire for 2d6 damage. This attack automatically hits with no saving throw.
8	Time Stop	The consumer is able to take 1d4+1 Rounds worth of actions before anyone else can act.
9	Skin-changing	The consumer is turned into a random animal (roll on table 25 to determine which) for d6 turns.
10	Haste	The consumer gains speed as per the Haste spell for d4 Turns.
11	Invulnerability	The consumer becomes completely immune to non-magical weapons for 1d4 Turns.
12	Levitation	The consumer gains the ability to Levitate as per the spell for 1d4 Turns.
13	Enspelled	The consumer is able to cast one random 1st level spell once and once only.
14	Mirror Image	The consumer gains 1d6 mirror images for d4 Turns as per the Mirror Image spell.
15	Invisibility	The consumer becomes invisible, as per the spell, for d6 Turns.
16	Begone	The consumer is teleported d6 × 1d100 feet in a random direction. The character will appear in the open area closest to the target area.
17	Energy Blast	The consumer releases a pulse of energy which inflicts 1d8 damage to all within 20', save against Hazards for half damage.
18	Blinding Flash	All within 30' must Save against Hazards or be blinded for 3d10 Turns as the consumer's skin releases a flash of light.
19	Poison Kiss	The consumer's lips are filled with a poisonous liquid, and the consumer must kiss another living being to deliver the poison within one Turn or suffer the poison him-self. The poisoned character must save versus Poison or die.
20	Unnatural Feature	The consumer's flesh distorts and warps to take on a new shape. They gain a random unnatural feature, roll on table 32 to determine what. The consumer may make a Save against Magic; is passed the feature lasts for 1d6 turns before passing away. If failed, the feature is permanent.

Summon Rain

Rank; 1
Range: 1 mile radius
Duration; d12 hours.
The magician extends their grasp into the sky, grabbing at the clouds to wring water from them. Soon after the spell is cast, heavy black clouds will gather and it will begin raining. If there is heavy cloud cover, it will rain in d6 rounds. If there is some cloud cover, it will take d6 turns. If there is no cloud cover at all, it will take d6 hours. There is a 1 in 6 chance when this spell is cast that the rain that comes down will be somehow 'wrong'. If it is, it may be bright red, black and oily, stink of rot-ting plants, powerfully alcoholic, or have the occasional fish falling from the sky with it.
If the weather is well below freezing, this spell instead causes it to snow.
The spell can also be cast to banish rain if it's raining already. In a light shower, this will take d6 rounds. In a downpour, this will take d6 turns. In a thunderstorm or blizzard, this will take d6 hours.

Telekinesis

Rank; 5
Range; 120 feet
Duration; 1 round per level
This spell extends the caster's reach beyond that of their physical body, allowing them to move objects without touching them. By concentrating on nothing else and taking no other actions, the caster can move objects or creatures by concentrating on them. A total of 20 pounds per caster level can be moved 20' per Round. Living beings can also be moved, but they are allowed a Save against Hazards to resist being moved by the spell by grabbing onto something. The magician can manipulate objects with as much finesse as if they were using their hands.



Time Stop

Rank; 9
Duration; See Below
Range: Touch
This spell brings all of creation (and anti-creation) to a complete halt, while allowing the caster the freedom to act in this inert universe. Because existence wants to be active, this spell cannot last long. The magician can take 1d4+2 Rounds worth of actions (the exact amount rolled by the Referee in secret) instantly, as they act within the folds of adjacent moments.
Alternatively, the spell can be used to stop time only for a single subject. The subject is placed into a state of suspended animation. For the character afflicted in this way, time ceases to flow. The character does not grow older, and their body functions pause. This state persists until the magic is removed (such as with *Dispel Magic* spell). No saving throw is permitted.

Trap the Soul

Rank; 8
Range; touch
Duration; permanent
Trap the Soul forces a creature's life force (and material body) into a specially prepared container, typically a clay bottle. The container holds the trapped entity indefinitely or until it is broken and the life force is released, allowing the material body to reform. Before the actual casting of *Trap the Soul*, the magician must procure 3 magical reagents for every Hit Die possessed by the creature to be trapped, which are used to make the container. Since the magician does not know the game statistics of their victim, they will need to guess how many reagents are required. The spell can be triggered in one of three ways.
-Spell Completion: First, the spell can be completed by speaking its final word as a standard action as if one were casting a regular spell at the subject. This allows the victim a Save against Magic to avoid the effect. If the save is successful, the vessel shatters.
-A Trigger Object: The second method is far more insidious, as it tricks the subject into accepting a trigger object inscribed with the final spell word, automatically placing the creature's soul in the trap. To use this method, an additional magical reagent must be used when creating the trigger object. As soon as the subject picks up or accepts the trigger object, their life force is automatically transferred to the vessel without the benefit of a saving throw.

True Sight

Rank; 5
Range; touch
Duration; 1 round per level
The caster confers on a subject the ability to ignore all of the lies told to us by our natural eyes and to see all things as they actually are. The subject sees through normal and magical darkness, notices secret doors, sees invisible creatures or objects normally, sees through illusions, and sees the true form of polymorphed, changed, or transmuted things.

Turn Flesh to Stone

Rank; 6
Range; 120 feet
Duration; permanent
This spell turns one creature into a statue, including all gear and any items currently held. A saving throw versus Magic is permitted to resist the transformation. The spell can also be cast in reverse, turning petrified creatures back into living things, or rocks into masses of living, twitching flesh.

Turn Rock to Mud

Rank; 5
Range; 120 feet
Duration; Permanent
This spell turns as much as 3,000 square feet of rock 10' deep into mud, forming a thick bog. Any beings passing through the mud have their movement reduced to one tenth of normal. The spell can be used to change an equal volume of mud, earth or sand described above into solid sedimentary rock. The alteration is permanent unless the reverse spell is cast on the altered mud or rock.

Unseen Servant

Rank; 1
Range: self
Duration; 6 turns + 1 turn/level
The magician conjures up an invisible, intangible piece of force that obeys their instructions. The servant can fetch and carry objects, mend and clean things, or similar. It has no will of its own, and will simply obey instructions until told to stop. It cannot talk, and is not very clever, however. The servant, being intangible, cannot attack or be attacked.



Vision

Rank; 7
Range; self
Duration; Instantaneous
This spell calls upon the exalted spirits to impart knowledge unto the caster. The caster must have a specific question in mind when casting, and if the spell is successful, the caster falls into a hallucinogenic daze as the information floods his mind.
To determine the results of the spell, roll 1d20 on the table below. Bonuses to the roll are given for the sacrifice of intelligent beings to the spirits. For each hit dice of the being sacrificed, the caster gets +1 to the roll. A roll of 1 can never be adjusted to greater than 2.

Wall of Fire

Rank; 4
Range; 80 feet or 0 feet
Duration; 1 round per level
This spell calls up a blazing inferno of flame in the shape of a wall. One side of the conflagration emits the searing heat that one would expect, but the other side merely emits a gentle warmth. Passing through the flames inflicts 2d6 damage. Creatures as far as ten feet from the hot side of the wall suffer 1d6 points of damage. Undead creatures suffer worse, taking twice the ordinary damage that the wall would inflict. The wall persists for as long as the magician concentrates upon it, or, if concentration is not maintained, will remain for 1 Round per level. The magician can evoke a wall of fire in one of two shapes, a wall or a ring. The size of a straight wall is up to 20 foot square per level. A ring has a radius of up to five feet per level (with the magician in the centre) and is 20' high. If the magician manifests the spell as a wall, the effect is stationary. The ring-shaped wall moves with the magician.

Wall of Ice

Rank; 4
Range; 120 feet
Duration; 12 turns
An immobile, translucent, wall of ice springs into existence for the duration of the spell. The wall can be as large as 1,200 square feet, and can be shaped in any manner and to any dimensions the magician desires, so that it can be a straight wall or curved into a protective circle. This wall of ice is impenetrable to monsters with less than 4 Hit Dice. Monsters with more than 4 Hit Dice suffer 1d6 points of damage when they break through the wall. The wall deals double damage to creatures that use fire or are accustomed to hot conditions. The wall cannot be evoked so that it appears where objects are, and it must rest on a solid surface.

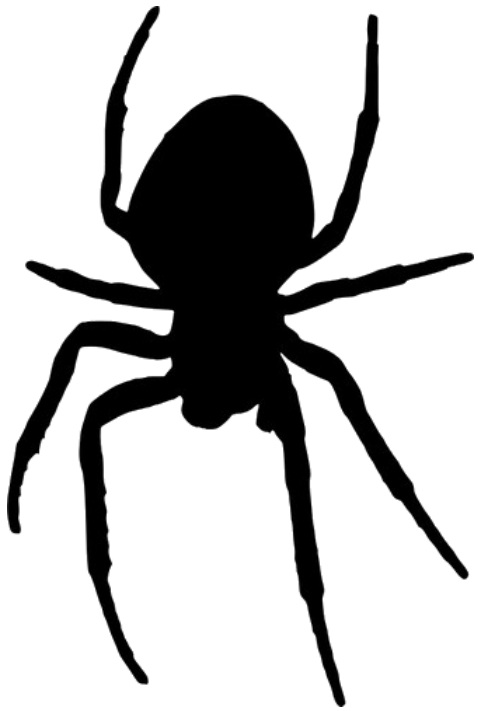


Table 48: Visions

Roll	Result
1	The magician has attracted attention at precisely the wrong time. The exalted spirit reaches out and plucks the magician from the physical world. They are devoured utterly.
2	The magician is overwhelmed by the exalted spirit‘s will. They are affected by the spell Gease, binding them to perform some terrible service for the spirit.
3 to 5	The magician is granted a vision, but not one in any way useful to them.
6 to 10	The vision is ambiguous and hidden in layers of symbolism. Presumably, it all makes perfect sense to other spirits, but not to mortal beings.
11 or more	The vision is accurate, clear and detailed.

Warp Flesh

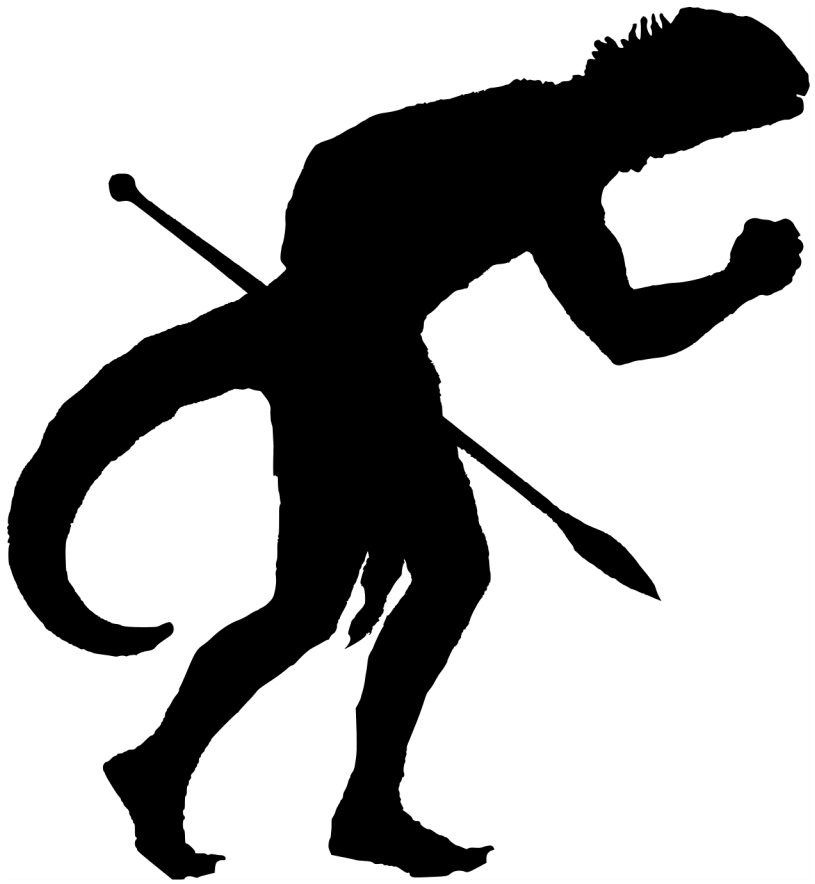
Rank; 2
Range; touch
Duration; 1 turn per level

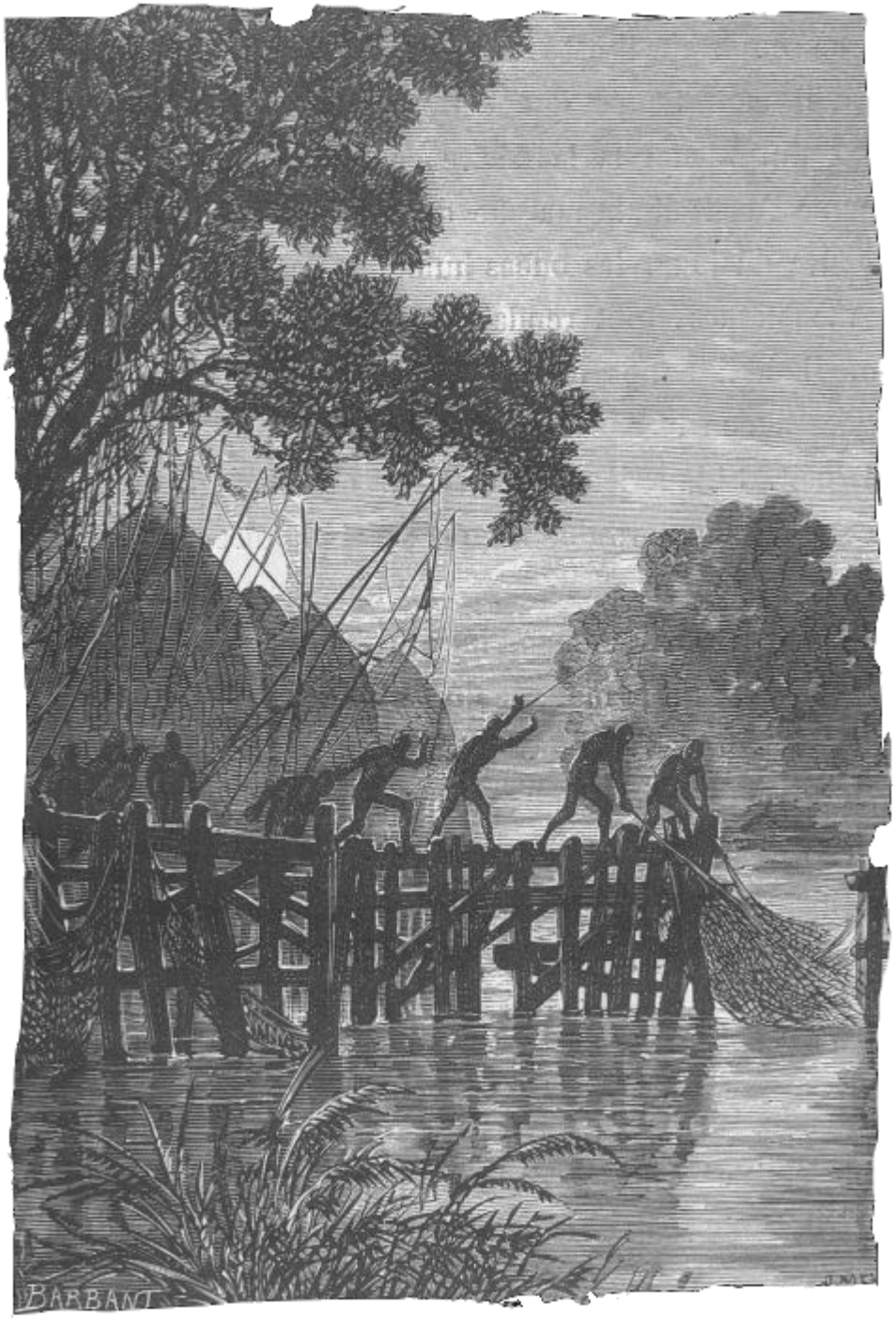
This spell turns a subject's flesh soft like wax, allowing the magician to work with it and create new features as they wish. Living flesh is, however, a temperamental subject to work with and can mutate in unpredictable ways when interfered with. When cast, the subject should make a Save against Magic; if the save is passed, they gain an Unnatural Feature of the magician's choice for the duration of the spell (see table 29 for details). The magician can pick all variables of the feature rather than randomly generating them. If the save is failed, however, the subject still gains an un-natural feature as their flesh rebels against the changes wrought on it, but the feature will be entirely randomly generated.

Water Breathing

Rank; 3
Range; touch
Duration; 6 turns per level

The subject of this spell grows gills in their neck, their skin takes on a scaly texture, and they gain the ability breathe water freely for the duration of the spell, although they can still breath air perfectly well. Creatures under the influence of the spell are not granted any additional proficiency at swimming, but will find themselves attracting small aquatic creatures like newts, leeches and crabs.





Knowing that the thing in the lake burned and shrivelled in the light, they sought to drag it out into the moonlight and kill it once and for all.

With huge nets and long pikes, they dragged through the water's depths to dredge it up until, as the night came to a close, the ripple of its movement was seen below the surface. All at once, a great cry went up and they rushed to the water's edge jabbing into the water with spears and harpoons in an attempt to goad the beast into fighting them.

Running the Game

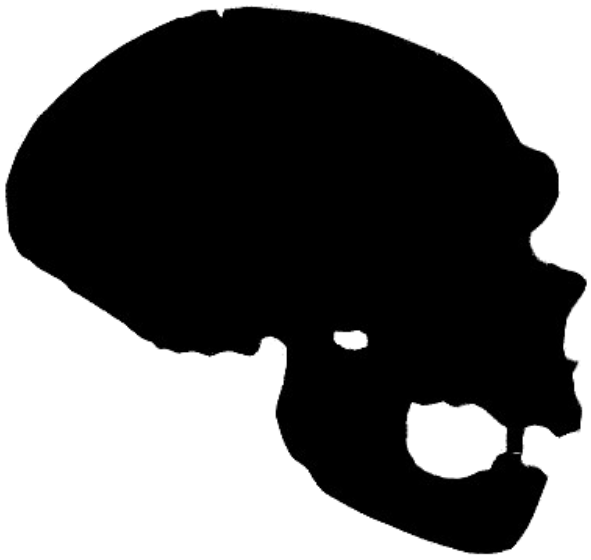
(as a note, players should feel free to read this section if they want to. Understanding how the GM is intended to run the game helps you approach the game with the right attitude as a player, too).

The GM has a simple job. You control the outside world to provide a suitable challenge for the players. You will determine what the layout of the environment is, what the PCs find there, and how those things behave, as well as adjudicating the rules for PC actions and tying the world together. There are a few things that you should consider as you do this.

There should be a careful balancing act of risk. If the world is too lethal, players will be-come frustrated as they make no progress. If the danger is too slight to be relevant, they will become bored. Rather, injury, disaster and death should be a constant threat if the players mess up or are unlucky, but not a sure thing.

There is nothing wrong with having some hazards be overwhelmingly lethal, so long as they‘re signposted as dangerous. Players should recognize when they are in over their heads, and focus on avoiding the danger rather than rushing blindly into it.

Similarly, players’ choices should matter. They should have, or be able to find, enough clues to make reasonable decisions about what to do, and the consequences of those actions should matter. There should be room for your players to make poor choices and suffer for it, and there should be opportunities for them to make smart choices and breeze through supposedly tough challenges.



It‘s not your job to push players towards a specific outcome. Don‘t require them to realize a specific solution that you want them to use, as this will only result in players becoming frustrated. Instead, give them an open-ended situation and tools they can use, and see what they come up with.

Players will do things you aren‘t expecting, and the dice will make unlikely and strange things happen. You may be tempted to fudge the dice, or to steer things back onto a ‘correct’ path; resist this urge! If you already knew what should happen, then there was no need to roll. Sometimes, player characters get lucky or do things you weren‘t prepared for, and that‘s okay, even if it results in player characters rapidly gaining power and re-sources. It can also happen that things go horribly wrong, resulting in one or more player characters being horribly disadvantaged or killed. This is also perfectly okay; it‘s not your job to handhold your players. Be fair, and keep things moving.

Randomness

The game is written with a number of random tables built in. The purpose of this randomness is to keep things unpredictable and moving forward. If the GM wanted to simply tell a story, then there are plenty of systems better suited to it. This game, however, is designed for a more organic style of play where narratives and details emerge over time. The actions of players and random results give a jumping off point for events. Play the game to find out what happens, rather than to force things down a particular route.

Of course, you might sometimes be required to roll for a random result, and have a particular result you want to see come up. Perhaps a player magician has screwed up casting a shape-changing spell, and you want to have horrible mutations inflicted as a result.

Perhaps your characters are in the middle of spider-infested woods, and you want the next random encounter to be a swarm of hungry spiders. In cases like this, it‘s fine to simply pick a result (maybe even one not on the random tales) and have that be what happens; the random tables are a tool to spur your imagination, not a concrete rule that you must follow. It‘s okay to write up your own random tables, to alter monster stats, and so on.

This right to pick results rather than rolling mostly applies to your side of things; randomly generating details for the world. In situations where players would be required to roll, allow them that roll to do well or to mess up. Rolling to adjudicate character actions doesn‘t normally favour a PC, and so requiring a roll places the PC in danger of failure and possible consequences. When the results matter, the tension of a dice roll adds to the game.

Of course, for minor matters, or when there is time to do things carefully and methodically, there may be no need to roll at all; only bother with dice when it adds tension and drama, not just when it adds busy-work. A lot of the time, you can just eyeball things based on a character‘s stats and your own common sense without needing any randomness.

The flip side of this is that relying on dice rolls takes control out of a player‘s hands. The ideal situation is one where a player comes up with a cunning plan to avoid being placed at the mercy of the dice, or to put them at an advantage when they roll.

A good example of this is with perception to spot hazards. Let‘s suppose your players are exploring a cave that contains traps designed to keep them out. If they stride blithely forward in the flickering torchlight, they‘ll blunder into a tripwire and set off a rigged cave-in. They get a save against hazards to avoid being pinned under the rubble (which they‘re likely to fail), and even if they pass the save, still take damage from the stuff falling on them.

On the other hand, if they are advancing more cautiously, you might allow them a perception roll. Ideally, they‘ll put somebody with high wisdom in the front (since sending the most keen-eyed member of the party first is the smart thing to do), and this character might spot a tripwire ahead of time with a successful perception roll. Of course, on a failure, they‘ll still blunder into it, and need to make a save as before.

Maybe they go even further than this, and are carefully exploring every foot of the cave, probing at loose rocks with a stick and examining every crack and stalactite. Here, you shouldn‘t even require a roll; since they‘re actively looking for it, they‘ll find the tripwire and be able to avoid setting it off. Doing this, however, will slow them down, and if they‘re being stalked by some predator, it could result on them risking random encounters.

In this way, ‘good’ game-play is a matter of mitigating risk intelligently, so the dice don‘t have an opportunity to screw them over. Re-ward them for being smart, and punish them for being reckless.

Running Scenes

The fun in most roleplaying games comes from players feeling like they have agency; that the decisions they make for their characters matter. Even fairly mundane scenes (such as setting up camp or butchering an animal carcass) can become interesting to play through if players know that exactly how they do things matters, and there could be good or bad results from smart or daft actions. To get this going, you need a few things in place.

Firstly, players need to have a good under-standing of their situation. Remember, as far as your players can tell, nothing exists in the scene unless you say it‘s there. They should know what the scene is like and what important features there are nearby.

There are tables later in this book that give a broad overview of different landscapes, but this could only be the foundation of setting the scene. Throwing in unusual details such as fallen trees, patches of brambles, ditches, rocky outcrops and so on gives more concrete landmarks in the scene. You might want to draw a quick sketch or a rough map for players to examine and plan with. Encourage them to ask questions; this both gives them more information to work with and lets you know what they consider important. If they ask if something‘s present and you aren‘t sure, roll a dice based on how likely you think it is, between 1-in-six for mostly unlikely to 5-in-6 for pretty probable.



Detail matters. Whatever your players say they're doing, you should always be asking 'how are you doing that'? Make sure it's clear to you (and to your players) exactly how things are being done. If you assume that players can just do what they want without thinking about it, they lose the opportunity to make smart decisions; specific techniques, tools and precautions make a difference to how things work. You should be ready to screw your players over if they do something stupid, and you can't just assume that they're being stupid if it's not clear. Instead, ask questions to see which details they're taking care over, and which they're neglecting. You may also want to make sure that smart, detailed plans don't require a roll (or if they do, then the action would be impossible otherwise) and so won't fail. Don't tell your players what to do, but make sure they're aware of potential ramifications of their actions.

For example suppose your players are setting up a campsite for a few days, something they'll inevitably do when they find something interesting. There's a few things for you to consider.

Where are they camped? Is it in a gulley, and therefore at risk of flash flooding? In an elevated position and exposed to the elements? Well hidden, or easy to get to in an emergency?

How are things like fire-pits, defensive stockades, tents and storage pits arranged? Where are there choke-points in the event of an attack?

Where does a night-sentry keep watch from? Are they in the circle of firelight, with good visibility but easy to spot, or outside it where they're hidden but can't see their surroundings as easily? Are fires even lit while people sleep, since they'll scare away most natural animals but are very visible and might attract more intelligent enemies?

Where is food being kept? Is there a way to prevent the smell of blood attracting scavengers and predators? Where does drinking water come from? Where are do characters crap? Is it somewhere where the water supply might get tainted? Too far away from the camp to get help easily in the event of an emergency?

Running Campaigns

Much like in individual scenes, communication with your players is important. Keeping them informed of what they've explored, what resources they've found (and can go back to) and which NPCs and groups they've met is important; players often have less of a grasp of the 'big picture' than you do. Rather than requiring them to memorize everything (or keep written notes), maybe keep maps of where they've explored for them to refer to later.

Whilst you can expect players to track things directly involving their characters, the rest is up to you. Once you introduce something that's not static to the campaign - such as a tribe, powerful monster, infectious disease, useful NPC or whatever – you should keep in the back of your mind what they might be up to. For example, you may want to keep track of how far a particular sickness has spread, and which tribes get infected so that, if the PCs visit them, you'll be able to be consistent with who is and isn't sick.

On Tone

One of the most important elements of this game is the tone and atmosphere of the world. Although any campaign will have variations in mood, the overall impression should be harsh with intrusions of weird.

What do I mean by this?

Day to day life in WP&WS should be difficult and dangerous. Hunting and surviving should be difficult, and players should be worried about being able to merely cope with the environment.

Because of this, don't cut them breaks or skip survival elements. Equipment degradation, diminishing rations, weather and so on all act to reinforce the idea that survival is not an easy thing. Play up the brutal and gory nature of injuries and combat. Make it clear that enemies are not merely monsters to kill; they want to *live* and to *feed,* and will kill the PCs if they need to.

Remember, the world is not nice, and PCs are not actually special. Don't be afraid to kill your PCs. Don't be afraid to have horrible things happen. Dying of cold or starvation is very much in-genre.

That takes care of Harsh.

The weird forms interludes in this harsh background. This is the stuff that's inhuman and unnatural. Ancient ruins, human cults and magicians, magical disasters and supernatural monsters all serve as sources of the weird.

The point of the weird is to give an unknowable, overwhelming *other* that the PCs challenge themselves against. It should be unique, unpredictable and frightening. If a particular result (such as an encounter or magical backlash result) has shown up a few times, cross it off and replace it with one of your own devising. Keep things new and strange so that your players can't predict the weird elements.

Don't explain the weird, but hint at an explanation. Drop hints that the explanation is rather horrible. Let players draw their own conclusions.

As a final note, although the harsh and the weird should both be frightening and unpleasant, avoid crossing the line into out-of-character discomfort. Players could have phobias or have suffered nasty shit in their past, so be careful what you put in. Stuff like sexual violence isn't a part of the game for this reason, since it's such a common issue (at least, among people the author plays with). You might want to tone done some of the body-horror elements as well if people in your group are legitimately freaked out by it.



As we approached, we saw what it was that had attracted the birds.
Floating in the water, flesh water-logged,
eyes pecked out and stomach gouged open,
worm-eaten and gnawed upon by scavengers...
This was our missing companion, although which of the many wounds on him had caused his death was hard to say,
so advanced was the state of decay and devouring.

Death and New Characters

When creating a new character above first level, broadly the same procedure is used as when generating a first level character. Generate attributes and pick a character class exactly like a starting character. Flesh and Grit are generated in the same way, but for each level above first, the character will have an extra point of flesh and an extra dice of grit. Likewise, saves may be higher than a starting character. An expert gets two more skill points to spend for each level above first. Note down the improved skills for a Neanderthal or magician, and a hunter‘s improved attack bonus. A magician gains a new spell known to them for each level above first; they select a rank and then randomly determine a spell from that rank. Lastly, the character picks their equipment like at first level, but for each level over first an additional possession of theirs may be a rare one.

As such, the difference between a first level character and a higher level one is not very significant until there is a massive difference in levels. Higher level characters will tend to have somewhat more survivability (from their higher grit) but flesh and saving throws only advance slowly, meaning that a high level character is still vulnerable in the event of bad luck. Most higher-level characters will be some-what more competent in their area of expertise than a starting character, but outside of that specialty can expect to be roughly on par. Instead, the main difference will be in terms of *stuff*. Experienced characters – even ones who haven‘t levelled – tend to quickly acquire possessions, contacts, social reputation, new spells and locations they‘re familiar with. A new player character, regardless of level, is going to be a green newcomer to the world, without any of *stuff* their companions have acquired.

New characters will, inevitably, join your game. Maybe you attract new players over time, and inevitably characters will die and be replaced. It‘s not unreasonable for new characters to start at first level; they are not hugely disadvantaged by their low level, and the doubling experience costs for higher levels make it easy to catch up to nearly the same level; for example, the cost to go from first to seventh level is the same as the cost to go from seventh to eighth level. The new character will likely lag behind a little, but not by a significant degree.

You may, however, decide to allow new characters to come in at a similar power level to the rest of the party. For a player new to the game, this has the slight disadvantage of being a little more complex than generating a first level character, but is perfectly doable. You might give the new character as much XP as the lowest XP total in the group (with their exact level varying depending on their class), or have them come in at the same level as the lowest levelled member of the group, with just enough XP to have that level in their chosen class.

If a character dies, then you can encourage suitable respect for the dead using the following rule; if the dead character is given a proper burial rite, then their replacement comes in with as much XP as the deceased character did. The less care is given to their funeral, the less XP is retained. If their gear is looted rather than buried with them, they might only get three-quarters of their XP. If their body is recovered, but not brought back to a proper grave-site and instead ritually buried or burned nearby, they might only get half their XP back. If the body is recovered and disposed of (maybe even cannibalized) they might only get one quarter of their XP back, and if the body is left where it fell, none of their XP is retained.

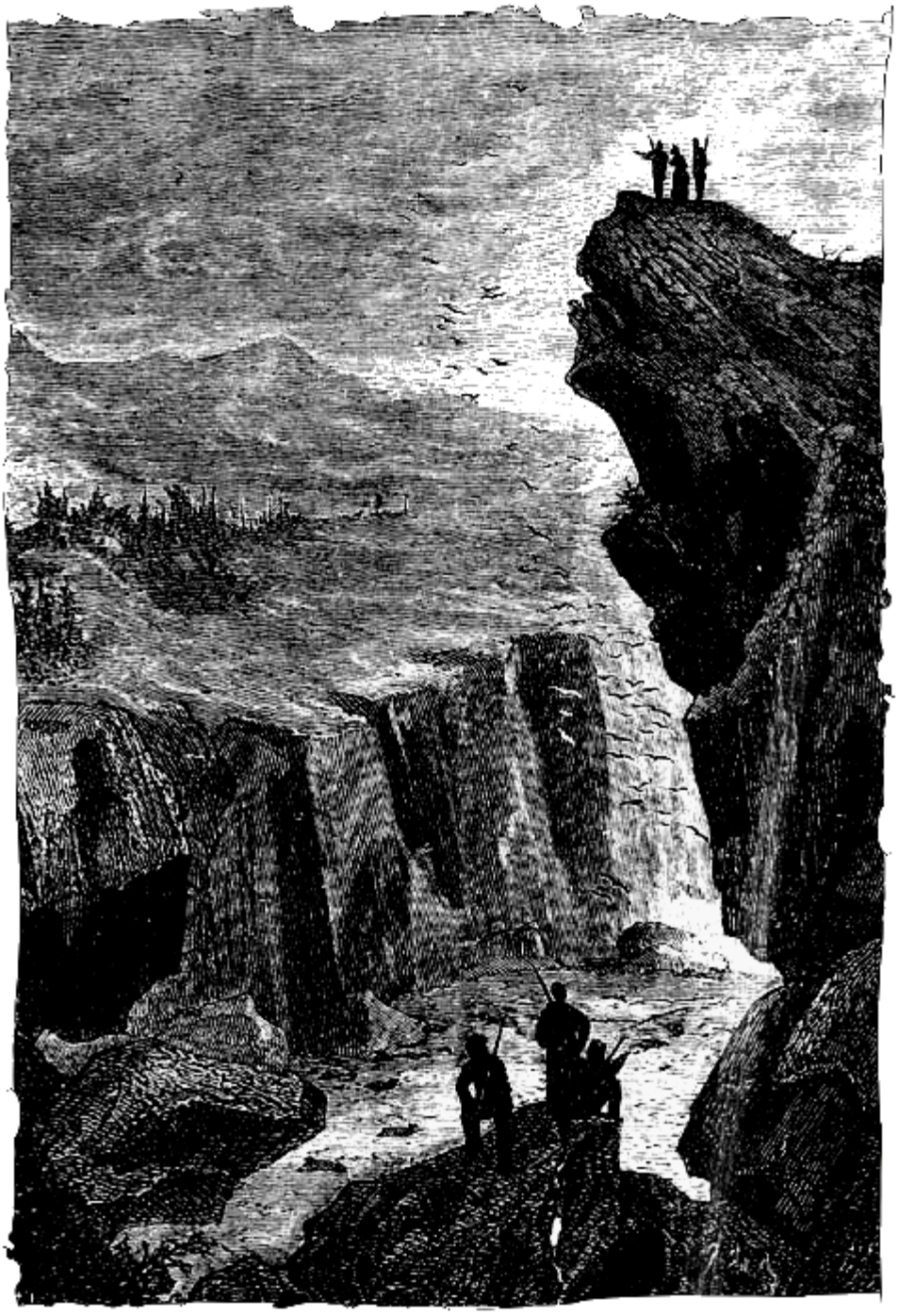


A third alternative to introducing new first level characters or higher level characters from out of the blue is to let the new player take over control of one of the party's followers, if they have any. Let the player pick a follower that they would enjoy playing, and work with them to give the character stats that roughly match the follower they were taking over; they will likely be of the same class and have a similar focus. The newly-promoted character does not get new equipment, however. Instead, they get whichever *stuff* the follower had, both in terms of social position, knowledge of the area, and possessions. This gives players a reason to treat their followers well, as they might end up playing as them.

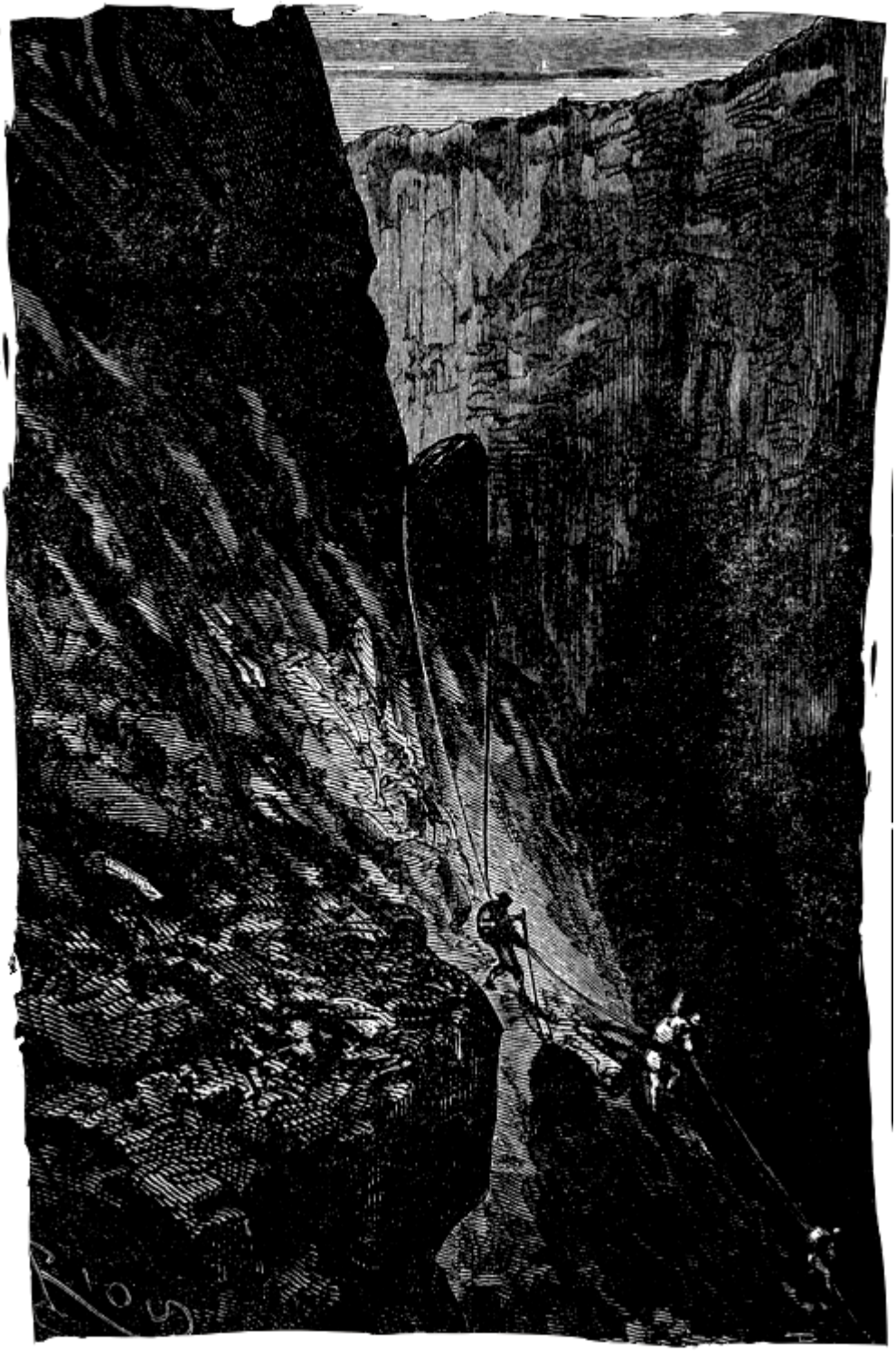
When bringing in new player characters, try to introduce them organically. If multiple characters enter at the same time (perhaps because multiple characters just died from the same cause), it makes sense for them to be in a mini-group together. They will likely be a short way away from the group, probably come to explore the same place for similar reasons as the main group. It is also possible that, depending on the circumstances, they might be locals to the area or have arrived here before the main group of characters; in this case you may give them extra knowledge of the area or even supplies such as food and a campsite.

Unlike the rest of the time, it's perfectly appropriate to try to guide events so new characters join up with the main group rather than forging off on their own or coming into conflict. Make it clear to your players that they are *meant* to join up and if necessary, gloss over the details. If the worst comes to the worst, throw a lethal monster at characters off on their own to encourage jolly co-operation.





Though the earth is impossibly ancient, humanity is still young.
Across the world, there are uncounted places where people—real people like you or I, not the strange cold creatures that came before us—have never set foot. Landscapes no human eye has looked upon and caves never excavated by human hands.
You have a great opportunity that few after you will have, which is to be truly the explorer in a brave new world.



"On the earth, even in the darkest night, the light never wholly abandons his rule. It is diffused and subtle, but little as may remain, the retina of the eye is sensible of it."

-Jules Verne, Journey To The Centre Of The Earth

Exploring Caves

At its heart, a cavern is a simple thing: each chamber or tunnel contains an encounter that the players can resolve, avoid, or suffer as a result of. These encounters are linked together in simple ways- a tunnel leading from one chamber to another, for example- making the player characters' progress from encounter to encounter simple to track.

A room might contain any of the following features:

- A monster, which may or may not be hostile (but probably is).
- An environmental hazard to hurt the party or slow their progress.
- Clues about what to expect later in the caverns; the room before one with a fire-breathing monster may contain burned corpses and scorch marks, for example.
- Loot, including magical items, magician's sanctums, craftable resources and more.
- A safe resting point, normally an easily defended chamber without any dangers or monsters, where the players can recover.
- Nothing significant; empty rooms serve a purpose, in that they can create tension or a lull in the adventure. An empty room can still be interesting without needing to contain a threat or reward.

Hazards

A number of dangers present themselves to explorers in a cave system. Mostly, these will be natural features of the caves that modern day spelunkers would be familiar with. How-ever, magic pools in the deep, dark places of the world, and sometimes deep caves will contain hazards that are startlingly bizarre and unnatural. A number of potential hazards are given below.

Terrain

The basic process of exploring a cave isn't easy. Most caves won't have wide, flat passageways that explorers can stroll down. Instead, larger chambers may be connected by any of the following:

- Narrow cracks in the rock that barely give room to wriggle through, and where characters risk becoming stuck.
- Deep pits that must be abseiled into.
- High chimneys that must be climbed. -Deep chasms, with ledges along the side, so that to progress the explorers must carefully skirt the edge of a huge pit.
- Deep chasms blocking progress along an otherwise flat passage.
- Tunnels partially or completely submerged in water, so that navigating them requires swimming.
- Passages filled with rubble and detritus that must be cleared in order to progress.

Caves that were once inhabited probably had means in place to traverse these areas. Narrow tunnels may have been widened by hand, if the rock is soft enough and the people determined. Vertical areas may have pitons driven into the rock, hand- and foot-holds carved in or ropes tied on to hold. Similarly, there may be rope or wooden bridges across chasms.

Some portions of the cave may be unstable. Characters who don't move carefully risk setting off a rockfall or cave in, or having the floor fall away beneath them. You might require rolls to negotiate an unstable piece of floor, or climb up or down an unstable cliff. See the section on Dangers for the potential results of cave-ins.

Terrain; Magma Pools

Magma, or lava when it's on the surface, can be found flowing or resting in pools. It normally requires a source of impressive heat for magma to remain liquid, otherwise it will begin to solidify into solid rock. Touching magma a little does d6 damage (to flesh if the location isn't protected) and risks setting the character alight. Sticking a whole hand in or stepping in properly does 2d6 damage (again to flesh unless both hand and arm or foot and leg respectively are protected), and sets the character on fire automatically. Immersion deals 3d6 damage to flesh, and sets you on fire.

Terrain; Radiation Fields

Radiation is not uncommon underground. It might be perfectly mundane in origin, the result of radioactive isotopes in the rock. More commonly, however, it's the lingering remnant of ancient magi-tech or supernatural disasters. A radioactive area has a few tells that distinguish it; it will be a little warmer than surrounding areas with no discernable source of heat, and may also feature a dull blue or green glow emanating from water or the stone itself.

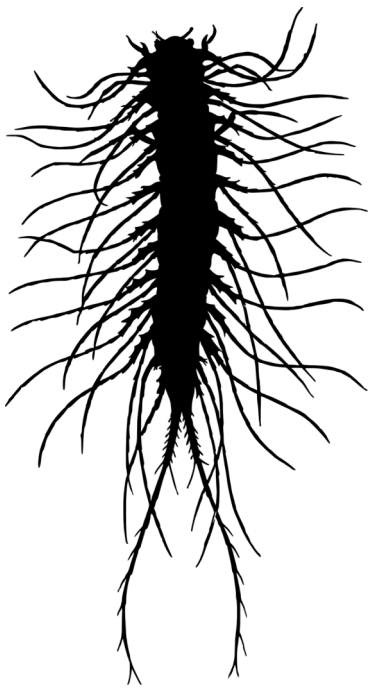
Exposure to radiation in small enough doses is seemingly harmless, resulting only in insignificant anomalies or apparently unrelated sickness decades later. However, spending too much time in a radioactive area is dangerous, putting people at risk of radiation sickness. Sleeping in the area, or spending a few hours present, puts the victim at risk of radiation sickness unless they pass a Save vs Weather. Radiation sickness can be treated as a disease with incubation time 1 week, a save every week and permanently reducing a random attribute by 1 for each failed save. It cannot be recovered from at all for as long as the victim remains near the source of the radiation.

Wildlife around the radiation will be affected by it. Plants' growth is physically distorted, and animals born nearby are disproportionately likely to be deformed or even full-blown chimeras. People born after a pregnancy spent nearby are likely to be mutated, and so become Aberrants (see page 215) when they grow up.

Poisonous Gasses and Spores

Under the ground, there is little access to fresh air, and various gasses accumulate in pockets. Sometimes, there is merely little oxygen present, but at other times foul vapours seep up from cracks leading to the deep earth. These toxic vapours can be incredibly harmful to human health if inhaled. The section on weather has details on lack of oxygen. Toxic gasses force a character breathing them in to make a Save against Poison; if failed they suffer some horrible effect such as unconsciousness, damage to flesh, attribute point loss or simple death.

Some fungi that infest underground areas may release spores into their surroundings that have a similar effect. Any characters who die from inhaling the poisonous spores will have their bodies start sprouting similar fungi before long, forming the mulch that the fungi grow on. It is possible that, if the save is failed, rather than simple death, the mushrooms start growing over the character's body whilst they're still alive, using the mechanisms for a disease. A character affected by the spores may find their behaviour affected or their body physically mutating. A character with a veil over their face should be protected from inhaling spores.



Gas; The Coiling Fog of the Worms

Coiling Fog of the Worms is a gas found in some caves, seeping up from cracks in the earth. Occasionally, it drifts out of a cave entrance, onto the surface world, and strands of fog can be seen snaking across the landscape. Where it passes, animals sicken and die, leaving only swarms of hungry worms behind that feast on the sickly remains.

The coiling fog is sweet-smelling and appears as a pale yellow mist hanging in the air. Any living being that breathes it in must take a Save against Poison. Failure indicates that the Fog has got into them. A portion of the victim's skin melts away, dealing 1d8 damage to their flesh.

Underneath the liquefied meat, there are dark amber-yellow worms, as long as a finger but thin, glistening wetly against the victim's flesh. The worms will quickly wriggle away into the environment; encountering these worms is a warning sign of the Coiling Fog ahead.

Fog Worms are not aggressive and are too small to be dangerous normally. They appear to feed entirely on rotting meat, and pose little threat to characters whilst they're still alive. They do, however, create more banks of coiling fog when they gather in large numbers.

Example Gas; Flammable gasses

These gasses cover a wide range of naturally occurring gasses. Many, although not all, have a distinctive smell, often rotten or reminiscent of petrol or alcohol.
The gas fills the chamber, and other than making it a little harder to breath due to the low oxygen content (causing fatigue in anybody remaining in the room), they have little effect.
However, the gasses burn readily and violently. On approaching a chamber containing such gasses, flames burn with a blue light and are more vigorous than might be expected merely from traces of gas that have seeped out. If a flame is introduced to the gas where it's collected in bulk, it results in an explosion that deals 2d6 damage; if there is cover to shelter behind, a successful Save vs Hazards lets a character take shelter and take half damage. Similarly, fireballs, breath weapons and other attacks that deal flame damage deal double damage in the room.
Once the gasses have exploded in this way, they won't do so again for quite a while; it takes some time for the gasses to build up to a critical level. In many cases, cracks in the rock which the gas seeps from can be identified, and a constant flame (like a gas cooker) lit over them to prevent this build up.

Gas; Black Smog Belchers

Black Smog is found in volcanically active areas. Water seeps down cracks in the rock, dissolving various chemicals on the way down to become rich with minerals and alkaline. In the depths of the earth, it is superheated by magma, and returns to the surface as a potent mixture of steam, ash and corrosive gas.
The sites where Black Smog emerges are distinctive. Hollow black cones, made of a semi-organic crust of mineral deposits, emerge from the floor. From ragged openings at their peak, and tears in their flanks, they belch choking black smoke into the surrounding cave, leaving a similar deposit on all surfaces.
The gas is highly corrosive. Merely being in the same room deals 1 damage a turn. Up next to the vents, the damage is increased to 1 a round. If a character is daft enough to put part of themselves into the vent, it's d4 damage a round. If the whole person goes in, it's d8.
Each time damage is taken from the smog, the GM can pick a piece of clothing or armour worn by that character; roll for breakage for it.
The damage done eats away at skin, eyes, lungs, clothing. A scarf of veil over the face won't protect you.

Gas; Polluting Clouds.

This is gas seeps up from the depths of the earth, carrying with it other vapours and smokes. It's milky yellow-white, and hangs limply in the air. It smells of petrol and rust, and leaves a horrible patina on everything.
Breathing it in makes you Fatigued. You cough and wheeze and don't breathe properly for as long as any is in your lungs, and some will stay in your lungs for a full hour after you breathed it in.
Being in the gas's area is insidious. It ruins things slowly, seeping into everything and slowly corroding it, tainting it and making it filthy. Wounds sustained in it go bad. Any damage taken (to flesh, grit or attributes) is increased by 1. Any roll to see if lights go out or equipment breaks is 1 worse.

Gas; Cambrian Vapours

Cambrian vapours originated in a long-forgotten previous age of the world, when life was harsher but more diverse, an orgy of predation and evolution. It forms trapped pockets underground, where it is distinctive by its sharp, sulphurous smell and seething appearance. Cambrian vapours are never still, in fact; like the era of their origin they are in a state of constant flux and turmoil even when the air is otherwise still.
Merely breathing in the vapours has no effect. However, anybody taking an injury to Flesh in an area of Cambrian Vapours must pass a Save vs Magic or else develop a random Unnatural Feature that emerges over the next d4 rounds.
Anything that *dies* in the vapours collapses in on itself, the flesh self-devouring and mutating. D6 rounds later, it will resurrect itself as a strange monster of some sort, probably either Vermin, an Ooze or a Plant monster. On top of the normal abilities of this creature, it will have at least 1 random Unnatural Feature.
Things that are not alive, such as golems and the undead, are immune to Cambrian Vapours.

Gas; Calcifying Miasma

The Calcifying Miasma is a gas often found in volcanically active areas, normally trapped in pockets under the ground. It is much heavier than air, and collects in depressions where it is visible as a pearly white mist over the floor.

The Miasma calcifies anything it touches. Even slight contact with the Miasma will result in a thin crust of chalky precipitate forming over the skin. If scraped off, the flesh underneath is wet and raw; the person's skin *is* this calcified mass now. The miasma will soak through most clothing, although if the skin is sealed (with tar, for example) it is protected. If the miasma is waded through, up to the victim's neck, then they must take a Save against Poison; if passed then the same layer of lime will begin to accrue on their skin. If the save is failed, they lose 1d12 Dexterity *permanently* as their flesh begins to calcify. If the miasma extends as far as the victim's face, it will get into their soft inner body through eyes, ears, mouth and nose. A Save against Poison must again be taken, and if passed the victim again loses 1d12 dexterity from calcification. If failed, the victim dies.

Some tribes have found ways to allow full immersion into the gas; the supplicant's face is wrapped in cloth and then their entire skin is sealed over with tar, preventing the miasma from touching them. Unable to breath, speak, see or hear, the supplicant is lowered into the miasma, where they are left for a few breaths before being removed. Supplicants report that, before losing consciousness from lack of air, the Miasma shows them strange and wonderful things; if a player character attempts this, roll on Table 31 (madness) to determine how their mind is affected by the experience.

Spores; The Lambent Corpse-mushroom

The Lambent Corpse-mushroom is an example fungus found deep underground. It appears as a cluster of thin, tall stalks with a pointed cap at the top of each, with heavy black gills. Within the centre of each cluster there is normally a heavily decayed corpse or cluster of bones. The mushroom itself is a pale pink and glows faintly in the darkness, illuminating the cloudy air around it.

Breathing in the spores causes infestation with Lambent Corpse-mushrooms. The incubation period is a turn, and saves are taken every turn after that. Each failed save deals 1d8 damage to Wisdom, as the victim begins finds their perception altered and disorienting. After the first failed save, the victim will begin to develop pink bulges, like boils, on their flesh, and after the second small, faintly luminous mushrooms will emerge from these. If the victim dies, then the mushrooms will blossom forth into another stand, rooting onto the floor and holding the victim's body up like ivy holding up a rotten tree-trunk.

Spores; Glittering Dust

Glittering Dust is a set of spores released by a form of fungus found in the deep underground. The fungus itself is unassuming; a mass of white mycelium crusting the walls that sprouts dull, wrinkled fronds. The fronds seep Dust into the air.

The air around these fronds is seeded with Dust, that can be seen as it shimmers and sparkles in the air. If breathed in, it will begin to infect the breather, causing them to hallucinate.

Unless they are wearing a veil over their face, anybody in the same chamber as the Dust is at risk; they need to make a Save vs Poison to avoid being infected.

The initial dose deals 1 damage to the victim's Wisdom score each round for 3d6 rounds, representing the way the dust corrupts the victim's mind. At first, they suffer mild hallucinations; angles are wrong, distances distorted and similar. If they are reduced to six or less wisdom, it progresses to more severe hallucinations. Geometric shapes and patterns are superimposed on the victim's vision. If reduced to 3 or less wisdom, the hallucinations become overwhelming, blocking out perception of the real world. As the victim is reduced to 0 Wisdom, their mind slips into a trance-state, lost in strange visions the dust shows them. At this point, they are lost, and their mind detaches from their body, to be absorbed into the fungal mass.

There is an upside to this: minds lost to the fungus are still there, coded into the mycelium network, dreaming of grids and geometry. They can be accessed.

Anybody who eats the mycelium takes 1 damage to their Wisdom per mouthful. They get +1 to their Art skill on their next roll, as the dreaming minds within grant them an insight into strange geometries. Multiple mouthfuls deal more Wisdom damage, but don't improve the Art skill by more than +1; instead the bonus applies to more subsequent rolls.



Spores; Bitumen Mould

This fungus is commonly found growing on deposits of coal, tar or similar chemically-rich minerals. It is a reddish-brown crust of mycelium that pushes its way through cracks in the stone sprouts small reddish mushrooms when it finds air.
The air around these mushrooms is filled with spores, tiny reddish motes hanging in the air. Breathing in the spores requires a Save vs Poison to avoid infestation. If infested, the spores start to grow in the victim's lungs and throat. Treat it as a disease with an incubation time of a turn and saves every turn thereafter. Each failed save deals d4 damage to flesh as the victim suffocates; if they die, their mouth will be found to be blocked by the mass of mould.

Spores; Sleeping Puffballs

These are another breed of fungus found mostly in the deep underground, but occasionally in dark, dank areas of the surface too. The fungus forms a colony of puffballs, each a few inches high, fat with spores and all crammed together in a dense mat across the floor.
Stepping on the mat causes a puffball to burst, vomiting spores into the air. So does poking it with a stick, or trying to pick it; the puffballs are constantly on the verge of bursting.
Each foot of movement through the puffballs, or action that involves touching them, causes d4 puffballs to burst. More violent actions might cause d6 or more puffballs to burst.
When puffballs bursts, everybody nearby (except those whose mouths and noses are protected by veils) must take a Save vs Poison or else fall asleep. They remain asleep for one round for every puffball that had already burst; the more spores in the air, the longer they sleep.
Luckily for those knocked out by the spores, the puffballs cushion their landing when they fall to the ground. Unluckily for everybody else, their falling causes another d8 puffballs to burst.
Whilst inconvenient, this isn't normally a serious danger. However, often predators nearby know about the spores' effect, and will lurk waiting for victims to fall asleep before striking.

Slimes

Slimes can be found growing deep under the ground; primitive forms of life with no regular form that consume everything that comes into contact with them. A slime might simply corrode anything that touches it. It will deal damage to flesh unless the location is protected (by gloves or boots for example), in which case the damage is instead soaked by grit first. The slime may or may not dissolve non-living objects they come into contact with.
More exotic slimes might have more unusual effects when touched. Like with fungi, a Save against Poison may be required to avoid some horrible thing from happening.

Slime; Creeping Red Rot

Creeping Red Rot is an example slime found in certain caves. Appearing like a thin, translucent red jelly that forms a film over surfaces, the Rot poses an insidious threat to explorers. Contact with the Rot deals 1d10 damage from digestive enzymes; if the location is not protected, then this damage is dealt to flesh.
In addition, if the location is not washed off, the Rot will begin to spread over the victim, slowly burning them as it feeds. After one turn, it deals 1 damage and is hardly visible except by close examination. Each turn after that, the damage increases by 1 as the Rot covers a greater area, until each turn it's dealing as much damage as the initial d10 roll. The Rot can be easily washed off with water, which dilutes it enough that it will not be a threat for the next few days (when it begins to form in the puddle left behind). Burning it with a flame will kill Creeping Red Rot.

Slime; Hungry Muck

Hungry Muck is another slime sometimes found in cave systems, but more often in the depths of bogs and fens. The Muck is found in a mass of rotting organic matter, and is indistinguishable from the compost around it save for the pungent, bitter smell it produces. However, due to the dangerous nature of the Muck, most growths of it have a number of visible skeletons emerging from the wet black mess.
Skin contact with Hungry Muck does no damage, although it produces a slight itching sensation. However, Hungry Muck tends to infest large areas, and characters may have to wade through it to progress, and the sucking, heavy quagmire of the mulch halves movement speeds in it. Each turn the character spends wading deals 1 damage to their grit. Once there is no more grit to be lost, the Muck begins to seep into the character's clothing, inflaming their skin and causing it to swell up and crack. Thereafter, each turn the character loses 1 flesh and must make a Save against Poison. On a failed roll, the Muck begins to extract nutrients from them. They must eat a meal's worth of food and every turn (not every day) in order to avoid starvation. If they can't or don't, they need to make a Save vs. Poison or else lose a point of Constitution just like if they were starving. Living things that die to the Muck collapse into it and are slowly consumed until they're fully a part of the bog.

Slime; Spite Pools

Spite pools are a life-form found in various cave systems. Each is a single huge single-celled organism, like an amoeba the size of a human child. The spite pool slithers across cavern floors, searching out the various crevices and recesses that harbour life.

The pool's movement is too slow to really treat it as a monster; it moves at most a few feet a day. However, at rest (such as when digesting prey) it appears much like a puddle of water, gently rippling. Only a few signs betray its nature; the puddle is never perfectly still, and often its surface is not properly level. Furthermore, in the puddle's depths, a lumpy nucleus and other organelles can sometimes dimly be made out.

When a character walks through a cavern infested with these amoebas, then unless the player specifically states that they are avoiding the water, they stand a chance of stepping in a spiteful pool. They can make a Save vs Hazards to avoid stepping in the pool at the last minute. If failed, the pool's rapid digestion deals d6 damage to them; if they are wearing boots, then this can be soaked by grit. Otherwise, it will go straight to flesh.

Slime; Burning Spit

Burning Spit is a living liquid. It soaks into porous rocks, forming a glassy sheen over the surface that ripples with colourful patterns like oil on water. It is a mess of micro-organisms that seep digestive enzymes and acids into their surroundings. Normally, it soaks into permeable rock in a cave ceiling, waiting for something to wander under it.

Touching the Spit deals 1 point of damage. If gloves are worn, then Grit can soak the damage; if touched with bare skin it goes right to flesh.

The Spit can hear, in a rudimentary way. When it detects noise below, it drops onto the thing beneath it. Make an attack roll (with a +0 bonus) against the victim's AC, and if it hits the Spit deals d4 damage. This happens every time even a slight noise is made; walking quietly enough to avoid the Spit's attention will require a Stealth roll.

Slime: Green Sludge

This is your basic, archetypal slime. It's green, it's wet, it smells acrid and it digests any organic matter it touches. Flesh, leather bone and wood are all digested by the sludge.

Initially, it comes in patches about the size of a finger. If touched with anything organic, it does one point of damage; unless the location is protected by gloves or similar, that damage goes straight to flesh. If the location is protected, then the protective clothing needs to roll for breakage; similarly, if it's poked with some organic, that object likewise rolls for breakage.

Whenever the sludge deals damage, it's physically dissolving and digesting matter, incorporating it into its own mass. It gets bigger as a result. Next time, it will do one point more damage.

Larger patches might do around five damage (for areas the size of fist), ten damage (for areas the size of a head or even twenty damage (for patches the size of a whole person). Of course, that's when it's first encountered; every time you feed it, it grows bigger.

Water

Water poses a number of threats to player characters. The most obvious is the risk of drowning. Some water will also be fast-flowing, requiring Athletics skill rolls to avoid being swept away, or turbulent, potentially dragging characters under.

Some chambers may be flash flooded periodically, by the runoff from melting glaciers or unstable rocks moving about further upstream. Again, characters risk being drowned or swept away by flash floods, and may also take damage as they're battered by flotsam. A save versus hazards may be required to avoid a flash flood.

Not all water will be completely natural, as well. Some pools of water may have magical effects, either when drunk or when touched at all. Some water might have beneficial effects (healing some, or maybe granting a minor bonus to an attribute), but more will be dangerous. Characters might be turned to crystal or wood, become intoxicated or lose their memory, or begin transforming into some monster. Mostly, these waters will allow a Save against Magic to resist the effects, although some might instead require a Save against Poison instead.

Not everything that appears to be water actually is. Some might be highly acidic (dealing a little damage every round that a character touches it, and significantly more if they're immersed in it), and some might behave like water save that it can be breathed like air.





Water Hazard; Echoing Azure Depths

The Echoing Azure depths are wells found deep underground, infected with magic that links them to other places. The depths are always found as water filling a deep pit; swimming to the bottom would require a successful athletics roll to hold breath long enough. At the bottom of the depths, there are a number of skeletons – animals, people and strange extinct creatures – crusted over with a deep blue precipitate that glitters in the still water.

Each such well has a counterpart on other worlds; the same worlds as those contacted by the Contact Outer Spheres spell. Anybody who immerses themselves in the water will be able to hear beings similarly bathing in the connected pools. Whilst in the pools, they can even communicate with these creatures, as if they were casting the Contact Outer Spheres spell. Such connection to the wider universe will be both life-affirming and invigorating; any being who immerses themselves will heal a single point of damage (first flesh, and then grit) each round that they bathe.

However, the experience, whilst highly pleasant, has its downsides. A Save against Magic must be taken for the bather to willingly return from the depths. If failed, they will stay where they are in blissful communion with the higher cosmos, unable to feed, defend or care for themselves until either somebody else pulls them out, or they die. Those who die slowly sink to the bottom of the Echoing Depths, their life-force absorbed into the water; in truth it is the vitality of those who died in the Depths that fuels their healing effect.

Water Hazard; Water That Comes From The North

Water That Comes From The North is an ex-ample of dangerous water that can be found in underground caves. Water from the North was once snow from the great icecaps trapped underground. Although the ice-caps have retreated, and the snow has melted, water has a memory and this water remembers the primal, hungry cold that it came from. The Water is always unusually cold to the touch, and has a slight blue-violet tint to it that can't be explained by the surrounding rock.

Water That Comes From The North is normally found in a basin in the depths of lime-stone caves, where it has seeped through the rock and collected. It can be swum in, but doing so requires a Save against Magic as the cold seeps into the swimmer's skin. A failed save indicates that the swimmer is affected as if by cold weather until they get to warm up again by a fire. If somebody drinks the Water, then again they must take a Save against Magic. If failed, they are again affected as if by cold weather, and also immediately take 1d6 damage to flesh as their insides begin to freeze up.

Water Hazard; Liquid Limestone

Liquid Limestone is a chemical ooze that results from mineral-rich deposits left to accumulate over time.

It appears as a thick, grey liquid, with the consistency of syrup and a stone-like crust floating on the surface. It soaks into porous rock and forms pools on its surface.

Anything porous immersed in the liquid stone soaks it up and turns to stone. Wood, clothing and so on are all affected. Non-porous things (including people!) instead have their surface turned to stone.

When a person is immersed in the water, then they risk turning to stone. A body has ten points of 'surface area' that can be turned to stone in this way; once the tenth point is turned, then their mouth, eyes and nose are sealed up. Although their innards might be safe, they are effectively petrified and will soon be dead. Otherwise, for each point of stonification they:

-take a point of damage to Flesh.

-count as carrying an extra item for the purposes of encumbrance, permanently.

-improve their AC by 1, permanently.

How much the character is stonified depends on how much of their body goes in. For every 10%, they get a point of stonification.

Waterproof boots or gloves can protect a foot or hand that goes in; instead the boot or glove gets turned. Any more than this, though, and the liquid stone will seep through the clothing to affect the body.

If a character drinks the stuff, then they die spectacularly as their delicate inner parts turn to stone.

Water Hazard; Necrotic Rivers

A necrotic river is an underground river that, having flowed through graveyards and slaughter-houses, has become imbued with the energies of undeath.

A necrotic river is hard to distinguish from normal water. The water might be darker than normal, and slightly red-tinged. However, the main sign is the smell of death lingering around it, despite the lack of any corpses in or near the water.

Immersion in the water leeches the energy from living beings. They take a point of damage to Flesh each round in the worst parts of the river, or each turn in places where the effect is less severe. If a magician (or other character who memorizes spells) is immersed in or drinks the water, then if they have any spell-slots empty, one will immediately be filled with *Animate Dead*. The knowledge seeps into their mind, nestling there like a repressed memory. The next round, if they still have spell slots free, they memorize *Speak with Corpses*. The round after that, if they have a third spell slot free, they will memorize *Death Spell*.

Any being that dies in the water—by drowning, from the life-draining effect, or killed by another being or some other cause—is immediately resurrected as a feral undead creature. The beings resurrected in this way understand that killing living things in the water reanimates them, and seek to do just that.

It's not unknown for necromancers or the more intelligent sort of undead creature to make use of these rivers, typically as an easy way of creating undead thralls. Often, undeath-obsessed cults will gravitate towards them, incorporating them into their mythology and worshipping the river's source as some sort of chthonic deity. Sometimes, the river even responds to their prayers, becoming the focus of a strange and morbid cult.

Water Hazard; Acid Pools

An acid pool is an insidious threat. A pool of clear, pleasant-looking water, often with something valuable made of stone (a statue or a long knife) at the bottom. The only give-away is the slightly sharp smell in the air.

Anything you put in the acid (that isn't made of stone or metal) is destroyed in a matter of seconds: s Save vs Hazards lets you pull it out in time, but you still need to roll for breakage.

A person putting part of themselves in it takes d6 damage to flesh immediately. Each round they remain in there, they take another d6 damage. Gloves or boots won't protect you, the acid soaks through and then dissolves you *and* your gloves. If you put a whole person in, it's 2d6 damage per round of immersion.

Traps

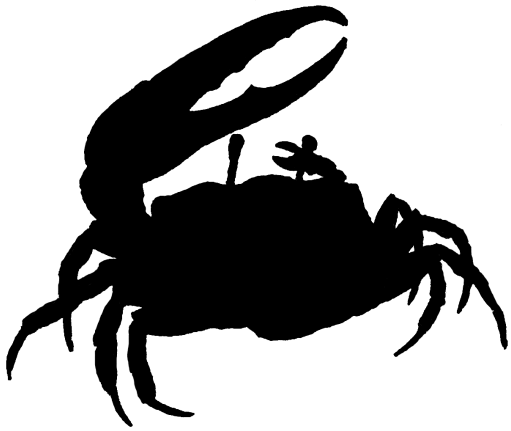
Traps are mechanisms deliberately placed to cause harm to those who encounter them. These might be placed by human residents of the caves, or be remnants from the long-dead civilisation of serpent-folk. However, it should be clear when a cave system has had previous inhabitants who might have placed traps, since they don't just sprout in caves out of nowhere.

Typically, they have a simple trigger and cause an instant, unfortunate effect. Of course, a trigger might be more cunning than that. Pressure plates might trigger with a nice, obvious 'click' and then attack a few feet back from the trigger, in order to catch the character who steps back in panic. Another trap might target a spot ten foot behind the trigger, to catch the smart guy with a ten-foot pole.

Traps serve two purposes in the game. Firstly, they are a direct threat to the players that can be overcome through cleverness on the players' part. Secondly, they encourage a sense of healthy paranoia in the players, adding a certain degree of tension to even an empty tunnel

Most traps have a simple trigger condition. This is commonly a pressure-plate hidden in the floor or a tripwire, but making a loud noise or removing an item weighing down on a switch could all set the trap off.

Normally it's up to the players to take effective counter-measures against traps, identifying them or setting them off from a safe distance. A generous DM might allow them a perception roll to spot more obvious traps as they blunder into them.



When set off, the trap could have a number of effects. The classic is to have the floor fall away damaging the victim by having them fall some distance onto hard floor or spikes. Other pit traps might deposit the character into water (to eventually drown them), acid (to dissolve them) or quicksand (to suck them under). Some pit traps may have angry monsters or further traps waiting at the bottom. The character might be allowed a Save versus Hazards to catch onto the edge of the pit in time. Otherwise, use the rules for falling to determine damage dealt.

Another common effect is to have a weapon attack the character. Blades thrust out of slots in the wall, darts shoot from concealed tubes, needles coated in venom spring from a stone idol, and sharp spikes drop down from the ceiling. The player may get to make a Save against Hazards roll to dodge these attacks. If they pass the roll, they take no damage (or reduced damage), otherwise they take damage like if they were attacked. Of course, if the character stands around like a lemon, or doesn't see the attack coming, they may not get a roll to dodge it.

Trap; Fire Pits

A fire pit is a trap that is sometimes set up by paranoid magicians to protect the caves they inhabit. The pit is, effectively, a bound spell concealed in the ground. A hole is excavated and filled with tar, before being covered with a layer of clay that is allowed to dry and crack, and sprinkled with dirt and detritus. In this way, the pit is concealed under a thin, easily broken layer that superficially resembles the surrounding cave floor. When trodden on, the clay layer breaks, and the victim's foot sinks into the trap. If the victim is checking for traps as they go, they might be able to find it automatically (or at least get a perception skill roll to spot it before it's too late), otherwise they step in it automatically.

The fire pit has the spell Create Fire bound into it; when a victim triggers it by stepping into it, the spell is cast, setting alight the tar that is now stuck firmly to their foot and leg. In a matter of seconds, the whole pit will become a flaming inferno. The pit deals d8 damage a round to any victim stuck in the tar until they either die, or somehow remove the tar from themselves. If the victim is not wearing both boots and greaves, the damage will go straight to their flesh as their legs are unprotected.



Trap; The Idol Of The Jade Serpent

The Idol of the Jade Serpent is an example of a trap that might be found whilst exploring a formerly inhabited cave.

The idol is around the size of a human body, carved from green and black jade in the shape of a snake coiled into a spiral, with a fronded crest emerging from the back of its head and extending most of the way down its spine. It is carved in exquisite detail, displaying an artistic skill rarely seen. Its mouth is open, and between its jaws there is a space large enough to place a human head. When encountered, the Idol will be placed coiled around a stone plinth, apparently carved from a naturally occurring stalagmite, the whole thing covered with the rotting remains of a ceremonial cloth.

When the cloth is removed, the Idol is revealed.

The idol can be removed from its plinth and carried away by PCs if they want, and they'll gain 3 experience for recovering a magical artefact. The Idol was taken from the temple once inhabited by the extinct race of Serpent Folk, aeons in the past, and still retains some of its power.

Whenever anything made of flesh or bone touches the idol, it will suddenly burst with heat, dealing 1d4 damage (which goes to flesh if a character touches it with an unprotected location). This can be utilized as a way of lighting fires, which is what the previous owners kept it for. If anything made of flesh or bone is placed between the Idol's jaws, however, then a gout of flame will issue from the Idol's throat, dealing 2d6 damage to anything between its jaws or near its

Example Trap: Barbed Snares

A snare is a simple thing; a loop of cord set up such that when a limb goes into the loop, the cord closes on it, fastening it in place. Typically they are concealed in undergrowth or rubble, in a location where victims are likely to tread.

Barbed snares work similarly, but incorporate vicious flint shards into the cord. A Save vs Hazards must be made to avoid stepping in the snare. If failed, the snare closes in a foot, dealing d4 damage (which goes to flesh unless the leg is protected by armoured greaves). Furthermore, the victim is pinned in place until the snare is broken by a successful Vandalism roll.

A successful Crafts roll lets a character with the materials set up a snare. Failure on the roll indicates that, whilst set up normally, the snare is not effective and may fail to do damage or trap its victim.

Example Traps: Spiked Pits

You all know how this one works. There's a big hole, with spikes at the bottom. The hole is concealed, such as with a false floor (a frame of twigs, covered with dirt and detritus, maybe), with illusion magic or around a corner. Anybody blundering into it falls in as the ground gives way beneath them, but if they're paying attention they get a Perception skill roll to notice that the floor's unsafe. For every 10 feet fallen, the victim takes d6 damage; normally the pit's at least 20 feet deep. Then the spikes deal another d6 damage. Really vicious trap-builders then put poison on the spikes.

Example Trap: Sprung Spikes

Like barbed snares, sprung spikes are a simple mechanical trap that can be set up with a Crafts roll.

Using tension in bent wood or stretched sinews, or the weight of heavy rocks, a wooden spike is set up to be propelled viciously into the victim's body. This force is held back by pegs or a delicate balance. Typically a trip-wire or pressure-point will knock out the pegs holding the spike back, and cause it to be flung out.

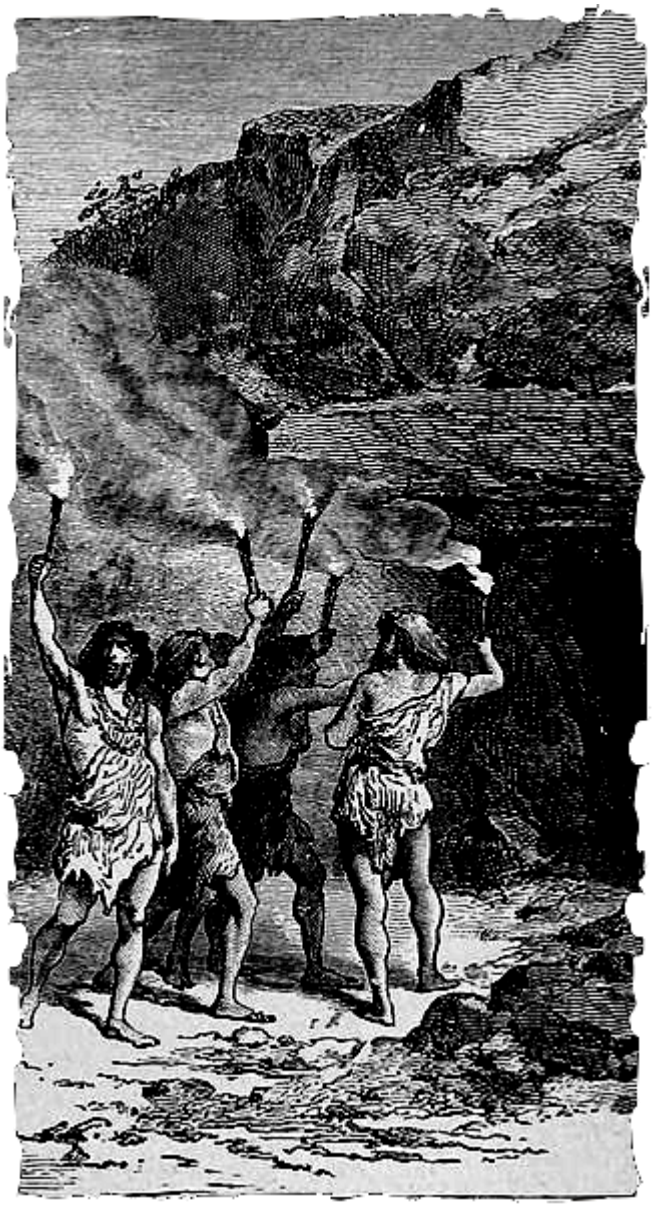
A sprung spike is often easy to spot for those looking for it; a successful Perception roll might be required, or it might always show up on looking, depending on how well concealed it is. When set off, the victim must pass a Save vs Hazards or else suffer 2d6 damage.

The Inhabitants

Cave complexes often have various creatures living in them. Whilst some will be people (or beings that were once people) or natural beasts such as cave bears and lions, the deep underground is a haven for strange and unnatural creatures. Monsters might be encountered in a chamber that they make their lair. Others, however, will be attracted when the explorers make a noise and come to find them.

Whenever the explorers make a loud noise or stay in one place too long, there is a chance they will attract attention. This ranging from 5 in 6 for particularly busy complexes, to 1 in 6 in those with few inhabitants, with the rare completely empty caves never having wandering monsters. If a monster is attracted, most cave systems will have a wandering monster table to see what turns up (if none is prepared, the sample wandering monster tables on page 148 can be used in a pinch). Of course, a monster that is encountered wandering and killed won't be encountered again later; its lair will be empty if it has one and if rolled again there is probably no encounter unless there's more than one of the beasts present.





Oh, the cave had been explored already. The maze of crawl-spaces and galleries was well known, and it had even been inhabited in the past.

Every time, though, the settlers had been killed or driven away.

The problem was the pit. At the back of one of the smaller chambers, narrow and hidden behind a cascading shelf of flowstone, the pit went down further than the light of a torch would illuminate.

Nobody who went down there came back.

And, whenever people took up residence in the cave, things would emerge from the pit each night and drag them away until the cave was abandoned again, or there was nobody left.

Creating Randomized Caves

There's a simple method for creating a randomly generated cave map for player characters to explore. First pick one of the following tables to form the basis of the cave system. This determines the sort of thing that will be encountered; there's different contents in an uninhabited limestone cave than in one that's been used to bury the dead for a few centuries.

Then, take a large sheet of blank paper that will form the basis of the map. Take a handful of dice – it doesn't matter which type, so long as there's a variety there – and drop them onto the map.

The map is assumed to be side-on. That is, the top of the page is 'up', the bottom is 'down', and left and right are horizontal directions (so north-south or east-west).

Where each dice lands will be a chamber, with the number rolled determining what's in there. More common features have lower numbers, so more dice can potentially roll them. Circle the dice, and note down the number rolled, and what size and colour dice rolled it, on the paper.

The shape and layout of the cave is determined by the dice colour; if the dice is multicolour use the 'dominant' colour. Look it up on table 49. The dimensions of the cave depend on the shape of the cave. The larger measurement will depend on the size of the dice (IE the number of faces). The smaller measurement will depend on the number rolled; if this is a symbol treat it as having a value of 1. Likewise, if this is a number higher than the dice size (such as on a d10 marked with 10, 20, 30 and so on) treat it as a value of 1.

Once this is done, connect each chamber to one or more nearby chambers with a line for the passageways. The size of the dice at either end determine the dimensions of the passage-way.

The passageways height in feet is equal to half the number of sides (IE two on a d4, 3 on a d6 and so on) on the higher dice up the page. Likewise the width in feet is equal to half the number of sides on the lower dice down the page.

The cave entrance will be to one of the smallest-sized dice, typically the one closest to the edge of the map. You might include multiple cave entrances (on the smallest size dice).

Each cavern will have minor aesthetic details; these are determined by the colour of the pips, numbers or symbols on the dice.

Remember that these rolls are just a starting point for your creations, and you can alter and adapt them as you see fit to make an interesting adventure.

If all your dice are boringly one colour, you can mark them with a felt-tipped pen to get more variation. Wipe it off once you're done.

Table 49: Cave shape

Dice Colour	Shape	Size
White	Flat, horizontal and round.	Dice size x5 feet across, dice roll x2 feet high.
Black	A vertical shaft	Dice size x10 feet high, dice roll x2 feet wide.
Grey	V-shaped, two long galleries meeting.	Each is dice size x10 feet long, and dice roll x5 feet across.
Red	Roughly spherical, or at least blobby.	Dice size x2 feet across and dice roll x5 feet high.
Green	Flat and vertical, a long deep chasm.	Dice size x10 feet high and long, dice roll x2 feet wide.
Blue	A long gallery, not very wide or tall.	Dice size x10 feet long, dice roll x5 feet high and wide.
Yellow	X-shaped, two long galleries crossing.	Each is dice size x10 feet long, and dice roll x5 feet across.
Brown	Bowl-shaped, with a flat roof.	Dice size x10 feet wide, and dice roll x5 feet high
Purple	Bell-shaped, with a flat floor.	Dice size x5 feet wide, and dice roll x5 feet high.
Orange	A flat plane, but sloped diagonally.	Dice size x10 feet across, dice roll x2 feet high.
Metallic	A cone, pointing sideways.	Dice size x5 feet long, dice roll x5 feet high at the highest.
Transparent	A long gallery, sloping diagonally.	Dice size x10 feet long, dice roll x5 feet high and wide.
Other	Y-shaped, three long galleries meeting.	Each is dice size x10 feet long, and dice roll x5 feet across.

Table 50: Chambers in Uninhabited, Mundane Limestone Caves

Dice	The chamber...
1	...is empty and spacious, containing only damp, smooth rock and detritus.
2	...has running water trickling across the floor, possibly dripping down from long stalagmites that hang from the ceiling.
3	...contains a large, deep pool of water, but there is some dry space above the water level.
4	...is infested with bats, or vermin; spiders, crabs or something other sort of small animal. Probably dangerous if riled up.
5	...is currently inhabited by some dangerous, territorial creature, such as a bear or lion. The chamber will have a trickle of running water if any adjacent chambers do.
6	...is inhabited by a pack of dangerous creatures such as wolves or hyenas, containing signs of their presence and perhaps one or more of the predators themselves. The chamber will have running water if any adjacent chambers do.
7	...has a deep pit in the centre, with narrow ledges around the edge that characters must balance on. If an adjacent chamber has water in it, it will flow into this chamber and disappear down the pit as a waterfall.
8	...is the lair of gigantic vermin such as spiders, centipedes or crabs. The chamber will have running water if any adjacent chambers do.
9	...contains some horrible dangerous slime.
10	...has water running into it from adjacent corridors, forming a swift-flowing, turbulent stream.
11	...has water running into it along a swift stream, and has deposited large amounts of animal bones here.
12	...contains sucking quicksand.
13	...has some sort of dangerous fungus growing in it, with small mushrooms across the floor and spores hanging in the air.
14	...has huge mushrooms the size of trees growing in it; their spores may or may not be dangerous.
15	...is at risk of cave-ins. It is obviously unstable, with the roof supported only by thin pillars, and rubble where it has already begun to collapse.
16	...contains a pool or stream of water that has taken on magical qualities.
17	...is the lair of a strange supernatural monster such as a basilisk or huge wurm.
18	...contains a seam of some valuable stone, such as flint, haematite, chalk or amber. The chamber will have running water if any adjacent chambers do.
19	...is the lair of some non-animal monster such as mycelids or oozes.
20	...contains a pocket of some dangerous gas.
Over 20	...contains the fossilized remains of some huge, primeval beast. The chamber will have running water if any adjacent chambers do.
Not a number	...contains a deep pit leading down to the Underworld. There are few handhold, and the pit is over 100 feet deep. There will only ever be one chamber leading to the Underworld (the one closest to the centre of the page); the rest are dead ends.

Table 51: Detail in limestone caves

'Pip' colour	Detail
Black	Large stalagmites
White	Large stalactites
Red	Shelves of organic flowstone.
Green	Pillars where stalagmites and stalactites meet.
Yellow	Sticky mud underfoot.
Metallic	A jumbled mess of stalagmites and stalactites.
No colour	Long draperies of stalactites fused together.
Other	Tracks or spoor from a nearby monster.

Table 52: Chambers in Recently Inhabited Caves

Dice	The chamber...
1	...is empty and spacious, containing only damp, smooth rock and detritus.
2	...has running water trickling across the floor, possibly dripping down from long stalagmites that hang from the ceiling.
3	...contains a deep pool of fresh drinkable water, and the scattered remains of drinking vessels and water-skins.
4	...was once sleeping-quarters, and contains the remains of bedding and a fire. Roll on table 61 for some loot.
5	...was once used to store food. Most of it has rotted into uselessness, but roll on table 61 for what's left.
6	...was once used for preparing tools. There are shards of good workable stone here, and also roll on table 61 for some more loot.
7	...is currently inhabited by some dangerous, territorial creature, such as a bear or lion. The chamber will have a trickle of running water if any adjacent chambers do.
8	...is inhabited by a pack of dangerous creatures such as wolves or hyenas, containing signs of their presence and perhaps one or more of the predators themselves. The chamber will have running water if any adjacent chambers do.
9	...has a deep pit in the centre, with narrow ledges around the edge that characters must balance on. If an adjacent chamber has water in it, it will flow into this chamber and disappear down the pit as a waterfall. Past inhabitants used it to dispose of their trash; the bottom will be full of crap, and roll on table 61 for some more stuff to be found.
10	...contains a seam of some valuable stone, such as flint, haematite, chalk or amber. The chamber will have running water if any adjacent chambers do. Most of it has been mined already.
11	...was once used as a magician's sanctum. There are d6+2 spells of random level recorded on the walls.
12	...is at risk of cave-ins. It is obviously unstable, with the roof supported only by thin pillars, and rubble where it has already begun to collapse.
13	...contains a pool or stream of water that has taken on magical qualities. There are signs that this was in common use. Roll on table 61 for what's still here.
14	...contains d6+1 corpses huddled together, with signs of how their died. Roll on table 60 for what's on each body.
15	...has some sort of dangerous fungus growing in it, with small mushrooms across the floor and spores hanging in the air.
16	...contains some horrible dangerous slime.
17	...is the lair of an undead monster such as a pack of ghouls.
18	....was a magician's private room. There are d4 spells of random levels on the walls, and roll on table 63 for the results of their experiments.
19	...is the lair of an unnatural monster that has moved in, such as a basilisk or swarm of vermin.
20	...contains a magnificent throne made of bones. This is where the tribe's leader held court. Roll on table 60 for his accoutrements and on table 61 for what else is here.
Over 20	...is haunted by something, either dead residents or some entity connected to them or their demise.
Not a number	...contains a deep pit leading down to the Underworld. There are handholds carved into the stone walls of the shaft or wooden spikes driven in, and the pit is over 100 feet deep. There will only ever be one chamber leading to the Underworld (the one closest to the centre of the page); the rest are dead ends.

Table 53: Detail in Recently Inhabited caves

'Pip' colour	Detail
Black	Footprints; either in mud, or from blood or paint
White	Detritus from food; shells, bones and so on.
Red	Scattered human bones.
Green	Poorly-done cave art, little more than graffiti.
Yellow	Signs of violence; claw marks and bloodstains.
Metallic	Signs of children; little shoes and bits of toys.
No colour	Scorch marks; there was a BIG fire here.
Other	Bits of wood and bone, the remains of crafting.

Table 54: Chambers in Caves Stuffed With Corpses

Dice	The chamber...
1	...is empty and spacious, containing only damp, smooth rock and detritus.
2	...has running water trickling across the floor, possibly dripping down from long stalagmites that hang from the ceiling.
3	...contains a deep pool of fresh drinkable water, with a corpses weighed down at the bottom by rocks.
4	...has niches carved in the walls, each containing a skull.
5	...is piled with scattered bones in one corner.
6	...is inhabited by a few feral undead among scattered corpses; mere mindless skeletons, perhaps.
7	...is currently inhabited by swarms of vermin such as rats, spiders or crabs.
8	...has a set of vicious traps hidden among scattered bones to deter intruders.
9	...has a deep pit in the centre, with narrow ledges around the edge that characters must balance on. The bottom contains a single corpse, and scratch marks on the walls indicating that they tried and failed to climb out.
10	...contains a pool of water with some magical property.
11	...contains the body of a dead magician, and their effects. Roll on tables 60 and 63 for what's still here. There are d6+2 spells of random level recorded on the walls.
12	...contains 2d6 bodies, each buried under a cairn of loose rocks. Roll on table 60 to see what's on each.
13	...is at risk of cave-ins. It is obviously unstable, with the roof supported only by thin pillars, and rubble where it has already begun to collapse.
14	...contains some sort of magical construct tasked with defending the location.
15	...contains a shrine against one wall. A small altar, a bowl and an ominous knife. Bloodstains everywhere. Rope. Painted images of some horrible godlike being. Also roll on table 63.
16	...has cracks in the ground, from which some dangerous gas seeps out.
17	...is the lair of a powerful undead monster, such as a vampire.
18	....is where bodies are prepared for burial. There's a slab to work on, some stone tools, lots of ominous bloodstains, and roll on table 61 for what else is here.
19	...is infested with some sort of dangerous fungus or slime.
20	...contains a magnificent tomb, with the body of some once-mighty hero. Roll on tables 60 and 63 to see what they were buried with.
Over 20	...contains a false tomb, made to look like it could be full of valuables. If opened up, it's actually a trap designed to punish tomb-robbers!
Not a number	...contains a deep pit leading down to the Underworld. There are handholds carved into the stone walls of the shaft or wooden spikes driven in, and the pit is over 100 feet deep. There will only ever be one chamber leading to the Underworld (the one closest to the centre of the page); the rest are dead ends.

Table 55: Detail in corpse-filled caves

'Pip' colour	Detail
Black	Human teeth scattered about.
White	Paintings on the walls depicting living people.
Red	Chisel-marks and signs of excavation.
Green	Disarray where the room has been looted already.
Yellow	Finger-bones scattered about.
Metallic	Ashes from a fire.
No colour	A few bones hung from the ceiling by cords.
Other	Any bones here are child-sized.

Table 56: Chambers in Serpent-folk Ruins

Dice	The chamber...
1	...is empty and spacious, containing only damp, smooth rock and detritus.
2	...contains nothing but rubble. Skilfully carved rubble, but just rubble.
3	...contains a deep pool of fresh drinkable water, with a corpses weighed down at the bottom by rocks.
4	...has had coloured tiles set into the walls, depicting the serpent-folk being their normal horrible selves. Also roll on table 62 for what's been left here.
5	...is piled with scattered bones of Morlock slaves. Roll on table 61 for anything useful they might have had on them.
6	...is inhabited by a construct or two, their programming degraded, but still functioning after aeons in the dark.
7	...is currently inhabited by swarms of squamous vermin such as toads or serpents.
8	...has a set of vicious traps hidden among scattered rubble to deter intruders. Also roll on table 62 for what's been left here.
9	...contains the broken remains of stone furniture. Ornately carved, sized for things bigger than humans, horrible looking. Also roll on table 62 for what's been left here.
10	...contains a pool of water with some magical property.
11	...contains an altar to a horrible serpent-folk deity. An ornately carved stone slab, with metal restraints, a metal sacrificial knife, and lots of dark bloodstains. It's haunted. Also roll on table 62 for what's been left here.
12	...contains an altar to a horrible serpent-folk deity. An ornately carved stone slab, with metal restraints, a metal sacrificial knife, and lots of dark bloodstains. It's not haunted, thankfully. Also roll on table 62 for what's been left here.
13	...contains a metal cage, half buried in detritus, with a Morlock skeleton in it.
14	...has had all stone turned to glass by some titanic explosion. Dark stains might once have been people.
15	...has some sort of dangerous fungus growing in it, with small mushrooms across the floor and spores hanging in the air.
16	...has cracks in the ground, from which some dangerous gas seeps out.
17	...contains a pool of magma, besides which the serpent-folk used to bathe.
18	...is choked full of rubble and detritus. Hard to move through. Dangerously unstable.
19	...is infested with some sort of dangerous fungus or slime.
20	...contains a the corpse of one of the long-dead serpent-folk among the rubble. Twelve feet long, serpentine in form with vicious fangs. Roll on table s 62 and 63 to see what's with it.
Over 20	Contains d4 metal slabs among the rubble. Each has a random spell of random level recorded on it, just like the walls of a magician's sanctum.
Not a number	...contains a deep pit leading down to the Underworld. The pit is at least a hundred feet deep, with a spiralling staircase carved into the shaft walls. There will only ever be one chamber leading to the Underworld (the one closest to the centre of the page); the rest are dead ends.

Table 57: Detail in Serpent-folk Ruins

'Pip' colour	Detail
Black	Tiles in the ceiling and floor.
White	Signs of hasty tunnelling.
Red	Smashed pottery.
Green	Signs of violence; bloodstains and claw-marks.
Yellow	The corpse of a human explorer.
Metallic	Rocks scattered about that glow softly.
No colour	Cobwebs on everything.
Other	A layer of sediment over everything.

Table 58: Chambers in Volcanically Active Caves.

Dice	The chamber...
1	...is empty and spacious, containing only warm rock and debris.
2	...has cracks in the walls or floor from which steam issues in great clouds.
3	...contains a pool of bubbling, boiling water, alkaline and full of dissolved minerals.
4	...is a mess of jagged obsidian shards.
5	...contains a pool of magma in the centre, lighting the room with a bright glow.
6	...is inhabited by some bizarre monster that relies on the heat of the rock here.
7	...contains a shallow pool of water that periodically erupts in a huge geyser of steam and acid.
8	...contains conical vents that seep noxious gas into the surroundings.
9	...has cracks in the ground, from which some dangerous gas seeps out.
10	...contains a pool of water with some magical property.
11	....contains a pool of bubbling magma in which dwells some bizarre extremophile monster.
12	...has magma waterfalling down from the ceiling in a bright cascade.
13	...is a single huge geode, the walls made of sharp, glittering crystalline protrusions.
14	...contains a truly ancient undead monster.
15	...is filled with life. Extremophile shellfish, crabs, tubeworms, all clustered around chemical vents. Bursting with life. Writhing masses of vermin.
16	...contains some ancient construct, made of metal or crystal or obsidian, that tends to the magma and geological oddities like a gardener tends to plants.
17	...contains pockets of magma trapped beneath a thin crust of solidified dirt.
18	...contains a pool of water with some sort of magical property.
19	...is infested with some sort of dangerous fungus or slime.
20	...contains the statues of past explorers, turned to volcanic glass by heat or magic.
Over 20	...is haunted by some entity attracted here by the sheer heat and volcanic force.
Not a number	...contains a deep pit leading down to the Underworld. There are few handhold, and the pit is over 100 feet deep. There will only ever be one chamber leading to the Underworld (the one closest to the centre of the page); the rest are dead ends.

Table 59: Detail in limestone caves

'Pip' colour	Detail
Black	Bits of glittering black obsidian.
White	Yellow stains from sulphur.
Red	Bubbly pumice rocks.
Green	Soot and ash.
Yellow	Glittering crystals embedded in the rock.
Metallic	Bacterial mats that need the heat and chemicals.
No colour	Smooth basalt.
Other	Signs of excavation.

Table 60: What's on the Corpse? (roll a d20, a d12 and a d10)

roll	D10 (clothing)	D12 (weapons)	D20 (other gear)
1	Winter clothing and a waxed cloak.	A bow, a knife and ten arrows.	A torch, kindling and a tinderbox.
2	Winter clothing, gloves and boots.	A sling, ten bullets and a knife.	A rope, a mallet and wooden spikes.
3	Gloves and boots.	A stone-tipped spear.	Wood-working tools.
4	Just a helmet.	A two-handed club.	Stone-working tools.
5	Greaves, bracers and a helmet.	A stone axe.	A drill, chalk, string and pigments.
6	Winter clothing and a veil.	A spear, a bow and ten arrows.	A tinderbox, cord and a bag of pitch.
7	A veil, gloves and boots.	Just a knife.	A fishing-hook and line, and a basket.
8	A veil and jewellery	Just a stone knife.	Skis.
9	Cold weather clothing and jewellery.	A club.	A ten-foot pole and wooden spikes.
10	All the armour, a veil and jewellery.	A net.	A flute and some pigments and brushes.
11	-	A net and a knife.	A hammock.
12	-	A garrotte.	A needle and thread, and hooks and toggles.
13	-	-	Cooking pots.
14	-	-	An oil lamp, animal fat and a tinderbox.
15	-	-	A shovel, wooden spikes and chalk.
16	-	-	A healing kit.
17	-	-	A tent and a bedroll.
18	-	-	Rope and an oil lamp.
19	-	-	Beeswax, chalk and string.
20	-	-	A fishing-hook, line and ten-foot pole.

Table 61: What got left behind? (roll a d20, a d12 and/or a d10)

roll	D10 (materials)	D12 (resources)	D20 (equipment)
1	Flint	Preserved meat	A map to something interesting
2	Wax	Smoked fish	Bedding
3	Wood	Dried fruit	Tinderboxes
4	Amber	Tubers	Wood-working tools
5	Chalk	Honey	Stone-working tools
6	Bone	Nuts	Pigments
7	Ivory	Furs	Musical instruments
8	Leather	A random poison	Children's toys
9	Obsidian	A random drug	Cooking supplies
10	Resin	A random tonic	Clothing
11	-	Animal fat	A religious icon
12	-	Pitch	Jewellery
13	-	-	Clay pots
14	-	-	Divination tools
15	-	-	Sickle
16	-	-	Rope
17	-	-	False Teeth
18	-	-	A coracle
19	-	-	Fishing gear
20	-	-	Shovels and picks

Table 62: Serpent-folk Treasures

D20	Weapons and armour	Tools and possessions
1	A wobbly-bladed bronze knife. D4+2 damage	Steel shackles.
2	A gold sickle. D6+2 damage.	Surgeons tools. +1 to medicine rolls for surgery.
3	An iron flail. D8+2 damage. Ignores shields.	Idol of a horrible god. Contains a permanent bound spell.
4	A steel halberd. D10+2 damage. Two handed.	False tooth. Contains a random poison that can be injected.
5	A black-iron scythe. D12+2 damage. Two handed.	A vial or a random tonic. Used to be amazing, still pretty good.
6	A gold blowpipe and 10 darts. d4 damage.	A gold lantern, fuelled by oil.
7	A mechanical crossbow. D12 damage.	A silver staff of office with a spell bound into it. D12 charges left.
8	A gold sceptre with a combat spell bound in it. D6 charges left.	Bits of gold sculpture, gruesome horrible to look at.
9	A vial of a random poison. Used to be terrifying, still decent.	A bronze cup, still stained with blood on the inside.
10	A long bronze trident. D10+2 damage and reach like a spear.	An elaborate jade mask with a divination spell bound in. D6 changes.
11	Five throwing blades. D4+2 damage.	A set of bronze keys.
12	Chrome scalpels. D4+2. Good for torture.	An ink-pen.
13	A crown with a defensive spell bound into it. DG charges left.	A metal blindfold that bolts over a slave's face.
14	A huge bronze shield. +3 AC/	A false iron hand that moves when anchored to the right sinews.
15	A ring with a defensive spell bound in it. D6 charges left.	Horrible-smelling mineral-based incense.
16	Gold, gem-encrusted jewellery.	Nasty chrome hooks and probes. Good for torturing with.
17	Bronze greaves. +2 AC.	A silver and glass mirror, about the size of a human torso.
18	A chainmail shroud. +3 AC.	A length of metal chain.
19	Clawed gauntlets. +2 AC. Deals d4+2 damage when punching.	A set of jewellery with control-spells permanently bound in it.
20	A metal helm shaped like a scorpion. +2 AC. Scary looking.	A brazier and a set of metal branding irons.

Table 63: Magic Items (roll a d20, a d12 and a d10)

roll	D12 (form)	D12 (type)	D20 (theme)
1	Statuette	One use of a single spell.	Undead
2	Mask	One spell, can be used d6+1 times before running out.	Illusions
3	Wand	One spell that can be used 2d6 times before running out.	Plants
4	Staff	One spell that activates when the item is used, one time only.	Animals
5	Knife	One spell that activates when the item is used, up to d6+1 times.	Bugs
6	Helmet	Two spells, d6+1 charges that can be used to cast either.	Water
7	Lamp	One spell, activates on use every time you use the item.	Stone
8	Amulet	One spell activates on use every time and another has a permanent effect.	Fire
9	Musical instrument	One spell, that has a permanent effect.	Ice
10	Piercings	Two spells, each has a permanent effect.	Weather
11	Bowl	-	Scrying
12	Shroud	-	Magical Energies
13	-	-	Travel
14	-	-	Mind Control
15	-	-	Healing
16	-	-	Sickness
17	-	-	Curses
18	-	-	Combat
19	-	-	Protection
20	-	-	Shapechanging



The light fell upon the cave,
filling it with deep pools of shadow and illuminating the bizarre formations of stone within.

The stalagmites all resembled people under a shroud of stone,
as if they had been frozen in place and slowly, over the millennia, the steady dripping of water had coated them in lime until they were fused with the cave itself.
Dozens of them, of all ages and sorts. Men, women, children. Skeletal corpses and angelic winged beings and bizarre half-human creatures.

Could this be a protect of mere time and chance, or were these actual people trapped within the stone?
And if so, how had they come to be that way?

As we pondered these questions, there was a scuttling movement in the shadowed recesses of the cave.

The Underworld

Some caves contain entrances to the Underworld, a huge network of interlinked caves far below the earth's surface. Here, there are miles of caverns that twist and wriggle together in the depths of the earth, inhabited by human-like morlocks and strange creatures that predate humans.
When the underworld is entered from a set of surface caves, you'll want to generate a rough map of what's there. This works very similarly to generating small cavern complexes from the surface, but maps out a whole expanse of underworld: each dice is a small complex like those generated on page 121.

To do this, first take a large sheet of blank paper that will form the basis of the map. This roughly correspond to the map of the surface wilderness in terms of distance and position. Then, take a handful of dice – it doesn't matter which type, so long as there's a variety there – and drop them onto the map. Since you know where your initial entrance is in relation to the surface, select another dice without looking, roll it and place it with that side up in a position corresponding to where it is on the surface. If there are multiple entrances, do this for each of them.

Where each dice lands will be a complex, with the number rolled determining what's in there. More common features have lower numbers, so more dice can potentially roll them. The size of the dice indicates the size of the complex, with d4s being small and simple (maybe only four small chambers) and d20s being huge and complicated (with twenty or more chambers, some of dramatic size). Circle the dice, and note down the number rolled, and what size and colour dice rolled it, on the paper.
The layout and contents of the complex once it is reached are determined by the same method as for surface caves, as detailed on page 121.

Once this is done, connect each complex to one or more nearby complexes with a line for the passageways. The colour of the dice at either end determine the properties of the passage-way. Look them up on table 65. The colour of the dice higher up the page determines how large the passage is: the colour of the dice lower down the page determines what it's particular nature is.

If additional entrances are found in play, then look at your underworld map and compare it to your surface map. The closest complex in your underworld to the entrance's location on the surface is where that entrance will lead; you can retroactively add them in.

Exploring the underworld is comparable to exploring landscapes on the surface. Whilst exploring the underworld, a few things will be very different to the surface.
Random encounters are made when entering a new area, twice a day when travelling or camped, and whenever the party make a noise or disturbance significant enough to attract attention.
There is no weather, but particular environments might have conditions comparable to surface weather. Some areas might be damp due to running water or high humidity in the air. Away from the sun's light, it's common for areas of the underworld to be very cold. Other areas are heated by geothermal activity, and so be comparable to hot weather.
Foraging for food is largely impossible as very little lives down here. Trace amounts of fungi and insects can be found, but a Foraging skill roll down here takes a –2 penalty to the skill chance. However, there is stone in abundance, and foraging rolls can be made as normal to find valuable stones such as chalk, amber and flint.

There is little life down here, but there is some. Rivers depositing organic detritus from the surface, geothermal vents and chemically volatile mineral deposits form sources of food for moulds and fungi, and ecosystems of vermin and blind wriggling things feed on this. People are rare—mostly crawling tribes of morlocks and magicians and mystics who have fled the surface—but other life-forms create their own approximations of intelligence and can dominate the most valuable sources of food and magic as well as any mortal tribe.

Table 64: Cavern complexes in the Underworld

Dice	The complex is...
1	Mundane limestone
2	Mundane limestone
3	Mundane limestone
4	Mundane limestone, but completely flooded
5	Empty limestone that is no longer geologically active.
6	Mundane limestone, but infested with some sort of monstrous vermin in huge numbers.
7	Mundane limestone but infested with fungi and slimes.
8	Long abandoned by humans, something horrible drove them out.
9	An abandoned complex that was once home to a tribe of Morlocks.
10	The home of a tribe of subterranean Morlocks.
11	An abandoned tomb.
12	Volcanically active caves.
13	Serpent-folk ruins
14	The burrow of a huge subterranean monster.
15	An ancient shrine.
16	The home of some old magician that is no longer mortal.
17	Volcanically active and inhabited by something old and strange.
18	Abandoned mines
19	A preserved (though still empty) serpent-folk facility.
20	A mass grave following some subterranean calamity.
Over 20	The heart of a confederacy of Morlocks and other strange underground beings.
Not a number	The resting place of an ancient, sleeping Aboleth (which probably looks a lot like serpent-folk ruins, but with fish motifs instead of snake motifs)

Table 65: Passages between complexes

Dice Colour	Passage Size (upper dice)	Passage Type (lower dice)
White	2 feet across	Empty stone, once carved out by a subterranean stream..
Black	3 feet across	A trickle of flowing water along an otherwise dry passage.
Grey	4 feet across	Deliberately carved by people at some point in the past.
Red	5 feet across	A deep river with only a few feet above the water, slow flowing.
Green	6 feet across	A huge crack, far narrower than it is tall.
Blue	7 feet across	Filled with water, with pockets of trapped air five minutes or more apart
Yellow	8 feet across	An empty strata, wide and flat but not very high.
Brown	9 feet across	A gushing torrent of churning, fast-flowing water.
Purple	10 feet across	The burrow of some huge beast.
Orange	11 feet across	A tortuous, winding passage that twists back on itself
Metallic	12 feet across	Empty stone, now filled with rubble and detritus.
Transparent	15 feet across	A hollow lava-tube that once held flowing magma.
Other	20 feet across	Rocks forced apart by huge roots.

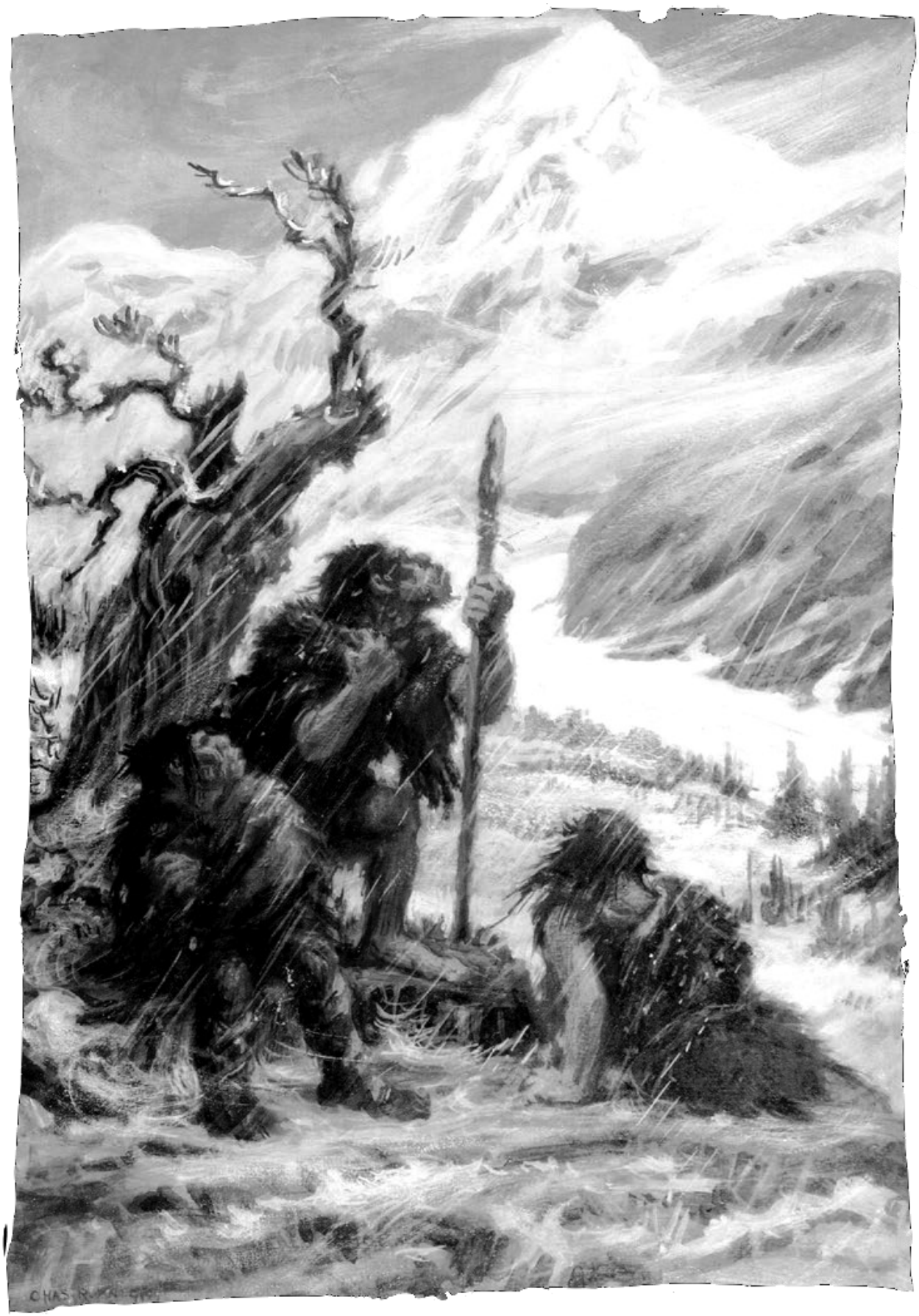


"She took a deep breath and stepped into the darkness, where strange voices whispered and distant winds howled.

She became certain that there was something in the dark behind her: something very old and very slow.

Her heart beat so hard and so loudly she was scared it would burst out of her chest. She closed her eyes against the dark."

— Neil Gaiman, Coraline



The Wilderness

Travelling across the wilderness can be represented using a map divided into squares Each square is perhaps six miles across, and can be simplified to have a single dominant terrain type. Each may also have one or more unique features. These features might be a band of people living there, an unexplored cavern system, sites of magical power or unusual terrain features.

For each day of travelling, the GM should either select appropriate weather for the terrain and season, or else roll random weather conditions (on table 14) for the day. Allowing every day to be comfortable makes the business of surviving far too easy.

Parties travelling across the landscape move at the speed of the slowest member. If each square is six miles across, then it would take a severely encumbered individual a day to move from one square to the next. If the slowest member is moderately encumbered, two square can be covered in a day; and if the slowest member is unencumbered, three squares can be covered in a day.

Some squares will be difficult to move across, such as swamps and mountain ranges, in which case travel takes twice as long. Like-wise, if the party are foraging for food as they move, they will also take twice as long, and if the party are trying to avoid attracting attention they take twice as long to travel. If movement times are doubled twice (because the party are foraging across difficult ground, for example) then travel takes three times as long. Likewise if movement times are doubled three times, then travel takes four times as long.

When travelling across country, players need to track the amount of food and water they're carrying and consuming, bearing in mind that a single water-skin has enough water for one day, and a character needs at least 1 meal a day. It's also important to remember that each meal or water-skin carried will weigh the character down a little more and potentially result in the party travelling slower.

Travel over hazardous terrain

Certain terrain types present a challenge to travellers, slowly wearing down at character's resources or potentially putting them at risk of injury. When characters enter dangerous terrain, you should make it clear to them what danger they're in from their surroundings, and give them the chance to turn back (although if they're being followed or there are other dangers behind them, that might also be a problem). If they press ahead, then there are different dangers they might face, given below.

Avalanches and Landslides

An area prone to avalanches can be safely navigated if everybody present makes a successful Save against Hazards. If at least one person fails, then an avalanche occurs. Treat this in a similar way to a cave-in, dealing between 2d6 and 20d6 (depending on the scale of the thing) damage to those caught in the path of the landslide. 5d6 is about average damage. In addition, those caught in the path must make a Save versus Hazards, or else be buried under snow or rubble.



Moving through Swamps

Characters who are forced to wade through standing water risk their feet and gear rotting from the damp. Each hour every character makes a Save against Poison; if they pass they are fine for the day. If failed, they can either put a notch on their boots (if they are wearing any), or else become infected with Foot Rot.

Foot rot is a disease with an incubation time of an hour. The save interval is a day. A character infected with foot rot does not heal flesh by sleeping, and instead takes a point of dam-age to flesh every night.

Swamps are also a prime location to find various slimes and spores, as detailed in the chapter on Caves.

Navigating Dangerous Mountains

Some mountainous areas are hazardous to move across. Use the following method to cover the entire process of a day's travel.

Each character makes an Athletics skill roll. They can make use of any of the following items to aid them in the process: a length of rope, a batch of wooden spikes, a set of stone-working tools, a pair of skis. Other than these, players can use other items only if they have a particularly smart explanation for why they'd be useful. Using an item in this way puts a notch on it. For each item used, the character gets +1 to their skill chance for the roll.

If the roll fails, there is some sort of accident. The character takes a dice of damage and must roll a for equipment breakage for every item used. The size of the dice varies, from d4 for the most safe passes to d12 for the most dangerous.

Getting Lost in the Forest

Woods, swamps, fields of jagged rock and some mountainous areas can be tricky to navigate effectively, particularly if the canopy or cloud cover hides the sky from view. In a particularly confusing area without landmarks, if the party are travelling through unfamiliar territory without a map, or similar, they risk becoming lost.

Have the party decide who's navigating; typically this will be the character with the best Tracking skill. This character should make a Tracking skill roll for the day's navigation. Success indicates that they travel as desired and move across hexes On a failure the party are lost (and know it). As they backtrack, search for landmarks, and go round in circles they remain in the same square until another attempt at finding a path can be made the next day.

Quicksand and Other Dangerous Bogs

In some waterlogged terrain, there's a serious risk of sinking into the mud and being unable to surface. The same cane apply to dust and ash, or deep snowdrifts; anything fluid enough to sink into but heavy enough to make getting out difficult.

When navigating areas with these features, a Save vs Hazards can be made to avoid setting foot on dangerous ground. If failed, the process follows all the normal rules for drowning, with Athletics skill rolls to surface.

Toxic Plants

Some plants might fill the air with large numbers of toxic spores, pollen or similar. These follow the same rules as spores found in caves, but likely cover much larger areas. Whole swathes of forest might be largely impenetrable due to the miasma that the trees seep into the air.

Similarly, dangerous slimes exist on the surface, particularly in wetland environments. Again, these function like the slimes in caves, but might be found over much larger areas and thoroughly warp the ecosystem through their presence.

Random Encounters

Each terrain type on the map should have a random encounter table written up for it. When the party moves into a new square, roll up a random encounter to see what they find there. Some squares may have different encounter tables to their neighbours if they have unusual inhabitants.

There is a chance of a random encounter shortly after sunrise and shortly before sunset, as animals are more active around these times. Similarly, when the party move to a particularly high traffic area (such as rivers, the areas around large cavern complexes and mountain passes), there is a chance of random encounters. This chance varies, from 1 in 6 for the most barren areas, to 5 in 6 for the busiest areas. If the party are travelling with care to avoid encounters, then reduce the encounter chance by 1 in 6 (like with skill rolls, a 0 in 6 chance will come up on a roll of double 1s on two dice).

At night, divide the night into three watches. There is the same chance for an encounter as during the day. Unless somebody is on watch the monsters will be able to get to the party without any resistance, which could go badly for them. If the campsite is well hidden, the chance of an encounter may be reduced by 1 again.

Adding Detail

No area of the wilderness is identical, and the world will come vividly to life if each square's terrain is described in some level of detail. You may want to plan out some key locations ahead of time, particularly those squares containing caves (and other adventure sites) or with tribes of people living in them.

However, for most squares on the map, you won't have planned things out in as much de-tail. To this end, there are a number of tables provided that create a little random detail for various terrain types. Work these details into your description as your players travel, and the wilderness will seem that much more immersive.

To use these tables, select the table best matching the terrain type and roll three dice; a d8 for the overall landscape, a d10 for the wildlife and a d12 for the weirdness in the area. For each, read the appropriate column to see what it results in.

The descriptions given need not be slavishly followed or read out to players word for word; they serve instead as a starting point to improvise from. You may want include special features or to alter random encounter charts based on the results.



Exploring in More Depth

Eventually, players will settle into a square and start to explore it in more detail, searching for every resource they can find. The overall terrain will be roughly homogenous, but need not be completely so, particularly if it's next to a different terrain type. You might have, for example, a square of pine woodlands with a marsh to the north. You could have the land shift from pine forest to a more wet forest, with standing water and clumps of willow trees, in the north edge of the square. This idea can be extended, with the square divided into five rough sections; a central area with terrain that is typical of the hex, and then four areas on each border with terrain that blends into that of its neighbour. If you need to randomly determine where in the square a particular resource is, roll a d6. 1 or 2 is the central section, and 3 to 6 each correspond with an edge section.

Each square is likely to contain particular features that players are likely to look for. Most importantly, there will be water sources. In marshland, the whole terrain has water, the only challenge is making it safe to drink. Other than this, you can expect a square to contain somewhere between d4 and d12 significant water sources (such as small creeks, ponds, springs and so on). The higher up the land is, the smaller the size of the dice will be. As well as these, players might be able to find smaller stagnant puddles, melt snow, or dig wells. Doing so will likely require a foraging roll, and may risk making the drinker ill.

When a player looks for resources that are likely to exist in particularly small amounts, such as uncommon rocks, plants suitable for herbalism, and so on, there will likely be limited resources available. Sometimes, the surrounding terrain is likely to simply not feature the resource being hunted for. In this case, there is a chance (ranging from 1 in 6 for very unlikely to 5 in 6 for a reasonable chance) that the local terrain includes the resource being looked for. The number rolled on the dice is how many separate sources of the resource there are; how many veins of flint of plants with alchemical properties.

Some resources will be even rarer; an area of tar pits will be a terrain feature on the map in its own right that characters will need to navigate their way towards.

As player characters explore within a square, they will likely encounter various features within it. Any of the following might be pre-sent;

-The skeletal remains of a huge dead monster.
-A pool or spring where the water has magical properties (as for unusual water in cave systems).
-Plants or mushrooms that release poisonous spores (as for spores in cave systems).
-An infestation of some dangerous slime (as for slimes in cave systems).
-The ruins or remnants of an abandoned camp.
-The bodies of dead humans or Neanderthals, either recently killed or left here some time ago.
-An obvious landmark such as a strange rock formation, a single huge tree, or something similar.
-Signs of some magical ritual recently per-formed.
-The lair of some horrible predatory monster.
-An area such as an island, thicket or raised plateaux that can be easily defended if used as a campsite.

Pick a few of these and scatter them through the square for interest, allowing the party to find them as they explore the area in more detail.



"She was wiser by far than any short-lived human, but she had not the slightest idea of how like a child she seemed beside these ancient beings. Nor did she know how far their awareness spread out beyond her like filamentary tentacles to the remotest corners of universes she had never dreamed of; nor that she saw them as human-formed only because her eyes expected to. If she were to perceive their true form, they would seem more like architecture than organism, like huge structures composed of intelligence and feeling.

But they expected nothing else: she was very young."

— Philip Pullman, The Subtle Knife

Table 66: Detail in the Plains

Roll	Landscape (d8)	Wildlife (d10)	Weirdness (d12)
1	Flat grassland, dotted with skeletal birch trees and patches of gorse.	Herds of horses flitting across the landscape, skittish and wary of predators.	Huge stone monoliths, covered in moss, jutting out of the ground like grasping fingers. Swirling carvings can just about be made out on their surface.
2	Low scrub, with brambles and thickets of trees here and there.	The sound of songbirds underneath a bright, wide sky.	Skulls - both animals and people – impaled on wooden spikes. Any locals claim not to know who puts them there.
3	A desolate plain, with stony ground covered in moss and stunted grass.	Scattered herds of Bison, but only a few. There are, however, the bones of dead bison scattered everywhere; something happened here.	Gigantic bones, far bigger than any mammoth, lie in piles here and there, with ferns and weeds growing between them. Some look human (if many sizes too large), others decidedly inhuman.
4	Rolling hills, with swathes of grass waving in the breeze in the valleys and ridges covered with half-melted snow.	Flocks of birds swirling in the sky in their thousands, their chattering songs blur-ring together to sound like a storm.	Footprints in soft earth and snow, with too many or too few toes, that appear and disappear again seemingly without cause.
5	A flat expanse of thin snow, with moss and lichen below and tufts of grass here and there.	Huge herds of reindeer trudging across the landscape.	Tiny gemstones, no bigger than a thumbnail, scattered and lying glittering in the dirt.
6	Scattered stands of pine, birch and thorn trees, with sparse, dry grass-land in between.	Hares and rabbits, and other small furry things, peering out from every bush and tuft of grass, with their little burrows everywhere.	Dead animals, their rotting bodies still moving jerkily, mingle with the living herds.
7	Rich swathes of grass-land, dotted with bright wild flowers.	Snakes and lizards sun-basking on rocks, their shed skins glittering beside them.	Some huge horrible predator, maybe a scaled white wyrm with smoke belching from its gullet, makes its lair here.
8	Snow lying in the lee of scattered boulders, in a wide plain of low grass and weeds.	Flocks of butterflies hanging in the air in brilliant clouds of colour.	Inexplicable scorch marks, and swathes of ground with nothing but cinders.
9	-	The howls of wolves echoing around the plain at night.	Somewhere here, there‘s a single standing stone, hundreds of feet high. Birds nest on its flanks, and on the top is a flat surface stained with old blood.
10	-	Vultures and other carrion-birds circling in the sky, descending here and there to feast on a carcass.	A pack of monsters, perhaps jackals with shining red fur and burning embers for eyes, hunts here.
11	-	-	Little blue mushrooms grow every-where here, as common as thistles in all seasons.
12	-	-	Sometimes, plants move in the breeze even when no wind is blowing.

Table 67: Detail in the Forest

Roll	Landscape (d8)	Wildlife (d10)	Weirdness (d12)
1	Ancient masses of oak and beech, their leaves blotting out the sunlight.	Skittish red deer peering between stands of tree-trunks.	Scattered among the trees, there are stands of huge mushrooms, their stalks as thick as tree-trunks.
2	Row upon row of tall, straight pine trees, eerily neat and even in their regularity.	The twittering song of birds, and occasional flashes of colour as they flit from branch to branch	Here and there, there are places where the trees have been smashed aside by some huge beast.
3	Tangled thickets of birch and hazel, with lush growths of ferns and foliage between them.	Insects, worms and other tiny vermin in huge abundance, crawling over every surface.	A swirling fog rises from the damp earth, and strange creatures creep out to hunt under its concealment.
4	Old, half rotted oak trees, their leafless branches covered in hanging moss and vines.	At night, huge flocks of bats swirling between the trees as they hunt.	The trees here move about when nobody is watching, and paths through the woods re-arrange them-selves every night.
5	Willow and poplar trees growing out of water-logged soil.	Beavers have built a dam across a small creek here, and part of the forest is flooded with shallow, fresh water.	The trees have dark crimson leaves, and when their bark is cut the sap that seeps out is red and smells like blood.
6	Ivy and other vines growing over stunted trees.	Thick spider-webs hang between the trees here.	Distant lights flit between the tree-trunks at night.
7	Verdant swathes of fruit-bearing trees, their fruit forming a sticky rotting mass where it falls to the ground.	There‘s bracket fungi and toadstools growing everywhere on dead wood.	Tree trunks form patterns that look oddly like faces, and branches come to resemble grasping limbs.
8	Old pine and spruce trees huddled together, with thin mist coiling around their trunks.	Tiny dead animals - the victims of hunting shrikes – skewered on thorns.	Somewhere, there is a clearing containing a circle of brightly polished standing stones. No plants grow within the circle, and no animals will approach.
9	-	The trees have papery white wasps nests nestling among their branches, and wasps flit through the air.	Some horrible creature makes its home beneath the roots of the trees, an oozing amorphous thing that slithers out at night to feed.
10	-	Herds of wild pigs, rooting through the dirt.	Here and there, animal bones are hung from the trees like charms. When the wind blows, they knock together like clacking wind-chimes.
11	-	-	There‘s a clearing somewhere here where, every full moon, wild beasts flock there and savagely attack one another, and their spilled blood has stained the earth red.
12	-	-	The trees here produce fruit that‘s somehow wrong - dark and leathery and pungent – that begins to rot whilst still on the branch.



Table 68: Detail in the Wetlands

Roll	Landscape (d8)	Wildlife (d10)	Weirdness (d12)
1	A flat expanse of knee-deep water, with reed in clumps here and there.	The buzz and whine of stinging, biting insects hanging in the air.	Corpses, perfectly preserved without any sign of rot, can be glimpsed at the bottom of the water, staring blankly back.
2	A network of wriggling creeks and sandbanks that shifts with the tides.	Wriggling leeches and other horrible rubbery things lurking beneath the water's surface.	When blood is spilled on the water, the whole pool or creek slowly turns red, as if far more than just one creature was bleeding into it.
3	Thick, peaty bog with a layer of moss and weeds growing over the black muck.	Wading birds with legs like stilts stalking fish, their heads darting into the water to feed.	A creeping mist hangs over the water, and indistinct shapes move about in it.
4	An expanse of shallow lagoons, with stunted, twisted willow trees growing at the water's edge.	The croak and growl of amphibians lazily regarding explorers.	Large, black lotus flowers grow on the water here, and their scent hangs enticingly in the air. The lotuses taste even better than they smell, too.
5	Stands of tangled trees growing between expanses of still water.	Crayfish and crabs scuttling through the shallow water and occasionally venturing onto the land.	Here and there, there are the shells from shellfish bigger than horses, half buried in the mud or emerging from the water.
6	Flat expanses of sucking mud, with thickets of vegetation here and there.	The cries of gulls circling above in huge flocks.	Somewhere here, there is a single rocky island, covered in birds nests and guano. No plants grow on this island, and the birds have a vicious, evil glint in their eyes and a taste for blood.
7	Deep ditches of brackish water between islands cramped with plant life that hangs over the creeks.	Glittering shoals of fish darting past under the water's surface.	Somewhere here, a swarm of strange vermin have their colony. The husks of their victims – drained of their fluids and hollowed out – can be found in the undergrowth, crawling with insects.
8	Flat, waterlogged grassland with shallow ponds scattered about.	Huge dragonflies and other bugs flitting about in sudden flashes of colour and movement.	In some places, an iridescent sheen of swirling colours plays over the surface of the water. Animals won't go near this water, and no plants grow there.
9	-	Herds of prey animals wallowing in the swamp, with ambush predators waiting for them to come close enough to strike.	Some sort of fungus grows here in abundance. It infects animals, with tiny mushrooms growing from their flesh, and where they die, great clumps of fungi sprout from their corpse.
10	-	Eels sullenly wriggling through the mud and murky water, occasionally slithering across a wading explorer's legs.	The water is swarming with tiny parasites. If they get into the bodies of living creatures, they alter its behaviour to be-come incredibly aggressive, incapable of feeling pain or fear.
11	-	-	Occasionally, living things fall from the sky here, and the quiet is punctuated by the occasional 'plop' of a fish or frog landing in the water.
12	-	-	Some of the plants here are always covered with a layer of delicate frost, and cold to the touch, even in the height of summer.

Table 69: Detail in the Highlands

Roll	Landscape (d8)	Wildlife (d10)	Weirdness (d12)
1	Rugged, nearly vertical rock faces with only winding ledges and to easily travel along.	Goats and sheep scrambling across the slopes in search of food.	The mountain seems to have a cruel intelligence. Landslides, poor weather and avalanches try to block off attempts to scale the mountain.
2	Loose slopes of scree and rubble, with weeds and brambles growing between the rocks.	Circling eagles in the bright sky searching for prey.	The rock faces here show veins of glittering blue-green gems that glow faintly in the dark.
3	Stunted pine and birch stands clinging to the slopes of rocky outcrops.	The cry of wolves echoing between the peaks at night.	The snow has splattered red blood soaking into it here and there, even though there‘s no tracks or signs of a struggle.
4	Low, rolling hills with deep canyons and gorges carved between them.	Herds of small deer isolated in the valleys.	Small creatures sometimes fling themselves off the tops of cliffs, for no discernible reason, and plummet to their deaths.
5	Jagged, knife-blade peaks and rough valleys filled with tangled vegetation.	Great chattering flocks of birds nesting on cliff ledges.	There are seashells scattered among the rocks here, although this is far above sea level and nowhere near any body of water.
6	Large, brooding mountain ridges surrounding broad, flat glacial planes.	The cries of gulls circling above in huge flocks.	One valley here is filled with a sickly creeping yellow vine that grows over everything.
7	Softly sloping peaks, covered with deep drifts of snow and ice.	Lean, hungry jackals stalking across the rough ground as they scout for prey.	The clouds swirl constantly around one particular mountain peak, shrouding it in rain and snow. The flash of lightning and rolling rumble of thunder emanates from this permanent storm.
8	A high plateau, surrounded by cliffs and steep slopes, and capped with ice and snow.	Great horned beasts in herds, their shaggy hides protecting them from the biting wind.	Jagged spikes of ice taller than a person grow from the ground in clusters. If somehow snapped off, they could make horrific weapons until they melt away.
9	-	Bright-eyed hares skipping across the snow and stony ground.	Dead bodies can be found, huddled against the cold, their skin covered in a layer of frost.
10	-	Colonies of lemmings in the valleys, sometimes hidden and sometimes rushing out in great masses.	There are huge footprints, far bigger than anything natural, in the snow here. They‘ve been left behind by some huge beast who‘s rumbling growl echoes between the peaks.
11	-	-	Stone outcrops have been carved to look like stylized heads. In their open mouths, there are the cinders from a fire and the scorched bones of a sacrifice.
12	-	-	On one of the peaks here, there is a pile of bones stacked neatly into an elaborate throne.

Table 70: Detail on the Coast

Roll	Landscape (d8)	Wildlife (d10)	Weirdness (d12)
1	Smooth, wide beaches of white sand.	Flocks of aggressive gulls and the sound of their cries.	Of the shore here, there's an uninhabited island shrouded in fog.
2	Rough beaches of piled shingles and rubble.	Puffins perched on rocks.	On calm days, dim lights can be seen moving in the ocean's depths.
3	Swathes of flat rock-pools crusted with shellfish and weeds.	Seals sunning themselves on the shore.	Seashells that wash up here are vastly larger than they should be, sometimes large enough for people to live in.
4	Rolling waves of sand dunes.	Cormorants and nesting and darting out to sea to feed.	Wooden posts emerging from the sea, each wit a human skeleton impaled on it.
5	Steep, jagged granite cliffs studded with outcrops and ledges.	Wales venting water from their blowholes off shore.	Forests of kelp that emerge from the waves and hang in the air like trees.
6	White chalk cliffs forming a solid wall.	Scuttling crabs everywhere.	The broken remains of a huge crystalline machine.
7	A flat muddy estuary.	Auks flying low over the waves.	A long causeway of regular stone slabs leading out to sea.
8	Rocky promontories and outcrops concealing hidden sandy coves.	Jellyfish washed up on the shore.	The corpse of some huge sea-serpent, now washed up on the shore, rotting and bloated.
9	-	Terns circling above the water.	The charred remains of some huge raft washed up on the shore.
10	-	Gaggles of nesting pelicans.	A single huge, ancient tree growing out at sea, birds nesting in its branches.
11	-	-	The tattered remains of fishing nets, with bits of human skeletons tangled in them.
12	-	-	Swirling markings cut into the cliffs or laid out on the beaches with rows of huge boulders.

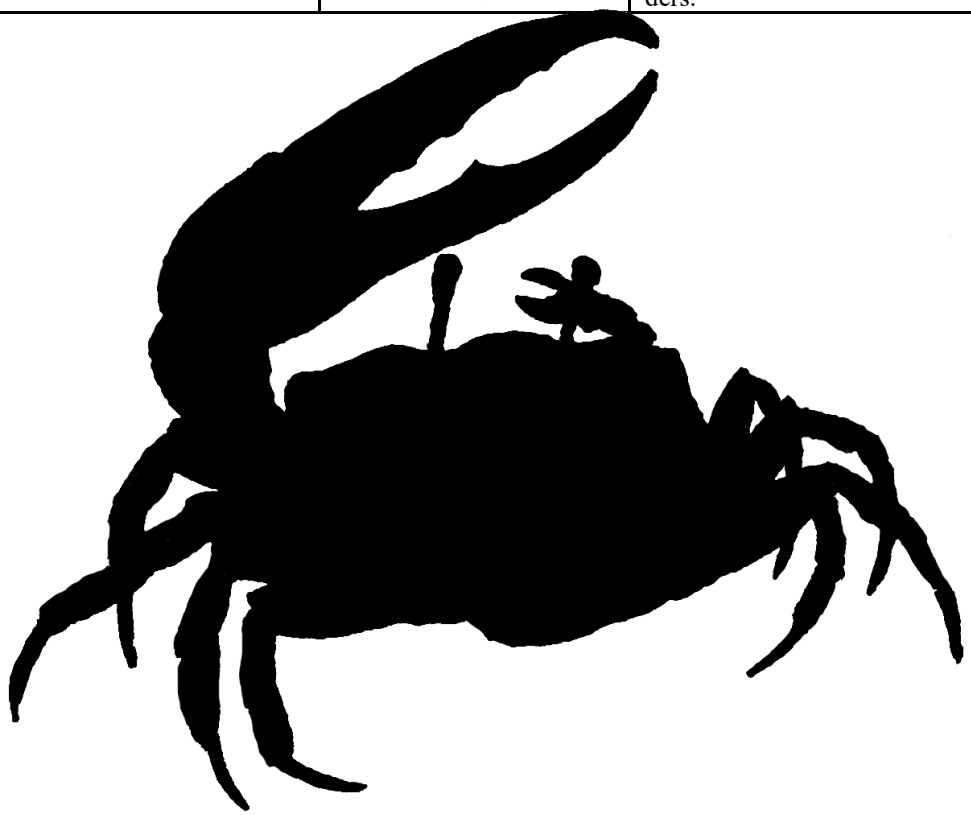
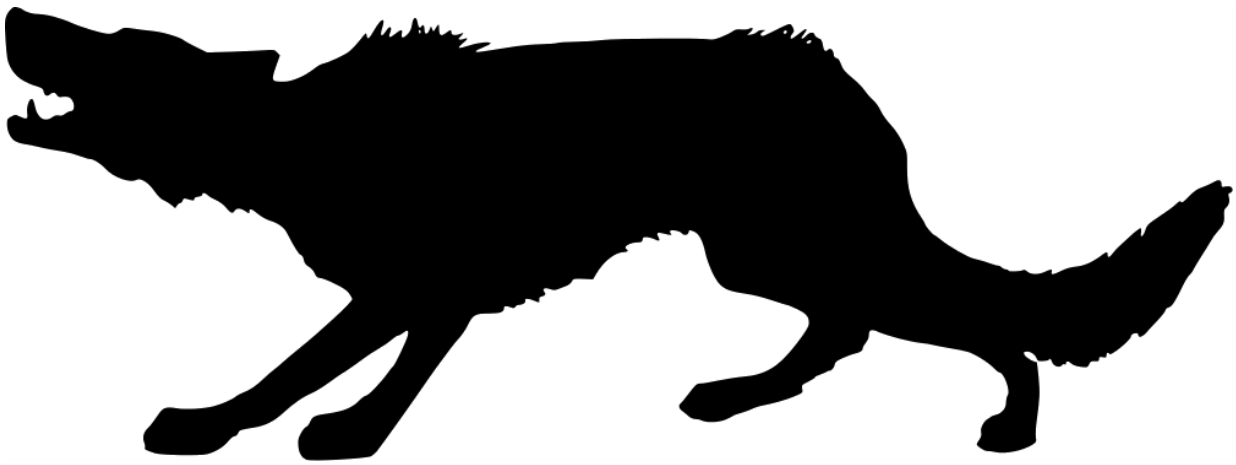
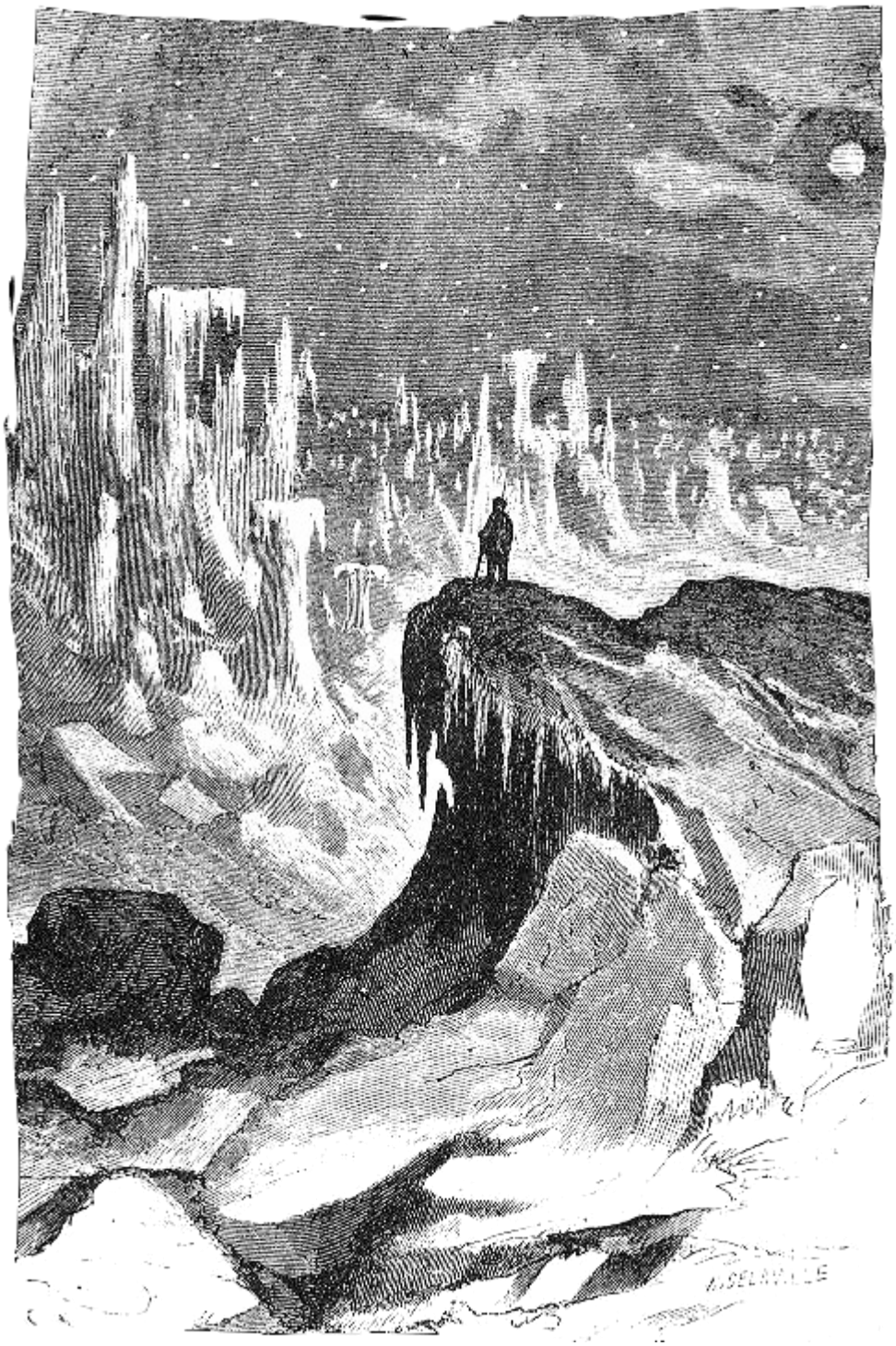


Table 71: Detail on the Ice-Cap

Roll	Landscape (d8)	The Cold (d10)	Weirdness (d12)
1	Flat, smooth ice.	Bitter, slow and sullen.	Aurora borealis constantly flickering over one location.
2	Deep drifts of snow.	Damp and creeping.	Kaleidoscopic patterns in the snow and ice, reflecting a bizarre sky that isn't there.
3	Glassy ice with deep crevasses .	Hard and absolute.	Voices on the wind, screaming, begging, sobbing, whimpering.
4	Jumbled rocks covered in a layer of clear ice.	Fluctuating in harshness.	Snowflakes the size of a human hand, delicate like frozen spider-webs.
5	Jagged chunks and shards of ice, thrust together by some seismic force.	Dry and harsh.	Corpses sat in the ice, ice up to their waists, as if frozen in time.
6	Shallow, windswept snow.	Tolerable. Insidious and creeping.	The grinding sound of something huge moving under the ice.
7	Pillars of ice carved into strange shapes by the wind.	Wet, numbing and pervasive.	Huge bronze gears, wheels and machine parts jutting from the ice, covered in frost and icicles.
8	An unstable crust of compressed snow over an icefield full of hollows and chasms.	Bracing and invigorating.	Tiny flowers growing in the snow, seemingly immune to the cold.
9	-	Hungry, empty and entropic.	Icicles emerging from the ground, twisted into weird shapes.
10	-	Unforgiving, far below anything natural.	Tracks in the snow, resembling wolves walking on their two back feet.
11	-	-	Human teeth scattered in the snow here and there.
12	-	-	Stone pillars, each with the ashes from a recent fire at the top of them.





"In Antarctica, The Wright and half a dozen other valleys in the Central Transantarctic Mountains are collectively referred to as the dry valleys. It has not rained here in two million years. No animal abides, no plant grows. A persistent, sometimes ferocious wind has stripped the country to stone and gravel, to streamers of sand. The huge valleys stand stark as empty fjords. You look in vain for any conventional sign of human history - the vestige of a protective wall, a bit of charcoal, a discarded arrowhead.

Nothing. There is no history, until you bore into the layers of rock or until the balls of your fingertips run the rim of a partially exposed fossil. At the height of the austral summer, in December, you smell nothing but the sunbeaten stone. In a silence dense as water, your eye picks up no movement but the sloughing of sand, seeking its angle of repose."

— Barry López (About This Life)

Creating Randomized Grid Maps

There's a simple method for creating a randomly generated grid-based map for player characters to explore. Firstly, take a sheet of paper marked with a square grid to that will form the basis of the map. Then, take a handful of dice – it doesn't matter which type, so long as there's a variety there – and drop them onto the map. Where each dice lands will be a terrain feature, with the number rolled deter-mining what the feature is. More common features have lower numbers, so more dice can potentially roll them. Treat any area not containing a rolled feature as open tundra or grassland. It is perfectly possible to have multiple terrain features in one square; a plateaux surrounded by wetland or an area of heavily wooded highland, for example. Details of each potential roll are given in the table below.

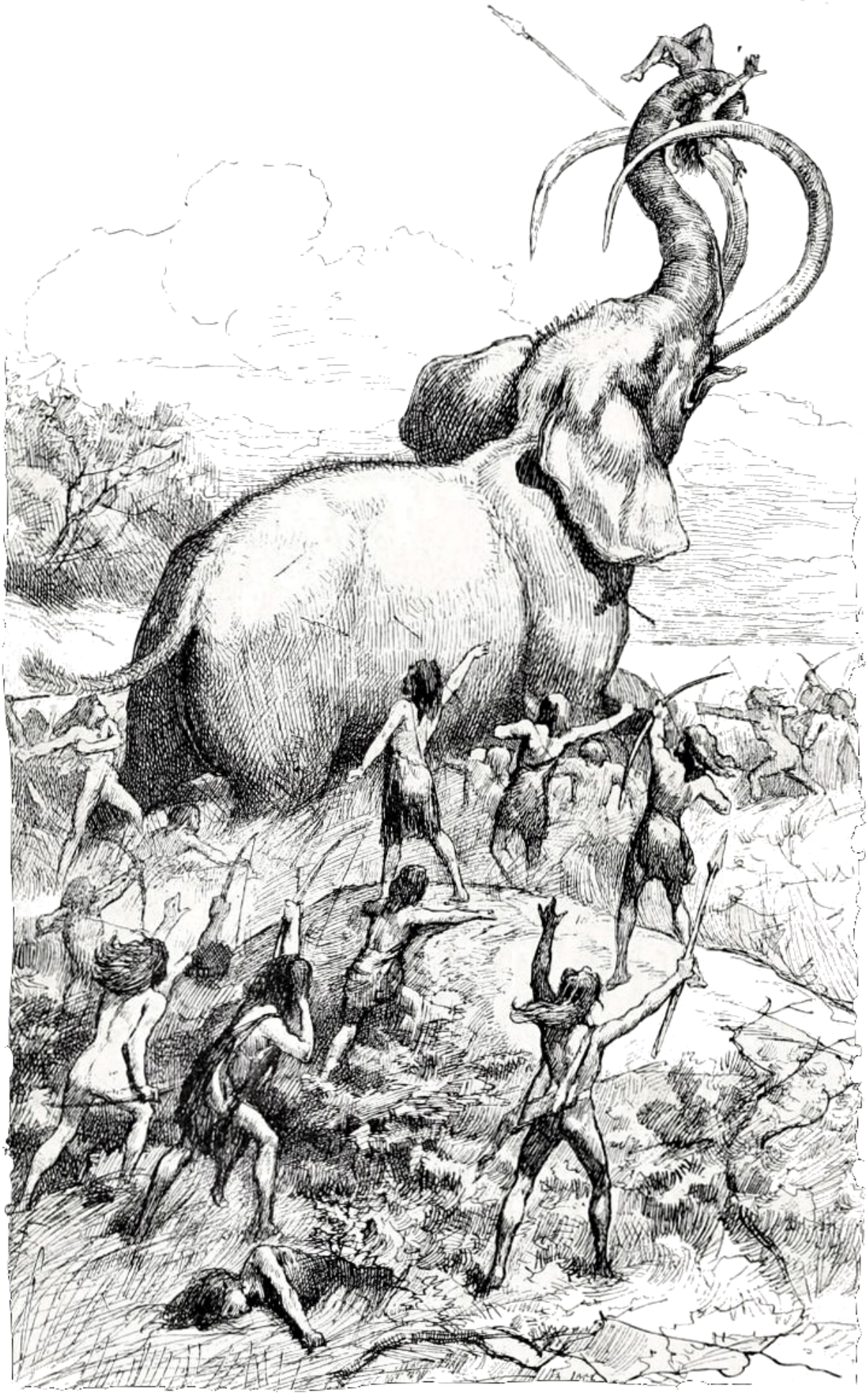
Where the map places a tribe, you may want to roll up some rough details for them (see page 192 for details). Depending on their nature, they might have a territory that they claim for some way around that area.

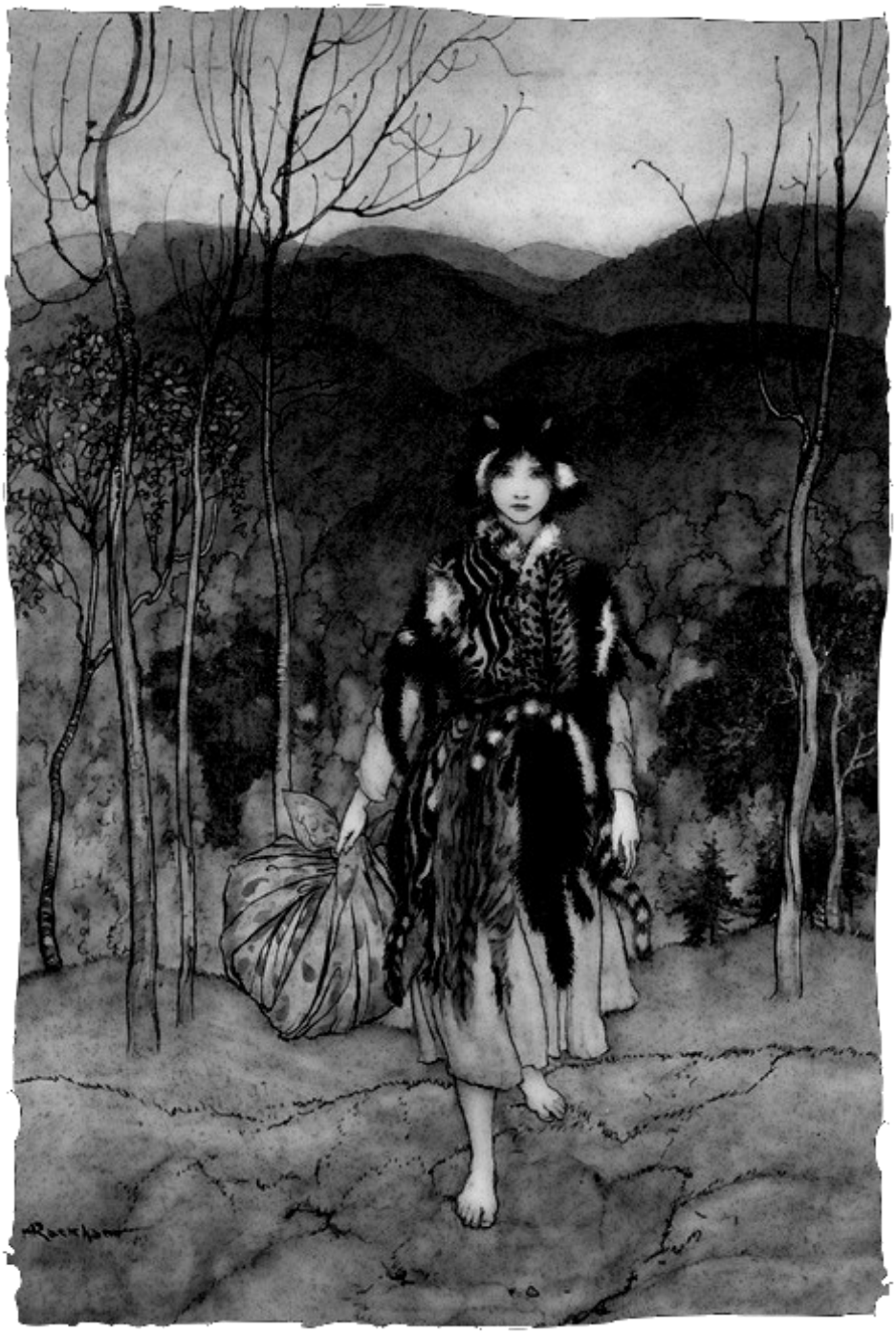
It is likely that PCs will belong to, or have once belonged to, the tribes based closest to their starting location.

You may want to define the boundaries of your map more firmly. In this instance, making the northern edge of the map the boundary of the northern ice-cap is a convenient approach. The east, south and west can be similarly blocked off by oceans, extensions of the ice-cap or particularly inhospitable areas of forest or mountain. If the players try exploring beyond these boundaries, they're free to do so, but the terrain will be both more dangerous, less plentiful in terms of resources and less varied; people tend to inhabit the best terrain by habit.

Table 72: Landscape Features

Roll	Feature
1	A marsh; the size of the dice determine the number of squares of wetland.
2	A forest; the size of the dice determine the number of squares of woodland.
3	A mountain range; the size of the dice determine the number of squares of highland.
4	A river connecting the edge of the map to the dice, and then ending at a terrain feature or another map edge; the size of the dice determines how large it is, with d4 being a narrow creek to d20 as a huge wide river. Draw it in a fairly wiggly fashion, and avoid highland.
5	A lake; the surrounding landscape will be wetlands
6	A single peak rising from the surrounding landscape; treat as highland.
7	A snowfield or glacier in a single square
8	A long gorge or valley; the size of the dice determines how long it extends. Terrain will likely be like the surrounding landscape.
9	A small chasm with a number of unexplored small caves.
10	A large unexplored cave.
11	A system of inhabited caves.
12	A semi-permanent campsite for a large tribe.
13	A floating island hovering over the land.
14	A plain of bones; mammoths come here to die.
15	An area of desolate wasteland dominated by some huge monster.
16	A pre-human stone circle, monolith, cavern or other magical site where leylines converge.
17	A huge plateaux with a strange eco-system at the top.
18	A deep trench with a strange eco-system at the bottom.
19	An area infected with some sort of parasite, fungus or disease that warps the ecosystem.
20	An area shrouded in permanent fog.
Over 20	A tectonically unstable area, perhaps with tar-pits, geysers or other geological activity.
Not a number	A narrow inlet of the sea. It extends from this square to the nearest map-edge. The sea takes up whole squares,, and the surrounding squares will be coastal.





From the cover of the surrounding bushes, a child emerged into the clearing, walking with the self-assured confidence of one completely at home in the woods. Dressed in un-tanned skins wrapped around her, and carrying a bundle in one hand that writhed ominously.
She fixed her gaze on us, unblinking. Like being watched by a lazy carrion bird that's not sure what to make of you.

"This place is not safe for your kind" she said, sing-song and casual. "You should leave soon."

Random Encounter Tables

Table 73: Encounter type in normal locations

d20	Result
1-10	Mundane Animals (roll on table 75, 77, 79, 81, 83, 84, or 87, depending on the location)
11-12	People (roll on tables 90 and 91 for who they are and what they're doing)
13	Intelligent Animal (roll on table 75, 77, 79, 81, 83, 84, or 87, depending on the location , and modify as detailed on page 165)
14-16	Chimera (roll on table 75, 77, 79, 81, 83, 84, or 87, depending on the location, and modify as detailed on page 165)
18-19	Something weird (roll on table 76, 78, 80, 82, 85, 86, or 88, depending on the location)
20	Something really weird (roll on table 89)

This table is for locations that are basically normal, where encounters are probably mundane or, at the most, a little odd rather than weird and dangerous. In a purely historical game, roll a d12, not a d20.

Table 74: Encounter type in strange locations

d20	Result
1-4	Mundane Animals (roll on table 75, 77, 79, 81, 83, 84, or 87, depending on the location)
5-6	People (roll on tables 90 and 91 for who they are and what they're doing)
7	Intelligent Animal (roll on table 75, 77, 79, 81, 83, 84, or 87, depending on the location , and modify as detailed on page 165)
8-11	Chimera (roll on table 75, 77, 79, 81, 83, 84, or 87, depending on the location, and modify as detailed on page 165)
12-18	Something weird (roll on table 76, 78, 80, 82, 85, 86, or 88, depending on the location)
19-20	Something really weird (roll on table 89)

This table is for locations that are fundamentally strange: old ruins, the deep underground, centres of magical activity and so on; places where you'd expect there to be weird and hostile monsters most of the time.



Table 75: Animals in the Plains

D20	Encounter
1	A family of 2d6 mammoths
2	A herd of 2d8 horses (use reindeer stats)
3	A herd of 3d8 reindeer
4	A herd of 2d8 aurochs (use boar stats)
5	A flock of 2d4 terror birds (herbivorous)
6	A herd of 2d6 woolly rhinos
7	A herd of 2d8 bison (use rhino stats)
8	A family of 2d4 hares
9	A flock of 2d4 ptarmigan
10	A lone mammoth (make it bigger)
11	A pack of 2d6 wolves
12	A pack of 2d4 hyenas
13	A pack of 2d6 jackals
14	An eagle (use bird-of-prey stats)
15	A flock of 2d4 vultures
16	A pride of d4 sabre-toothed tigers
17	A nest of d4+1 vipers
18	A family of 2d4 titanotheriums
19	A Glyptodon
20	A migration of d20+20 reindeer

Table 76: Weird Things in the Plains

D12	Encounter
1	A brood of d4+1 mycelids
2	A brood of 2d4 giant vermin (roll for type on table 92)
3	A walking swarm and d4 vermin swarms
4	A giant vermin brood-mother and d4 vermin swarms (roll for type on table 92)
5	A drake
6	A mother drake and d4 of her weaker offspring (use the stats for vipers)
7	A mated pair of drakes
8	A basilisk
9	A pack of d6+1 ghouls
10	A family of d4+1 vargouilles
11	Strange feral undead creatures (roll on table 99 for what they're like)
12	An undead flesh hulk, and d4-1 of its mammoth family

Table 77: Animals in the Forests

D20	Encounter
1	A herd of 2d6 deer (use reindeer stats)
2	A family of 2d4 boars
3	A flock of d6 owls (bird of prey stats)
4	A herd of 2d8 reindeer
5	A flock of 2d4 terror birds (predatory)
6	A herd of 2d6 bison (use rhino stats)
7	A family of 2d4 beavers (hare stats)
8	A family of 2d4 weasels (jackal stats)
9	A flock of 2d4 grouse (ptarmigan stats)
10	A swarm of 3d8 rats (use hare stats)
11	A pack of 2d6 wolves
12	A troop of d4+1 gigantopithicus
13	A pack of 2d6 foxes (use jackal stats)
14	A bear
15	A pair of bears
16	A mountain lion or two (roll d2)
17	A wolverine
18	A flock of 2d10 bats
19	A megatherium
20	A mass of 3d10 antelope (reindeer stats)

Table 78: Weird Things in the Forests

D20	Encounter
1	A huge carnivorous plant
2	A grove of d4+1 carnivorous plants
3	2d4 giant spiders, and their webs
4	A spider brood-mother, and d4 swarms of her young.
5	A giant vermin (roll on table 92 for what it's like)
6	An ooze
7	A drake
8	A brood of d4 mycelids and the plant-monster that made them.
9	A pack of d6+1 ghouls.
10	A shambling compost-heap.
11	A mimic
12	D6 Strange feral undead creatures (roll on table 99 for what they're like)

Table 79: Animals in the Wetland

D20	Encounter
1	A herd of 2d6 antelope (reindeer stats)
2	A family of 2d6 boars
3	A flock of d6 ospreys (bird of prey stats)
4	A family of d4 hippos (use rhino stats)
5	A nest of d4 eels (use viper stats, but aquatic)
6	A herd of 2d6 bison (use rhino stats)
7	A family of d4+1 mammoths
8	A family of 2d4 rabbits
9	A flock of 2d4 swans (vulture stats)
10	A flock of 2d4 herons (vulture stats)
11	A pack of 2d6 jackals
12	A pack of 2d4 hyenas
13	A pack of 2d6 foxes (use jackal stats)
14	A pike (use wolverine stats, but aquatic)
15	A turtle (use jackal stats, but aquatic)
16	A sabre-toothed tiger or two (roll d2)
17	A wolverine
18	A flock of 2d10 ducks (ptarmigan stats)
19	A mastodon
20	A mass of 3d10 elk (reindeer stats)

Table 80: Weird Things in the Wetland

D20	Encounter
1	A plant monster
2	D4 swarms of aquatic vermin
3	D4+1 giant vermin
4	A shambling compost-heap
5	An ooze
6	A giant amoeba
7	D4+1 bog mummies (roll on table 91 to see what they're doing)
8	D2 hydras
9	A hydra and its young (use viper stats)
10	D4 mycelids
11	An ooze, and d4 mycelids that are its spawn
12	Strange feral undead creatures (roll on table 99 for what they're like)

Table 81: Animals in the Highland

D20	Encounter
1	A family of 2d6 mammoths
2	A herd of 2d8 goats (use reindeer stats)
3	A herd of 3d8 reindeer
4	A family of d4+1 mastodons
5	A flock 2d6 crows (ptarmigan stats)
6	A herd of 2d6 woolly rhinos
7	A herd of 2d8 bison (use rhino stats)
8	A family of 2d4 hares
9	A flock of 2d4 ptarmigan
10	A lone mammoth (make it bigger)
11	A pack of 2d6 wolves
12	A herd of 2d4 elks
13	A pride of d4 lynxes (use wolf stats)
14	A family of d4 bears
15	A flock of 2d4 vultures
16	A pride of d4 mountain lions
17	A mass of 3d10 lemmings (use hares)
18	A herd of 2d6 antelopes
19	An eagle (use bird of prey stats)
20	A flock of 3d6 bats

Table 82: Weird Things in the Highland

D20	Encounter
1	A beast of snow and ice
2	A pile of d4 animated stones
3	A magma beast and d4 animated tools that serve it, in a crack in the ground
4	A brood of d4 giant spiders and their webs
5	A tomb guardian and d4 skeletal slaves that serve it.
6	A drake
7	A family of d4 drakes, and d6 of their young (use viper stats)
8	A basilisk
9	A hydra
10	A mimic
11	D4 Angry Fossils
12	D6 Strange feral undead creatures (roll on table 99 for what they're like)

Table 83: Animals on the Coast

D20	Encounter
1	A herd of 2d6 antelope (reindeer stats)
2	A family of 2d6 walruses (use boar stats, but aquatic)
3	A family of 2d6 seals (use boar stats, but aquatic)
4	A flock of 2d4 storks (use vulture stats)
5	A nest of d4 eels (use viper stats, but aquatic)
6	A herd of 2d6 bison (use rhino stats)
7	A family of d4+1 mammoths
8	A family of 2d4 lemmings (use hares)
9	A flock of 2d4 swans (vulture stats)
10	A flock of 2d4 herons (vulture stats)
11	A pack of 2d6 jackals
12	A pack of 2d4 hyenas
13	A pack of 2d4 foxes (use jackal stats)
14	A family of d4 bears
15	A herd of 2d6 antelopes
16	A cave lion or two (roll d2)
17	A wolverine
18	A flock of 2d10 gulls (ptarmigan stats)
19	A mastodon
20	A mass of 3d10 elk (reindeer stats)

Table 84: Animals one the Ice Sheet

D20	Encounter
1	A pack of 2d6 wolves
2	A family of 2d8 mammoths
3	A herd of 2d6 reindeer
4	A herd of 2d4 woolly rhinos
5	A fox (use jackal stats)
6	A family of 2d6 walruses (use boar stats, but aquatic)
7	A lone mammoth
8	A wolverine
9	A flock of d6+1 gulls (ptarmigan stats)
10	A bear
11	A family of d4+1 bears
12	A migration of 3d8 reindeer

Table 85: Weird Things on the Coast

D20	Encounter
1	A plant monster (roll on table 93 for the type)
2	D4 swarms of aquatic vermin (roll on table 92 for the type)
3	D4+1 giant aquatic vermin (roll on table 92 for the type)
4	A drake
5	A family of d4 drakes, and d6 of their young (use viper stats)
6	A basilisk
7	D4+1 bog mummies (roll on table 91 to see what they're doing)
8	D2 hydras
9	A kraken
10	D4+1 ghouls
11	An ooze, and d4 mycelids that are its spawn
12	D6 Strange feral undead creatures (roll on table 99 for what they're like)

Table 86: Weird Things on the Ice Sheet

D20	Encounter
1	2d6 wolves of the ice sheet
2	D6 wolves, and d6 wolves of the ice sheet
3	A flesh hulk
4	A spectre, and d4 ghouls that serve it
5	A mimic
6	A beast of ice and snow
7	D4 beasts of ice and snow, and d6 animated stones that serve them
8	A mimic
9	A shoggoth beneath the ice
10	D4 walking swarms
11	A tunnelling terrible worm beneath the ice
12	D6 Strange feral undead creatures (roll on table 99 for what they're like)

Table 87: Animals Underground

D20	Encounter
1	A pride of d4+1 cave lions
2	A pack of d6+1 jackals
3	A bear
4	A family of d4+1 bears
5	A swarm of 3d10 rats
6	A flock of 2d12 bats
7	A pack of 2d4 hyenas
8	A family of d6+1 goats
9	A family of d4 gygantopithecuses
10	A family of d6+1 moles (use hares)
11	A nest of d4 vipers
12	A flock of d4 owls (use birds of prey)

Table 88: Weird Things Underground

D20	Encounter
1	A shoggoth
2	D4+1 mycelids
3	A pack of 2d6 ghouls
4	A troop of 2d6 skeletal slaves
5	A pile of limbs
6	D4 animated tools and a homunculus
7	A basilisk
8	2d4 giant spiders, and their webs
9	D4 vermin swarms (roll on table 92 for the type)
10	D4+1 giant barnacles
11	D4 giant vermin, and a vermin swarm (roll on table 92 for the type)
12	A tunnelling terrible worm, and d4+1 giant vermin that are its spawn
13	A tomb guardian, and d4 skeletal slaves that it has animated
14	D4 oozes
15	D4 giant amoebas
16	A fungoid plant monster
17	A shoggoth and d4 mycelids
18	A kraken and d4 giant aquatic vermin that serve it
19	D4 Morlock Crawlers. D4 Morlock Watchers, d4 Morlock Whisperers and a Morlock Lurker
20	A mimic and d4 vargouilles that are allied with it.

Table 89: Very Weird Things

D20	Encounter
1	A shoggoth
2	D4 mycelids and the plant monster that spawned them
3	A giant cave barnacle
4	D4 swarms that walk
5	A magma beast
6	A pain engine
7	A homunculus of blood and sinew
8	A vampire and d6+1 children
9	A vampire spawn and d4 stalkers
10	A pile of limbs and a pain engine
11	A mimic
12	A giant spider and d4 walking swarms that worship it
13	A chimera (as standard) and d4 shamans that worship it.
14	A ghoul and 2d6 crows (use ptarmigan)
15	An intelligent plant monster and d4 Neanderthal survivors that serve it.
16	A basilisk and d4 animated stones
17	A spectre and 2d6 hyenas
18	A flesh hulk and 3d6 ghouls
19	A giant amoeba and d4+1 children
20	A colossus



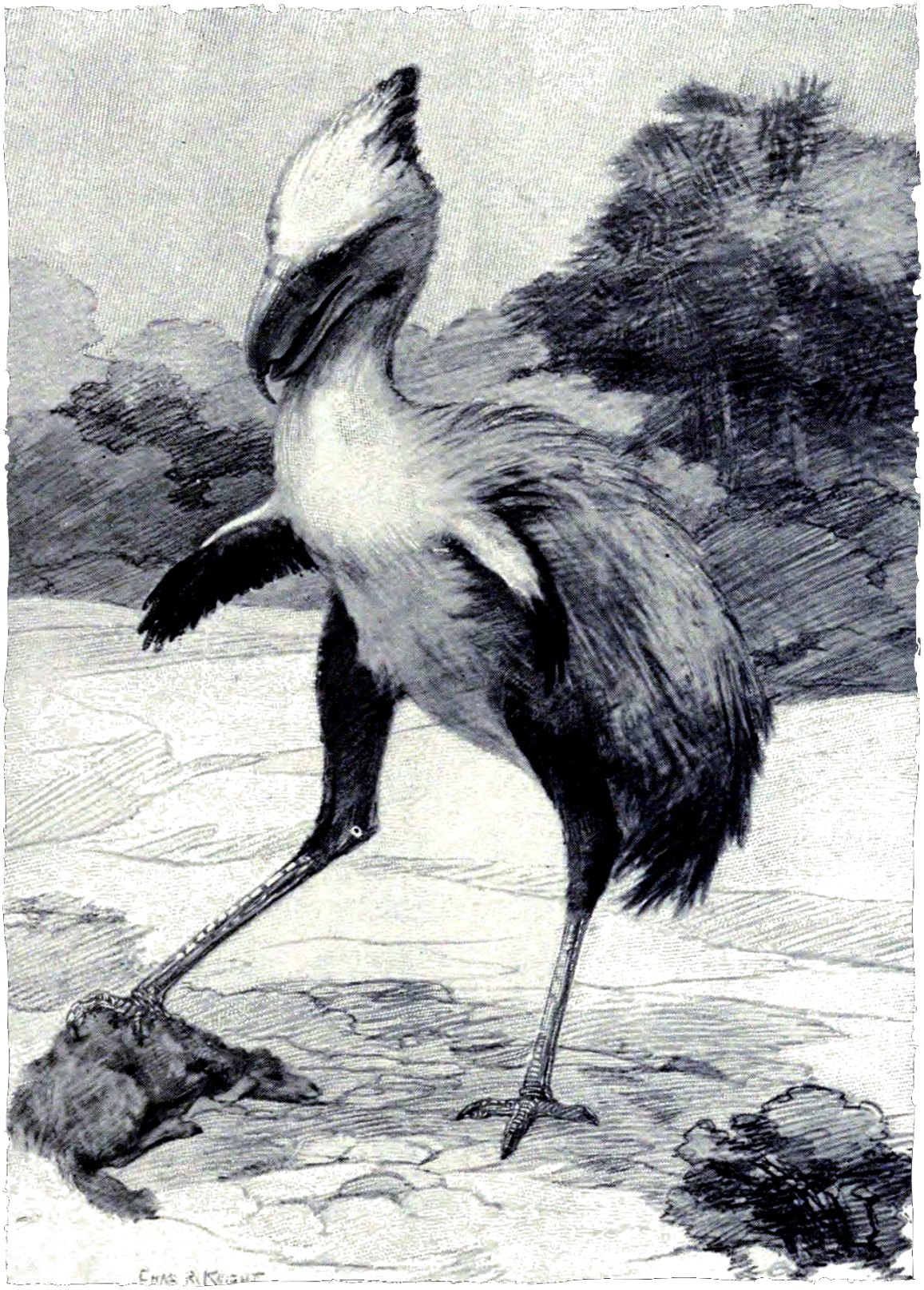
Table 90: People

D20	Encounter	
1	Hunting party	D6 stalkers and d4 gatherers
2	Scouts	D4 stalkers and d4 trap-builders
3	Gatherers	D4 gatherers, d4 river-dwellers and d4 trap-builders
4	A war-party	A warlord, d8 mammoth hunters and d6 stalkers
5	A family	A mammoth hunter, a crafter, d4 children and d4 elders
6	A Neanderthal family	A Neanderthal fighter, a Neanderthal survivor, d4 children and d4 sickly ones
7	A hermit	A hermit or an elder
8	A strange cult	D4 flame initiates or d4 elders
9	Cannibals	D4 cannibals and d4 scavengers
10	Lost Children	D6 children
11	Pilgrims	A flame initiate, d4 children and d6 elders
12	A Neanderthal hunting party	A Neanderthal survivor, d4 Neanderthal fighters and d4 Neanderthal brutes
13	Game hunters	A mammoth hunter, d4 stalkers and d6 trap-makers
14	Aberrants	D4 merrows, d4 gargoyles and d4 gremlins
15	A Neanderthal war-party	A Neanderthal chief, d4 Neanderthal survivors, d6 Neanderthal brutes and d6 Neanderthal fighters
16	Scavengers	D4 gatherers, d4 trap-builders and d6 Neanderthal survivors
17	Neanderthal Refugees	D6 sickly ones, d4 children and a Neanderthal survivor
18	Emissaries	A zealot, d4 thralls, and d4 mammoth hunters
19	A research expedition	An inner flame mage, d4 flame initiates and d4 mystery cultists
20	Settlers	A warlord, d8+1 children, d6 elders, d4 crafters, d4 stalkers, d4 river-dwellers and d4 gatherers

Table 91: What are the People Doing?

D20	Activity
1	Preparing for a hunt or skirmish
2	Recovering from an attack where some were injured
3	Butchering a dead animal
4	Taking a dead companion to be buried
5	Fleeing some horrible danger
6	Preparing for a religious ceremony
7	In the middle of some ominous rite
8	Setting up camp
9	Breaking camp
10	Eating and chatting around a campfire
11	Scavenging for equipment
12	In the middle of a furious argument
13	Lost and confused
14	Lying low after doing something they shouldn't
15	Looking to trade valuable items
16	Dangerously ill
17	Returning home after a long journey
18	Looking for a lost companion
19	Celebrating a recent victory, and probably intoxicated
20	Looking for somewhere safe and stable to make their home





Normal Animals

Bats

Flesh	D4 (3)
Grit	D4 (3)
AC	14
Attacks	Bite (+0 bonus, d4 damage)
Saves	16 vs Weather, 14 vs Poison, 15 vs Hazards, 18 vs Magic
Meals	6
Skills	Nil
Special	Can Fly. Echolocation allows 'sight' in total darkness.



Bats tend to be found in large swarms or flocks. Most are not a threat to player characters, but the larger varieties (which will tend to have above-average flesh and below-average grit) are sometimes predatory, many of them notorious for feeding on the blood of sleeping animals.

Birds of Prey

Flesh	D6 (4)
Grit	2d6 (8)
AC	15
Attacks	Bite (+3 bonus, d6 damage) and Claws (+3 bonus, d6 damage)
Saves	14 vs Weather, 12 vs Poison, 10 vs Hazards, 13 vs Magic
Meals	8
Skills	Perception 3/6
Special	Can Fly.



Birds of prey tend to be solitary creatures. Most birds of prey won't attack people unless they look weak or injured, but the larger specimens sometimes can and do hunt humans. They tend to strike suddenly, plummeting out of the sky to attack with surprise, and may flee if their initial attack goes against them.

Bears

Flesh	2d6 (12)
Grit	4d6 (24)
AC	12
Attacks	Bite (+8 bonus, d10+2damage) and two Claws (+8 bonus, d6 damage)
Saves	14 vs Weather, 12 vs Poison, 10 vs Hazards, 13 vs Magic
Meals	14
Skills	Athletics 2/6
Special	Nil

A bear is perhaps the largest predator characters may encounter, and has a tendency to make its lair in the same caves characters want to explore. If it gets violent, it can quite easily rip player characters apart at a rate of one each round. Thankfully, though, they are often encountered asleep, giving characters the chance to sneak past or do horrible things to the bear before it wakes up.

Boar

Flesh	2d6 (8)
Grit	3d6 (12)
AC	14
Attacks	Gore (+1 bonus, d6+1 damage) and trample (+1 bonus, d4+1 damage)
Saves	14 vs Weather, 12 vs Poison, 10 vs Hazards, 13 vs Magic
Meals	14
Skills	Athletics 2/6
Special	Nil

One day in the future, the wild boar will be domesticated into the various breeds of pig kept for their meat. This has not happened yet, and boars are bad-tempered, territorial animals, often found in small herds, that are as likely to inflict horrible violence as to flee.



Gigantopithicus

Flesh	2d6 (8)
Grit	2d6 (8)
AC	12
Attacks	2 Fists (+4 b onus, d4+2 damage) or thrown rock (+2 bonus, d6+2 damage)
Saves	12 vs Weather, 10 vs Poison, 12 vs Hazards, 14 vs Magic
Meals	10
Skills	Athletics 3/6, Animalism 3/6
Special	More intelligent than other animals.

The gigantopithicus is one of a family of huge apes vaguely related to humans. Standing over 12 feet tall, the creature is powerfully strong, but is almost entirely herbivorous.

These apes live in small troops, and unlike many animals show some signs of intelligence. They may hurl rocks at their foes, or fight with enough tactical awareness to lure enemies into wooded terrain where they have an advantage. However, they are still dumb animals, incapable of speech or complex reasoning.

Glyptodont

Flesh	3d6 (15)
Grit	3d6 (15)
AC	18
Attacks	Claws (+1 bonus, d4+1 damage) and tail (+1 bonus, d6+1 damage)
Saves	14 vs Weather, 12 vs Poison, 10 vs Hazards, 13 vs Magic
Meals	18
Skills	Nil
Special	Nil

This armoured creature has a bony, turtle-like shell from which protrude short limbs, a blunt head, and a short spiky tail. Related to the armadillo, but far larger, the glyptodont is a ponderous herbivore that relies on its strong shell to protect it from predators.

The glyptodont is often hunted for the value of its outer armour, made up of bony plates in turn composed of many smaller, knobby “scales.” The creature is quite capable of defending itself with swipes from its deadly claws, as its ill-tempered nature often urges it to do.



Hares (and other small beasts)

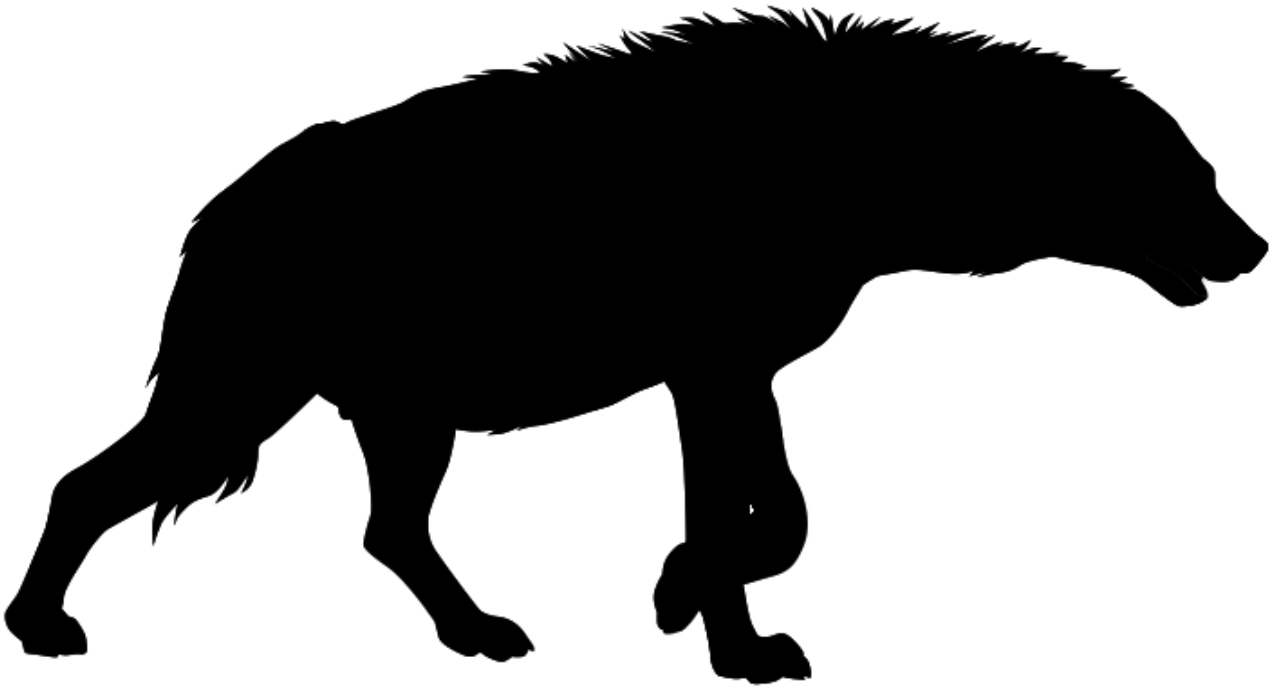
Flesh	D4 (3)
Grit	D4 (3)
AC	11
Attacks	Beak (-1 bonus, d4-1 damage)
Saves	16 vs Weather, 14 vs Poison, 17 vs Hazards, 18 vs Magic
Meals	6
Skills	Nil
Special	Nil

Like small birds, these creatures don‘t normally pose a danger on their own, instead forming a convenient source of meals. De-pending on the animal, they might be found in large swarms, like lemmings, or alone like weasels.

Hyenas

Flesh	D6 (4)
Grit	3d6 (12)
AC	12
Attacks	Bite (+5 bonus, d10+1 damage)
Saves	12 vs Weather, 10 vs Poison, 12 vs Hazards, 14 vs Magic
Meals	10
Skills	Perception 2/6
Special	Nil

Hyenas are pack hunters infamous for their cunning and their unnerving, laughter-like vocalizations. They are largely scavengers, but aren’t above supplementing their diet of carrion with fresh prey.
Hyenas often hunt alone, but when hunting as a pack they typically send one or two members against a foe’s front while the rest of the pack circles and attacks from behind.



Jackals (and other small predators)

Flesh	D6 (4)
Grit	D6 (4)
AC	11
Attacks	Bite (+2 bonus, d8 damage)
Saves	14 vs Weather, 12 vs Poison, 15 vs Hazards, 16 vs Magic
Meals	6
Skills	Tracking 3/6
Special	Nil

Badgers, foxes, otters and other little blighters don't often pose a significant threat, and will mostly avoid people unless they seem vulnerable or inattentive. Some, such as jackals, form large packs however, and even though one jackal isn't much danger on its own, a whole mob of them can be a real problem. Although these creatures can be a threat or a nuisance, they have a redeeming feature in many people's eyes; with lucky Animalism rolls, some small pack animals can be made subservient and used to help track and hunt. In the future, a mix of these creatures and wolves will form the various breeds of domesticated dogs that accompany humans nearly every-where.

Mammoths

Flesh	3d6 (15)
Grit	5d6 (25)
AC	13
Attacks	Tusks (+2 bonus, d10+2 damage) and Trample (+2 bonus, d8+2 damage) and Trunk (+2 bonus, d4+2 damage)
Saves	14 vs Weather, 12 vs Poison, 15 vs Hazards, 16 vs Magic
Meals	25
Skills	4/6 Vandalism
Special	Trunk gives +8 to wrestling.

The mammoth is one of the most magnificent creatures encountered at the end of the ice age. A huge slab of muscle and sinew, covered in thick shaggy fur and sporting long, curling tusks, the mammoth is a legendary beast to those who hunt it. Mammoth tusk is a prized material, and the head or other parts of the beast are a status symbol among successful warlords. Even a single young mammoth is capable of shrugging off horrible blows and can smash aside attackers with brutal strength, and whole herds can be almost impossible to combat. In order to bring down a mammoth, most hunters rely on tricks such as fire, pit traps and falling rocks rather than confronting the herd directly.



Mastodon

Flesh	4d6 (4)
Grit	5d6 (25)
AC	13
Attacks	Tusks (+2 bonus, d10+2 damage) and Trample (+2 bonus, d8+2 damage) and Trunk (+2 bonus, d4+2 damage)
Saves	16 vs Weather, 12 vs Poison, 15 vs Hazards, 16 vs Magic
Meals	25
Skills	4/6 Vandalism
Special	Trunk gives +8 to wrestling.

The mastodon is a cousin of the mammoth, larger but slower and less adapted for cold climates. Like the mammoth, they travel in herds, but these tend to be smaller and less social, making it easier for a cunning hunter to pick off a mastodon without putting themselves at too much risk.

Megatherium

Flesh	2d6 (12)
Grit	4d6 (24)
AC	12
Attacks	Two Claws (+2 bonus, d6+2 damage)
Saves	14 vs Weather, 12 vs Poison, 10 vs Hazards, 13 vs Magic
Meals	15
Skills	Athletics 3/6
Special	Nil

The megatherium is a ground-dwelling cousin of the sloth. Reaching up to twenty feet in height, a megatherium's physical power normally goes unused. They prefer to graze on leaves and fruit, and only become dangerous when defending their young or seriously injured.

Mountain Lions (and other large predators)

Flesh	2d6 (8)
Grit	3d6 (12)
AC	13
Attacks	Bite (+6 bonus, d8+1 damage) and 2 Claws (+6 bonus d4+1 damage)
Saves	12 vs Weather, 10 vs Poison, 12 vs Hazards, 14 vs Magic
Meals	12
Skills	Athletics 4/6, Tracking 2/6
Special	Nil

Mountain lions pose a significant threat to characters. Whilst not inclined to hunt people purely for food, they may be-come violent if their territory is threatened or if they wish to take the character's kill for their own.



Ptarmigan (and other small birds)

Flesh	D4 (2)
Grit	D4 (2)
AC	15
Attacks	Beak (-1 bonus, d4-1 damage)
Saves	16 vs Weather, 14 vs Poison, 13 vs Hazards, 18 vs Magic
Meals	6
Skills	Nil
Special	Can Fly

These birds, normally encountered in large flocks, tend to pose no threat at all but make a rather good source of food if several can be shot down.

Reindeer (and other herd animals)

Flesh	D6 (4)
Grit	2d6 (8)
AC	15
Attacks	Antler (+0 bonus, d6 damage)
Saves	14 vs Weather, 12 vs Poison, 12 vs Hazards, 16 vs Magic
Meals	10
Skills	4/6 Athletics
Special	Nil

Deer, horses, goats, antelope and many others can be found easily and make excellent prey. For the most part, they tend to flee rather than fighting back when hunted, but a large herd stampeding or roused to aggression might conceivably pose a threat.

Sabre-Tooth Cat

Flesh	2d6 (8)
Grit	3d6 (12)
AC	12
Attacks	Bite (+6 bonus, d10+2 damage) and 2 Claws (+6 bonus d4+2 damage)
Saves	12 vs Weather, 10 vs Poison, 13 vs Hazards, 14 vs Magic
Meals	12
Skills	Athletics 3/6, Stealth 2/6
Special	Nil

The Smilodon, also known as the sabre-toothed cat, is a powerful feline predator that savours the flesh of large creatures such as mastodons, bison, and buffalo. Sabre-toothed cats are noted scavengers and have no problem devouring another animal's kill. Animals that resist the Smilodon usually become part of the meal as well. Often mistakenly referred to as sabre-toothed , they are not in fact, related to tigers at all.

The Smilodon has two eight-inch long, downward-curving canine teeth. These sabre-like fangs are very sharp and are used for stabbing prey. This creature can open its jaws almost twice as far as other big cats. Other great cats, like lions and tigers, can only open their jaws to an angle of about 65-degrees, but the sabre-toothed cat can stretch its jaws to an angle of 120-degrees.

These felines prefer to attack from ambush, When prey is spotted, the cat waits for it to come close, and then leaps to attack. Its long fangs are capable of inflicting quite horrific injuries, and they are feared predators.

Terror Bird

Flesh	D8 (5)
Grit	2d8 (10)
AC	12
Attacks	Bite (+3 bonus, d6 damage) and Claws (+3 bonus, d6 damage)
Saves	14 vs Weather, 12 vs Poison, 10 vs Hazards, 13 vs Magic
Meals	8
Skills	Perception 3/6, Athletics 3/6
Special	Nil

Standing on muscular legs that end in enormous talons, this flightless bird is almost twice the height of a human.

Some roam the grasslands feeding on the thick grasses and shrubs that are mostly inedible to smaller birds and mammals. While these birds are gigantic, they are rather docile and skittish, preferring to flee than fight. They can become aggressive when faced with predators or perceived threats to their young or food sources. In these cases, the larger birds of a colony or group move forward to protect the young and weak members of the flock.

Other terror-birds are aggressive predators, hunting in flocks similarly to how wolves hunt in packs. With a beak the size of a small axe and frightening speed, these creatures are a dangerous, if exotic, predator.

Titanotherium

Flesh	3d6 (15)
Grit	4d6 (20)
AC	17
Attacks	Horn (+1 bonus, d8+1damage) and Trample (+1 bonus, d6+1 damage)
Saves	11 vs Weather, 9 vs Poison, 14 vs Hazards, 14 vs Magic
Meals	20
Skills	Nil
Special	Nil

These herbivores are truly massive, rivalling mammoths in size in the most impressive cases. They resemble rhinoceroses most closely, being a stocky, bulky creature.

A titanotherium has a broad, Y-shaped horn on the front of its snout. This serves multiple purposes, both allowing the creature to dig for roots and forming a potent weapon in self defence.

Titanotheres live in small herds of up to a dozen individuals, and are rather territorial, putting on intimidating displays to scare others from their ground, and brutally mauling those that remain.



Vipers (and other venomous little creatures)

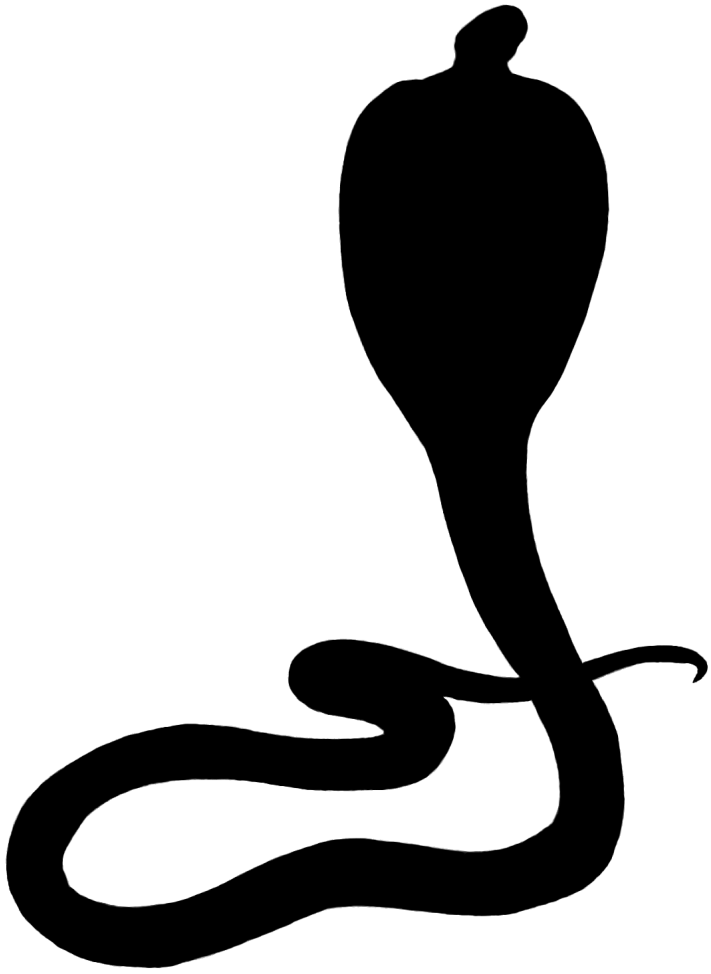
Flesh	D6 (3)
Grit	D6 (3)
AC	14
Attacks	Bite (+1 bonus, d6 damage and poison)
Saves	14 vs Weather, 12 vs Poison, 15 vs Hazards, 16 vs Magic
Meals	10
Skills	Stealth 4/6
Special	If a bite deals damage to flesh, the victim must pass a Save vs Poison or take another 10 damage to flesh.

The cliché is that most snakes are more scared of people than people are of snakes. That said, snakes are easy to miss, snappy and dangerously venomous, prone to lurking in a concealed crevice and biting at anybody who puts their hand in.
The venom of other predators might have very different effects.

Vultures (and other large birds)

Flesh	D6 (4)
Grit	2d6 (8)
AC	15
Attacks	Bite (+2 bonus, d6 damage)
Saves	14 vs Weather, 12 vs Poison, 15 vs Hazards, 16 vs Magic
Meals	10
Skills	Nil
Special	Can fly.

Most large birds aren‘t aggressive towards people, either preferring easier prey or waiting for their food to die on its own. In desperate times, though, it‘s not unknown for vultures to pick on badly injured or sick humans to hurry up their process of dying.



Wolves

Flesh	D6 (4)
Grit	3d6 (12)
AC	13
Attacks	Bite (+4 bonus, d8 damage)
Saves	12 vs Weather, 10 vs Poison, 11 vs Hazards, 14 vs Magic
Meals	10
Skills	Tracking 3/6, Perception 3/6, Animalism 3/6
Special	Nil

Wolves are among the more dangerous predators out there. Whilst individually not much stronger than a wild dog, and about as capable in a fight as a competent hunter, wolves are known for their pack hunting tactics. These packs display remarkable cunning and co-ordination, using careful positioning to direct their prey into traps and adapting tactics to their prey's capabilities. Unusually, wolves are capable of recognizing the benefits of co-operation with other creatures, and it is possible for a skilled animal handler to work with or even tame wolves and hunt with them. Of course, the wolves themselves have their own inhuman drives, and these alliances often end badly, but over time they will become more and more common as humankind domesticates the species.



Wolverine

Flesh	2d6 (8)
Grit	2d6 (8)
AC	13
Attacks	Bite (+4 bonus, d8 damage) and Claws (+4 bonus, d6 damage)
Saves	12 vs Weather, 10 vs Poison, 11 vs Hazards, 14 vs Magic
Meals	12
Skills	Athletics 3/6
Special	Nil

Wolverines are territorial, especially when it comes to food, and have been known to defend their kills against much larger predators, such as bears. They are fearsome opponents, launching into a frenzy when wounded. They tend to give off a very strong, unpleasant musk smell when angry.

Armed with powerful jaws, strong legs, and a thick hide, wolverines are remarkably strong for their size. In a fight, they tend to fly into a frenzy, more concerned with injuring their foe than protecting themselves.

Woolly Rhino (and other huge herbivores)

Flesh	3d6 (15)
Grit	4d6 (20)
AC	17
Attacks	Horn (+1 bonus, d8+1damage) and Trample (+1 bonus, d6+1 damage)
Saves	11 vs Weather, 9 vs Poison, 14 vs Hazards, 14 vs Magic
Meals	18
Skills	Nil
Special	Nil

The woolly rhino is not normally an aggressive beast; its size and thick hide mean it has few common predators, and it is content to trundle along without posing a threat. How-ever, if angered – perhaps after being injured or because its young are threatened, the same solid nature works in its favour, as the beast becomes determined and hard to put down, and its attacks make it a serious threat.

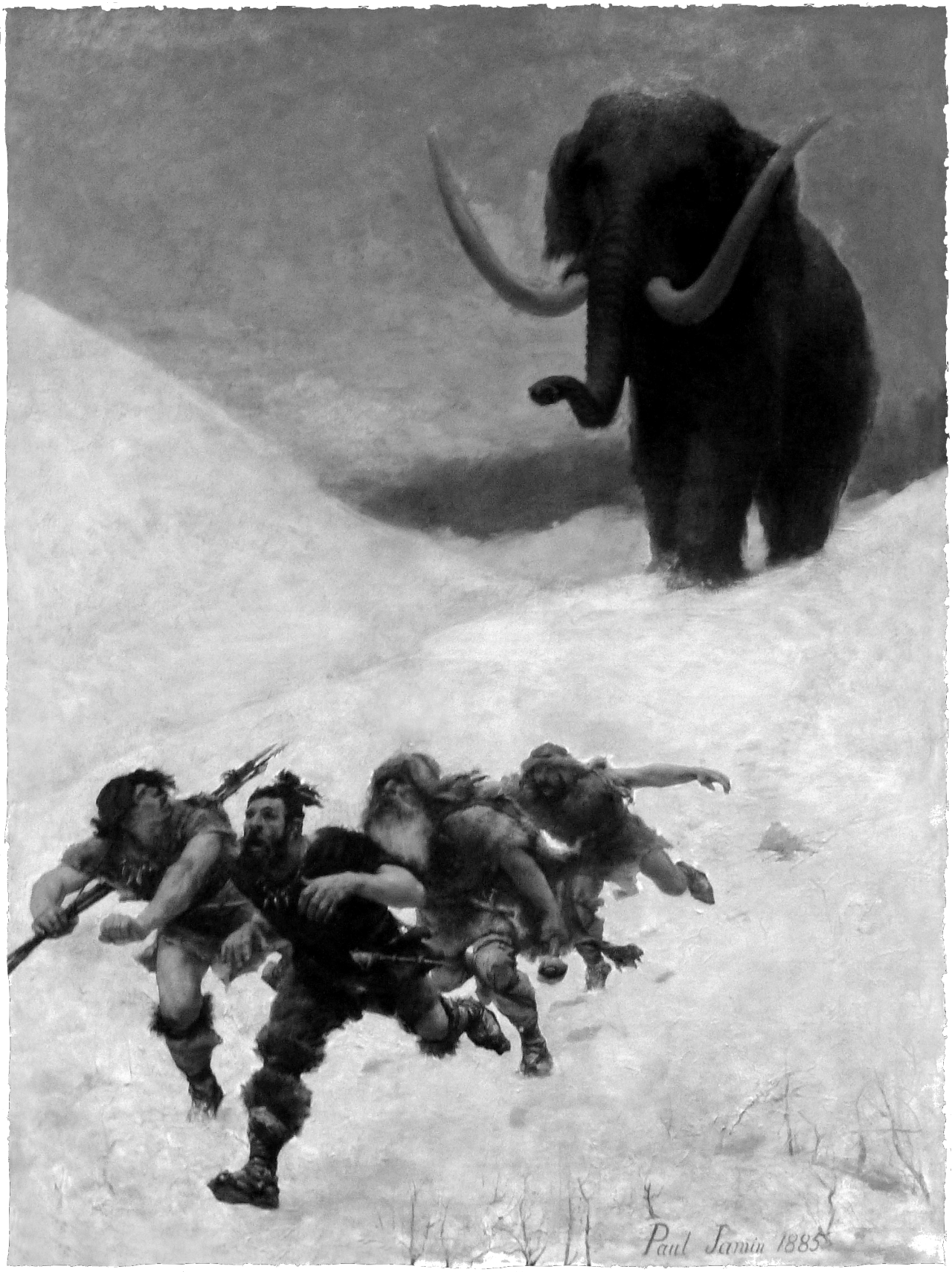
To create young animals, reduce the creatures hit dice by one size (for -1 flesh or grit per dice), and likewise reduce all damage dice by one size.

To create dire beasts, pack leaders, or other particularly large and dangerous animals, do the reverse of this; increase each hit dice by one size (for +1 flesh and grit per dice) and increase all damage dice by one size.

Some animals may be intelligent, particularly birds and wolves. Intelligent animals can reason like people, and can talk. Some may have access to one or more spells from level 1 to 6, either random or appropriate to the animal‘s nature. Often, intelligent animals rise to command greater numbers of their own kind, and can be dangerous enemies.
In the event that aquatic animals are encountered, use appropriate rules for a similar land animal. For example, an orca might use the rules for a bear, whilst a conga eel might use the rules for a wolf.

Some animals may be Chimeras; creatures warped or mutated by the effects of magic. Chimeras will have the base of one of the animals given here, as well as any number of un-natural features. Some features will be cosmetic, whilst others will be massive changes to the creature‘s physical form and capabilities.
Cosmetic features might include;
-Utter hairlessness.
-Horns or antlers that match a different species to their own.
-Exotic coloration, such as tiger stripes, spots or other bold patterns in black, white, orange, yellow or grey.
-Tufts of feathers.
-Extra eyes, perhaps on their face or at random on other parts of the body.
-Leaves growing here and there, allowing the creature to gain some degree of nutrition from sunlight.
-Teeth, claws or eyes that glow dimly in the dark.
-Long, catfish-like whiskers.
-A large crest of taut skin between spines, either along the back or at the back of the head.

As well as these, the chimerical beast may have more dramatic features, such as:
-The head of another creature instead of or in addition to their own. They probably gain the bite, horn, tusk or similar attacks from the other head.
-One or more limbs from another creature in-stead of their own. They might gain the creature‘s claw or trample attack as a result.
-One or more extra limbs, giving an extra claw or trample attack.
-A long, sinuous limbless body, giving +1 to Wrestling rolls per hit dice.
-Thick scaly skin, giving +2 AC.
-Skin replaced with nodules of stone, crystal, tree bark or bone, giving +4 AC.
-A poisonous attack (typically a bite), requiring victims taking damage to flesh to make a Save against Poison; if failed the poison typically causes them to lose 1d12 flesh or 1d12 from an attribute.
-The ability to exhale fire, corrosive gas, freezing mist or showers of sparks. When used, any potential victims should take a Save against Hazards, and suffer 2d6 damage if they fail.
-The ability to breathe water and swim, and appropriate anatomy such as gills and fins.
-A pair of wings, either bat-like, butterfly-like or feathered, and the ability to fly.
-Broad, shovel like claws, and the ability to burrow like a mole.
-A flexible, rubbery body with cartilage instead of bones and a texture similar to a squid, OR sticky slime exuded from the skin, OR a number of grasping cilia and tentacles. Whichever is the case, the creature gets +1 to wrestling rolls per hit dice.
-The monster‘s eyes are milky white, and it is blind.
-The monster can ‘see’ through echo-location, like a bat.
-Glowing eyes, and a gaze attack. Every creature that looks at the creature must make a Save against Hazards to avoid meeting its gaze. If failed, they must make a Save against Magic each round or else be turned to stone, snow, crystal, wood or some other substance. Once the gaze is met, the victim will feel themselves compelled to maintain eye contact for d12 rounds until the chimera blinks.
-A body that is somehow hazardous to touch; either constantly on fire, incredibly cold, charged with static electricity, coated in corrosive slime or covered in tiny barbs. The monster’s attacks deal an extra 1d6 damage, and enemies grabbing or grabbed by the monster also take an automatic 1d6 damage.


Paul Jamin 1885



In the lightless depths of the earth there are things best forgotten.
Though the civilisation of serpents is long extinct, their cities reduced to ruins and their tombs nothing but ash and dust, their work is not undone.
Where magma meets the earth's crust great engines still move, wheels turning within wheels, and the things they bound there remain, and hunger for the tribute they once received.

Giant Spiders

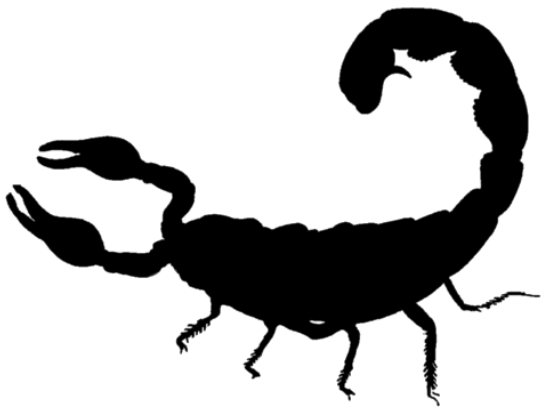
Flesh	D8 (5)
Grit	2d8 (10)
AC	12
Attacks	Bite (+3 bonus, d6 damage and venom)
Saves	14 vs Weather, 12 vs Poison, 15 vs Hazards, 16 vs Magic
Meals	5
Skills	Stealth 4/6, Athletics 2/6
Special	If a bite deals damage to flesh, the victim must pass a Save against Poison or else be paralysed for d4 rounds. Webs give +3 to wrestling attempts. Can walk over walls and ceilings (as if affected by Spider climb)

Giant spiders can be found lurking in many of the deep, hidden parts of the world; in the depths of caves, the bottoms of canyons and the most tangled, inhospitable parts of forests. Often spiders will make a lair for themselves, digging a hidden pit they lurk in or threading webs between trees. The most dangerous of these situations have broods of spiders dwelling together, their webs covering large tracts of land.
Blundering into a spider's web effectively works like any other trap. If careful, a perception roll might prevent being caught, but otherwise the victim is stuck fast and cannot escape (although depending on where the webs are holding them they may still be able to fight). Any struggle will, of course, attract the interest of giant spiders lurking at the centre of the web. Rescuing a victim of the webs probably involves a successful Vandalism roll to disentangle them.

Giant Vermin

Flesh	d8 (5)
Grit	3d8 (15)
AC	12
Attacks	Any out of Bite (+3 bonus, damage 1d6 and paralysing venom), sting (+3 bonus, dam-age 1d6 and damaging venom), 2 claws (+4 bonus, 1d8+1 dam-age), or spit (+2 bonus, 1d4 damage, throwing range)
Saves	14 vs Weather, 12 vs Poison, 15 vs Hazards, 16 vs Magic
Meals	5
Skills	Stealth 2/6, Athletics 2/6
Special	If a bite deals damage to flesh, the victim must pass a Save against Poison or else be paralysed for d4 rounds (for bites) or take 10 extra damage (for stings).

Depending on their type, giant vermin may have any of the following properties;
-The ability to fly, which also increases their AC by 3 whilst they are airborne.
-A hard shell, giving +3 AC.
-The ability to walk up walls like spiders.
-Stealth increased to 4/6 for ambush predators.
-The ability to exude adhesive slime, giving a +4 bonus to wrestling.
-A corrosive or barbed skin, dealing 1d4 dam-age when touched with bare skin.
-The ability to drain blood; the vermin's bite is not poisonous, but deals +1 damage and heals the vermin for 1 point of damage on a hit that deals damage to flesh.



Vermin Swarms

Flesh	2d12 (14)
Grit	0
AC	8
Attacks	Swarming (hits automatically, 1 damage)
Saves	14 vs Weather, 12vs Poison, 19 vs Hazards, 16 vs Magic
Meals	6
Skills	Stealth 3/6
Special	Single attacks only deal a maximum of 1 damage to a swarm (although area attacks such as burning pitch, fireballs and so on are not capped and deal double damage against them). Smoke from a wood fire deals 1 damage to a swarm each round as the swarm disperses.

Depending on their type, swarms of vermin may have any of the following properties;
-The ability to fly, which also increases their AC by 3 whilst they are airborne.
-The ability to drain blood; the vermin‘s attack deals d2 damage and heals the swarm vermin for 1 point of damage on a hit that deals damage to flesh.
-Poison, which forces a victim taking damage to their flesh to make a Save against Poison or else suffer an extra 2 damage.
-The ability to disperse their swarm and attack as many victims as blunder into them, rather than making just one attack.
-A horrible tendency to burrow into a victim‘s nose, mouth, eyes and other soft flesh; all the swarm‘s damage deals damage to flesh unless the victim‘s face is protected with a veil.
-A tendency to lay eggs under the victim‘s skin; any damage to flesh forces the victim to take a Save against Poison. If failed, they are infested with parasites. Treat the infestation as a disease, with an incubation time of three days, and a save interval of an hour. Each failed save reduces the victim‘s strength by d8 as the eggs start hatching and the vermin start feeding on the victim‘s flesh. If the victim reaches 0 or less strength, they die and their corpse splits apart as a new swarm emerges.
You can generate random vermin-like creatures by rolling a d8, a d10 and a d12 on the table below. Some results may suggest particular abilities the swarm could possess.

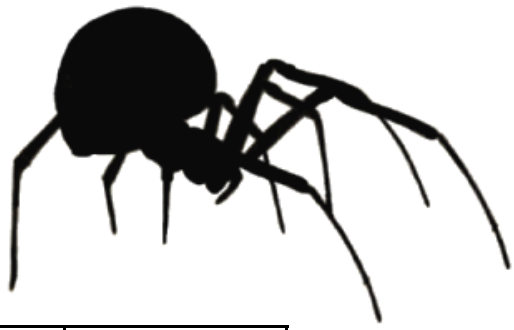


Table 92: Random Vermin

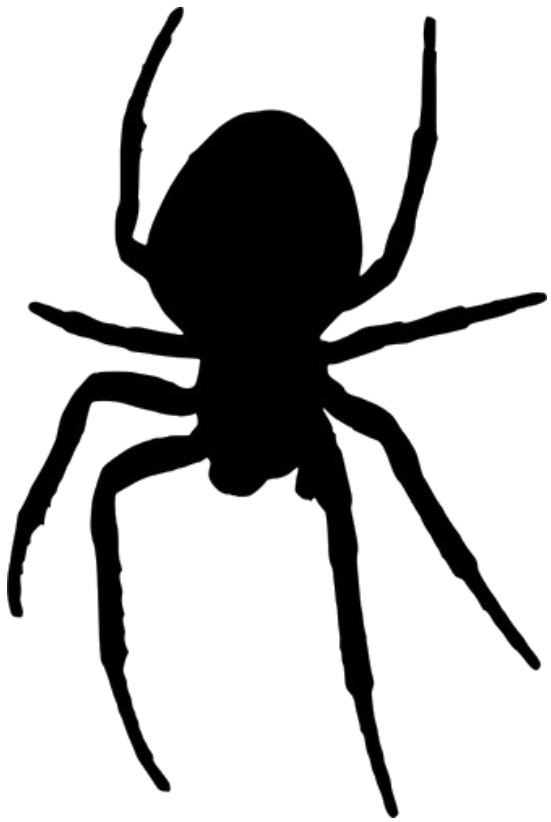
Roll	Appearance (d8)	Behaviour (d10)	Body Type (d12)
1	Chitinous	Aggressive	Ants
2	Fleshy	Burrowing	Centipedes
3	Rubbery	Buzzing	Crabs
4	Shelled	Crawling	Lampreys
5	Slimy	Egg-Laying	Flies
6	Spiny	Hidden	Leeches
7	Transparent	Hovering	Maggots
8	Rotting	Hungry	Scorpions
9	-	Venomous	Slugs
10	-	Writhing	Spiders
11	-	-	Wasps
12	-	-	Worms

Giant Cave Barnacle

Flesh	3d8 (15)
Grit	0
AC	16
Attacks	Stomach (+3 bonus, d12 damage) and d4 Tendrils (+3 bonus, 1 damage)
Saves	14 vs Weather, 12 vs Poison, 15 vs Hazards, 16 vs Magic
Meals	10
Skills	Nil
Special	A cave barnacle is fixed to the spot and cannot move. Instead of attacking with a tendril, it can wrestle with a total bonus of +6 to the roll. It can only make stomach attacks against enemies that have been successfully grappled by a tendril.; these attacks ignore grit.

A cave barnacle is a strange creature, like a huge shellfish that fixes itself to a cave wall, fishing for food with fronds and tendrils that emerge from its thick carapace.

Although barnacles are the most typical creatures to be found in this niche, many others exist. Sea anemones, annelid tubeworms, mussels and corals can all be found performing a similar role in a cave system.



Walking Hive

Flesh	2d12 (14)
Grit	0
AC	8
Attacks	2 Slams (+2 bonus, 1 damage)
Saves	14 vs Weather, 12vs Poison, 19 vs Hazards, 16 vs Magic
Meals	6
Skills	Stealth 3/6
Special	A successful slam attack deposits vermin on the victim which will continue to attack. Unless a full round is spent removing them, they will continue to attack for the next d6 rounds, doing 1 damage a round. Damage from normal attacks against a Walking Swarm is halved, as they can only kill a small number of the individual creatures making up the swarm. Area attacks such as fireballs deal double damage due to the target-rich environment the swarm presents. Smoke from a wood-fire deals 1 point of damage a round as it forces the swarm to disperse.

This is a strange monster; dozens or even hundreds of small vermin wearing the shape of a person. The skin being worn might be woven from silk by spiders or caterpillars, assembled from detritus by caddis-flies, or be an actual human skin, hollowed out and puppetted.

The swarm resembles a living person, but badly. The body twitches and shambles, and writhing masses of insects are visible when it opens its mouth or eyelids, or when it takes damage. It cannot speak or reason like a real person, but often displays surprising levels of mimicry.

Depending on the particular creatures forming the swarm-that-walks, it might have any of the following abilities:

-Poison, which forces a victim taking damage to their flesh to make a Save against Poison or else suffer an extra 2 damage.

-A horrible tendency to burrow into a victim‘s nose, mouth, eyes and other soft flesh; all the swarm‘s damage deals damage to flesh unless the victim‘s face is protected with a veil.

-The ability to rapidly hollow out and infest their victims: anybody killed by the Walking Swarm resurrects as another such creature d6 rounds later.

Terrible Worms

Flesh	3d10 (18)
Grit	5d10 (30)
AC	13
Attacks	Maw (+8 Bonus, 1d12+1 damage and can swallow) and Crush (+8 Bonus, 1d8+1 damage)
Saves	10 vs Weather, 8 vs Poison, 12 vs Hazards, 12 vs Magic
Meals	25
Skills	Vandalism 5/6
Special	A Dreadful Worm‘s sinuous body and huge size give it a +8 bonus on wrestling. Dreadful Worms can burrow through solid earth, leaving a tunnel large enough to crawl along behind them for several days. A victim hit by the Dreadful Worm‘s maw must make a save against hazards. Failure indicates that they are swallowed. A swallowed victim takes d4 damage a round from ripping internal teeth and digestive juices. Dealing 8 damage (which will be to flesh) is enough for the victim to tear a way out of the Worm before they are digested.

Dreadful Worms are the largest of the vermin-like monsters, huge beasts lurking beneath the snow. They prey upon big game such as mammoths and rhinos, which they tend to ambush by bursting out of the frozen earth to latch their ringed maws onto.



Drakes

Flesh	2d8 (10)
Grit	4d8 (20)
AC	14
Attacks	Bite (+7 bonus, d8+1damage) and potentially either 2 claws (+7 bonus, d4+1 damage) and/or Crush (+7 bonus , d6+1 damage)
Saves	12 vs Weather, 10 vs Poison, 13 vs Hazards, 14 vs Magic
Meals	10
Skills	Athletics 3/6
Special	See below

There are a wide number of creatures resembling great snakes and lizards. Each of them is a huge apex predator, with various unique adaptations. In more civilized times, these creatures will eventually give rise to the race of dragons.
Depending on the nature of the beast, it may have any of the abilities given below;
-Wings, allowing it to fly and giving +3 AC whilst airborne.
-Diamond-hard scales, giving +3 AC.
-The ability to talk, giving a 3 in 6 Charm roll.
-The ability to breathe fire; those in the blast area must pass a Save against Hazards or else take 2d6 damage.
-A sinuous body that coils around its victims, giving a +6 bonus on wrestling rolls.
-A venomous bite; a victim who takes any damage from the drake‘s bite must pass a Save against Poison or else take lose 1d6 points of dexterity, constitution or strength.
-A venomous sting on the end of its tail; the attack has a +6 bonus, and deals 1 damage. If damage is dealt to flesh, the victim must pass a Save against Poison or take an extra 10 points of damage to flesh.
-The ability to regenerate; if the drake has a severed limb, it will re-grow in 1d6 rounds (unless the stump is burned to seal it). If there are no severed appendages, the drake will re-gain 1d6 points of flesh a round until it is back to maximum flesh.

Hydras

Flesh	2d8 (10)
Grit	3d8(15)
AC	12
Attacks	One Bite per head (+6 bonus, damage 1d8+1), and potentially either 2 claws (+6 bonus, 1d4+1 damage) or crush (+6 bonus, 1d6+1 damage)
Saves	12 vs Weather, 10 vs Poison, 11 vs Hazards, 14 vs Magic
Meals	12
Skills	Nil
Special	Each hydra has 2 or more heads, and that many bite attacks. If a head is severed (by a successful called shot), then it loses one bite attack. Hydras regenerate; if they have a severed head or limb, it will re-grow in 1d6 rounds (unless the stump is burned to seal it). If there are no severed appendages, the hydra will regain 1d6 points of flesh a round until it is back to maximum flesh.

Hydras are a variation of serpentine monster with many heads and strong regenerative abilities, typically encountered in swamps. There‘s no reason why they couldn‘t have any of the modifications normally seen on drakes.

Basilisks

Flesh	2d8 (10)
Grit	3d8(15)
AC	12
Attacks	One Bite per head (+6 bonus, damage 1d8+1), and potentially either 2 claws (+6 bonus, 1d4+1 damage) or crush (+6 bonus, 1d6+1 damage)
Saves	12 vs Weather, 10 vs Poison, 11 vs Hazards, 14 vs Magic
Meals	12
Skills	Stealth 2/6
Special	Every creature that looks at a basilisk must make a Save against Hazards to avoid meeting it‘s gaze. If failed, they must make a Save against Magic each round or else be turned to stone or a similar substance. Once the gaze is met, the victim will feel themselves compelled to maintain eye contact for d12 rounds until the Basilisk blinks.

Like hydras, basilisks are another variant on the large reptilian monster, possessing a gaze that turns the monster‘s prey to stone. Basilisks tend to hunt alone, using their gaze to take out some of their targets before engaging their prey alone with their bites. Like hydras, there‘s no reason why they wouldn‘t have any of the modifications available to other drakes.



Krakens

Flesh	2d8 (10)
Grit	4d8 (20)
AC	11
Attacks	D8 Tentacles (+6 Bonus, 1d8 damage) and Bite (+8 Bonus, deals 1d8+1 damage)
Saves	12 vs Weather, 10 vs Poison, 13vs Hazards, 14 vs Magic
Meals	15
Skills	Athletics 3/6
Special	Krakens can breath underwater without penalties. Their tentacles give them +6 to wrestling rolls.

There are any number of strange creatures that live in the sea, at the bottom of lakes and in the lightless waters in the depths of caves; giant octopi, krakens, sea serpents and more. Some of these creatures are little more than animalistic predators (if huge and dangerous ones) whilst others are ancient, cunning creatures that potentially remember a time before the emergence of humans.

Based on the specific type of monster, some krakens may have any of the abilities below:
-Diamond-hard scales, giving +3 AC.
-The ability to talk, giving a 3 in 6 Charm roll.
-The ability to release a cloud of ink; those in the blast area must pass a Save against Hazards or else be blinded until they can wash their eyes out.
-A venomous bite, dealing 1d10 damage; a victim who takes any damage from the kraken‘s bite must pass a Save against Poison or else take lose 1d8 points of dexterity, constitution or strength. A bite probably replaces the Kraken‘s tentacles.
-The ability to cast a single spell (randomly determined, of level 1 to 6) every few turns.
-The ability to regenerate; if the kraken has a severed limb, it will re-grow in 1d6 rounds (unless the stump is burned to seal it). If there are no severed appendages, the kraken will re-gain 1d6 point of flesh a round until it is back to maximum flesh.
-The ability to drain blood; the kraken‘s bite or tentacles deal 1d4 extra damage and heals the Kraken for that much on a hit that deals damage to flesh.



Aboleths

Flesh	4d8 (20)
Grit	5d8 (25)
AC	13
Attacks	4Tentacles (+9 Bonus, d4+1 damage and mucus)
Saves	12 vs Weather, 10 vs Poison, 13vs Hazards, 14 vs Magic
Meals	15
Skills	Athletics 3/6
Special	Aboleths can breath underwater as well as on land. They can move on land, but only clumsily. Those within a few feet are in the Aboleth's mucus-could and need to Save vs Poison on entering it –and then once every turn thereafter– or else be infected with Aboleth mucus. Those injured by an Aboleth tentacle contract the disease automatically. Finally an Aboleth is a potent spellcaster. It can cast Command, False Sounds and/or False Images (*as false sounds, but for vision*) each once a round instead of making an attack. Furthermore, once per turn it can cast Hallucinatory Terrain, Break Curse, Water Breathing, Gease or Warp Flesh.

Humans are not the first thinking, talking beings to dwell on earth, by a long margin. Before them, there was the long-buried race of serpent-folk, but these weren't the first either.
In the ancient Devonian era, when vertebrate life first emerged, the race of Aboleths were the first consciousness to see our sun. Huge fish - each over twenty-five feet long, with multiple eyes, leech-like mouths and many long tentacles - the Aboleth body has changed little since cartilaginous fish first evolved.
Aboleth society was, at one point, incredibly advanced. Aboleth thinkers perfected art, magic, philosophy and science. Their culture understood the universe's functioning perfectly, and their artistic expression was quantified and perfected. Aboleth bodies were engineered to be immortal and powerful, and the world geo-engineered to suit their anatomies. The only obstacle left was inevitable entropy, and there was no solution to the slow, inevitable march of time.
With nowhere left to conquer, and no mysteries left to answer, the Aboleth race began to fall apart. Over the course of millions of years, the species fell into a malaise. Many of the primeval fishes ended their lives out of boredom, or were driven to insane suicide by the totality of their knowledge.
Those few that remained when the first real intelligent life began to emerge on land were strange creatures. Understanding reality in ways other beings can't, they gave up hope for their future. Some are utterly unhinged, aeons of despair having broken their minds, and exist in a state of total self-delusion, creating imaginary worlds powered by their magical talents.
Others, the majority in fact, retreated from the living world. They dwell in a twilit half-existence, torpid rather than dead, unwilling to die but unable to face conscious existence. In the depths of the ocean and the dark beneath the earth, the Aboleths remain, dreaming and waiting for entropy to claim them.

An Aboleth's body exudes slime that taints their surroundings. Beings that touch this mucus risk being infected by it. Treat it as a disease, with an incubation time of 1 turn, and with saves made every hour thereafter. On a failed save, the victim takes d12 damage to flesh unless they spent at least two thirds of that time (4 turns out of the six) underwater.
Those infected with Aboleth mucus find their skin turns transparent and flimsy, like wet tissue paper, and soon sloughs off. In its place, there is a layer of thin mucus, that requires near-constant immersion in water or else begins to dissolve the creature's skin.

Aboleths are strange and unique creatures. An Aboleth might have any of the abilities suggested to customize other creatures, including those for vermin, chimeras, and the undead.

An Aboleth is probably encountered slumbering or recently awakened. Those which have been awake for some time are typically surrounded by a number of bio-engineered servants, such as mortal Aberrants and mystics, krakens or oozes. Each such Aboleth rules its own mad domain with an iron grasp.
Many Aboleths are at the heart of cults that worship them as living gods. The slumbering piscine divinities direct their worshippers through dreams and omens, slowly warping their flesh to match the Aboleth's mad whims.
Mystics worshipping an Aboleth tend to generate similar spells, as detailed on page 254. The signature spells for mystics in an Aboleth cult are as follows:

1—Mad Insight (new spell on page 278)
2—Warp Flesh
3—Water Breathing
4—Plant Growth
5—Floating Eye (new spell on page 277)
6—Mind Switch
7—Sculpt Flesh (new spell on page 280)
8—Shapechange

Colossi

Flesh	5d12 (35)
Grit	5d12 (35)
AC	11
Attacks	Any of Bite (+10 bonus, d12+5 damage), 2 or more Crushes (+10 bonus, d10 damage), 2 claws (+10 bonus, d8+5 damage) and a Trample (+0 bonus, 2d10 damage)
Saves	11 vs Weather, 10 vs Poison, 16vs Hazards, 15 vs Magic
Meals	15
Skills	Athletic s 3/6, Vandalism 6/6
Special	A colossus can be climbed onto if it is successfully wrestled: once on it, all subsequent damage goes to directly to Flesh. The colossus can spend its action to shake off any enemies that have climbed onto it: they must make a Save vs Hazards or else fall off, taking 2d6 falling damage as a result.

The colossus is, simply, a creature that is unnaturally large. Towering over the tree-tops, these creatures move ponderously, the earth shaking with every footfall.

Each colossus is unique, but there are a few features that are common to many. Crab or spider-like bodyplans are common, as are huge tusks. Many colossi have vast domed backs, with moss, grass and even small trees growing on them, and are as much a walking ecosystem as a single monster.

Based on the specific anatomy of the colossus, it may have any of the abilities below:

-A hard exoskeleton, giving +3 AC.

-The ability to fly, giving +3 AC whilst in the air.

-The ability to talk, giving a 3 in 6 Charm roll.

-The ability to regenerate; if the colossus has a severed limb, it will re-grow in 1d6 rounds (unless the stump is burned to seal it). If there are no severed appendages, the colossus will re-gain 1d6 point of flesh a round until it is back to maximum flesh.

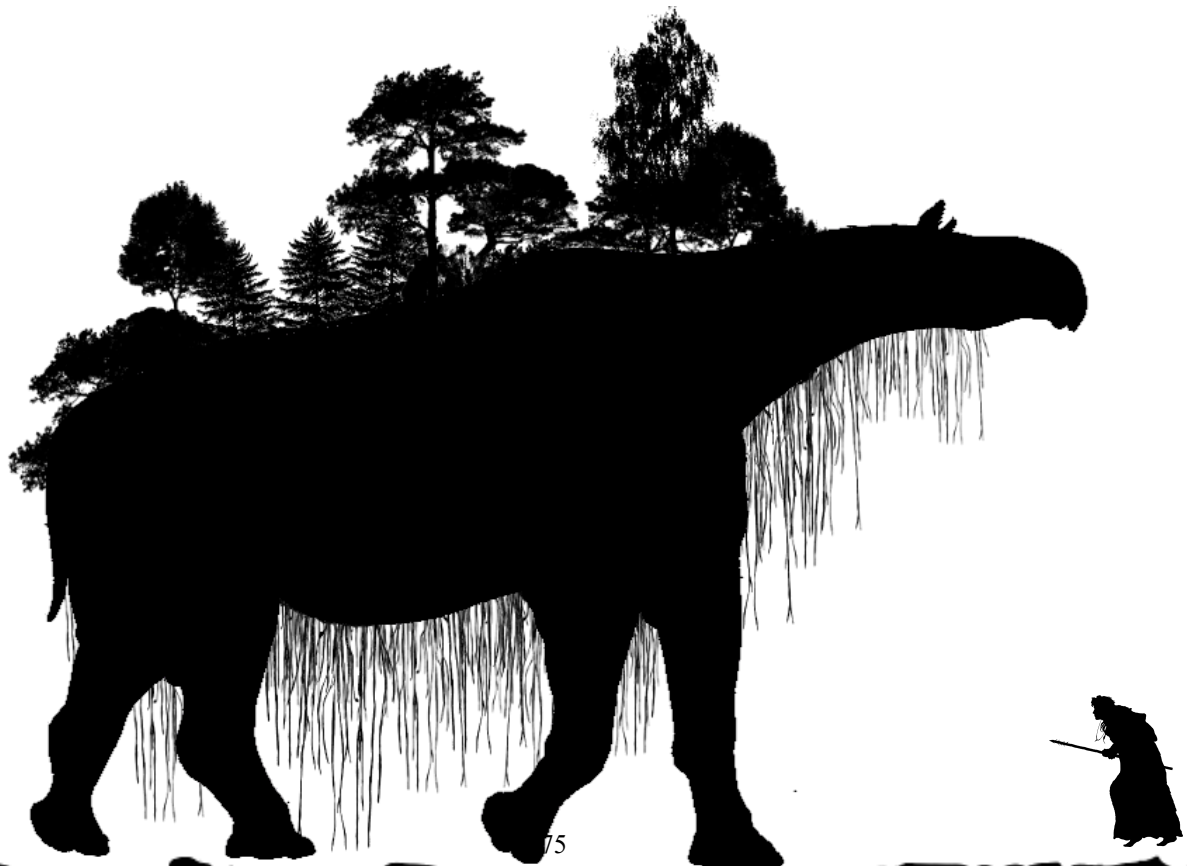
-The ability to breathe lightning or blizzards; those in the blast area must pass a Save against Hazards or else take 2d6 damage.

-A sinuous body that encircles its victims, giving a +10 bonus on wrestling rolls.

-A constant storm surrounding it, giving enemies shooting at it –3 on their to-hit rolls.

-The ability to become perfectly still, blending into the landscape as if it were merely a huge rocky outcrop and giving it a 3 in 6 Stealth skill.

-A maw wide enough to swallow people whole. A victim hit by the Colossus's maw must make a save against hazards. Failure indicates that they are swallowed. A swallowed victim takes d4 damage a round from ripping internal teeth and digestive juices. Dealing 8 damage (which will be to flesh) is enough for the victim to tear a way out of the Colossus before they are digested.



Troglodytes

Flesh	D8 (5)
Grit	2d8 (10)
AC	11
Attacks	Thrown Rock (+2 bonus, d6 damage) or Fist (+2 bonus, d4 damage) and Bite (+2 bonus, d4 damage)
Saves	14 vs Weather, 12 vs Poison, 15vs Hazards, 16 vs Magic
Meals	15
Skills	Athletics 3/6, Stealth 3/6
Special	Troglodytes can see in complete darkness; their thermal vision allows them to see the heat of other living bodies.

Troglodytes are near-human creatures, with ape-like bodies but disturbingly human-looking features. They share a distant common ancestor with hominids, being descended from australopithecines that ventured into the Underworld and never returned.

A troglodyte stands five feet high if it pulls itself upright, but is more likely to walk in a low crouch or crawl, since in its natural underground habitat roofs are low and footing unstable. Short, clumsy fingers emerge from the ends of long simian arms, and the creature's whole torso and upper arms are coated in long, lanky greyish hair.

Troglodytes are not intelligent like people are. Although they live in social groups and hunt by cunning, they are not sophisticated beings. They lack language or real tool use; anything beyond picking up a rock to hurl at their enemies is beyond them. Instead, the communicate with one another through simple growls and shrieks.

Troglodytes are ancient enemies of the race of Morlocks, who are their rivals for the same ecological niche. Where they can, the Morlocks hunt them down exterminate them, and they would have succeeded long ago were it not for a strange quirk in Troglodyte physiology.

Troglodyte Mystics

Flesh	D6 (5)
Grit	3d6 (15)
AC	11
Attacks	Thrown Rock (+2 bonus, d6 damage) or Fist (+2 bonus, d4 damage) and Bite (+2 bonus, d4 damage)
Saves	12 vs Weather, 10 vs Poison, 13vs Hazards, 14 vs Magic
Meals	15
Skills	Athletics 3/6, Stealth 3/6, Charm 3/6
Special	Troglodytes can see in complete darkness; their thermal vision allows them to see the heat of other living bodies. The mystic can spend its action to cast one of the following spells: -Darkness -Erase Tracks -Shield -Silence by making a successful Charm roll.

The troglodyte mind is not quite animalistic. There is just enough rudimentary intellect there to fear the unknown, and to offer veneration to beings stronger than them. Troglodytes commonly come to worship more powerful beings in the underworld, such as aboleths and shoggoths, offering them sacrifices of insects and fungi to placate them.

Mostly, the grunting primitives are ignored by the objects of their worship, but not always. On rare occasions, something might take an interest in them. Pushing its way into the cracks and spaces in the troglodyte's simple minds, alien patrons often form crude cults among the troglodytes. The creatures offer veneration and serve adequately as tools until more sophisticated minds become available as worshippers, and in the mean time the most zealous of the troglodytes receive supernatural gifts from their alien masters.

Oozes

Flesh	2d10 (16)
Grit	0
AC	11
Attacks	Extrusion (+0 bonus, damage d12)
Saves	14 vs Weather, 7 vs Poison, 15 vs Hazards, 13 vs Magic
Meals	0
Skills	Nil
Special	Oozes are mindless; they are immune to anything that would misdirect them or influence their mind. They sense vibrations and heat, allowing them to detect living beings even in total darkness and silence. Also, see below.

Like their more powerful cousins, the Shoggoths, oozes are formless creatures capable of wriggling through the smallest gap or extending themselves over huge spaces. They don‘t think or reason, possessing only a basic reflexive hunger.
An Ooze might possess any of the following abilities, depending on it‘s nature:
-Digestive slime; a victim taking damage to their flesh must take a save versus Poison or lose 1d12 damage to Constitution.
-Completely see-through anatomy, giving a 3 in 6 stealth chance.
-The ability to produce an extrusion to attack every enemy next to it.
-The ability to regenerate, healing 1d6 flesh a round.
-The ability to drain blood; on a hit that deals damage to flesh, the ooze heals as much dam-age as they dealt.
-Infectious slime; any damage to flesh forces the victim to take a Save against Poison. If failed, they have the Ooze growing within them. Treat the infection as a disease, with an incubation time of one turn, and a save interval of a round. Each failed save reduces the victim‘s constitution by d8 as their flesh starts to liquefy. If the victim reaches 0 or less constitution, they die and their body collapses into a fresh new ooze.

Shoggoths

Flesh	4d10 (32)
Grit	0
AC	11
Attacks	Extrusion (+0 bonus, damage d12)
Saves	14 vs Weather, 7 vs Poison, 17 vs Hazards, 13 vs Magic
Meals	0
Skills	Nil
Special	A shoggoth makes an Extrusion attack against every enemy next to it. A shoggoth regenerates 1d6 damage a round. Shoggoths are functionally mindless; they are immune to anything that would misdirect them or influence their mind. They take double damage from fire. They sense vibrations and heat, allowing them to detect living beings even in total darkness and silence.

In the depths of the earth, where no human has set foot, there are horrible things from be-fore the dawn of civilization. Amorphous black masses, flesh roiling and warping, these creatures dwell in the darkness waiting to be released back into the world. Their minds, as much as beings this alien can be said to have minds, are filled only with a hunger to consume all other life, and a deep abiding hatred for the light of fire and the sun that holds them back.



Giant Amoebas

Flesh	3d10 (24)
Grit	0
AC	11
Attacks	Engulf (+0 bonus, damage d12)
Saves	14 vs Weather, 7 vs Poison, 15 vs Hazards, 13 vs Magic
Meals	0
Skills	Nil
Special	An amoeba makes an Extrusion attack against every enemy next to it. An amoeba can, instead of attacking, make a grapple, and gets +3 to its attempt when it does so. Amoebas are functionally mindless; they are immune to anything that would misdirect them or influence their mind. They take double damage from fire. They sense vibrations and heat, allowing them to detect living beings even in total darkness and silence. Any attack that deals 13 or more damage in one go to the amoeba risks breaking its cellular nucleus; it must make a Save vs Hazards, and if it fails it will die after d6 rounds regardless of any other damage.

An amoeba is a simple single-celled organism with an amorphous form, that moves, hunts and interacts with its environment by extruding pseudopods. Giant amoebas are, essentially, similar single cells that are unusually huge, often approaching the size of a horse.
To exist in this way is difficult. Unicellular structure is hard to maintain after a certain size. The amoeba needs damp conditions, without too much variation in temperature or exposure to light or strong winds. As such, they are mostly found underground, where their ability to morph and pour through small gaps or up cliffs is an asset.

Mimic

Flesh	2d6 (8)
Grit	2d6 (8)
AC	13
Attacks	Maw (+4 bonus, d8 damage) and Pseudopods (+0 bonus, d12 damage)
Saves	12 vs Weather, 10 vs Poison, 11 vs Hazards, 14 vs Magic
Meals	12
Skills	Stealth 5/6, Charm 3/6
Special	Perfect Shape-shifting. A mimic can exude glue from its skin, giving it +4 to wrestling attempts.

Mimics are skilled shapeshifters, able to change their form, texture and colouration to resemble any inanimate object. In truth, their anatomy is almost entirely amorphous, like an ooze or shoggoth, and their sophisticated mimicry entirely a matter of instinct.
They are mostly ambush-predators, usually disguising themselves as something harmless (such as a stalagmite, tree-stump or burnt log) or desirable (such as a carcass, boat or bush covered in fruit). When a victim ventures close, the mimic reveals its true nature, extruding jaws and pseudopods and trapping its victims to devour them.
As yet, there is little that is truly, overwhelmingly desirable to people, so there is no best strategy for what a mimic should disguise itself as. However, in the future, the rise of monetary systems and an overwhelming hunger for gold among humans will make a chest full of treasure the perfect disguise. With humans so easily fooled and drawn in, the mimics will spread and prosper.

Plant Monsters

Flesh	2d8 (10)
Grit	D8 (5)
AC	11
Attacks	Any out of; 1d4 branches (+1 bonus, damage 1d6) , 1d6 vines (+1 bonus, damage 1d4, long reach) or maw (+2 bonus, 1d8+1 damage)
Saves	4 vs Weather, 7 vs Poison, 17 vs Hazards, 13 vs Magic
Meals	6
Skills	Stealth 3/6
Special	Plants are mindless; they are immune to anything that would misdirect them or influence their mind. They sense vibrations and heat, allowing them to detect living beings even in total darkness and silence. Also, see below.

As any conversation with most plants will tell you, those plants that move on their own are as much an abomination as corpses that move of their own volition or the unquiet spirits of the dead. Nevertheless, some plants do rip themselves free from the natural order of things, developing a craving for warm flesh and wriggling across the landscape in search of it. Depending on the type of plant in question, carnivorous plants might have any of the following properties:

-Digestive slime; a victim taking damage to their flesh must take a save versus Poison or lose 1d12 damage to Constitution.

-The ability to drain blood; on a hit that deals damage to flesh, the plant heals as much flesh as they dealt damage.

-Roots preventing them from moving from the spot.

-A cloud of spores or pollen around them that intoxicate those breathing them in. Each round that they spend in the area, characters must make a Save against Poison or else lose 1d4 Dexterity, Intelligence or Wisdom (depending on the plant). Characters wearing a veil over their face are protected from inhaling the spores.

-Be much larger, gaining an extra each d8 (5) of flesh and grit, +2 damage and a Vandalism chance of 3 in 6.

-A tendency to implant spores in the victim‘s soft tissues; any damage to flesh forces the victim to take a Save against Poison. If failed, they are infested with saplings. Treat the infestation as a disease, with an incubation time of three days, and a save interval of an hour. Each failed save reduces the victim‘s dexterity by d8 as the plant starts to grow under the victim‘s skin, slowly turning them green and stiff. If the victim reaches 0 or less dexterity, they die and their flesh peels away to reveal a new plant underneath.

You can generate random carnivorous plants by rolling a d8, a d10 and a d12 on the table below. Some results may suggest particular abilities the plant could possess.

Table 93: Random Plant Monsters

Roll	Appearance (d8)	Behaviour (d10)	Body Type (d12)
1	Flowering	Aquatic	Briars
2	Fruiting	Creeping	Bushes
3	Leafy	Gibbering	Flytraps
4	Rotten	Lurking	Fungi
5	Rubbery	Parasitic	Honeydews
6	Slimy	Shrieking	Ivy
7	Sticky	Stinking	Mushrooms
8	Thorny	Strangling	Oak Trees
9	-	Thirsty	Orchids
10	-	Thrashing	Pine Trees
11	-	-	Vines
12	-	-	Weeds

Mycelids

Flesh	2d10 (12)
Grit	D10 (6)
AC	9
Attacks	Any out of a bite (+2 bonus, damage d6+1), and/or 2 slams (+2 bonus, damage d4+1),
Saves	14 vs Weather, 7 vs Poison, 17 vs Hazards, 13 vs Magic
Meals	0 (or 10)
Skills	Nil
Special	Mycelids are mindless; they are immune to anything that would misdirect them or influence their mind. A victim who's flesh is injured by a mycelid's attack must Save vs Poison or be infected with parasitic mycelium. See below for details.

Mycelids are living animals who have been infested with a fungal parasite. Their bodies are infested with the thin white threads—mycelium—that form the bulk of any fungal life. Their skin has a hanging fuzz of threads, their eyes are blank and milky, and mushrooms emerge from cracks and blisters in their flesh.

The victim's body is wholly taken over by the fungus, that is threaded through their flesh like roots through soil. Their higher brain-functions are destroyed, mycelium eroding and replacing brain-matter. The creature seems dead, remembers nothing of its life, and is on the verge of starvation and exhaustion from the punishment inflicted by the parasite.

A mycelid exists to spread the fungus that infests and puppets it. It does not hunt in order to eat, but instead lurches after victims that it can infect.

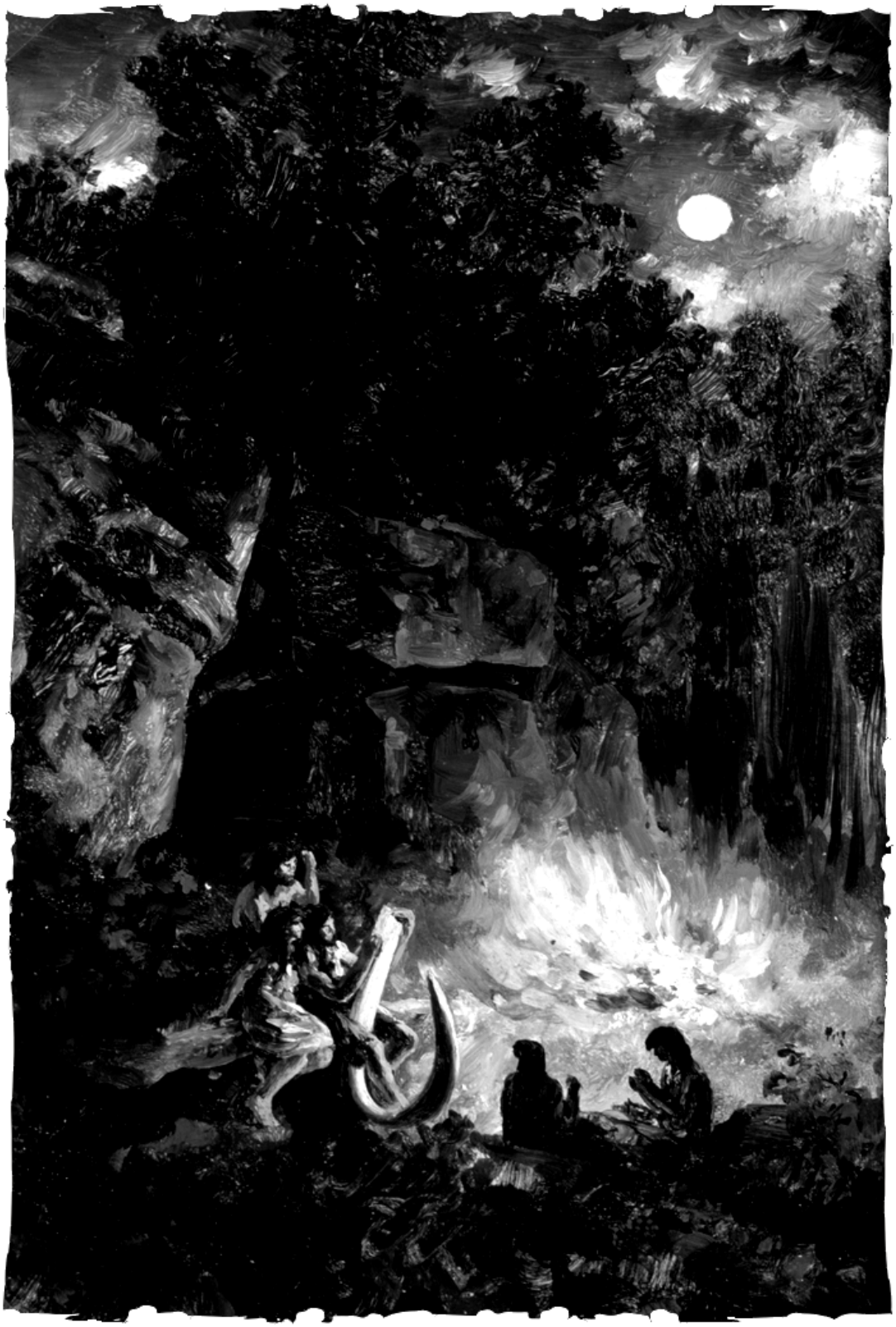
Infection by mycelid fungus follows the normal rules for a disease. Anybody taking damage to their flesh from a mycelid's attacks must take a Save vs Poison. Spending too much time around mycelids tends to require similar saves,, since they seep spores into their environment. Anybody dumb enough to *eat* mycelid flesh gets no save. They are infested automatically.

Once infected, the disease has an incubation period of one hour, and deals d4 damage to Dexterity and Intelligence every hour, as the mycelium threads spread through the flesh, winding around the nervous system and slowly throttling it. The victim's skin reddens, splitting into sores and rashes, and as their nerves and brain are damaged their movements become shaky. As the condition worsens, the victim's mind begins to dim. They lose co-ordination and their memory begins to crumble away. Eventually, when either Dexterity or Intelligence reaches 0, they are reduced to a mindless, motionless husk, hardly breathing and un-blinking. One turn later, they resurrect as another mycelid, now completely taken over by the fungus.

Not all mycelids are the same. Depending on the animal the fungus is puppetting, it might have any of the following features:

-The ability to fly, granting +3 AC whilst in the air.
-Huge size, giving it an extra d10 (+6) flesh and grit, and +2 damage.
-Long tendrils or tentacles, giving +1 to rolls to wrestle per hit-dice.
-Tough scaly or shelled skin, giving +3 AC.
-A small size, giving 1 less Flesh dice (-6 FP), -1 damage, and +2 AC
-The ability to blend into its surroundings, giving 3-in-6 stealth.





"Deep silence fell about the little camp, planted there so audaciously in the jaws of the wilderness. The lake gleamed like a sheet of black glass beneath the stars. The cold air pricked.
In the draughts of night that poured their silent tide from the depths of the forest, with messages from distant ridges and from lakes just beginning to freeze,
there lay already the faint, bleak odours of coming winter."
— Algernon Blackwood, The Wendigo

People

People (both human and Neanderthal) follow the same rules as player characters. Unique individuals, or those who will take on a particularly important role in the players‘ adventures, can be generated in the same way as player characters. However sometimes, particularly when player characters attract a tribe, you‘ll need a quick NPC or five right away. To do that there are a number of pre-made characters below. Also included are quick rules for randomly generating tribes that players might encounter, and their quirks and customs.

These aren‘t a strict list of everybody players might encounter, and particularly for unusual or pivotal individuals you should feel free to custom-build your NPCs to match what you want them to be capable of.

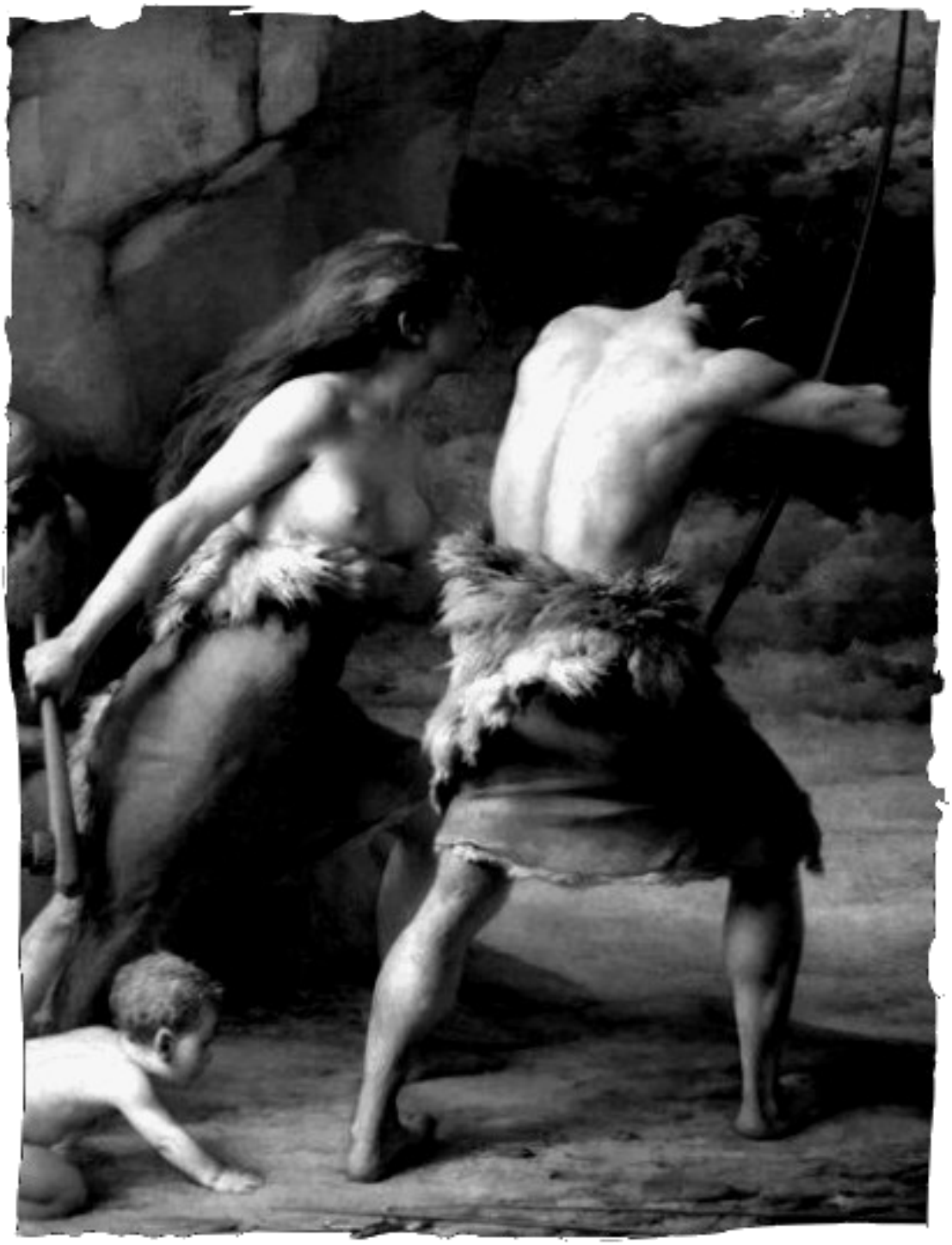
Level 0 Characters

Some characters have no class levels. At the time of the ice-age, this is a rare thing; a person must be competent to survive at all, and even the least pro-active individual is likely to acquire a level as an Expert or Hunter (or as a Neanderthal if that’s their species) just from their day to day life. Having no levels means a character is unusually weak or inexperienced. Only the very young, sheltered or powerless are likely to have no levels; children or slaves for the most part. On top of this, level 0 can be used to represent a character who is elderly or ill enough that they are limited in their ability to support them self.

A level 0 human has no grit and a d4 of flesh. All of their saves start with a value of 17+. They have no other abilities. Likewise, a level 0 Neanderthal has a d6 of flesh, no grit, and all their saves have a value of 15+.

If a level 0 character is exposed to the harsh realities of the world, they either die or toughen from the experience. After enough time, they will gain level 1 in an appropriate class. Re-roll their flesh dice (keeping the old value if it was better) and give them a grit dice as well.





All at once a cry went up that something was circling the camp. Those able to fight sprang to their feet, reaching for weapons and fire, but whatever was out there did not deign to show itself.
This would be the pattern for many weeks, a mysterious adversary tormenting us whenever we settled in one place.

Children (level 0 humans)

Flesh	D4 (2)
Grit	0
AC	11
Attacks	Hands (-1 bonus, d2-1)
Saves	18 vs Weather, 18 vs Poison, 16 vs Hazards, 17 vs Magic
Mods	Strength +0, Dexterity +1, Constitution -1, Intelligence -1, Wisdom +0, Charisma +1
Meals	5
Gear	Doll made of hide and straw, clay figures
Skills	Nil
Special	Nil

Children are everywhere. Ranging from so young as to be utterly defenceless to old enough to be pressed into service in an emergency, children have a tendency to behave in ways that make them something of a liability.

Elders (level 0 humans)

Flesh	D4 (2)
Grit	0
AC	9
Attacks	Bludgeons (-1 bonus, d6-1 damage)
Saves	18 vs Weather, 18 vs Poison, 17 vs Hazards, 16 vs Magic
Mods	Strength –1 Dexterity +0, Constitution -1, Intelligence +1, Wisdom +1, Charisma +0
Meals	5
Gear	Walking stick, jewellery
Skills	Nil
Special	Nil

This stat-block represents the elderly or sick; those who are perfectly competent but unable to support themselves due to physical infirmity.
Extensive evidence shows that, throughout most human history, the infirm and old have been cared for well past the point where they can no longer live independently.

Thralls (level 0 humans)

Flesh	D4 (3)
Grit	0
AC	11
Attacks	Stone Knife (+1 bonus, d4+1 damage)
Saves	18 vs Weather, 18 vs Poison, 16 vs Hazards, 17 vs Magic
Mods	Strength +1, Dexterity +1, Constitution -1, Intelligence +0, Wisdom +0, Charisma –1
Meals	5
Gear	Rags, Stoke Knife, Sack
Skills	Nil
Special	Nil

Thralls are those unfortunate enough to live under the dominion of by another. During the ice age, mercifully few people suffer this fate, but as civilization emerges so does slavery.

Sickly Ones (level 0 Neanderthals)

Flesh	D6 (5)
Grit	0
AC	10
Attacks	Sling (+0 bonus, d4 damage)
Saves	14 vs Weather, 14 vs Poison, 15 vs Hazards, 14 vs Magic
Mods	Strength –1 Dexterity +0, Constitution +1, Intelligence +0, Wisdom +1, Charisma +0
Meals	7
Gear	Sling, stone bullets,
Skills	Nil
Special	Nil

This is a Neanderthal who is, and probably always has been, ill. Neanderthals are known to have been prone to a number of congenital conditions, but evidently valued and cared for their sick and injured.

Mammoth Hunter (1st level hunter)

Flesh	D8 (6)
Grit	D8 (6)
AC	15
Attacks	Bow (+2 bonus, d8+2 damage) or Stone Axe (+2 bonus, d10+2 damage)
Saves	13 vs Weather, 11 vs Poison, 14 vs Hazards, 17 vs Magic
Mods	Strength +1 Dexterity +1, Constitution +1, Intelligence -1, Wisdom -1, Charisma -1
Meals	7
Gear	Stone axe, bow, stone arrows, bracers, tunic, skull helmet, torch
Skills	Animalism 1/6
Special	No penalty on combat manoeuvres.

This is a typical combat-focussed hunter, specialising in big game, brash and self-confident.

River-dweller (1st level hunter)

Flesh	D8 (4)
Grit	D8 (4)
AC	13
Attacks	Spear (+2 bonus, d6+1 damage) or net (wrestle at thrown range)
Saves	15 vs Weather, 13 vs Poison, 16 vs Hazards, 14 vs Magic
Mods	Strength +1 Dexterity –1, Constitution –1, Intelligence –1, Wisdom +2, Charisma +0
Meals	5
Gear	Spear, Net, leather tunic, boots, greaves, fishing gear, coracle
Skills	Animalism 2/6, Foraging 3/6, Tracking 3/6, Perception 3/6
Special	No penalty on combat manoeuvres.

Unlike other hunters, this individual lives in or around the wetlands, specialising in fishing with nets and spears. Their work probably gives them a rather more languid outlook than most other hunters, who are typically somewhat outspoken.

Stalker (1st level hunter)

Flesh	D8 (6)
Grit	D8 (6)
AC	15
Attacks	Bow (+4 bonus, d8+1 damage) or Knife (+1 bonus, d4damage)
Saves	15 vs Weather, 13 vs Poison, 14 vs Hazards, 17 vs Magic
Mods	Strength+0, Dexterity +3, Constitution –1, Intelligence -1, Wisdom -1, Charisma +0
Meals	5
Gear	Bow, stone arrows, gloves, tunic, cord, blade venom, knife
Skills	Animalism 2/6, Stealth 4/6
Special	No penalty on combat manoeuvres.

This hunter is a loner, relying on stealth and planning to take down unaware game at a distance or in cunning ambushes.



Gatherer (1st level expert)

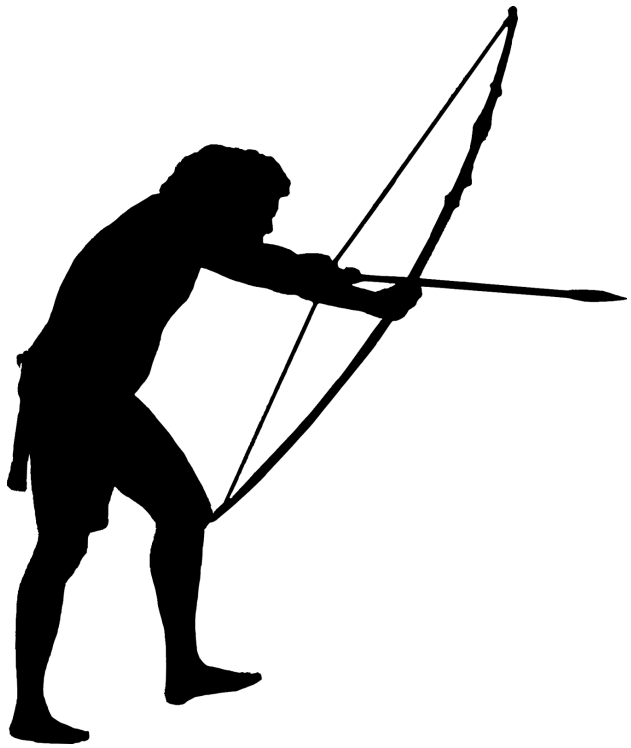
Flesh	D6 (4)
Grit	D6 (4)
AC	12
Attacks	Sling (+1 bonus, d4 damage) or knife (-1 bonus, d4-1 damage)
Saves	14 vs Weather, 16 vs Poison, 14 vs Hazards, 13 vs Magic
Mods	Strength –1 Dexterity +1, Constitution +0, Intelligence +0, Wisdom +1, Charisma –1
Meals	6
Gear	Gloves, sling, stone bullets, knife, sack
Skills	Foraging 4/6 (2 points), Tracking 3/6 (1 point), Animalism 3/6 (3 points)
Special	Nil

This is a typical gatherer of plant-based food, probably used to roaming a set territory and harvesting every resource from it. In time, these people will come to manage their terrain more skilfully, becoming the earliest farmers.

Crafter (1st level expert)

Flesh	D6 (4)
Grit	D6 (4)
AC	15
Attacks	Knife (+0 bonus, d4 damage)
Saves	14 vs Weather, 16 vs Poison, 15 vs Hazards, 14 vs Magic
Mods	Strength –1, Dexterity +0, Constitution +0, Intelligence +2, Wisdom +0, Charisma –1
Meals	6
Gear	Wood-working tools, stone-working tools, knife, pigments , oil lamp
Skills	Crafting 5/6 (2 points), Art 4/6 (1 point), Foraging 2/6 (1 point), Charm 2/6 (2 points)
Special	Nil

A crafter is one of the earliest professions. Although at this point, society is still fluid enough that most people are skilled at most tasks, the insight and steady eyes of some artisans already marks them out as a cut above the rest, and well-made items are eagerly traded for.



Trap-maker (1st level expert)

Flesh	D6 (5)
Grit	D6 (5)
AC	11
Attacks	Stone Axe (+0 bonus, d10+1 damage)
Saves	13 vs Weather, 15 vs Poison, 16 vs Hazards, 15 vs Magic
Mods	Strength+0, Dexterity –1, Constitution +1, Intelligence +1, Wisdom -1, Charisma +1
Meals	7
Gear	Snares, cord, wooden pegs, boots, gloves, axe, oil lamp
Skills	Foraging 2/6 (1 point), Tracking 3/6 (2 points), Crafting 2/6 (1 point), Animalism 3/6 (2 points)
Special	Nil

These stats are for trappers; experts who lay snares for prey, allowing animals to trap themselves and returning periodically to collect their kill. Its an efficient, if callous, hunting method.

Fighter (1st level Neanderthal)

Flesh	D10 (6)
Grit	D10 (6)
AC	15
Attacks	Axe (+1 bonus, d10+1 damage)
Saves	10 vs Weather, 8 vs Poison, 13 vs Hazards, 12 vs Magic
Mods	Strength +1 Dexterity +0, Constitution +0, Intelligence –1, Wisdom +0, Charisma +0
Meals	6
Gear	Axe, greaves, bracers, skull helmet, shield, winter clothing, rope
Skills	Tracking 3/6, Foraging 3/6, Athletics 4/6
Special	No penalty on combat manoeuvres.

This is a Neanderthal who, like the mammoth hunter, is focussed on violence. As well as hunting big game and defending from predators, the Neanderthal people are well aware of many of the horrible creatures extant in the world, and it is individuals like this who keep their tribes safe from such monsters.

Survivor (1st level Neanderthal)

Flesh	D10 (7)
Grit	D10 (7)
AC	14
Attacks	Spear (-1 bonus, d6 damage)
Saves	9 vs Weather, 7 vs Poison, 13 vs Hazards, 11 vs Magic
Mods	Strength -1 Dexterity +0, Constitution +1, Intelligence +0, Wisdom +1, Charisma –1
Meals	7
Gear	Stone spear, greaves, bracers, gloves, boots, veil, winter clothing, torch
Skills	Tracking 4/6, Foraging 4/6, Athletics 2/6
Special	No penalty on combat manoeuvres.

Survivors are those Neanderthals who cling onto existence in the harshest environments. Where it is too cold, barren or dangerous even for other Neanderthals, the survivor finds a way to live and even prosper.



Brute (1st level Neanderthal)

Flesh	D10 (6)
Grit	D10 (6)
AC	11
Attacks	Greatclub (+2 bonus, d12+3 damage) or Javelins (-1 bonus, d6+3 damage)
Saves	10 vs Weather, 8 vs Poison, 14 vs Hazards, 13 vs Magic
Mods	Strength +2, Dexterity -1, Constitution +0, Intelligence +0, Wisdom –1, Charisma +0
Meals	6
Gear	Stone two-handed club, javelins, atlatl, skull helmet, boots, torch
Skills	Tracking 2/6, Foraging 2/6, Athletics 5/6
Special	No penalty on combat manoeuvres.

This is the typical Neanderthal as they are viewed by humans; big, strong and not very sophisticated. Such an individual often finds themselves working with or for humans as hired muscle, where their innate hardiness is a great blessing.

Hermit

Flesh	D4 (2)
Grit	D4 (2)
AC	10
Attacks	Club (-1 bonus, d8-1 damage)
Saves	14 vs Weather, 14 vs Poison, 16 vs Hazards, 12 vs Magic
Mods	Strength-1, Dexterity +0, Constitution –1, Intelligence +1, Wisdom +2, Charisma –1
Meals	5
Gear	Club, Bag of Ashes with bound Darkness, Quartz crystal with bound Coat With Frost
Skills	Art 3/6
Spells	Coat with Frost, Darkness, Water Breathing (memorized dangerously.)

A hermit is a magician who has isolated themselves from other in order to pursue magical knowledge, or possibly been shunned by others for their work.

Magical Healer (1st level magician)

Flesh	D4 (2)
Grit	D4 (2)
AC	10
Attacks	Spear (-1 bonus, d6-1 damage)
Saves	14 vs Weather, 14 vs Poison, 17 vs Hazards, 14 vs Magic
Mods	Strength –1 Dexterity –1, Constitution –1 Intelligence +2, Wisdom +0, Charisma +1
Meals	6
Gear	Spear, gloves, healing kit, poultice with bound Warp Flesh, skull with bound Enlarge
Skills	Art 4/6, Medicine 3/6
Spells	Cure Wounds (memorized), Enlarge, Warp Flesh

Out of the various magician archetypes, this is probably the least sinister, being focussed on healing magic.

Flame Initiate (1st level magician)

Flesh	D4 (2)
Grit	D4 (2)
AC	10
Attacks	Knife (+0 bonus, d4 damage)
Saves	14 vs Weather, 14 vs Poison, 17 vs Hazards, 13 vs Magic
Mods	Strength +0 Dexterity –1, Constitution –1, Intelligence +1, Wisdom +1, Charisma +0
Meals	5
Gear	Knife, bone wand with bound fireball, skull helmet, veil, tinderbox
Skills	Art 3/6
Spells	Create Fire (memorized), Message, Fireball

Unlike the hermit, this individual is probably part of a larger organisation of magicians, an initiatory cult exploring elemental magic. Although only at an early level of initiation, further progress through the organisation will teach them more.



Warlord (4th level Hunter)

Flesh	D8 (7)
Grit	3D8 (12)
AC	18
Attacks	Axe (+5 bonus, d10+2 damage)
Saves	12 vs Weather, 10 vs Poison, 13 vs Hazards, 14 vs Magic
Mods	Strength +1 Dexterity +1, Constitution –1, Intelligence –1, Wisdom –1, Charisma +1
Meals	5
Gear	Stone axe, shield, leather tunic, bracers, greaves, skull helmet, jewellery
Skills	Animalism 4/6, Charm 2/6
Special	No penalty on combat manoeuvres.

This is the leader of a strong tribe, who achieved their position through a mixture of charisma and violence. The warlord probably has a number of loyal followers and quite a dramatic reputation.

Neanderthal Chief (4th level Neanderthal)

Flesh	D10 (9)
Grit	3D10 (18)
AC	14
Attacks	Axe (+1 bonus, d10+1 damage)
Saves	14 vs Weather, 16 vs Poison, 15 vs Hazards, 14 vs Magic
Mods	Strength +1, Dexterity –1, Constitution +0 Intelligence –1, Wisdom +0, Charisma +1
Meals	6
Gear	Axe, greaves, bracers, skull helmet, winter clothing, torch, shield
Skills	Foraging 3/6, Tracking 3/6, Athletics 4/6
Special	No penalty on combat manoeuvres.

Like the warlord, this is a leader accustomed to violence. Rather than finesse and skill, though, the Neanderthal chief relies on sheer stamina and the loyalty of their kin to carry the day.

Visionary (4th level expert)

Flesh	D6 (6)
Grit	3D6 (9)
AC	9
Attacks	Knife (-1 bonus, d4 damage)
Saves	15 vs Weather, 17 vs Poison, 15 vs Hazards, 13 vs Magic
Mods	Strength –1, Dexterity -1, Constitution –1 Intelligence +1, Wisdom +1, Charisma +1
Meals	5
Gear	Stone knife, jewellery, pigments, healing kit, stone working tools
Skills	Crafting 5/6 charm 5/6, art 5/6 medicine 4/6 perception 3/6
Special	Nil

The visionary has ideas that others don't. Naturally gifted and able to plan and improvise effortlessly, individuals like this will be the driving force behind most new technologies and social structures over the coming millennia.

Inner Circle Flame Mage (4th level magician)

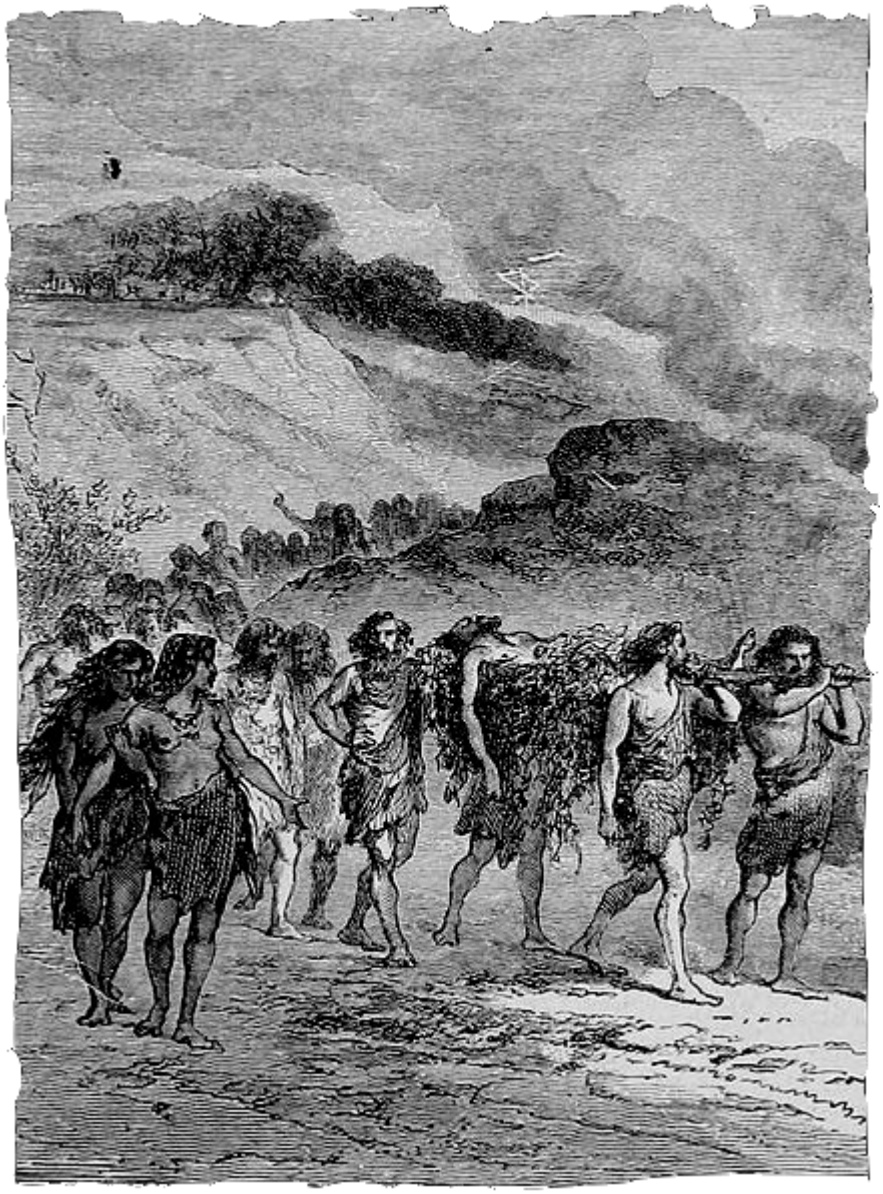
Flesh	D4 (7)
Grit	3D4 (12)
AC	10
Attacks	Mace (-1 bonus, d8 damage)
Saves	13 vs Weather, 13 vs Poison, 16 vs Hazards, 14 vs Magic
Mods	Strength-1, Dexterity –1, Constitution +1, Intelligence +1, Wisdom +2, Charisma -1
Meals	7
Gear	Ceremonial Mace, Tiny statuette with Mist Form bound, Necklace of bone-shards and amber with Unseen Servant bound, Beast-skull helmet, Veil
Skills	Art 5/6, Perception 3/6
Spells	Command (memorized twice), Unseen Servant, Resist Fire (memorized), Wall of Fire (memorized dangerously), Mist Form, Regenerate

This is the leader of the same organisation our Flame Initiate belongs to, a strange figure deeply immersed in the arcane arts, and with a dark and mysterious reputation to show for it.

Table 94: Random NPC Traits (roll a d4, a d6, a d10, a d12 and a d20)

Roll	Age (d6)	Distinction (d8)	Feature (d12)	Distinction (d4)	Mannerism (d10)	Goals
1	Teens	Is missing one or more ...	Eyes	Displays incredible ...	Pride	Is ill and seeks a cure.
2	Early Twenties	Has smaller ...	Ears	Is preoccupied with ...	Courage	Is wounded and seeks treatment.
3	Late Twenties	Has larger ...	Nose	Displays little sign of ...	Curiosity	Is traumatized and seeks comfort.
4	Thirties	Has marked ...	Mouth	Tries to show off their ...	Loyalty	Is hungry and seeks food.
5	Forties	Has scarred or damaged ...	Teeth	-	Diligence	Is insecure and seeks glory.
6	Fifties or older	Has decorated or ornamented ...	Lips	-	Hunger	Is lonely and seeks company.
7	-	Has crooked or broken ...	Arm/arms	-	Hedonism	Mistrusts strangers.
8	-	Has strikingly beautiful ...	Leg/legs	-	Independence	Is looking for missing relatives.
9	-	-	Hand/hands	-	Talkativeness	Has been rejected by their people.
10	-	-	Foot/feet	-	Cleanliness	Is lost and scared.
11	-	-	Fingers	-	-	Wants to take advantage of strangers.
12	-	-	Hair	-	-	Is charitable.
13	-	-	-	-	-	Is looking for a fight.
14	-	-	-	-	-	Is looking for romance.
15	-	-	-	-	-	Is looking for wealth.
16	-	-	-	-	-	Is deluded.
17	-	-	-	-	-	Wants to share rumours.
18	-	-	-	-	-	Wants to hear rumours.
19	-	-	-	-	-	Is happy and carefree.
20	-	-	-	-	-	Is cynical and pessimistic.





"We die containing a richness of lovers and tribes, tastes we have swallowed,
bodies we have plunged into and swum up as if rivers of wisdom,
characters we have climbed into as if trees, fears we have hidden in as if caves.

I wish for all this to be marked on my body when I am dead."

— Michael Ondaatje (The English Patient)

NPC tribes

Settlements of people are a large feature of the landscape, and many will be plotted out on the map if the campaign uses one. They can be generated quickly using the following methods.

Firstly, roll a d20, a d4, 4d6, a d8, 2d10 and a d12 on the table below to determine the type of community and who's in it. The d20 tells you which type of community it is, and then the d6s, d8, d10s and d12 give you the number of people of various types (each matching one of the sets of rules above) in the community. Read across from the community type to see what each roll gives you. The d4 indicates how many unusual traditions the community has

Neanderthal clans are smaller than other communities; halve the numbers of Fighters and Survivors generated (rounded down). They have as many Children as the number of Brutes plus the number of Sickly Ones.

Nomadic Clans, Cave Dwellers, Trading Settlements, and Hunting Settlements all have a number of non-combatants with them. There will be half as many Elders as the 4d6 roll (rounded up) and as many Children as the 2d10 roll.

Predatory Warbands are made up only of fighting adults.

Slavers have as many Children as the 2d10 roll.

Magical Tribes will have half as many children with them as the 2d10 result for Elders, rounded down.

If you are running a game without magic, slavers will be led by a warlord, and mystery cults by a visionary. Instead of Initiates, a mystery cult instead contains d8 crafters.

Most communities will have a number of quirks that make them unique. A randomly rolled up community has 1d4 of these. Roll a d20 for each tradition on table 56 see what sets the community apart; if there are multiple quirks, it may be possible to combine them into a cohesive theme.

Similarly, most communities will have some supplies in abundance, and others they desperately need. You may choose certain goods to be plentiful or valued based on their surroundings and culture, or else roll on table 57 to determine what the tribe is likely to trade.

Table 95 Random Tribes

Roll 1d20	Communi-	Leader (1)	4d6	2d10	1d8	1d12
1 to 4	Neander-thal Clan	Neanderthal Chieftain	Survivors	Fighters	Brutes	Sickly Ones
5 to 7	Nomadic Clan	Visionary	Trap-builders	Gatherers	River-dwellers	Stalkers
9 to 12	Cave Dwellers	Warlord	Gatherers	River-dwellers	Crafters	Mammoth Hunters
13 or 14	Trading Settlement	Visionary	Gatherers	Crafter	Trap-builders	River-dwellers
15 or 16	Hunting Settlement	Warlord	River-dwellers	Trap-builders	Crafters	Mammoth Hunters
17 or 18	Predatory Warband	Warlord	Mammoth Hunters	Stalker	Thralls	Trap-builders.
19	Slavers	Inner Flame Mage	Mammoth Hunters	Neanderthal Fighters	Children	Thralls
20	Magician's tribe.	Inner Flame Mage	Stalkers	Elders	Flame Initiates	Trap-builders

Table 96: Random Tribal Quirks

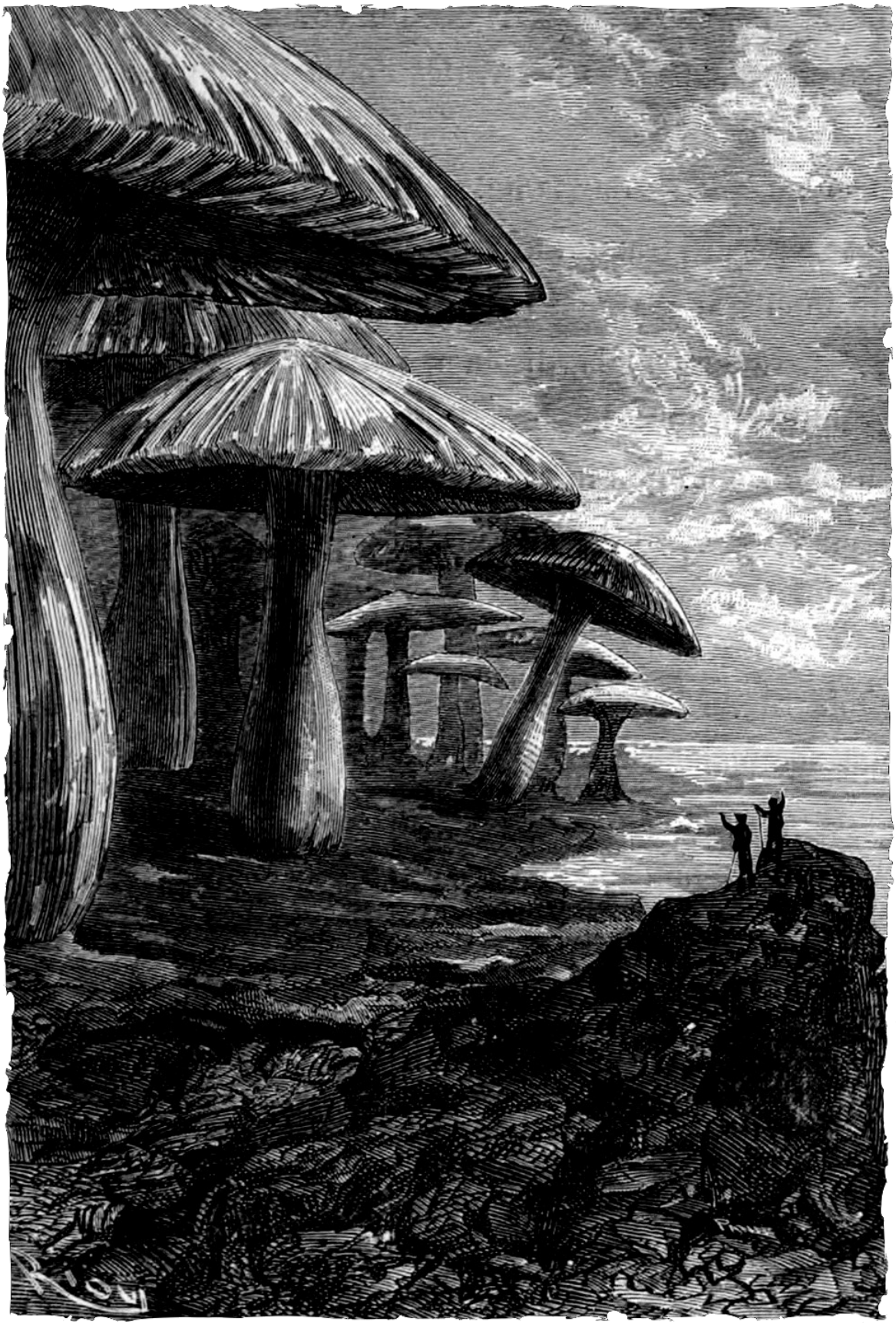
Roll	Result
1	The community venerates some powerful local monster, such as an Aboleth, Colossus or Shoggoth, maintaining a shrine to it and offering it frequent sacrifice.
2	The community reanimate their dead; they are accompanied by 2d6 skeletal slaves and a tomb guardian.
3	No children; any children born are abandoned, given away or killed.
4	No elders; the elderly either leave the community or are sacrificed when they become infirm.
5	The community keep dogs. 2d6 dogs (use the rules for jackals) accompany the community.
6	The community have unusually friendly relations with local Neanderthals (if human) or humans (if Neanderthal). There will be 2d6 of the other race (default to Neanderthal Survivors and human Gatherers) with the community currently. A lot of the community will have ancestry that is a mix of both races.
7	The community ritually cannibalise their own dead, and most members are a little bit strange as a result.
8	The community have a large supply of some luxury good (such as amber or honey, for example), and as such are rather wealthy.
9	The community consider some animal (roll on table 27) to be evil and unclean. They will kill them at any opportunity, but never willingly eat them.
10	The community venerate their ancestors, and keep their bones on display in small shrines around their dwelling.
11	The community venerates the polar ice. Youths from the tribe trek onto the ice sheets seeking enlightenment as a ritual to mark their transition to adulthood. Many die; there are d6 less children as a result.
12	The community believe that some organ (roll 1d12 on table 29) contains their people‘s souls, and preserve these organs after death.
13	The community is notorious for its use of poison in hunting and warfare.
14	The community is highly expansionistic, and will try to recruit or conquer smaller communities that they encounter. Double the population.
15	The community have no leader; instead, decisions are made by consensus. This is good for morale, but not very efficient.
16	The community makes heavy use of mind-affecting herbs, both in spiritual rites and to psych themselves up before hunting and warfare.
17	The community have some herd of prey animals they manage, protecting the flock from predators and weeding out the weakest so strong specimens breed.
18	The community believe that gazing into another‘s eyes allows part of the soul to escape, and all wear veils as a result.
19	The community harbour some disease among them that just won‘t go away, no matter what they try. At any one time, there will be 3d6 of the group sick and non-combatant as a result (use the rules for tribal elders).
20	The Community are vassals to another, stronger body nearby. Halve the community’s population,

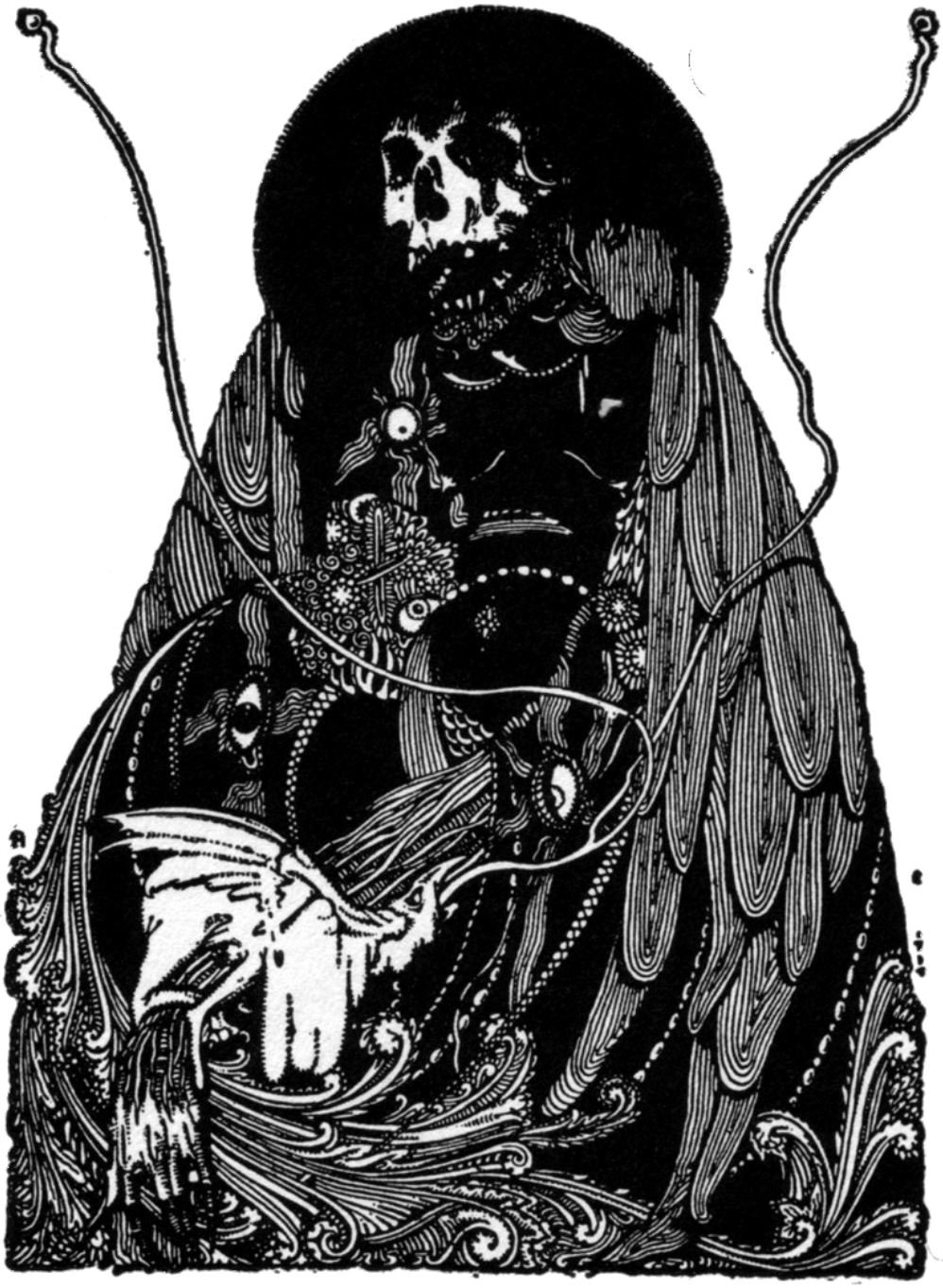
Table 97: Random Trade Goods

Roll d20	Trade Goods
1	Pigments such as ochre and chalk
2	Flint
3	Amber
4	Soft, easily carved stones such as jade
5	Tar or pitch
6	Jewellery, and works of art
7	Clay that can be baked in a kiln
8	Poisons and drugs.
9	Wood in large slabs for building
10	Straight, thin wooden branches
11	Horn, bone and teeth
12	Leather and furs
13	Honey and beeswax
14	Dried meat from big game
15	Smoked fish or shellfish
16	Dried meat from small game and birds
17	Nuts and berries
18	Edible roots, tubers and bulbs
19	Seeds and grain ground down into flour
20	Mushrooms

Table 98: Random Tribal Situations

Roll d20	Trade Goods
1	Low on food
2	Low on a trade good (roll on table 97)
3	Victorious in a recent skirmish
4	Migrating to a new home
5	Probably about to change leadership
6	Well fed
7	Content and placid
8	Intrigued by a new religion
9	Damaged in a recent skirmish
10	Under new leadership
11	Celebrating a festival
12	Horribly defeated in a recent skirmish
13	Recently attacked by some monster
14	On the verge of a schism
15	Just absorbed a smaller tribe
16	Infected with a terrible illness
17	Paranoid about spies
18	Recovering from vicious infighting
19	Consumed by artistic inspiration
20	Preparing for a skirmish





"Behold, for I am Grasping-hand-of-lightning, Ankou
he who returns from beyond the black mists,
twice-born and eternal!

Come before me, my still-warm children,
and share in my blessings,
for you can become as I am,

and reside in this world until the stars burn out."

The Undead

Not everything that dies stays that way. Creatures can return as undead beings due to de-liberate magical intervention, or rise spontaneously in areas of high magic or as a result of horrible events.

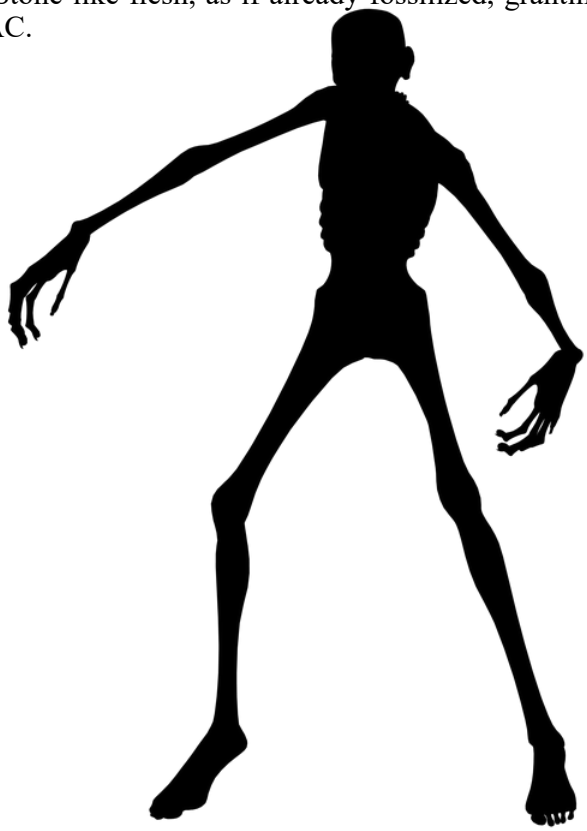
Feral Undead

The most common undead will be mindless animated corpses, like those that can be created with the Animate Dead spell. They go by various names, depending on their appearance and behaviour; corpse-puppets, skeletons, zombies, ghouls, wights, draugr and so on. These creatures have only very dim instincts to hunt and kill living creatures. If created, they will obey their creators instructions unflinchingly, but if left to their own devices will prowl the countryside in search of prey. Sometimes, these creatures are created deliberately by a magician, but just as often they resurrect on their own. Magically tainted places can cause corpses to re-animate in packs, and often creatures killed by the undead rise as undead themselves. It‘s also not unknown for the corpse of a person who did not receive proper burial to rise again.
To create a feral animated corpse, use the following method;
-The creature loses all Grit Dice. Their Flesh Dice becomes a d12 (average roll 7). They gain an extra Flesh Dice.
-Saves and AC remain the same as they were in life. The creature has an attack bonus of +1 per dice of flesh.
-Like all undead creatures, they become immune to the effects of non-magical cold, to all poisons and diseases and to any sensation of pain. They do not require air, food or water.
-Their mind is reduced to a dim awareness of their surroundings; if you are tracking their attribute values, reduce their intelligence, wisdom and charisma each to 3.
-Physical properties such as the ability to fly, tough skin and so on are retained.
-If they relied on weapons to attack in life, they can instead attack with their teeth and claws, for d4 damage.
In addition, the undead creature may have special abilities. Each ability from the following list ‘counts as’ an extra hit dice when these beings are made with the ‘Animate Dead’ spell. The creature may have:

-Stealth increased to 4/6 for ambush predators.
-Perception increased to 4/6 for those with unnaturally sharp senses.
-The ability to exude adhesive slime, giving a +4 bonus to wrestling.
-The ability to drain blood; the corpse‘s bite deals +1 damage and heals the corpse for that much damage on a hit that deals damage to flesh.
-The ability to make more of its kind; any-body killed by the corpse must make a Save against Magic before dying. If failed, they will rise again in a turn‘s time as a similar monster.
-A layer of frost over its skin; unarmed attacks deal an extra d4 cold damage as a result.
-The ability to walk up walls like spiders.



-A venomous bite, dealing 1d6 damage; a victim who takes any damage to flesh from the corpse's bite must pass a Save against Poison or else take lose 1d8 points of dexterity, constitution or strength.
-The ability to regenerate; if the corpse has a severed limb, it will re-grow in 1d6 rounds (unless the stump is burned to seal it). If there are no severed appendages, the corpse will regain 1d6 points of flesh a round until it is back to maximum flesh.
-Greater co-ordination, resulting in d12 (an average of 7) grit points and an extra +1 to hit.
-A touch that causes paralysis; if the creature's attack deals damage to flesh or grit, the victim must pass a Save versus Magic or be paralyzed for 1d4 rounds.
-A more passive and controllable nature, pre-venting them from hunting or attacking unless instructed to by their creator.
-The ability to automatically re-animate any corpses they touch as creatures like them-selves.
-The ability to walk over water like it was solid ground.
-The ability to sense heat and vibrations rather than seeing. The creature is unaffected by cover, invisibility and so on.
-The ability to become invisible for a round, as with the spell invisibility. The ability refreshes once the monster has caused an injury that draws blood, or after a full turn.
-The ability to step completely through a solid object if they want to.
-A shared hive-mind with others of their kind.
-An area of ground they are bound to, and a dim awareness of events that take place there.
-Stone-like flesh, as if already fossilized, granting +3 AC.



Example Feral Undead Beings

Skeletal Slaves (reanimated hunters)

Flesh	2d12(14)
Grit	0
AC	10
Attacks	Claws (+1 bonus, d4 damage)
Saves	14 vs Weather, 12 vs Poison, 16 vs Hazards, 15 vs Magic
Meals	0
Skills	Nil
Special	Undead immunities and traits. Pliable nature.

This is a simple creature, a long dead skeleton reanimated by a necromancer to serve them. Skeletal slaves are unsophisticated, blindly following orders and standing idle when not instructed. Not needing food or air, they can remain in hidden caves, blank and unthinking, centuries after their creator has perished.

Ghouls (reanimated hunters)

Flesh	2d12(14)
Grit	0
AC	10
Attacks	Claws (+1 bonus, d4 damage and save or paralysis)
Saves	14 vs Weather, 12 vs Poison, 16 vs Hazards, 15 vs Magic
Meals	0
Skills	Nil
Special	Undead immunities and traits. Transforms victims into more ghouls. Paralysing touch (d4 damage)

Ghouls are predatory undead creatures. Existing in packs, ghouls hunt down carrion or living creatures to feed on, co-ordinating their attacks much like wolves or similar animals.

Angry Fossil (reanimated drake)

Flesh	3d12(21)
Grit	0
AC	17
Attacks	Bite (+7 bonus, d8+1damage) and 2 claws (+7 bonus, d4+1 damage) and Crush (+7 bonus , d6+1 damage)
Saves	12 vs Weather, 10 vs Poison, 13 vs Hazards, 14 vs Magic
Meals	0
Skills	Athletics 3/6
Special	Undead traits and immunities +3 to wrestling rolls.

These are the remains of a long-extinct reptile from some age far in the earth's past. Once, this creature was a sleek predator, it's body somewhere between a lizard and a hawk, with vicious hooked claws and a long, supple neck.

The bones, long since turned to stone, are still animated and the creature still hunts as if it were alive.

Flesh Hulks (reanimated mammoths)

Flesh	4d12(28)
Grit	0
AC	13
Attacks	Tusks (+10 bonus, d10+2 damage) and Trample (+10 bonus, d8+2 damage) and Trunk (+10 bonus, d4+2 damage)
Saves	14 vs Weather, 12 vs Poison, 15 vs Hazards, 16 vs Magic
Meals	25
Skills	4/6 Vandalism
Special	Undead immunities and traits. Trunk gives +8 to wrestling.

This is a horrific creature, a walking mountain of rotting, bloated flesh. Like most undead creatures, it seems innately hostile to the living.

Wolves of the Ice Sheet (reanimated wolves)

Flesh	2d12(14)
Grit	0
AC	10
Attacks	Bite (+2 bonus, d8 damage and d4 cold)
Saves	12 vs Weather, 10 vs Poison, 11 vs Hazards, 14 vs Magic
Meals	0
Skills	Nil
Special	Undead immunities and traits. Coating of frost does d4 extra damage.

These are wolves that perished in the great northern icecaps, their bodies infused with the power of the cold and returned to a horrible parody of life. When the worst blizzards and winter storms drift down from the north, they bring with them these wolves, which seek to take captive living beings and drag them back to the primal cold from which they came.

Piles of Body Parts (reanimated swarms)

Flesh	2d12 (14)
Grit	0
AC	8
Attacks	Swarming (hits automatically, 1 damage)
Saves	14 vs Weather, 12vs Poison, 19 vs Hazards, 16 vs Magic
Meals	0
Skills	Nil
Special	Normal undead immunities ad traits. Single attacks only deal a maxi-mum of 1 damage to a swarm (although area attacks such as burning pitch, fireballs and so on are not capped and deal double damage against them).

These are simple collections of limbs, heads, organs or other bits of undead flesh. Lacking even the intelligence of other feral undead, they are instead blind, groping things that drag themselves after the warmth of the living, smothering it under a tide of rotting flesh.

Resurrected Undead

Far less common than animated corpses are those creatures that are resurrected fully, retaining their minds. A resurrected creature is still undead, but far closer to the being it was in life; it is not a feral monster, but may well have a strange and alien outlook following the brush with the afterlife.

A resurrected creature is altered in the following ways from how it was in life:
-The creature converts all Grit dice to Flesh dice. Their Flesh Dice becomes a d12 (average roll 7).
-Saves, skills, attack bonus and AC remain the same as they were in life.
-Their body does not rot or age. It does not, however, return to its appearance as it was in life; any injuries, signs of decay or modifications made before it was resurrected are retained. Many resurrected creatures are effectively mummified.
-Like all undead creatures, they become immune to the effects of non-magical cold, to all poisons and diseases and to any sensation of pain. They do not require air, food or water, but will instead be compelled to consume some other substance to remain active.
-Physical and mental properties such as the ability to fly, cast spells and so on are retained.
-The creature can continue to gain levels, but the experience cost to gain each new level is doubled.
All resurrected creatures are addicted to some substance, such as one from the list below;
-The fresh blood, bile, spinal fluid, amniotic liquid or other fluids taken from living creatures (which may be people or animals).
-Some sort of live bug.
-Rotted meat, which may be human or animal, but which must be too badly decayed to be eaten by the living.
-Snow or ice.
-Ash from burning things made by people
-Flowers, eggs or some other product of nature.
-Teeth, fingers, eyes or some other body part, which must be fresh.
-Dirt or earth from places that were important to them when they were alive.
The creature must consume at least a small bit of this substance each day. Each day they fail they must make a Save against Weather; failure indicates that their body begins to crumble away. Reduce their maximum flesh points by 1 permanently.
In addition, the undead creature may have special abilities. Each ability from the following list replaces one of the creature's flesh dice. If a player character becomes undead, they should work with the GM to come up with a combination of abilities that make sense for their character. The creature may have:
-The ability to exude adhesive slime, giving a +4 bonus to wrestling.
-The ability to drain blood; the corpse's bite deals 1d4 damage and heals the corpse for that much damage on a hit that deals damage to flesh.
-The ability to make more of its kind; anybody killed by the creature must make a Save against Magic before dying. If failed, they will rise again in a turn's time as a similar monster.
-A layer of frost over its skin; unarmed attacks deal an extra d4 cold damage as a result.
-A venomous bite, dealing 1d6 damage; a victim who takes any damage to flesh from the corpse's bite must pass a Save against Poison or else take lose 1d8 points of dexterity, constitution or strength.
-The ability to regenerate; if the corpse has a severed limb, it will re-grow in 1d6 rounds (unless the stump is burned to seal it). If there are no severed appendages, the corpse will regain 1d6 points of flesh a round until it is back to maximum flesh.
-Greater co-ordination at the cost of resilience; the creature's hit dice is still a d12, but it gains an extra dice of flesh and its grit dice remain as grit dice instead of flesh dice. This ability (and any other abilities the creature has) cost it a grit dice rather than a flesh dice.
-A touch that causes paralysis; if the creature's attack deals damage to flesh, the victim must pass a Save versus Magic or be paralyzed for 1d4 rounds.
-The ability to automatically re-animate any corpses they touch as mindless undead husks.
-An affinity for the darkness. The creature can see perfectly well in the dark, without any need for illumination. Treat all their attribute modifiers as two points higher in the dark, but reduce them by two in the sunlight.
-The ability to walk up walls like spiders.
-The ability to walk over water like it was solid ground.
-The ability to sense heat and vibrations rather than seeing. The creature is unaffected by cover, invisibility and so on.
-The ability to become invisible for a round, as with the spell invisibility. The ability refreshes once the monster has caused an injury that draws blood, or after a full turn.
-The ability to step through solid objects if they wish.
-An Unnatural Feature (in addition to any they might already have, or have gained if they be-came undead as part of a magical mishap).
-Claws that deal 1d6 damage.
-The ability to talk to corpses at will, as if Speak with Dead had been cast.

-Entrails that can be extended from its body and wrap around victims, allowing the creature to attempt to wrestle (with a +1 bonus per hit-dice) as well as making any other attacks.
-Feet that don't touch the ground when it walks. It is a few inches of the ground, leaves no tracks and is not slowed by difficult terrain.
-Skin like stone, as if the creature was already fossilized, giving +3 AC.
-The ability to turn others into more of its kind. By performing a horrible ritual that takes a full turn, a willing or helpless subject is made into another undead being with similar supernatural abilities.; such creatures at the very least always also possess the ability to turn others.
-Unnatural fighting ability. The creature gets +1 to its attack rolls for each hit-dice it has.
-A hypnotic gaze. Those that meet the creature's gaze must make a Save vs Magic or else lose their ability to act on their next round; instead next round they continue to watch the creature and can only make another save to look away.
-Incubation of a potent, supernatural disease. The incubation time is 1 turn, and saves are made every turn thereafter. Each failed save deals d6 damage to a particular attribute, depending on the nature of the disease.

Vampire (resurrected 8th level expert)

Flesh	2d12 (12)
Grit	3d12 (18)
AC	15
Attacks	Bite (+1 bonus, d4+1 damage and blood drain) or Stone Axe (+1 bonus, d10+2 damage)
Saves	12 vs Weather, 13 vs Poison, 13 vs Hazards, 12 vs Magic
Mods	Strength +1, Dexterity +1, Constitution –1 Intelligence +0, Wisdom +0, Charisma -1
Meals	0
Gear	Stone axe, boots, gloves, greaves, b racers, veil, water-skin filled with blood,
Skills	Stealth 5/6 , Perception 6/6, Athletics 5/6, Medicine 5/6, Charm 5/6 ,Tracking 3/6 , Medicine 4/6
Special	Undead immunities and traits, blood draining, creature of darkness, turn mortals, hypnotic gaze.

This is a powerful, old undead creature. It relies on the blood of the living to function, and so interacts frequently with them, guiding and protecting a tribe that act as its 'feeding stock'.
The creature seems human. Certainly it's pallid, and there are small wounds on its neck from where it was drained of blood, but it looks like it's alive. It breaths, blinks, follows social niceties and otherwise behaves exactly like a reasonable human might.
The vampire can turn living people into more vampires, by draining them of blood and replacing it with a sample of blood from the vampire itself. Typically, prospective inductees are powerful and influential individuals, offered the potential for immortality through undeath.
In this way, it creates a small cabal of similar beings that also rely on human blood to prosper. Such creatures spread their influence across numerous tribes, managing their mortal food-source over many generations.

Vampire Spawn (resurrected 4th level expert)

Flesh	2d12 (12)
Grit	0
AC	13
Attacks	Bite (+1 bonus, d4+1 damage and blood drain) or Stone Axe (+1 bonus, d10+2 damage)
Saves	12 vs Weather, 13 vs Poison, 13 vs Hazards, 12 vs Magic
Mods	Strength +1, Dexterity +1, Constitution –1 Intelligence +0, Wisdom +0, Charisma -1
Meals	0
Gear	Stone axe, boots, gloves, veil, water-skin filled with blood,
Skills	Charm 5/6,
Special	Undead immunities and traits, blood draining, creature of darkness, turn mortals.

Spectre (resurrected 8th level magician)

Flesh	5d12 (35)
Grit	0
AC	11
Attacks	Claws (+5 bonus, d6 damage)
Saves	12 vs Weather, 13 vs Poison, 13 vs Hazards, 12 vs Magic
Mods	Strength +0, Dexterity +0, Constitution +0 Intelligence +0, Wisdom +0, Charisma +0
Meals	0
Gear	Veil, skull helmet, jewellery.
Skills	Art 5/6
Spells	Darkness (memorized), Sleep (memorized twice), Unseen Servant (memorized), Silence (memorized), Levitate (memorized), Hold Person (memorized), Mist Form (memorized), True Sight (memorized dangerously), Time Stop (memorized dangerously), Permanence (memorized dangerously), Resurrection, Warp Flesh.
Special	Undead immunities and traits, Can step through solid objects at will.

The spectre is what remains of a magician who once sought to extend their lifespan through magical experimentation. Although death was postponed, over the course of many decades the magician has drifted into a half-alive twilight state, and from there began to lose grip on its physical form entirely.

By now, the spectre is reduced to an empty set of robes, in which the half-real, misty form of a withered old magician can be seen. Lacking a properly physical body, it desperately clings to what it can of its former life, devouring dirt from its sanctum and watching its descendants jealously.

This creature was once a mighty tribal champion, now transformed to become an undead guard for the tribe's tombs.



Tomb Guardian (resurrected 8th level hunter)

Flesh	6d12 (48)
Grit	0
AC	19
Attacks	Axe (+9 bonus, d10+2 damage)
Saves	12 vs Weather, 13 vs Poison, 13 vs Hazards, 12 vs Magic
Mods	Strength +1, Dexterity +0, Constitution +1 Intelligence –1, Wisdom –1, Charisma +0
Meals	0
Gear	Stone axe, shield, leather tunic, bracers, greaves, boots, gloves, skull helmet,
Skills	Animalism 4/6
Special	Undead immunities and traits, Can talk to corpses. Can animate corpses by touch.

In most cases, the choice to become a Tomb Guardian is made willingly, the potential transformee taking part in a month long ritual during which their flesh is anointed and prepared, their spirit bound into the tomb they are to guard and, finally, they are killed and reanimated.

The Tomb Guardian is a skeletal figure, still dressed in ceremonial war-gear. Most of the time it simply waits in the burial chamber it was set to guard, receiving sacrifices of rotten meat from the tribe whose graves it still protects



Vargouille (resurrected 4th level expert)

Flesh	D12 (6)
Grit	0
AC	13
Attacks	Bite (+0 bonus, d6 damage plus poison)
Saves	13 vs Weather, 11 vs Poison, 10 vs Hazards, 15 vs Magic
Mods	Strength +0, Dexterity +3, Constitution –1 Intelligence –1, Wisdom –1, Charisma +0
Meals	0
Gear	Nil
Skills	Stealth 5/6, Perception 4/6, Athletics 4/6
Special	Undead immunities and traits, Can levitate, entrails give +2 to wrestle, bite poison deals d8 damage to constitution on a failed save

The Vargouille is a reanimated head, hovering several feet above the ground and trailing guts and viscera behind it. A comparatively simple creature, it hungers for the flesh of the living, and packs of vargouilles often co-ordinate to attack vulnerable sleeping mortals, darting in to bite a chunk of flesh out each and then drifting away into the night.

Bog Mummy (resurrected l. 4 Neanderthal)

Flesh	3d12 (24)
Grit	0
AC	15
Attacks	Hands (+0 bonus, d2 damage and disease)
Saves	5 vs Weather, 3 vs Poison, 7 vs Hazards, 8 vs Magic
Mods	Strength +0, Dexterity +0, Constitution +1 Intelligence –1, Wisdom +0, Charisma +0
Meals	0
Gear	Leather tunic, bracers, gloves, boots, veil
Skills	Tracking 3/6, foraging 3/6, athletics 3/6
Special	Undead immunities and traits, No penalty when using combat manoeuvres. Carries a Mummy Rot (a disease with incubation 1 turn, saves every turn, and dealing d6 damage to Strength)

The Bog Mummy is the product of a magical accident, a drowned Neanderthal that returned to a semblance of life in the peaty depths of the swamp that claimed it.

The mummy is a soft, bloated thing, flesh discoloured by the peat and sagging over its skeleton. It remains immersed in the water that killed it, peering up at the living world above the water's surface, taking sustenance from the flowers that grow there, and seldom leaving the water.



Table 99: Random Undead

Roll	Appearance (d12)	Behaviour (d10)	Body Type (d8)
1	Bloated	Aggressive	Animals
2	Crumbling	Crawling	Body-parts
3	Desiccated	Gibbering	Children
4	Flayed	Hungry	Heads
5	Half-eaten	Jealous	Humans
6	Mummified	Moaning	Husks
7	Oozing	Obedient	Neanderthals
8	Rotting	Sobbing	Puppets
9	Patchwork	Shambling	-
10	Petrified	Skittering	-
11	Skeletal	-	-
12	Withered	-	-



The figure on the throne lifted its head to view us, and as it did so its hood fell back. revealing its face. A mass of ceramics, shards of broken pottery jammed together and grinding against one another. The creature leaned forwards, and its voice when it spoke was like stone scraping against stone. "My master is immanent" it stated. "For many aeons has she dreamed in peace, but now she stirs and reaches back into the waking world. Listen, now, to her pronouncement" The pottery shifted position, and the creature's face took on a distinctly piscine appearance.

Constructs

Statistics for Fabricated Beings

Fabricated beings use d8s as their hit dice (defaulting to 4 flesh/grit per hit dice). The larger and heavier the being is the more flesh dice it will have, and the elegantly-crafted its form is, the more grit dice it will have. Typically, there will be between one and five flesh dice, and up to another five dice of grit.

If the fabricated being is made with combat in mind, it will have a +1 attack bonus for each hit dice. Otherwise, it has no attack bonus. By default, the being deals d4 damage with its attacks, but its form may suggest or incorporate weapons; large blades in place of fists may approximate axes, for examples.

The being has an armour class of 10 if it is made of flesh, leather, straw or similar; 13 if it's made of clay or ice; 16 if it's made of wood or bone; or 19 if it's made of stone.

The being likely has a 1 in 6 chance at all skills. Those particularly efficient at certain tasks might instead have a 3 in 6 chance; a being made of dirt and leaves might have an improved chance at Stealth, and animated crafting tools might have an improved chance at Crafts.

The table below shows the saves a fabricated being will have, based on their number of hit dice.

No constructs are alive and so all are immune to the effects of non-magical cold, to all poi-sons and diseases and to any sensation of pain. They do not require air, food or water.

Depending on the material it is made of, a fabricated being may also be immune to the effects of fire, or else vulnerable to melting (taking double damage from it).

Some fabricated beings will have additional abilities. They might;

-Be able to talk
-Be on fire but never take damage from burning
-Be capable of walking on water
-Be able to change their form like an ooze, squeezing through any gap
-Be able to mend themselves by incorporating materials from their surroundings into their body
-Possess the ability to think like a person
-Be surrounded by a cloud of concealing smog
-Be capable of mimicking some spell

Or any other ability that seems appropriate.

Table 100: Saves for Constructs

Number of Hit Dice	Saving Throw			
	Weather	Poison	Hazards	Magic
1	14	12	15	16
2	14	12	15	16
3	14	12	15	16
4	12	10	13	14
5	12	10	13	14
6	12	10	13	14
7	10	8	9	12
8	10	8	9	12
9	10	8	9	12
10	8	6	7	10
11+	8	6	7	10

Crafting Fabricated Beings

It is possible for a skilled magician to create artificial beings, such as homunculi and golems, in much the same way as when creating a magical item.

The construct first requires a body that must be made using the Crafts skill, although the magician can have another character with a better chance at Crafts do this for them. Re-cord the number shown on the dice if the roll succeeds. Once the body is roughly shaped, it needs to be prepared into a form that is receptive to animating. This requires an Art skill roll, and as before the magician can have an-other character make the roll for them, and if the roll succeeds, record the number shown on the dice.

With the being's body prepared, it must be magically animated. To do this, a number of spells need to be bound into it, each of which grants the construct certain capabilities. None of these spells are required, but if no spells at all are bound into the construct then it has no magic to animate it and so remains inert.

-Unseen Servant is required for the construct to be able to move about. Without this spell, the construct will be immobile (although it may be capable of speech and so forth if other spells are bound into it).
-False Sounds is required if the construct is to be capable of speech or other vocalization.
-Command is required if the construct is to obey its creator‘s instructions. Without this spell it will do as it wishes.
-Message is required if the construct is to be able to understand the speech of others, although if it has Command bound into it, it will still understand and unflinchingly obey commands by its creator.
-Mending is required if it is to be able to recover flesh and grit normally. Without this spell it will only ever acquire more damage until it breaks apart.
-Heroism gives it a +1 attack bonus for each hit dice. Without Heroism, the construct has a no attack bonus.
-Clairvoyance is required if it is to be able to see its surroundings properly. Without this, it will be blind, and reduced to groping about and navigating by touch.
-Contingency or Bestow Spell Ability are required if it is to have any unusual supernatural capabilities; another spell is bound into the construct, and it gains an ability based on that spell.
-Magic Jar or Mind Switch is required if the magician wants to be able to take control of the construct and directly pilot it.
-Clone or Simulacrum are required if the construct is to mimic an existing being.
-Trap the Soul, and a trapped soul to implant in the construct, is required if the construct is to be sentient and self-aware. Without an implanted soul, the construct is little more than a dumb automaton, less intelligent even than an animated corpse.
-Permanency is required for the construct to be able to power itself indefinitely. Without this spell, it will require some sort of fuel (such as burnt charcoal or raw meet) or up-keep (such as a minor magical ceremony) once a month, without which it will fall dormant until it receives this requirement.
The construct has a number of flesh dice equal to the number shown on the Crafts roll, and a number of Grit dice equal to the number shown on the Art roll. Each spell that is to be bound into the construct to power it uses up a hit dice (of either flesh or grit). It can have less flesh and grit dice than this if desired (if making a smaller construct, or with limited time and resources).
A construct deals a base of d4 damage when it attacks, but can incorporate any weapon the creator can provide.
A construct‘s armour class depends on the materials it is made of. A construct made of flesh, cloth, straw or similar has AC 10; one made from mud, clay or ice has AC 13; one made of wood or bone has AC 16; one made from stone has AC 19.
Skill chances are 1 in 6. A hit dice may be discarded to increase any skill‘s chance to 3 in 6.
The construct requires two magical reagents for every spell bound into it, plus another magical reagent for each flesh and grit dice. Binding the magic into it takes one day for each spell to be included and each hit dice. At the end of this period, an art roll should be made to see if the process was successful. If the roll fails, the enchantments dissipate and do nothing, but the body is not damaged. In addition, the magic must still go *somewhere*, so a save against magic must be made; if failed, the magician suffers magical backlash.
If successful, the construct animates itself. Its actions at this point depend entirely on its nature and intended purpose, and how its creator treats it.
It‘s worth noting that, the typical construct will be a vaguely humanoid servitor, perhaps a little animated clay figure that fetches and carries for its master. This need not be the case, though. A construct might be a huge, immobile stone head that surveys its surroundings and makes booming pronouncements, an animated shovel that digs on command, or a host of tiny, insect-like scouts.



Naturally Occurring Constructs

Beast of Snow and Ice

Flesh	2d8 (10)
Grit	D8 (5)
AC	13
Attacks	Fists (+0 bonus, d8 damage)
Saves	14 vs Weather, 12 vs Poison, 15 vs Hazards, 16 vs Magic
Meals	0
Skills	Nil
Special	Construct Immunities, Double damage from Fire.

This is a simple creature, a mass of ice shambling in a rough imitation of a living form. There is no face, and the limbs are crude, stubby things, the whole thing being a shoddy mockery of a human.
These things are common up on the northern ice-sheet, where the primeval cold takes on magical properties and seeks to create life of its own to counter the warm life to the south.

Animated Stones

Flesh	D8 (5)
Grit	D8 (5)
AC	19
Attacks	Bash (+0 bonus, d6+1 damage) or Thrown stones (+0 bonus, d4+1 damage)
Saves	14 vs Weather, 12 vs Poison, 15 vs Hazards, 16 vs Magic
Meals	0
Skills	Nil
Special	Construct Immunities, Thrown stones are a ranged attack, exactly like a sling.

These stones seem like they are alive, arranging themselves into a humanoid shape by piling themselves one on top of another. The whole mass is no bigger than a toddler, darting about rapidly and flinging parts of itself at its enemies.

Shambling Compost-heap

Flesh	3d8 (15)
Grit	0
AC	10
Attacks	Wallop (+0 bonus, d4 damage)
Saves	14 vs Weather, 12 vs Poison, 15 vs Hazards, 16 vs Magic
Meals	0
Skills	Stealth 3/6
Special	Construct Immunities, Squishy form can squeeze through gaps.

This is a hard-to-classify thing. Not quite undead, not quite living and not quite a construct, this mass of rotting vegetable matter moves on its own, giving off steam and nurturing all manner of life among its rotting bulk.

Magma Beast

Flesh	5D8 (25)
Grit	4D8 (20)
AC	13
Attacks	Engulf (+0 bonus, d12+d6 damage and fire)
Saves	10 vs Weather, 8 vs Poison, 9 vs Hazards, 12 vs Magic
Meals	0
Skills	Vandalism 3/6
Special	Construct Immunities, sentient Heat deals d6 damage to everything touching it and may set it on fire. Immune to fire. Can speak and cast Shape Stone at will.

Dwelling in the primal fire at the heart of volcanoes, these creatures seem to be naturally occurring constructs. Sinuous bodies of flame and obsidian contain an intelligence that is fierce, cunning and utterly alien. These creatures exist on a geological timescale, and to them carbon-based life-forms are insignificant and brief.

Modern Constructs

Animated Tools

Flesh	D8 (5)
Grit	D8 (5)
AC	16
Attacks	Blades (+0 bonus, d4+1 damage)
Saves	14 vs Weather, 12 vs Poison, 15 vs Hazards, 16 vs Magic
Meals	0
Skills	Crafting 3/6
Special	Construct Immunities, Obedient. Count as stone and woodworking tools, improving their own rolls and those of those they help.

Made by a bored magician, each of these constructs is different. One is an animated knife, another a handaxe, and another a large pick used to mine flint. Each has a simple intelligence, enough to follow basic orders, and serves its master faithfully.

Fat and Sinew Homunculus

Flesh	D8 (5)
Grit	D8 (5)
AC	10
Attacks	Tiny Head-butt (+0 bonus, d4 damage)
Saves	14 vs Weather, 12 vs Poison, 15 vs Hazards, 16 vs Magic
Meals	0
Skills	Medicine 3/6
Special	Construct Immunities, sentient Can talk. Count as a healer's kit, improving their own rolls and those of those they help.

A little figure made of human fat and other body parts, and fed on its master's blood, the homunculus is a creation designed to aid in healing. A keen, intelligent and slightly mad little assistant, with a personality like a precocious child who's taken a *lot* of drugs.

Stone Guardian

Flesh	2d8 (10)
Grit	3d8 (15)
AC	19
Attacks	Stone Blades (+5 bonus, d10+1 damage)
Saves	12 vs Weather, 10 vs Poison, 13 vs Hazards, 14 vs Magic
Meals	0
Skills	Nil
Special	Construct Immunities, Big Booming Voice, can cast Repair.

A towering statue, resembling an idealized human form dressed in the full panoply of war. The stone is shaped to suggest an elaborate horned skull helm, a broad shield and a long, flint-bladed axe. The statue moves, stone grinding against stone, challenging those who intrude on its maker's domain and viciously slaying those who challenge it.



Serpent-folk Constructs

Pain Engine

Flesh	D8 (10)
Grit	3D8 (5)
AC	19
Attacks	2 Blades (+0 bonus, d4+2 damage) and Probe (+4 bonus, d6+2 damage)
Saves	12 vs Weather, 10 vs Poison, 13 vs Hazards, 14 vs Magic
Meals	0
Skills	Medicine 3/6,, tracking 3/6
Special	Construct Immunities, sentient Count as a healer's kit, improving their own rolls and those of those they help.

A vaguely crab-like creature of burnished silver, with a mass of scalpel-blades in place of claws, a sinuous probe extending from its mouthparts, and crystal vials of blood and other fluids emerging from its domed back.
It is a machine for torture. It tracks down escaped slaves (and believes any people it encounters to be these), and punishes them.



Repair Drone

Flesh	2D8 (5)
Grit	2D8 (5)
AC	19
Attacks	Metal Claws (+0 bonus, d6+2 damage)
Saves	14 vs Weather, 12 vs Poison, 15 vs Hazards, 16 vs Magic
Meals	0
Skills	Crafting 3/6
Special	Construct Immunities, sentient Can cast Mending at will.

Shaped vaguely like a black iron spider, this little construct serves to maintain Serpent-folk creations. Though its masters are long dead, it continues in its vigil, clearing away detritus and mending damage.
Where there is one of these, there are certainly many more nearby, and if a threat to their charges becomes apparent the whole lot will seek to remove it.

Bronze War-Beast

Flesh	3D8 (15)
Grit	5D8 (25)
AC	19
Attacks	Panoply of War (+8 bonus, d12+2 damage)
Saves	10 vs Weather, 8 vs Poison, 9 vs Hazards, 12 vs Magic
Meals	0
Skills	Vandalism 3/6
Special	Construct Immunities, sentient Can cast Cloudkill once a turn by exhaling chlorine gas. +7 to wrestling attempts.

This is one of the pinnacles of the Serpent-folk's abilities, a towering bronze and gold servitor made for war. Twenty feet tall, with a sinuous long snake-tail, a humanoid torso with clawed arms, and a head resembling a fanged, crested cobra. Clad in chain armour, with a dull glow in its glassy eyes.



" The plant-mass babilia, unique to the fastness and ubiquitous within it,
coated all but the smoothest of vertical surfaces with tumescent hanging forests of lime-green,
royal blue and pale, rusty orange;
only the heights of scarred wall closest to the more actively venting fissures and fumaroles
remained untouched by the tenacious vegetation."

— Iain M. Banks (Feersum Endjinn)

Hauntings

Other Worlds

Adjacent to the physical world inhabited by player characters, there exist a multitude of other worlds hanging in non-space. These places, states of being or reflections are not quite 'real' in the same way as the physical world. They are not separated by time or space, but rather on a conceptual level, and lie in some strange way perpendicular to the physical world. In the late ice-age, few beyond the most talented magicians even have the conceptual framework to properly understand the relationships between different worlds, and even in the modern day their study falls into the fields of abstract mathematics and metaphysics, rather than any scientific reality.

Some act as distorted copies of the real world, like shadows or reflections whose nature both feeds on and echoes back into the physical world. Others are strange conceptual realms, consisting only of some raw fundamental monads such as salt, flame, grief or contracts, and filled with endless permutations on this theme. Others still seem like their own worlds entirely, following their own laws of nature and with their own inhabitants. In these infinite worlds can be found reflections of the many heavens and hells of human imagination, realms too alien for the mind to fully comprehend. They lie, clustered together in a void without distance or time, spreading out from the real world infinitely.

Of these worlds, only a few have any bearing on the activities of player characters. There are the cold, dead worlds inhabited by ancient, hungry beings, which once glutted themselves on sacrifices offered by their serpentine worshippers. There are the gardens of the dead, an endless expanse of orchards and gardens where the souls of the dead are grown like plants, tended to by spiritual gardeners. There are also the homes of the exalted spirits, each a unique, grandiose expression of its master's power.

Haunted Locations

Spirits - which is to say any being that isn't native to the physical world - can't physically cross over to the real world, any more than physical beings can travel to their semi-real realms. The void of non-existence forms an impassable barrier to them. However, they are capable of reaching across the gaps, extending their power through the cracks in the world and spreading their influence.

Although in some rare cases, these cracks appear bound to objects or even within the minds of sapient beings, for the most part they are tied to a location. The rift itself is imperceptible, not existing in any physical sense, but its existence can be seen with divinatory magic. The area around this fissure is essentially haunted, and local tribes likely know to avoid it.

An area of spiritual activity will fall under the influence of a particular spiritual entity, which has its own agenda it pursues. The entity in question might be;

-an elemental being, composed perhaps of pure fire, chlorine or chalk.

-the restless soul of a dead person, unwilling to relinquish the physical world and sleep with other dead souls.

-the spiteful animus of an extinct race.

-a forgotten godling that hungers for worship.

-an ancient primordial being from before reality came together in its current shape.

-an artificial mind created by powerful magic.

-or some other being. Regardless, it's worth putting some thought into its nature and de-sires.

The being will possess a number of powers it can use to affect the world. It might be able to do any of the following;

-set objects on fire.

-create areas of perfect darkness and silence.

-summon and roughly control vermin and mi-nor animals.

-hurl objects about, dealing between d4 and D12 damage based on the size of the object thrown.

-manipulate objects as if with invisible hands.

-cause people to hallucinate vividly, although this can be resisted with a save against magic. What it chooses to show them will depend wildly on the being in question.

-cause people to contract some disease.

-cause objects, corpses and plants to animate themselves as servitors.

-alter weather conditions, creating dramatic storms, fog, droughts and so on.

-can create ghostly sounds and images to appear. A successful perception skill roll will recognize them as illusions.
-can draw on surfaces as if using invisible tools.
-some other effects.
Pick a few of these that make sense for the being in question; resist the temptation to grant the haunter more abilities on the fly. Of course, the creature responsible for a haunting probably won't use all of the powers at their disposal. Indeed, they may go dormant for great lengths of time, only flaring into activity if player characters do something to attract attention.

Dealing with Hauntings

As mentioned, a haunting can only function whilst a crack between worlds remains open. In almost all cases, this relies on some physical aspect of the location, which can be referred to as the haunting's source. Alter the physical world so that the source is gone, and the metaphysical cracks seal up and the haunting stops.
Various potential sources for a haunting might be;
-sunlight shining on a glittering stone.
- a set of sealed clay jars beneath the water of a pond.
-an altar that keeps the crack sealed as long as it's stained with blood.
-a human corpse that hasn't received a proper burial.
-the webs of a colony of spiders formed into strange geometries.
-a serpent-folk idol that really ought to be smashed and desecrated.
-a deep pit, at the bottom of which is a skeleton that needs to be kept exposed to the light.
-a dead fox frozen into a chunk of clear ice.
-or something similar.
Whilst the exact source of the haunting might not be initially clear (although it might be; if a giant horrible statue is weeping tears of blood, it's fairly obvious where the problem is), it should be possible for the players to work it out. It may be possible to communicate with the haunting entity, to use a matter of trial-and-error and logical deduction, or to check with magical divination. Once this is done, stop-ping the haunting is just a matter of making the right physical changes. A haunting is, in many ways, a sort of dangerous puzzle for players to solve.
Of course, the haunting entity may try to pre-vent its opening into the physical world from being shut, meaning that surviving its assaults to actually close the breach might be difficult and dangerous. And, of course, some powerful spirits have access to more than one breach, and might have their own agents - possibly even mystics (as detailed on page 146) - they can use to re-open the breach given time.

In some cases, the haunter may come into direct conflict with others. Most of its stats are irrelevant, since it cannot be harmed or physically affected. However, should it matter, treat it as having Charm and Perception skills at 3-in-6, and all saves having a value of 8+

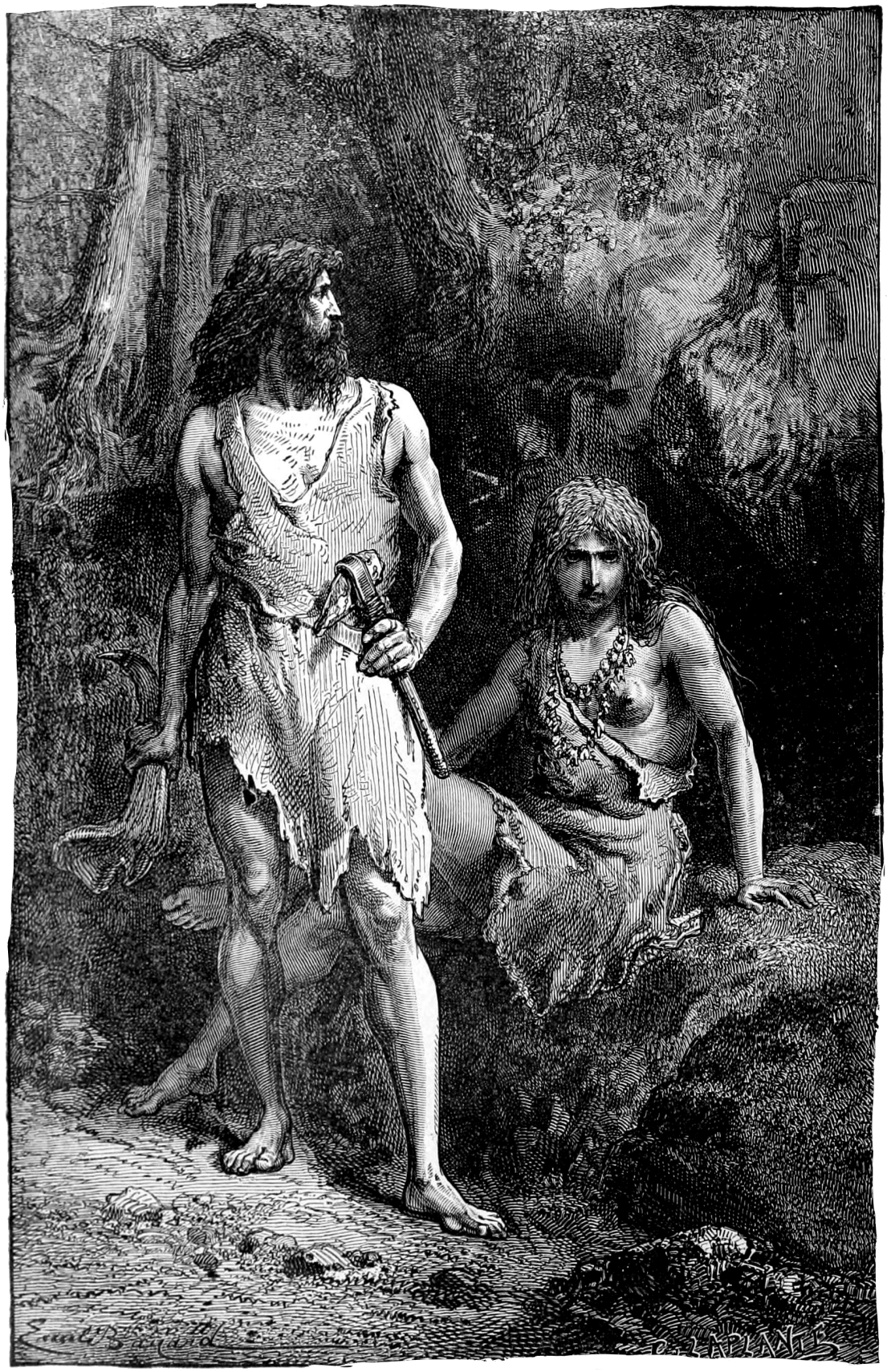
Creating and Using Hauntings

No common spells (those listed in this book) deal directly with creating the fissure in reality required for a haunting, however such magic is known to be possible and various pre-human races were able to open up cracks in this way. Spells that deal with the fabric of space-time (such as Rip Portal and Time Stop), affect the flow of magic into or out of the world (such as Dispel Magic) or access alternate worlds (such as Vision) make good starting points for this sort of spell research.
Once the fissure is created, a magician still needs to have an entity to produce the haunting effects. They might be able to reach through to one of the other worlds, much like a haunting entity reaching into the physical world, and make pacts and bargains with these entities for their service. However, this is quite powerful magic, and is likely to be the end goal of a particularly successful and inventive magician - on the same level as a character uniting dozens of tribes to conquer the land around them.



Table 101: Random Hauntings (roll a d6, a d8, a d10, a d12 and several d20s)

Roll	Haunting Entity (d12)	Haunter's Goal (d6)	Source of the breach (d10)	Dealt with by... (d8)	Powers
1	Dead human	Curious	Spider-webs	Keeping it wet with blood	Cause hallucinations (Save vs Magic resists)
2	Mind of a human dreamer	Wants worship	Serpent-folk idol	Keeping it frozen	Create illusions (perception recognises them as false)
3	Dead pre-human intelligence.	Wants to invade this reality	Corpse of a person	Brutally destroying it	Controls weather.
4	Dreaming Aboleth	Wants to create spawn in this reality	Dead animal	Keeping it in bright light	Controls animals of some type.
5	Elemental spirit.	Needs revenge	Shrine to the haunting entity	Keeping it in total darkness	Controls bugs of some type.
6	Gardener of Souls	Genuinely helpful	Gemstones	Performing a regular rite.	Can draw on surfaces.
7	Life-form made of light, not matter.	-	Clay Jars	Keeping it underwater.	Can manipulate objects as if with invisible hands
8	Hungry spirit of the Void	-	Footprints in the ground	Setting it on fire.	Can cause things to catch fire
9	Artificial Intelligence	-	Paintings of the haunter.	-	Infects with diseases (Save vs Poison resists)
10	Forgotten God	-	Complex pre-human machines	-	Animates plants
11	Conceptual Embodiment	-	-	-	Animates corpses
12	Magician from a parallel world	-	-	-	Animates stones
13	-	-	-	-	Creates darkness and silence,
14	-	-	-	-	Throws objects (+5 bonus, variable damage dice)
15	-	-	-	-	Cause things to rot..
16	-	-	-	-	Speak with its natural voice (may not be translatable)
17	-	-	-	-	Create or suppress emotions
18	-	-	-	-	Create false memories (Save vs magic resists)
19	-	-	-	-	Cause raw matter to appear.
20	-	-	-	-	Control the dreams of those sleeping.



The body-guard stepped back, and from behind him Voice-Of-Lightning fixed her gaze on us. Her attention was unsettling, an intensity in her eyes normally found only in the most vicious of monsters. Her body was no different to any other, and she was dressed plainly. Were it not for that ferocious gaze, we could easily have forgotten who we were dealing with; a woman who had torn the still-beating hearts from hundreds of ribcages in service of the things that lurked deeper in the forest.

Appendix 1: Additional Classes

As well as the four core classes listed at the beginning of the book, a few more have been created. Each of these has its own individual quirks, and plays somewhat differently to the core classes. Whilst each of the core classes has a particular focus (non-combat challenges for experts, combat for hunters, limited yet strong powers for magicians and survivability for Neanderthals), these classes blur the lines between them. Some straddle the areas of two different classes (such as aberrant, who behave similarly to both experts and hunters), whilst others are essentially variants of a core class (such as morlocks, who behave similarly to magicians). This can detract from the strongly delineated roles of the core classes, and introduce unnecessary complexity into the game. For this reason, the use of these classes (like any other facet of the rules, actually) is at the GM's discretion. They are not allowed for PCs by default, unless the GM wants to include them.

Whilst they may not be an option as starting player characters, it may be possible to _unlock' these classes in play. For example, your GM might not let players create aberrant PCs initially. When the party have found and opened trade with a hidden aberrant village the GM placed on the map, then new PCs could have the option of being Aberrants.

Magic

Many of these classes have some access to spells. All use the same core spell-list as magicians, with no restrictions on which spells they can learn. At this stage in pre-history, magic is still in its infancy, and has not diversified into its multiple schools of study, each focussed on one small facet of magic.

Instead, the different spell-casting classes ac-cess the same spells in different ways to the Magician class. Where the rules refer to 'a magician' or 'the magician', assume that unless otherwise noted, one of these classes counts as a magician for these purposes. For example, when managing the running of a tribe, *"if a magician with relevant spells takes on a role, you can place the d6 with any number you wish facing up*". In this case, any other class able to cast spells is treated in the same way. How alternate spell-casting classes work differently to default magicians is detailed individually in their rules.

Stunning Originality

You may notice that morlocks - with their pointy ears, d6 hit-dice, sharp senses, innate use of magic and history stretching back be-fore that of humans - bear a striking resemblance to elves in some other games. Rest assured that the two are honestly totally different. The main difference is that, while elves are beautiful, graceful beings whom every-body loves, morlocks are by contrast ugly, gibbering freaks who everybody picks on. Still, if you have a player who absolutely insists on playing an elf, point them at this class.

On this note, you may also notice that Neanderthals - being a squat, hairy dying race with loads of hit-points and great saves - have some resemblance to dwarves in other games. Thankfully, Neanderthals don't have daft accents or an unhealthy obsession with beer and gold.



The Aberrant

Whether by inbreeding, slow exposure to mutagens, or magical accidents, some individuals end up physically mutated, their forms warping in odd, unnatural ways. Often, these people will group together, either because their whole family tree is similarly altered, or from seeking out other people afflicted with the same condition. The property of being mutated can be passed down from parent to child, although the unnatural features a mutant child displays may be completely different to those of their parents. It‘s not unusual for these tribes to develop elaborate systems of taboos around their mutations, hiding them beneath veils and draped clothing, only revealing their nature to their own kind or in dire need.

Most of these people, in the end, resort to the same basic lifestyle. They recluse themselves in small clans in the hidden cracks and corners of the world. Here, they hunt by ambush or laying cunning traps, and mark their the boundaries of their territory with wicked snares and impaled carcasses. When outsiders might find them, the most physically odd are hidden away whilst the more normal-looking members of the clan attempt to hurry them away. In the event that this doesn‘t work (and it often doesn‘t), the remainder of the clan have plenty of ways to dispose of unwanted guests with jagged stone knives and strangling-cords.



As suits their skulking, furtive nature, Aberrants start off with a basic Stealth skill chance of 3 in 6, which slowly improves as they gain levels. They will be either a human, a Neanderthal or a Morlock; if they are human they have the same chance at Crafting, if they are a Neanderthal they have the same chance in Tracking, and if they are a Morlock they have the same chance in Perception.

An Aberrant deals extra damage when they make a surprise attack against an enemy; if the damage would be dealt straight to the enemy‘s flesh, the Aberrant deals extra damage. In addition, an Aberrant can use the ‘aim’, ‘fight defensively’, ‘fight recklessly’ and ‘go for the kill’ combat options without a penalty.

On top of this, all Aberrants have somewhere between one and four unnatural features. When you create your character, choose how many unnatural features you want your Aberrant to have and generate that many random unnatural features for them. If your GM allows non-random character creation (such as letting a Magician pick their spells rather than rolling), you can instead pick a single unnatural feature, and any related details.

When an Aberrant gains a level, they might gain another completely random Unnatural Feature. Roll a d4; if the result is their current number of unnatural features or less, they don’t gain any more. If the result is *more* than their current number of unnatural features, they gain an extra feature; roll for it on table 37 as normal.

Table 102: The Aberrant

Level	XP total	Hit Points	Saves				Skills Chance	Damage Bonus
			Vs Weather	Vs Poison	Vs Hazards	Vs Magic		
1	0	D6 flesh and d6 grit	14	16	15	14	3/6	+1
2	15	+1 flesh and +d6 grit	14	16	15	14	3/6	+2
3	30	+1 flesh and +d6 grit	14	16	15	14	3/6	+3
4	60	+1 flesh and +d6 grit	14	16	15	14	3/6	+4
5	120	+1 flesh and +d6 grit	11	12	13	12	4/6	+5
6	240	+1 flesh and +d6 grit	11	12	13	12	4/6	+6
7	480	+1 flesh and +d6 grit	11	12	13	12	4/6	+7
8	960	+1 flesh and +d6 grit	11	12	13	12	4/6	+8
9	1920	+1 flesh and +d6 grit	9	10	11	10	5/6	+9
10	2880	+2 grit	9	10	11	10	5/6	+10
11	3840	+2 grit	9	10	11	10	5/6	+11
12	4800	+2 grit	9	10	11	10	5/6	+12
13	5760	+2 grit	7	8	9	8	6/6	+13
14	6720	+2 grit	7	8	9	8	6/6	+14
15+	+960	+2 grit	7	8	9	8	6/6	+15



The Morlock

Hundreds of millennia ago, the lightless depths of the earth were ruled by the now-extinct race of serpent-folk. These beings built huge cities carved from the living rock, lit by pools of glowing magma next to which the serpents basked. Great stone altars marked the centre of each such city, upon which the priest-kings sacrificed dozens of living victims a day to their horrible gods. Now, though, these cities are empty, the caverns flooded or filled with rubble, with only crumbling ruins and scattered reptilian bones to show that they were inhabited. Although their civilization came to an end, as their society tore itself apart in blood-soaked fury, one remnant of their culture remains.

The serpent-folk bred the slave race known as morlocks from the same ancient apes that went on to become modern humans and Neanderthals. These creatures were artificially raised to full sapience, and altered by the serpent-folk‘s strange arts to be better suited to servitude. They were made strong and dextrous enough for labour, but not so powerful as to ever pose a threat to their masters if they chose to revolt. Finely-honed senses, to better cope with life in the dark underground, were developed, and the race were made long-lived and resilient to cope with their difficult existence. The morlocks were given a demure, easily-swayed nature, and a few minor magi-cal gifts to better serve their masters. In particular, they had bred into them a peculiar suitability as live sacrifices, and vast numbers of slaves were cut open so that their hearts‘ blood could be offered to the serpent-folk‘s hungry gods.

Following the fall of the serpent-folk civilization, a few scattered morlocks survived in the deep underground. Over the millennia, they have adapted themselves to a subterranean existence. These people are now lanky, pale people, lacking any pigmentation in their marble-white skin and hair. Their ears have grown large and pointed, like those of a bat, and their eyes are wide staring things, completely black since their pupils take up the whole eye. They are fragile, with long limbs and delicate, spider-like fingers, and their diet is adapted to the crawling insects and fungal slimes that can be harvested in the depths.

Being magically created beings, the whole race possess some level of talent with magic. The morlocks record their magic by scarring it into one another‘s flesh with flint knives or hot brands, and each morlock learns to ‘read’ these marks by running their fingers over the rough scars. Even in pitch darkness, a morlock is never without their magic. However, the morlock race have little in the way of inventiveness. The entirety of their magic consists of remnants of the serpent-folk‘s practices, now mostly forgotten and degraded to the level of mere parlour tricks.

Morlock technology is primitive, even com-pared to that of the surface-dwellers, as they have regressed massively since their time as slaves. They remember nothing of their creators, and have little knowledge of the surface world. They live a simple life, small families of their kind crawling through the lightless passages of the earth in search of food and supplies that they can scavenge.

Occasionally, a band will find their way to the surface world, where the bright daylight and empty void of the sky is initially terrifying to these simple creatures. Those that remain above ground might become acclimatized, but their docile, easily startled nature doesn‘t prepare them well for encounters with humans and Neanderthals. These strange people are often savagely driven back underground, or else conquered and subjugated by other races. Indeed, many magicians have heard rumours of a subterranean race of magical simpletons, and dearly wish to acquire one as a slave.



As beings of the deep underground who are blessed with acute senses to navigate that environment, morlocks start with a basic 2 in 6 chance at Perception, which slowly improves as they gain levels.

Morlocks see far into the infra-red spectrum compared to humans and Neanderthals. Although not the most useful for navigating in total darkness (cold stone and empty space both fail to show up to heat vision, as they give off negligible amounts of heat), it is very useful for tracking enemies in the dark, since their bodies radiate heat. Heat vision can also detect if somebody is undead, a simulacrum or a similar non-living being, as their bodies will be significantly cooler than natural.

A morlock can cast spells similarly to a magician. Unlike magicians, morlocks do not use sanctums, and instead use scarification to re-cord their spells on their own flesh. Carving a spell into a morlock‘s flesh works much like a magician painting the spell onto their sanctum‘s walls, with the exception that it takes only one turn per spell rank, and rather than requiring magical reagents, the morlock deals 1 damage to their flesh for each rank of spell being recorded. A morlock can translate spells from sanctums or bound into items just like a magician. A morlock‘s flesh is essentially a small sanctum, so a morlock or Magician able to study it can translate spells from it.

A morlock can make magic items like a human magician, but they cannot use spells in unusual ways or develop spells of their own. Morlocks seem to be largely placid beings that lack the ambition and curiosity of human Magicians, and whilst they can learn new spells from others, they don‘t really have the mindset to develop them for themselves.

The fresh heart of a morlock can always be used in place of any required magical reagent; morlocks are innately magical beings and were bred for the purpose of ritual sacrifice.

Unlike Magicians, morlocks start of knowing only a single random first-rank spell.

Table 103: The Morlock

Level	XP total	Hit Points	Saves				Perception Skill
			Vs Weather	Vs Poison	Vs Hazards	Vs Magic	
1	0	D6 flesh and d6 grit	13	12	15	15	2/6
2	30	+1 flesh and +d6 grit	13	12	15	15	3/6
3	60	+1 flesh and +d6 grit	13	12	15	15	3/6
4	120	+1 flesh and +d6 grit	11	10	13	13	4/6
5	240	+1 flesh and +d6 grit	11	10	13	13	4/6
6	480	+1 flesh and +d6 grit	11	10	13	13	4/6
7	960	+1 flesh and +d6 grit	9	8	9	11	5/6
8	1920	+1 flesh and +d6 grit	9	8	9	11	5/6
9	3840	+1 flesh and +d6 grit	9	8	9	11	5/6
10	5760	+2 grit	7	6	7	9	5/6
11	7860	+2 grit	7	6	7	9	6/6
12	9600	+2 grit	7	6	7	9	6/6
13	11520	+2 grit	5	4	5	7	6/6
14	13440	+2 grit	5	4	5	7	6/6
15+	+1920	+2 grit	5	4	5	7	6/6

Table 104: Spells the Morlock Can Memorize At Once

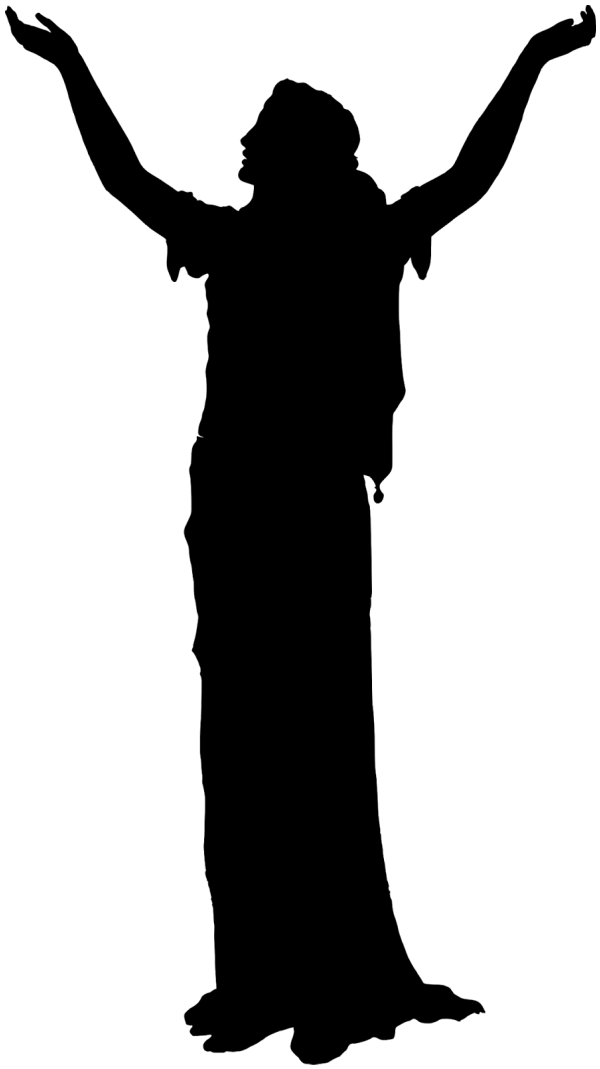
Level	Rank 1	Rank 2	Rank 3	Rank 4	Rank 5	Rank 6	Rank 7	Rank 8
1	1	0	0	0	0	0	0	0
2	2	0	0	0	0	0	0	0
3	3	0	0	0	0	0	0	0
4	3	1	0	0	0	0	0	0
5	3	2	0	0	0	0	0	0
6	3	3	0	0	0	0	0	0
7	3	3	1	0	0	0	0	0
8	3	3	2	0	0	0	0	0
9	3	3	3	0	0	0	0	0
10	3	3	3	1	0	0	0	0
11	3	3	3	2	0	0	0	0
12	3	3	3	2	1	0	0	0
13	3	3	3	2	2	1	0	0
14	3	3	3	2	2	1	1	0
15+	3	3	3	2	2	1	1	1



"There is nothing down here,'
said the pale thing indistinctly.
'Nothing but dust and damp and forgetting."

-Neil Gaimen, Coraline

The Mystic



Humans and their related races (Neanderthals and Morlocks) are not alone in the world. There are other beings, old and alien, that live in the lightless depths of the earth and in the voids between planets. These entities take many forms, from amorphous shapeless horrors, to beings of pure intellect, to creatures that should have perished millions of years ago yet cling on to existence.

These various beings are not, in the strictest sense of the term, gods, but they dearly wish to be, and they crave the sensations of worship and sacrifice. As such, the rise of cultured beings on the earth‘s surface has attracted their attention, and they blindly grope out with what influence they have, worming their way into the minds of susceptible beings.

This, then, is how the various mystics in the world came to be. Each has the tendril of some strange entity lodged in their mind like roots penetrating rock. Each mystic is promised fantastic power if they just open them-selves up to the worship of their patron, and those that do are suitably rewarded. And, of course, the more the mystic is rewarded, the more their patron coils itself around their mind.

Over time, the patron will warp its followers to better suit its nature. Bizarre codes of behaviour appear, which slowly become requirements to sustain the mystic‘s supernatural gifts. In truth, any would-be divinity requires these things, as veneration quickly becomes addictive, and without it the patron would wither and fade back into obscurity.

Mystics start with a basic 1 in 6 chance at Charm, which slowly improves as they gain levels. A mystic can cast spells, too, but in a very different fashion to a magician. A mystic has a set number of spells known to them. These are all that their patron is willing to grant them, and they may not learn any more by translating a magician‘s work or researching them for themselves. Similarly, they may not create magical items. They can still, however, use a spell for novel effects (with an Art skill roll and a save against Magic) just like a magician would.

A mystic has no limit on how often they can cast a spell. Instead, they must spend a round in supplication to their patron, and make a Charm roll to see if the being answers their pleas. If the Charm roll is successful, the spell is cast successfully. If the roll Charm roll fails then roll a d20 on Table 74 to determine what has gone wrong. For any result on Table 74 that requires a sacrifice or offering, the fresh heart of a Morlock can be offered instead.

A mystic starts off knowing two random Rank 1 spells. Based off these rolls, a mystic‘s player should work with the GM come up with a very rough picture of their patron‘s nature. As they mystic gains levels, they will learn additional spells; table 73 states which rank spell is learned at each level; a random spell of this level is learned. As more spells are learned (and results on table 74 are rolled), a better picture of the Patron will emerge.

Table 105: The Mystic

Level	XP total	Hit Points	Saves				Charm Skill	Spell Granted
			Vs Weather	Vs Poison	Vs Hazards	Vs Magic		
1	0	D6 flesh and d6 grit	14	11	16	15	1/6	2 1st rank
2	18	+1 flesh and +d6 grit	14	11	16	15	2/6	1st rank
3	35	+1 flesh and +d6 grit	14	11	16	15	3/6	1st rank
4	70	+1 flesh and +d6 grit	14	11	16	15	3/6	2nd rank
5	140	+1 flesh and +d6 grit	12	9	14	12	3/6	2nd rank
6	280	+1 flesh and +d6 grit	12	9	14	12	3/6	2nd rank
7	560	+1 flesh and +d6 grit	12	9	14	12	4/6	3rd rank
8	1120	+1 flesh and +d6 grit	12	9	14	12	4/6	3rd rank
9	2240	+1 flesh and +d6 grit	10	7	12	9	4/6	4th rank
10	3360	+2 grit	10	7	12	9	4/6	4th rank
11	5600	+2 grit	10	7	12	9	5/6	5th rank
12	6720	+2 grit	10	7	12	9	5/6	5th rank
13	7840	+2 grit	8	3	8	6	5/6	6th rank
14	8960	+2 grit	8	3	8	6	5/6	7th rank
15+	+1120	+2 grit	8	3	8	6	6/6	8th rank

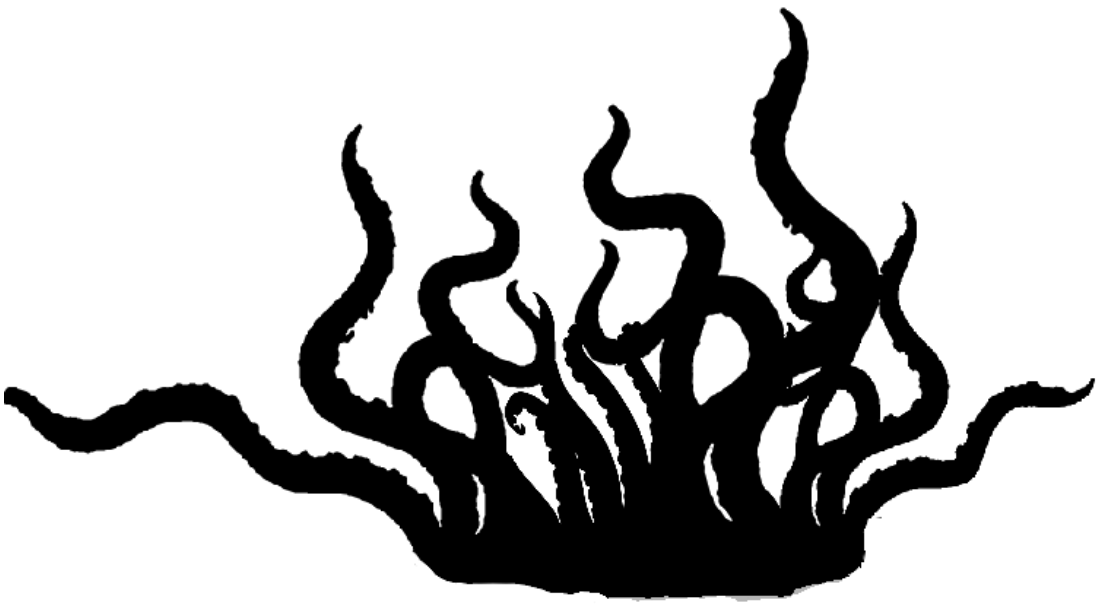
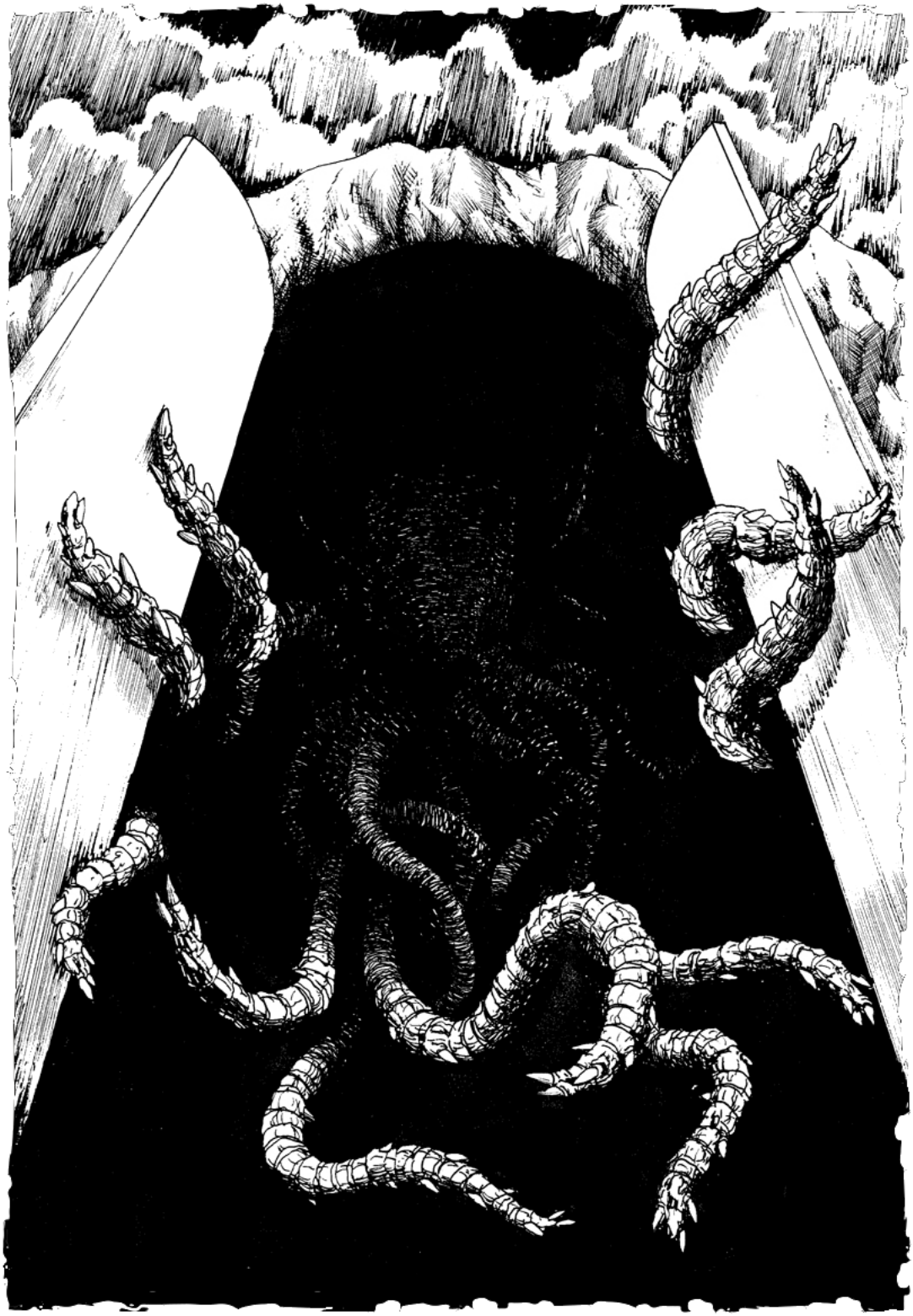


Table 106: The Fickle Whims Of The Divine

D20	Result
1	The patron demands a sacrifice of blood; d4 flesh points either from the Mystic or other willing supplicants. The blood does not need to be drawn out all at once. When the sacrifice has been offered, the spell will take effect.
2	The patron demands a sacrifice of a particular animal. The animal will always be one in some way significant to the patron‘s nature. The patron will always demand the same animal sacrifice. When the sacrifice has been offered, the spell will take effect.
3	The patron demands a sacrifice of five days‘ worth of food. When the sacrifice has been offered, the spell will take effect.
4	The patron demands that the mystic destroy either a magical item or else a shrine or idol of a rival being. When this has been done, the spell will take effect.
5	The patron demands the sacrifice of either an eye, tooth, tongue or finger taken from a Human, Neanderthal or Morlock victim. When the sacrifice has been offered, the spell will take effect.
6	The patron requires adulation. After a total of 2d6 rounds have been spent singing the patron‘s praises, the spell will take effect.
7	The patron requires an idol of it be made; an image representing it will be burned into the mystics mind. When an idol has been made and consecrated, the spell will take effect. The mystic can cast no other spells until this is done.
8	The patron requires a show of faith from the mystic; they must travel to some nearby site appropriate to the patron‘s nature, such as a mountain-peak, deep cave or tar pit, and remain there in meditation for a full day. When this is done, the spell will take effect. The mystic can cast no other spells until this is done.
9	A mark or likeness of the patron is permanently burnt into the mystic‘s flesh somewhere prominent, appearing as a scar or birthmark. The spell does not take effect.
10	The patron places a restriction upon the mystic. From now on, some activity antithetical to their patron‘s nature is forbidden. Should the mystic perform such an act, they immediately take d12 damage from a bolt of lightning from the sky, sudden bleeding from the eyes, or similar. The spell does not take effect.
11	The patron requires a daily ceremony from the mystic. Either at sunrise, midday, sunset or midnight, the mystic must perform some small rite of thanks to their patron. Failure to do so will result in the mystic losing the ability to cast spells at all for a full day, and d4 damage. If this result is rolled a further time, the penalty for missing this supplication increases by a day and a dice-size. The spell does not take effect.
12	The patron requires a ceremony from the mystic every time they would perform some everyday activity such as eating, sleeping, preparing food or dressing. Failure to do so will result in the mystic losing the ability to cast spells at all for a full day, and d4 damage. If this result is rolled a further time, the penalty for missing this supplication increases by a day and a dice-size. The spell does not take effect.
13	The patron requires daily sacrifice. Roll a d6 on this table to determine what is required. Each day, either at sunrise, midday, sunset or midnight, the mystic must offer this sacrifice. Failure to do so will result in the mystic losing the ability to cast spells at all for a full day. If this result is rolled a further time, the penalty for missing this supplication increases by a day. The spell takes effect normally.
14	The patron decides to mould their mystic‘s capabilities. The mystic loses a point from a randomly chosen attribute, and gains a point of another random attribute. The spell does not take effect.
15	The patron decides to grant their mystic new gifts. The mystic forgets the spell they just tried to cast, which does not take effect, and instead learns a new random spell of the same level
16	The patron decides to shape their mystic to better suit their taste. The mystic gains a random unnatural feature. The spell does not take effect.
17	The mystic is knocked unconscious for d4 rounds, during which they experience strange hallucinatory visions of their patron. When they awaken, the spell takes effect, along with magical backlash due to their lapse in concentration.
18	The spell takes effect normally, but the mystic is unable to use any more spells for the remainder of the day as their patron grows briefly bored of them. The mystic also suffers magical backlash as their connection to their patron is withdrawn.
19	The spell has no effect, and the mystic cannot use that spell again for the remainder of the day as the patron grows irritated with them. They can, however, use any other spell normally. The mystic also suffers magical backlash as their connection to their patron is withdrawn.
20	The spell takes effect normally. For 2d6 rounds, the mystic is filled with the their patron‘s power, and may show signs such as glowing eyes, feet not touching the ground as they walk, a coating of frost, and so forth. During this time, they *must* cast a spell they know each round, without needing a Charm skill roll. However, their mortal body is not suited to such exertion, and each spell they cast in this way deals a point of damage to their flesh when the power finally leaves them.



"There are sacraments of evil as well as of good about us,
and we live and move to my belief in an unknown world,
a place where there are caves and shadows and dwellers in twilight.

It is possible that man may sometimes return on the track of evolution,
and it is my belief that an awful lore is not yet dead."

-Arthur Machen, The White People

The Neanderthal Apothecary

Magic is not an easy skill to learn. Like the more abstract areas of advanced mathematics, modern physics or linguistics, it relies on concepts not commonly encountered in day-to-day life, and which the mortal mind is not adapted to deal with. Many of the thought-structures required for the practice of magic can only be approached by means of metaphor and analogy, grasped at but never fully understood.

It is an unfortunate fact that the Neanderthal mind is poorly adapted to this way of thinking. This isn't to say that Neanderthals are unintelligent. Far from it, the Neanderthal mind excels at intuitive, practical tasks, and most of this race display an understanding of their material surroundings that put any human's expertise to shame.

However, the side-effect of this is that the Neanderthal mind struggles with abstract or symbolic thinking. There are few Neanderthal artists, and fewer still could ever show any skill in modern fields like programming and mathematics. As such, no Neanderthal is capable of the thought-structures required to record, memorise and cast spells.

Instead, Neanderthals practice magic in a much more practical, patient form. They study the effects of plants, minerals and other substances, learning how to combine them to produce remarkable effects. This alchemy comes naturally to the more intelligent Neanderthals, where their stolid mindset proves an asset.

Is this magic? It's hard to say. A Neanderthal would say not. The practice has none of the sense of ritual and majesty that Human or Morlock magic does. However, an apothecary will often struggle to put into words exactly how their preparations work, and non-Neanderthals cannot reproduce the effects. It seems likely that the laborious process of combining ingredients unlocks something distinctly supernatural.

Table 107: The Neanderthal Apothecary

Level	XP total	Hit Points	Saves				Skill Chance
			Vs Weather	Vs Poison	Vs Hazards	Vs Magic	
1	0	D8 flesh and d8 grit	12	10	15	14	3/6
2	22	+1 flesh and +d8 grit	10	8	13	12	3/6
3	44	+1 flesh and +d8 grit	8	6	13	10	3/6
4	88	+1 flesh and +d8 grit	6	6	10	8	3/6
5	176	+1 flesh and +d8 grit	6	4	10	6	4/6
6	352	+1 flesh and +d8 grit	4	4	7	6	4/6
7	704	+1 flesh and +d8 grit	4	2	7	4	4/6
8	1408	+1 flesh and +d8 grit	2	2	4	4	4/6
9	2816	+1 flesh and +d8 grit	2	2	4	2	5/6
10	4224	+3 grit	2	2	2	2	5/6
11	5632	+3 grit	2	2	2	2	5/6
12	7048	+3 grit	2	2	2	2	5/6
13	8464	+3 grit	2	2	2	2	6/6
14	9872	+3 grit	2	2	2	2	6/6
15+	+1408	+3 grit	2	2	2	2	6/6

An Apothecary starts out with a Medicine, Foraging and Crafts skill chance of 3 in 6, which slowly improve as they gain levels.
An apothecary can make herbal preparations like any other character, but has the additional option to make potions when they do.
A potion is a preparation that mimics a spell's effect. When drunk (or eaten, or inhaled, or however the potion is prepared), the spell is immediately cast on the drinker.
A potion requires an Active Agent and a Medium, just like a drug does.
When an apothecary rolls to determine what effect an Active Agent has, they can select one of the options for Basic Active Agents, given on table 108. This determines what spell the potion mimics when consumed.
When an apothecary rolls to determine what effect a medium has, they can also select one of the options for potions, given on table 108. The medium may modify the effects of the spell, for example by delaying its casting.
When putting a potion together, the apothecary can add a Magical Reagent (determined by rolling on table 25). If they do, the spell mimicked by the potion will be taken from the Enhanced Active Agent column.
In addition, it may be possible to find specific unique ingredients that can be used to make potions mimicking other spells (or even effects that are not spells). For example, the bile from a wyvern's pyroclastic glands might be used to make a potion that allows the drinker to breath fire (as if they had just cast Fireball).

An apothecary can also make potions that mimic any spell they observe being cast, recorded in a sanctum, or bound into an item or potion. To do this, they must first pass an Art skill roll to memorize the spell as they observe it. They can memorize only a single spell at a time.
Once memorized, they can spend two magical reagents when assembling a potion: the potion will mimic the memorized spell (which leaves their memory) instead of the normal spell that would be bound into the potion.

A potion's effects are set at the point the apothecary creates it: they can choose all variables, even those that are normally random.
Spells such as Dispel Magic and Break Curse have no effect on an apothecary's potions; they do not count as magical; instead they can be countered by Neutralise Poison and similar. An apothecary's potions cannot be recognised with Art rolls, however, a successful Medicine roll will reveal what the potion does.

Table 108: Common Potions

Roll	Active Agent	Enhanced Active Agent	Medium
1	Heroism	Howl of the Moon	Double duration
2	Invisibility	Mist Form	As normal
3	Resist Cold	Remove Curse	1 turn delay
4	Cure Wounds	Regenerate	1 round delay
5	Enlarge	Neutralise Poison	Half duration
6	Shield	Cure Disease	1 damage to flesh on drinking
7	Shrink	Flatten	Hallucinogenic
8	Sleep	Feeblemind	Gain an unnatural feature for the duration
9	Spider Climb	Water Breathing	-
10	Resist Fire	Protection from Weapons	-
11	Warp Flesh	Polymorph Self	-
12	Mirror Image	Spell Immunity	-

The Orphan

The world is not a nice place, and horrible things frequently happen to people‘s families. Deaths from sickness or deprivation, by being eaten by large nasty predators or murdered by warlike rival tribes or even fluke accidents are fairly common, and as a result many children are left as orphans.
Many don‘t survive, and those that do are of-ten left completely alone in the wilderness, forced to rely on their own wits to survive. Often, they become somewhat feral and wild, abandoning any pretence of civilization and hunting with crude weapons, living day-to-day. However, whilst savage, any feral orphans that survive for very long are honed to a certain brutal competency, and a group which find them and take them in often find them valuable assets.



Orphans are skilled at avoiding attention, and start out with a 5 in 6 chance at Stealth, which does not improve as they gain levels. They also have an improved Animalism skill, which increases as they gain levels.
Orphans may be Human, Morlock or Neanderthal: it makes no difference mechanically.
All orphans also gain certain benefits from being children. Since they are small targets, they treat their Armour Class as one point higher. However, their small frames reduce their ability to carry heavy loads; reduce all their carrying capacities by 2.

Orphans don‘t attract tribes like normal people, since their young age and feral nature pre-vents them really attracting followers. Instead, they roll with Animalism instead of Charm, and can attract animals as their companions. Rather than attracting a number of followers based on the roll and the character‘s charisma modifier, instead the orphan rolls d6 plus their charisma modifier. This is how many animals they attract. Roll on table 117 for each animal attracted to see what it is.
These animal companions follow all the usual rules for a tribe, and an orphan with animal companions can tame further animals normally, adding them to their pack.
Although Orphans don‘t have the ability to cast spells, they can communicate in a rudimentary form with their animal companions, as if Speak With Animals had been cast. They have no ability to communicate in this way with other animals, only their loyal pack.

Table 109: the Orphan

Level	XP total	Hit Points	Saves				Animalism Skill
			Vs Weather	Vs Poison	Vs Hazards	Vs Magic	
1	0	D4 flesh and d4 grit	12	10	15	14	3/6
2	20	+1 flesh and +d4 grit	10	8	13	12	3/6
3	40	+1 flesh and +d4 grit	8	6	13	10	3/6
4	8	+1 flesh and +d4 grit	6	6	10	8	3/6
5	160	+1 flesh and +d4 grit	6	4	10	6	4/6
6	320	+1 flesh and +d4 grit	4	4	7	6	4/6
7	640	+1 flesh and +d4 grit	4	2	7	4	4/6
8	1280	+1 flesh and +d4 grit	2	2	4	4	4/6
9	2560	+1 flesh and +d4 grit	2	2	4	2	5/6
10	3840	+2 grit	2	2	2	2	5/6
11	5120	+2 grit	2	2	2	2	5/6
12	6400	+2 grit	2	2	2	2	5/6
13	7680	+2 grit	2	2	2	2	6/6
14	8960	+2 grit	2	2	2	2	6/6
15+	+1280	+2 grit	2	2	2	2	6/6



The Wendigo

People sometimes eat each other; in the ice age this is an unfortunate fact of life. Mostly, it‘s something distasteful, done in an emergency, or else the blood-soaked, revelling ex-cess after a successful inter-tribal skirmish. A few individuals, though, know that there are more possibilities to it than that. By eating another person‘s flesh, you absorb some measure of their power. In truth, this is a temperamental process. A certain ruthless, ravenous frame of mind is required, and the Wendigo must be entirely deliberate in their actions; there are no ‘accidental’ Wendigos. Generally, a Wendigo is taught the power of cannibalism early in their life, and isolate themselves as they research the possibilities Those few individuals who pursue this route find themselves gaining supernatural vigour, and quite quickly display other unnatural abilities as well.



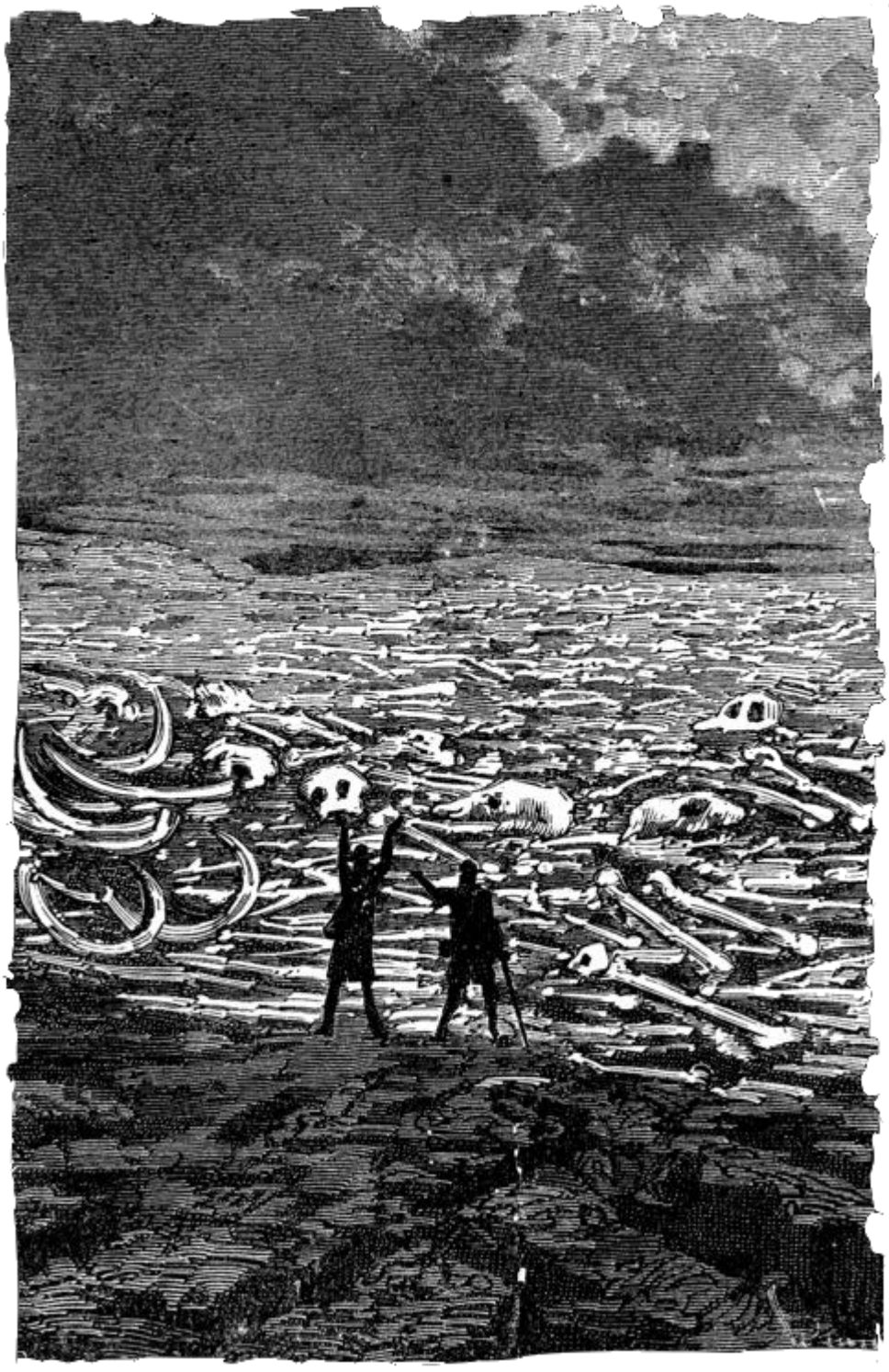
Like a hunter, a Wendigo can use the ‗aim‘, ‘fight defensively’, ‘fight recklessly’ and ‘go for the kill’ combat options without a penalty.
In addition, a Wendigo slowly improves their Vandalism skull chance as they gain levels.

A Wendigo of any level can regain hit points by eating the flesh of another person. They don‘t need to consume the whole body (multiple Wendigos can even share a kill) but only get the benefit once; after the first meal, the only benefit of subsequent meals is a full belly. When they feed in this way, the Wendigo gets back all their lost flesh and grit, purges any normal poisons or diseases from their system, and fixes any injuries, no matter how serious. A Wendigo consuming a per-son‘s flesh never has to worry about food poisoning or being driven mad.
Starting at 2nd level, the Wendigo gains the ability to cast a limited number of spells. Unlike other spellcasters, Wendigos are innately familiar with their magic; it is as much a part of their being as their ability to breathe or walk. The Wendigo knows a set number of spells, and can’t learn more from studying sanctums or similar. Each level, they will gain a new spell of the Wendigo‘s player‘s choice at a set rank. There is no limit to how often the Wendigo can cast a spell they know , but doing so drains the Wendigo‘s vitality. They take damage to flesh equal to the rank of the spell they cast. When a Wendigo has taken damage from casting a spell, they can’t be healed by spells or medicine (even other damage they might have taken). The only way for the Wendigo to regain their lost vitality is from sleeping, or else by consuming a person‘s flesh.
Casting a spell takes the Wendigo a round, as if they had it memorized.
A Wendigo is not a magician. They do not need a sanctum, cannot memorize spells, develop new spells, bind spells into magic items, or similar. They can still, however, use a spell for novel effects (with an Art skill roll and a save against Magic)

Table 110: the Wendigo

Level	XP total	Hit Points	Saves				Vandalism Skill	Spell Gained
			Vs Weather	Vs Poison	Vs Hazards	Vs Magic		
1	0	D6 flesh and d6 grit	14	12	15	16	1/6	None
2	23	+1 flesh and +d6 grit	14	12	15	16	2/6	1st rank
3	45	+1 flesh and +d6 grit	14	12	15	16	3/6	1st rank
4	90	+1 flesh and +d6 grit	12	10	13	14	3/6	1st rank
5	180	+1 flesh and +d6 grit	12	10	13	14	3/6	1st or 2nd rank
6	360	+1 flesh and +d6 grit	12	10	13	14	3/6	1st or 2nd rank
7	480	+1 flesh and +d6 grit	10	8	9	12	4/6	1st or 2nd rank
8	720	+1 flesh and +d6 grit	10	8	9	12	4/6	3rd rank or less
9	1440	+1 flesh and +d6 grit	10	8	9	12	4/6	3rd rank or less
10	2880	+2 grit	8	6	7	8	4/6	3rd rank or less
11	4320	+2 grit	8	6	7	8	5/6	4th rank or less
12	5760	+2 grit	8	6	7	8	5/6	4th rank or less
13	7200	+2 grit	6	4	5	6	5/6	5th rank or less
14	8640	+2 grit	6	4	5	6	5/6	6th rank or less
15+	+2880	+2 grit	6	4	5	6	6/6	7th rank or less





After three days, the flood-water receded.
Before us, there lay a plain of mud, stinking of stagnant water and rotting flesh. The bones of those who had drowned littered the ground, glittering white against the grey-black silt.

Save for us, nothing had survived. An awful stillness had come over the world, turned as it was into a plain of silt and skeletons that stretched to the horizon.

Alternate Class NPCs

Gremlin (1st level Aberrant)

Flesh	D6 (3)
Grit	D6 (3)
AC	13
Attacks	Bow (+1 bonus, D8 damage) or Spear (-1 bonus, d6-1 damage)
Saves	15 vs Weather, 17vs Poison, 14 vs Hazards, 13 vs Magic
Mods	Strength –1, Dexterity +1, Constitution –1 Intelligence +0, Wisdom +1, Charisma +0
Meals	5
Gear	Bow, 10 stone arrows, stone spear, veil, waxed cloak, gloves, boots.
Skills	Stealth 4/6, Crafting 3/6
Special	Can walk up walls like a fly. No penalty on combat manoeuvres. +1 damage when ignoring grit.

A fairly shy aberrant, an ugly lurking thing with a face like a spider and too many eyes.

Merrow (1st level Aberrant)

Flesh	D6 (5)
Grit	D6 (5)
AC	13
Attacks	Axe (+1 bonus, d10+2 damage)
Saves	13 vs Weather, 15 vs Poison, 15 vs Hazards, 15 vs Magic
Mods	Strength +1, Dexterity +0 Constitution +1 Intelligence +0, Wisdom -1, Charisma -1
Meals	7
Gear	Stone axe, gloves, greaves, bracers, net, fish-hooks,
Skills	Stealth 3/6, Tracking 3/6
Special	Can breath water. +2 to wrestling rolls No penalty on combat manoeuvres. +1 damage when ignoring grit.

A creature that lurks underwater, dragging unwary prey in and drowning it.

Derro (1st level Aberrant)

Flesh	D6 (4)
Grit	D6 (4)
AC	14
Attacks	Spear (+0 bonus, D6+1 damage) or Bite (+0 bonus D2 damage and poison)
Saves	14 vs Weather, 16 vs Poison, 15 vs Hazards, 15 vs Magic
Mods	Strength +0, Dexterity +0 Constitution +0 Intelligence –1, Wisdom +0, Charisma +1
Meals	6
Gear	Stone spear, leather tunic, shield , torch
Skills	Stealth 3/6, Perception 3/6
Special	Poison bite deals d8 damage to Wisdom No penalty on combat manoeuvres. +1 damage when ignoring grit.

One of a pack of mad, pallid things from the deep underground, it's mind broken. Wide-eyed and grinning with sharp little fangs.

Gargoyle (1st level Aberrant)

Flesh	D6 (4)
Grit	D6 (4)
AC	18
Attacks	2 Claws (+1 bonus, D4+1 damage)
Saves	14 vs Weather, 16 vs Poison, 14 vs Hazards, 14 vs Magic
Mods	Strength +1, Dexterity +1 Constitution +0 Intelligence –1, Wisdom +0 Charisma -1
Meals	6
Gear	Boots, greaves, bracers, winter clothing, waxed cloak, veil
Skills	Stealth 4/6, Crafting 3/6
Special	No penalty on combat manoeuvres. +1 damage when ignoring grit.

A hulking brute of a creature, with skin like cracked stone and long talons on the ends of its fingers, like shards of flint.

Crawler (1st level Morlock)

Flesh	D6 (4)
Grit	D6 (4)
AC	12
Attacks	Garrotte (+0 bonus, d4+1 damage, always does damage to flesh)
Saves	13 vs Weather, 12 vs Poison, 15 vs Hazards, 15 vs Magic
Mods	Strength +1, Dexterity +0, Constitution +0 Intelligence –1, Wisdom +0, Charisma +0
Meals	6
Gear	Garrotte, gloves, greaves, bag of pitch, tinderbox oil lamp, rope
Skills	Perception 2/6
Spells	Spider Climb (memorized)
Special	Limited spell casting, spells scarred into skin.

Like all morlocks, this is a pallid, dark-eyed crawling subterranean thing. One of the scouts of its tribe, when the tribe migrates this morlock will be at the forefront, creeping through dark tunnels to find the way for its kin.



Watcher (1st level Morlock)

Flesh	D6 (4)
Grit	D6 (4)
AC	10
Attacks	Knife (-1 bonus, d4 damage), or Blowpipe (+0 bonus, 1 damage and venom)
Saves	14 vs Weather, 16 vs Poison, 15 vs Hazards, 14 vs Magic
Mods	Strength –1, Dexterity +0 Constitution +0 Intelligence +0, Wisdom +1, Charisma +0
Meals	6
Gear	Stone knife, blowpipe, 10 darts, divining materials made of metal wheels, venom
Skills	Perception 3/6
Spells	Locate Animal (memorized)
Special	Venom does d12 extra damage.. Limited spell casting, spells scarred into skin.

This is one of the thinkers and planners of morlock society, its strange mind constantly probing its surroundings for traces of food and water, directing its family to the various resources in the deep underground.

Whisperer (1st level Morlock)

Flesh	D6 (5)
Grit	D6 (5)
AC	13
Attacks	Axe (+1 bonus, d10+2 damage)
Saves	12 vs Weather, 14 vs Poison, 15 vs Hazards, 16 vs Magic
Mods	Strength +0, Dexterity +0 Constitution +1 Intelligence –1, Wisdom -1, Charisma +1
Meals	7
Gear	Stone axe, gloves, greaves, bracers, torch , rope, sack
Skills	Perception 1/6
Spells	Sleep (memorized)
Special	Limited spell casting, spells scarred into skin.

This is the closest the morlocks have to a warrior. Shunning direct violence, these scuttling hunters instead rely on magic to subdue or disorient their prey without a fight.

Shaman (1st level Mystic)

Flesh	D6 (4)
Grit	D6 (4)
AC	12
Attacks	Spear (+0 bonus, d6 damage)
Saves	14 vs Weather, 11 vs Poison, 16 vs Hazards, 15 vs Magic
Mods	Strength +0, Dexterity +0, Constitution +0 Intelligence +0, Wisdom +0, Charisma +0
Meals	6
Gear	Spear, skull helmet, boots, jewellery, torch
Skills	Charm 1/6
Spells	Summon Rain*, Coat with Frost
Special	Charm roll to cast spells.

This mystic is a ruddy, rustic sort, given over to the worship of various weather spirits. Their veneration is an intimate thing, and they commune with their patrons in various psychedelically induced trance states.

Mystery Cultist (1st level Mystic)

Flesh	D6 (4)
Grit	D6 (4)
AC	9
Attacks	Stone Knife (+0 bonus, d4+1 damage)
Saves	14 vs Weather, 11 vs Poison, 17 vs Hazards, 15 vs Magic
Mods	Strength +0, Dexterity –1, Constitution +0 Intelligence +0, Wisdom +0, Charisma +1
Meals	6
Gear	Stone knife, waxed cloak, veil, jewellery
Skills	Charm 2/6
Spells	Create Fire*, Unseen Servant
Special	Charm roll to cast spells.

This mystic is a low-ranking member of an organised mystery cult, with layers of initiation and deeper secrets the further a cultist progresses. Exactly what sort of being is it the heart of the cult is unknown to all but the most enlightened of worshippers.

Zealot (1st level Mystic)

Flesh	D6 (4)
Grit	D6 (4)
AC	14
Attacks	Club (+1 bonus, d8+1 damage)
Saves	14 vs Weather, 11 vs Poison, 16 vs Hazards, 15 vs Magic
Mods	Strength +1, Dexterity –1, Constitution +0 Intelligence +0, Wisdom –1, Charisma +1
Meals	6
Gear	Stone club, gloves, boots, skull helmet, shield, torch
Skills	Charm 1/6
Spells	Light*, Cure Wounds
Special	Charm roll to cast spells.

This is a fanatical worshipper of the sun as a protector and bringer of life. Utterly dedicated to their cause, they tolerate no other deities but the sun and seek to bring all others into its worship.

Cults

A cult is an organisation of mystics (and lay worshippers) all dedicated to the same patron. A cult will need some focal point, such as a regular festival, shrine, high priest or physical embodiment of their patron.

The first spell gained at each rank (those marked with an asterisk) will always be the same for all members of the cult, representing a degree of consistency to the gifts their patron grants. This will typically be one particularly appropriate to the patron, such as Coat with Frost for a winter spirit.

When a mystic attracts other mystics as followers, they will almost certainly be members of the same cult. The marked spell will always match the first spell the mystic gained of that rank (choose either for the first rank).

Apothecary (1st level Neanderthal apothecary)

Flesh	D8 (5)
Grit	D8 (5)
AC	12
Attacks	Javelin (+0 bonus, d6+1 damage) or Club (-1 bonus, d8-1 damage)
Saves	12 vs Weather, 10 vs Poison, 15 vs Hazards, 14 vs Magic
Mods	Strength –1, Dexterity +0, Constitution +0 Intelligence +1, Wisdom +0, Charisma +0
Meals	6
Gear	2 Stone javelins, club, gloves, boots, winter clothing, healing kit, atlatl
Skills	Medicine 4/6, Tracking 3/6, Foraging 3/6
Potions	Warp Flesh, Cure Wounds, Cure Disease
Special	Can memorize a spell and create potions

This is a studious, serious-minded Neanderthal, an expert in the study of herbalism and healing.

Human Orphan (1st level Orphan)

Flesh	D4 (3)
Grit	D4 (3)
AC	12
Attacks	Knife (-1 bonus, D4 damage) or Javelin (+0 bonus, d6-1 damage)
Saves	12 vs Weather, 10 vs Poison, 14 vs Hazards, 14 vs Magic
Mods	Strength –1, Dexterity +1 Constitution +0 Intelligence –1, Wisdom +0, Charisma +1
Meals	6
Gear	Stone Knife, Winter Clothing, Javelin
Skills	Stealth 5/6, Animalism 4/6

This is a human child, grubby, furtive and shy. They've been living in the wilderness for some time, and acquired an affinity for animals and self-sufficiency.
Whatever tragedy led this child to being orphaned, they don't particularly want to talk about it.



Neanderthal Orphan (1st level Orphan)

Flesh	D4 (3)
Grit	D4 (3)
AC	12
Attacks	Club (-1 bonus, d8 damage)
Saves	11 vs Weather, 9 vs Poison, 14 vs Hazards, 14 vs Magic
Mods	Strength –1, Dexterity +1 Constitution +1 Intelligence –1, Wisdom +0, Charisma +0
Meals	7
Gear	Stone club, winter clothing, rope
Skills	Stealth 5/6, Animalism 3/6

Like the rest of their race, this child is a survivor. Hardy and resourceful, they've almost forgotten the traditional ways of their people, and are instead completely at home among the animals of the wilderness.

Cannibal (1st level Wendigo)

Flesh	D6 (5)
Grit	D6 (5)
AC	15
Attacks	Axe (+1 bonus, d10+2 damage)
Saves	13 vs Weather, 11 vs Poison, 14 vs Hazards, 16 vs Magic
Mods	Strength +1, Dexterity +1, Constitution +1 Intelligence –1, Wisdom +0, Charisma –2
Meals	7
Gear	Stone axe, shield, skull helmet, boots, torch, rope
Skills	Vandalism 2/6
Spells	Nil
Special	Heal by eating flesh. No penalty to use combat manoeuvres.

This individual is an unrepentant predator. Glorying in the power to be gained by from feasting on others, they are bold, forceful and constantly hungry.

Scavenger (1st level Wendigo)

Flesh	D6 (4)
Grit	D6 (4)
AC	10
Attacks	Spear (+1 bonus, d6+1 damage) or Bow (+0 bonus, d8+1 damage)
Saves	14 vs Weather, 12 vs Poison, 15 vs Hazards, 17 vs Magic
Mods	Strength +1, Dexterity +0 Constitution +0 Intelligence +0, Wisdom –1, Charisma +0
Meals	6
Gear	Spear, bow, 10 arrows, winter clothes
Skills	Vandalism 2/6
Spells	Nil
Special	Heal by eating flesh. No penalty to use combat manoeuvres.

Unlike the cannibal, this Wendigo doesn't hunt and kill other humans, maybe from moral compunctions or out of cowardice. That doesn't stop them eating, though, and they are a serial grave-robber and scavenger of the fallen.



Cyclops (4th level abrreant0

Flesh	2d6 (8)
Grit	4d6 (16)
AC	14
Attacks	Club (+1 bonus, d12+4 damage)
Saves	14 vs Weather, 16 vs Poison, 16 vs Hazards, 14 vs Magic
Mods	Strength +3, Dexterity –1, Constitution +0 Intelligence +0, Wisdom +0, Charisma +0
Meals	6
Gear	Two-handed stone club, skull helmet, bracers, greaves,
Skills	Stealth 2/6, Crafting 3/6
Special	Can see perfectly in the dark, vulnerable spot. No penalty on combat manoeuvres. +4 damage when ignoring grit.

The Cyclops is a huge aberrant, standing ten feet tall. A single eye glows in the centre of its face, and a wide mouth is filled with ragged teeth. Despite its bulk, the Cyclops possesses alarming stealth and, in assistance of its tribe-mates, can do absolutely horrendous damage when attacking from ambush.

Lurker (4th level Morlock)

Flesh	D6 (3)
Grit	3d6 (9)
AC	11
Attacks	Spear (+0 bonus, d6+1 damage)
Saves	12 vs Weather, 14 vs Poison, 15 vs Hazards, 16 vs Magic
Mods	Strength +0, Dexterity +1, Constitution –1 Intelligence +0, Wisdom –1, Charisma +1
Meals	5
Gear	Stone spear, bracers, greaves, torch
Skills	Perception 3/6
Spells	False Sounds (memorized), Spider Climb (memorized), Invisibility (memorized), Mist Form (memorized dangerously)
Special	Morlock spellcasting.

This is one of the Morlock's elites, a stealthy, wriggling worm-like thing that makes its way through the deep places of the earth in search of prey.

Cult Leader (4th level Mystic)

Flesh	D6 (3)
Grit	3d6 (9)
AC	10
Attacks	Spear (+0 bonus, d6+1 damage)
Saves	12 vs Weather, 14 vs Poison, 15 vs Hazards, 16 vs Magic
Mods	Strength +0, Dexterity +0, Constitution –1 Intelligence +0, Wisdom –1, Charisma +2
Meals	5
Gear	Stone spear, jewellery, ritual focus, skull helmet, gloves,
Skills	Charm 5/6
Spells	Create Fire*, Light, Cure Wounds, Unseen Servant, Protection from Fire*
Special	Mystic spellcasting.

This is a powerful mystic, highly favoured by their patron. They sit at the heart of a large and well organised cult, directing worship and sacrifice to their patron on a vast scale.



Table 111: Expanded tribe generation

Roll 1d20	Community	Leader (1)	4d6	2d10	1d8	1d12
1 to 3	Neanderthal Clan	Neanderthal Chieftain	Survivors	Fighters	Brutes	Sickly Ones
4	Neanderthal Alliance	Neanderthal Chieftain	Fighters	Survivors	Apothecaries	Brutes
5 to 6	Nomadic Clan	Visionary	Trap-builders	Gatherers	River-dwellers	Stalkers
7 to 8	Cave Dwellers	Warlord	Gatherers	River-dwellers	Crafters	Mammoth Hunters
9	Trading Settlement	Visionary	Gatherers	Crafter	Trap-builders	River-dwellers
10-11	Hunting Settlement	Warlord	River-dwellers	Trap-builders	Crafters	Mammoth Hunters
12	Predatory Warband	Warlord	Mammoth Hunters	Stalker	Thralls	Trap-builders.
13	Slavers	Inner Flame Mage	Head Hunters	Neanderthal Fighters	Children	Thralls
14	Magical Tribe	Inner Flame Mage	Stalkers	Elders	Flame Initiates	Trap-builders
15	Morlock Pack	Lurker	Crawler	Watcher	Derro	Whisperer
16 to 17	Aberrant Clan	Cyclops	Gremlin	Merrow	Gargoyle	Derro
18	Mystery Cult	Cult Leader	Mystery Cultist	Flame Initiate	Stalker	Thralls
19	Expansionistic Cult	Cult Leader	Zealots	Thralls	Gatherers	Mystery Cultists
20	Cannibals	Warlord	Cannibals	Scavengers	Mammoth Hunters	Trap-builders.

Neanderthal clans are smaller than other communities; halve the numbers of Fighters and Survivors generated (rounded down). They have as many Children as the number of Brutes plus the number of Sickly Ones.

Neanderthal Alliances are unusually large groups for Neanderthals. They have as many Sickly Ones as there Survivors, as many Children as there are Fighters, and as many Merrow as there are Apothecaries

Nomadic Clans, Cave Dwellers, Trading Settlements, and Hunting Settlements all have a number of non-combatants with them. There will be half as many Elders as the 4d6 roll (rounded up) and as many Children as the 2d10 roll.

Predatory Warbands are made up only of fighting adults.

Slavers have as many Children as the 2d10 roll.

Magical Tribes will have half as many children with them as the 2d10 result for Elders, rounded down.

Morlock Packs are smaller than other communities: halve the number of Crawlers and Watchers (round down). There will be as many children as there are Derro and Whisperers combined.

Aberrant Clans have as many Children as the 4d6 roll for Gremlins, as many Elders as the 2d10 roll for Merrow, and as many Sickly Ones as the d12 roll for Derro.

Mystery Cults have as many children as there are stalkers and thralls combined.

Cannibals have as many children as there are mammoth hunters and trap-builders combined.

Table 112: Followers for Aberrants

Roll d12	Follower
1	Female Gremlin
2	Female Merrow
3	Female Derro
4	Female Gargoyle
5	Male Gremlin
6	Male Merrow
7	Male Derro
8	Male Gargoyle
9	Sickly Ones (d4 male and d4 female)
10	Children (d4 male and d4 female)
11	Elderly (d4 male and d4 female)
12	Unusual Follower (roll on table 118)

Table 114: Followers for Mystics

Roll d12	Follower
1	Female Shaman*
2	Female Zealot*
3	Female Mystery Cultist*
4	Male Shaman*
5	Male Zealot*
6	Male Mystery Cultist*
7	Flame Initiate (randomise gender)
8	Crafter (randomise gender)
9	River-dweller (randomise gender)
10	Children (d4 male and d4 female)
11	Elderly (d4 male and d4 female)
12	Unusual Follower (roll on table 118)

*replace these NPCs signature spell with one of the PCs 1st rank spells: they worship the same patron.



Table 113: Followers for Morlocks

Roll d12	Follower
1	Female Crawler
2	Female Watcher
3	Female Whisperer
4	Male Crawler
5	Male Watcher
6	Male Whisperer
7	Crawler (randomise gender)
8	Watcher (randomise gender)
9	Whisperer (randomise gender)
10	Children (d4 male and d4 female)
11	Elderly (d4 male and d4 female)
12	Unusual Follower (roll on table 118)

Table 115: Followers for Neanderthal Apothecaries

Roll d12	Follower
1	Female Apothecary
2	Female Brute
3	Female Fighter
4	Female Survivor
5	Male Apothecary
6	Male Brute
7	Male Fighter
8	Male Survivor
9	Gatherer (randomise gender)
10	Children (d4 male and d4 female)
11	Sickly Ones (d4 male and d4 female)
12	Unusual Follower (roll on table 118)

Table 116: Followers for Wendigos

Roll d12	Follower
1	Female Cannibal
2	Female Scavenger
3	Male Cannibal
4	Male Scavenger
5	Mammoth Hunter (randomise gender)
6	Stalker (randomise gender)
7	Trap-builder (randomise gender)
8	Neanderthal Brute (randomise gender)
9	Hermit (randomise gender)
10	Children (d4 male and d4 female)
11	Elderly (d4 male and d4 female)
12	Unusual Follower (roll on table 118)

Table 117: Followers for Orphans

Roll d20	Follower
1	Female Human Orphan
2	Male Human Orphan
3	Female Neanderthal Orphan
4	Male Neanderthal Orphan
5	Wolf
6	Bird of Prey
7	Jackal
8	Bat
9	Reindeer
10	Vulture
11	Wolverine
12	Mountain Lion
13	Bear
14	Woolly Rhino
15	Hyena
16	Viper
17	Boar
18	Gigantopithecus
19	Children (d4 male and d4 female)
20	Unusual Follower (roll on table 118)

Table 118: Extended Unusual Followers (roll a d6 and a d10)

d6	d12	Follower
1-2	1	Mammoth Hunter
1-2	2	Stalker
1-2	3	River Dweller
1-2	4	Gatherer
1-2	5	Crafter
1-2	6	Trap-builder
1-2	7	Hermit
1-2	8	Flame Initiate
1-2	9	Magical Healer
1-2	10	Neanderthal Brute
3-4	1	Neanderthal Fighter
3-4	2	Neanderthal Survivor
3-4	3	Derro
3-4	4	Gargoyle
3-4	5	Gremlin
3-4	6	Merrow
3-4	7	Crawler
3-4	8	Watcher
3-4	9	Whisperer
3-4	10	Mystery Cultist
5-6	1	Shaman
5-6	2	Zealot
5-6	3	Neanderthal Apothecary
5-6	4	Human Orphan
5-6	5	Neanderthal Orphan
5-6	6	Cannibal
5-6	7	Scavenger
5-6	8	Child
5-6	9	Elder
5-6	10	Sickly One

Where the d6 is odd, the follower is female. Where it is even, the follower is male.



Appendix Z: Optional Rules

Needless to say, everything in this section is optional. By default, it's not in play unless the GM says otherwise.

Narrative Advancement

When a PC gains a level, it is possible for them to advance in a way not normal for their class. Essentially, their experiences will have taught them something new, and they level up slightly differently to represent this.

To do this, there must be a strong reason in the game's fiction to explain why this has happened. They might have had to rely on a particular talent to survive, been exposed to hidden knowledge, been taught by an expert, or something similar. Whatever happened, though, it should be discussed with the GM as narrative advancements are not an automatic right.

Between levels 2 and 9, instead of gaining a point of Flesh, the character can instead:

-Gain a point of grit.

-Improve a save by 1 point that has not yet been improved in this way.

-Improve a skill chance by 1 point that has not yet been improved in this way.

-Get an additional +1 to hit, so long as they have not yet taken this option.

-Get an extra +1 to damage, so long as they have not yet taken this option

-Get an extra +1 armour class, so long as they have not yet taken this option.

The same options can be taken from levels 10 and above, in exchange for all grit that would be gained at that level.

Unified Saves

In order to simplify the game, all 4 saving throws are combined into a single 'save' value, which is modified by Constitution. The value of the save depends on the characters class and level.

Table 119: Unified Saves

Level	Expert/Aberrant	Hunter/Wendigo	Magician	Morlock	Mystic	Neanderthal/Orphan/Apothecary
1	15	15	14	14	14	11
2	15	15	14	14	14	9
3	15	15	14	14	14	9
4	15	12	14	12	14	6
5	12	12	14	12	12	6
6	12	12	12	12	12	4
7	12	10	12	9	12	4
8	12	10	12	9	12	3
9	10	10	12	9	10	3
10	10	8	12	7	10	3
11	10	8	9	7	10	3
12	10	8	9	7	10	2
13	8	6	9	5	6	2
14	8	6	9	5	6	2
15+	8	6	7	5	6	2



"Looking at these stars suddenly dwarfed my own troubles and all the gravities of terrestrial life. I thought of their unfathomable distance, and the slow inevitable drift of their movements out of the unknown past into the unknown future."

-H.G. Wells, The Time Machine

Option: Horrible Wounds

This is a set of optional rules that makes the process of getting injured and dying more detailed. Rather than simply dying when you run out of flesh points, you start taking horrible injuries.

These rules alter the dynamics of the game significantly. The game becomes less lethal but not less punishing, and ramps up the gore somewhat. Instead of instant death (which frees you up to play a new, unhindered character), the game punishes you by making your character less effective; not everybody will find this fun.

When damage reduces you to 0 flesh or less, or you take any damage when you already had no flesh, look at the exact amount of damage dealt and get a result from the list below. It doesn't matter how far 'into the negatives' you are, just look at the result of the dice. Except for the penalties from actual injuries, you can keep on going just fine on 0 flesh; adrenaline can do impressive things.

There are three tables to look the damage up on, depending on what caused it. One is for physical injuries, one for subdual (where the aim is to take the victim out of action non-lethally), one is for being burnt (or digested or corroded) and the last is for poisons and diseases.

Some really nasty damage ignores flesh *and* grit, and goes straight to causing these wounds. This is the sort of thing that would be instant-death in a game without wounds.

Being reduced to 0 in a stat still just kills you instantly; the increasing penalties for lowering stats is a good representation of the body or mind weakening. The same applies to instant death effects (such as some poisons or spells); those just kill you right away. Similarly, against a helpless victim, you can just kill them without needing to make damage rolls. It might be messy and unpleasant, but if they can't stop you they'll die eventually.

These rules are best reserved for PCs and significant NPCs and monsters: those important enough to earn a name and a notable place in the fiction. For minor NPCs, wandering monsters and so on, just have them die at 0 flesh to avoid the game getting too bogged down.

Dead Men Walking

Sometimes death is basically inevitable, but not immediate. This is referred to as being a Dead Man Walking. As a Dead Man Walking, you get one more round to act in, and then you die. If you have a constitution *bonus*, you get that many extra rounds.

Nothing can be done to stop this.

Bleeding Out

If you're bleeding out, you're losing a lot of blood each round. You can survive for one round per hit-dice you have. If you have a constitution bonus, you increase your bleed time by that much. After this much time, you die.

If you're bleeding, a character can spend a round and make a medicine roll to staunch your bleeding. If they succeed, you continue bleeding at a rate of turns, not rounds. If you're bleeding out at a rate of turns, then proper medical attention is required. It takes a full turn and a medicine roll to treat this, and if the medicine roll is passed, then the bleeding stops entirely.

If you were reduced to 0 flesh by ongoing damage that deals 1 (or a very small amount of) damage each round, then instead of taking wounds, you just start bleeding. Similarly, if you're reduced to 0 flesh by something dealing regular damage every turn, you start bleeding out at a rate of turns.



Physical Injuries

This damage table should be used for physical wounds. Stabbing, cutting, tearing, crushing, bludgeoning; anything where a solid object is what does the damage, use this table.



One damage:
The injury fucks your eye up. You take –1 to your Perception skill and –3 to attack rolls, since you can't see properly. Maybe sight can sort of be restored by a skilled healer, with a successful medicine roll. This will take a day of treatment and require a month's time to heal before the eye's good to open. Otherwise, it's eye-patch time.

Two damage:
A nasty blow ruins a leg. With one leg, you're reduced to hopping about or relying on crutches. You can't run, and take –1 to your Athletics skill and –3 to Saves against Hazards. If both go, you're on the floor unable to get about at all.
You might be able to fix this with a successful medicine roll. A broken leg will take a turn's worth of first-aid to treat, and need a week to heal up. If the roll to treat the injury fails, the best you can hope for is a peg leg.

Three damage:
A particularly savage wound ruins an arm. You can't use that hand for anything. Any skill rolls (such as crafts or maybe athletics) that require the use of two hands reduces its chance to succeed by 1.
You might be able to fix this with a successful medicine roll. A broken arm will take a turn's worth of first -aid to treat, and need a week to heal up. If the roll to treat the injury fails, the best you can hope for is to replace it with a prosthetic of some sort.

Four Damage:
A deep wound starts you Bleeding Out. An artery's been cut or there's a huge injury in your torso, and blood's fountaining everywhere.

Five Damage:
A particularly horrible wound ruins your leg completely. Maybe it's severed, maybe it's hanging by sinews, or maybe it's just a mess. With one leg, you're reduced to hopping about or relying on crutches. You can't run, and take –1 to your Athletics skill and –3 to Saves against Hazards. If both go, you're on the floor unable to get about at all.
It can't be fixed without magic.
You are also Bleeding Out.

Six Damage:
A particularly horrible wound gets rid of your arm entirely. Maybe it's severed, maybe it's hanging by sinews, or maybe it's just a mess. You can't use that hand for anything. Any skill rolls (such as crafts or maybe athletics) that require the use of two hands reduces its chance to succeed by 1.
It can't be fixed without magic.
You are also Bleeding Out.

Seven Damage:
You sustain a nasty head wound. You're unconscious for d12 rounds, and Bleeding Out from the head.

Eight Damage:
You're going to die. An arrow through the skull, torso torn open, or something like that. You're a Dead Man Walking.

Nine Damage:
You're messed up badly. Flesh is ripped to bits, bones shattered. You're a Dead Man Walking. On top of this, you're knocked unconscious for a round from the shock of your injuries.

Ten to Fifteen Damage:
You're dead. Decapitation, totally ruined chest, skull smashed to bits, or whatever. Death is instant.

Sixteen or More Damage:
Not only are you dead, but there's not even enough left to bury or reanimate. You're not much more than chunky salsa.



Subdual

This damage table should be used for anything non-lethal, such as fists and potentially clubs or bolas, where the intention is to batter the victim into submission or knock them out.

One damage:
It hurts like hell. You lose your next action.

Two damage:
A sharp blow to the head knocks you unconscious for d12 rounds.

Three damage:
You're knocked out for d12 rounds by the blow, and when you wake up you're groggy and dazed. You're fatigued until somebody spends a turn seeing to you, and passes a Medicine roll to do so.

Four Damage:
A particularly savage blow ruins a leg. With one leg, you're reduced to hopping about or relying on crutches. You can't run, and take –1 to your Athletics skill and –3 to Saves against Hazards. If both go, you're on the floor unable to get about at all.
You might be able to fix this with a successful medicine roll. A broken leg will take a turn's worth of first-aid to treat, and need a week to heal up. If the roll to treat the injury fails, the best you can hope for is a peg leg.

Five Damage:
A particularly nasty blow ruins an arm. You can't use that hand for anything. Any skill rolls (such as crafts or maybe athletics) that require the use of two hands reduces its chance to succeed by 1.
You might be able to fix this with a successful medicine roll. A broken arm will take a turn's worth of first-aid to treat, and need a week to heal up. If the roll to treat the injury fails, the best you can hope for is to replace it with a prosthetic of some sort.

Six Damage:
A sharp blow to the head knocks you out cold for d12 rounds. On top of that, the head injury has messed you up badly. The brain trauma gives you a –1 penalty to *all* your skills, and a –3 penalty to *all* your rolls on a d20. You'll need trepanning to fix it: a turn spent making a Medicine roll, and if the roll fails you suffer d8 damage to your flesh.

Seven Damage:
You've suffered internal damage, and now you're Bleeding Out. There's a pretty good chance you'll be coughing up blood, or else bleeding from the eyes or mouth.

Eight Damage:
You've suffered a horrible brain injury. You're Bleeding Out, blood gushing from your ears and mouth. The brain trauma gives you a –1 penalty to *all* your skills, and a –3 penalty to *all* your rolls on a d20. You'll need trepanning to fix it: a turn spent making a Medicine roll, and if the roll fails you suffer d8 damage to your flesh.

Nine Damage:
Something ruptures in your head, doing irreparable and fatal damage to your brain. Although you might be able to cling onto life for a little longer, you're a Dead Man Walking.

Ten to Fifteen Damage:
You're killed instantly, your head caved in.

Sixteen or More Damage:
Well, this was overkill. You've been squashed into a pulpy mess, so there's really barely anything left to bury or reanimate.

Burning

This damage table should be used for anything that actually removes your flesh. Digestive acids, flames, lightning and corrosive gasses all use this table.

One damage:
One damage fucks your eye up. You take –1 to Perception skill rolls and –3 to attack rolls, since you can't see properly. Maybe sight can sort of be restored by a skilled healer, with a successful medicine roll. This will take a day of treatment and require a month's time to heal before the eye's good to open. Otherwise, it's eye-patch time.

Two damage:
Two damage messes up your mouth and tongue, making almost impossible to speak clearly. Charm skill rolls may be required to communicate through grunts and gestures, and spell-casting is impossible since it requires precise enunciation.
The injury can be healed with a successful medicine roll and a week of rest.

Three damage:
Three damage ruins your face, turning it into a mess of burn scars when it finally heals. You're ugly as shit now. Enemy reaction rolls are 1 point worse when you're involved, and you take a –1 penalty to your charm skill.
It can't be fixed without magic, or sophisticated enough healing that it's beyond what's possible in the stone age.

Four Damage:
Four damage has dealt enough damage to your throat and lungs that you can't breath properly. You're probably coughing up blood, suffocating or otherwise struggling to stay alive. It counts as Bleeding Out, although depending on the injury might not actually involve blood loss.
On top of this, since you can't breathe properly, you're Fatigued until you stop bleeding.

Five Damage:
Five damage ruins your manual dexterity. Your fingers are burnt to useless nubs, or reduced to masses of scar tissue, or lose all sense of touch. You take -3 to attack rolls and reduce the chance of any skill roll requiring manual dexterity (Athletics to climb, most Crafting or Medicine rolls and so on) by 1.

Six Damage:
Six damage ruins your senses. Your nose is burnt away, inner ears ruined. You're deaf and can no longer smell or taste properly. Your perception skill is reduced by 1. Since you can't hear, you can't enunciate properly to cast spells.
You're also Bleeding Out.

Seven Damage:
Your lungs are burnt away, and so is your face. You're pretty grim to look at. Enemy reaction rolls are 1 point worse when you're involved, and you take a –1 penalty to your charm skill. Plus, you're now Bleeding Out, and can't breath properly meaning you're Fatigued until you stop bleeding.

Eight Damage:
This is brutal. Your skin is basically gone, and your body is covered in horrific burns. You're a Dead Man Walking.

Nine Damage:
Nine damage messes you up badly. Your more ash than flesh at this point, but still clinging to life for a little longer. You're a Dead Man Walking. On top of this, you're knocked unconscious for a round from the sheer pain.

Ten to Fifteen Damage:
You're killed instantly.

Sixteen or More Damage:
You're dead and the corpse is burnt to nothingness. Nothing but ashes or gunk is left behind.



Toxins

This damage table is for damage that comes from within the body. Poison, sickness, radiation and so on.

One damage:
You're nauseous and can't concentrate. Until somebody sets you down to fix what's ailing you (spending a turn and passing a Medicine skill roll), you're Fatigued.

Two damage:
Your immune system is horribly, horribly compromised. You get a permanent –3 penalty to your Saves vs Poison.
The effect is permanent, until specialized magic is used to fix it.

Three damage:
Your blood is tainted, and your lungs don't work properly anymore. You recover less slowly than normal. You only get Grit back by sleeping, and if you're Fatigued don't get grit back at all even when sleeping.
The effect is permanent, until specialized magic is used to fix it.

Four Damage:
You're Bleeding Out from the nose and eyes, but at a rate of Turns, not Rounds.

Five Damage:
Your body is trying to vent the poison from it. You sweat foul smelling blood, Bleeding Out at a rate of turns, not rounds. Until you stop bleeding out, you're also Fatigued.

Six Damage:
Something's ruptured. You're bleeding out at normal speed, and the stuff spewing out of your mouth is black and acrid.

Seven Damage:
Things are going badly wrong. You're Bleeding Out from your mouth and eyes, and even if you survive you get a –3 penalty on your Saves vs Poison from now on.
The effect is permanent, until specialized magic is used to fix it.

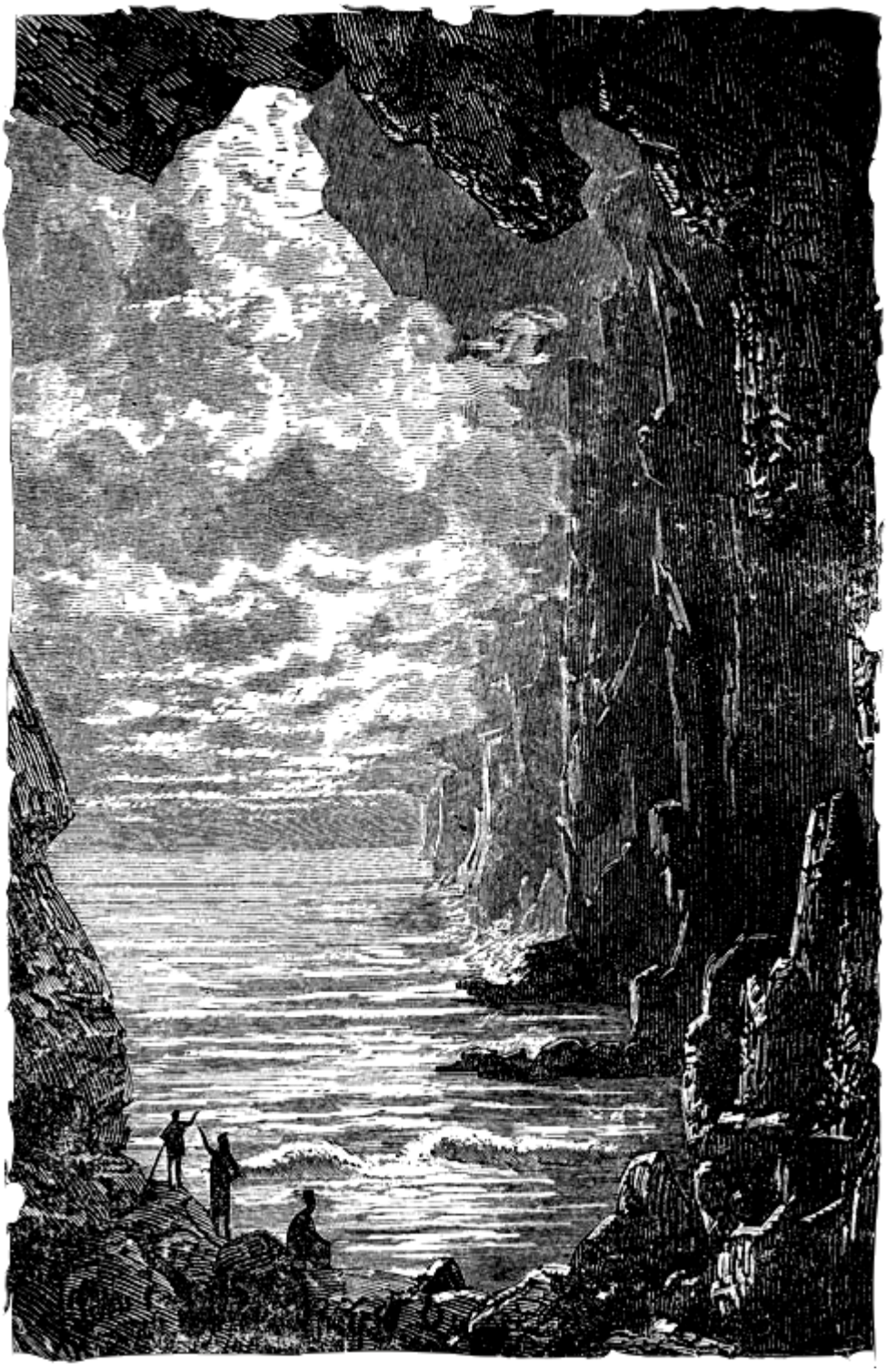
Eight Damage:
This means you're going to die. There's just too much nasty stuff in your body, and it can't cope. You're a Dead Man Walking.

Nine Damage:
Your organs are shutting down one by one. You're a Dead Man Walking. Plus, you spend the next round vomiting everywhere, and lose your chance to act.

Ten to Fifteen Damage:
Your body can't cope with this level of sickness, and promptly expires. You're dead, and it's not pretty.

Sixteen or More Damage:
You die instantly, your body no longer able to hold together under the toxic strain. It's probably not a good idea to try reanimating the corpse; just burn it for the good of everybody.





After many moths underground, we at last saw the spark of daylight up ahead. As we continued down the passage, the light grew brighter and the sound of churning waves seeped into our ears, until at last the tunnel opened up into a huge, vaulted coastal cave, the sea lapping against the rocks below our feet.

For the first time since the cave-in Gaze-becomes-frost gave a wide smile that turned into a deep bellow of laughter, and the Neanderthal declared that he would not be venturing underground again until he was old and wise. It was a sentiment I think we shared.

Option: Switching Class

You may want to allow characters to change class. Like with narrative advancement when they gain a level, this is optional and at the GM's discretion, and requires significant in-character justification.

Changing classes represents a total and dramatic shift in a character's lifestyle, priorities and capabilities. It's not something that can be done at whim, only as the result of significant character development.

Classes are species-dependant. You can't be a Neanderthal unless that's what species you are, and you can't be a Magician unless you're human. In order for a character to switch into a class for a different species, they must first become one of that species. This might be from finding themselves in a new body (perhaps through the spell Mind Switch) or through magical transformation (perhaps from the spell Polymorph Others). However, you do not *have* to switch class just because you find yourself in a new body: switching classes is always an active choice to change lifestyle.

Changing class will always take time and reduce your effectiveness. You need a significant period of 'downtime' in which to learn and study. At the very least, it takes a full day.

When you change class, take your current XP total and compare it to the XP chart for the class you're moving into to see what level that would make you. However, changing your class is taxing; instead of this level you start one level lower, with the minimum XP required for that level.

For example: Ash Eyes is a 6th level Expert with 250 XP total. Coming across a forgotten idol of the Parasite-God Vorm the Lastborn, the ancient bird-spirit that has been haunting her dreams for months, she offers it a sacrifice of blood and honey.

Ash Eyes wants to become a Mystic as a result. 250 XP is enough for level 5 as a Mystic, but changing class like this is draining, so instead she becomes level 4 (one level lower), with a total of 70 XP.

If you would go to below level 1 from this, you cannot change class at all yet. Gain more XP and it will become possible.

When you switch class, your attributes stay the same. Any alterations you've been subject to (such as unnatural features, madness, strange transformations, diseases, injuries, curses and so on) also remain.

You lose any increase in skill chances from your class, and instead gain any increase in skill chance from your new class. Adjustments to your skill chances due to attribute modifiers or alterations you've been subject to (reduced perception from an eye-injury, say) remain.

You re-calculate your saves based on your new class's values and your attribute modifiers.

You re-roll your Flesh and Grit dice to determine how much Flesh and Grit you have. If you are injured, then apply this lost Flesh and Grit to your new values. Any lost Grit in excess of your new total does NOT roll over to Flesh injuries. If you have lost more Flesh than your new Flesh total, you survive - barely - with one Flesh remaining.

You gain any special abilities of your new class, such as a Neanderthal's ability to use combat manoeuvres without penalty, a Hunter's increased attack bonus, or a Mystic's spells. There are a few exceptions, though.

A new Magician gains the ability to cast spells, spell slots and so forth. They do not, however, gain a sanctum yet, nor do they start with any spells known. Once they are a magician, they must make their own sanctum and learn spells from scratch, just like any other Magician.

Similarly, a Morlock does not start with any spells known and recorded in their skin: they must find and learn new spells in play.

Mystics, Wendigos and other spell-casting classes which cannot find and learn additional spells in play start with the normal number of spells, however.

An Aberrant does not gain any new Unnatural Features just because they have taken the Aberrant class.

Becoming an Expert

A hunter needs to turn away from violence and hunting, and instead focus on some non-violent skill-set such as healing.
A magician needs to completely abandon the practice of magic.
A Neanderthal or Neanderthal Apothecary needs to have a human body.
An aberrant needs to be accepted by a normal non-mutated society, and to be a mutated human.
A Morlock needs to find themselves in a human body *and* then to turn away from the use of magic entirely.
A mystic needs to utterly reject or be rejected by their patron.
An orphan needs to reach adulthood (either naturally, or through magical means) and then be accepted into adult society, and to have been a human child.
A Wendigo needs to go cold-turkey and cease all practice of cannibalism.

Becoming a Hunter

An expert needs to teach themselves to fight and push themselves into combat.
A magician needs to completely abandon the practice of magic.
A Neanderthal or Neanderthal Apothecary needs to have a human body.
An aberrant needs to be accepted by a normal non-mutated society, and to be a mutated human.
A Morlock needs to find themselves in a human body *and* then to turn away from the use of magic entirely.
A mystic needs to utterly reject or be rejected by their patron.
An orphan needs to reach adulthood (either naturally, or through magical means) and then be accepted into adult society and to have been a human child.
A Wendigo needs to go cold-turkey and cease all practice of cannibalism.

Becoming a Magician

An expert or hunter needs to be taught the practice of magic by another Magician.
A Neanderthal or Neanderthal Apothecary needs to have a human body, and then be taught the practice of magic by another Magician.
An aberrant needs to be accepted by a normal non-mutated society, to be a mutated human and then be taught the practice of magic by another Magician.
A Morlock needs to find themselves in a human body. They can translate the spells from their skin if they are still there, but cannot scar any new ones into themselves.
A mystic needs to utterly reject or be rejected by their patron, and then be taught the practice of magic by another Magician.
An orphan needs to reach adulthood (either naturally, or through magical means), to have been a human child, to be accepted into adult society, and then be taught the practice of magic by another Magician.
A Wendigo needs to go cold-turkey and cease all practice of cannibalism, and then be taught the practice of magic by another Magician.

Becoming a Neanderthal

An expert, hunter or magician needs to find themselves in a Neanderthal body.
A Neanderthal Apothecary needs to abandon the practice of Healing and instead teach themselves to fight.
An aberrant needs to be accepted by a normal non-mutated society, and to be a mutated Neanderthal.
A Morlock needs to find themselves in a Neanderthal body *and* then to turn away from the use of magic entirely.
A mystic needs to find themselves in a Neanderthal body, and then utterly reject or be rejected by their patron.
An orphan needs to reach adulthood (either naturally, or through magical means) and then be accepted into adult society, and to have been a Neanderthal child.
A Wendigo needs to find themselves in a Neanderthal body.

Becoming an Aberrant

An expert or hunter needs to be physically mutated in some way, and to seek to hide this from normal society.
A magician needs to be physically mutated in some way, and then to abandon all practice of magic.
A Neanderthal or Neanderthal Apothecary needs to be physically mutated in some way, and to seek to hide this from normal society.
A Morlock needs to be physically mutated in some way, and then to abandon all practice of magic.
A mystic needs to be physically mutated in some way, and then to utterly reject or be rejected by their patron.
An orphan needs to reach adulthood (either naturally, or through magical means) and then be rejected from adult society due to their mutations.
A Wendigo needs to be physically mutated in some way, and then to go cold-turkey and cease all practice of cannibalism.

Becoming a Morlock

A magician needs to find themselves in a Morlock body. They can translate any spells from their sanctum and record them into their flesh.
A mystic needs to find themselves in a Morlock body, and then to utterly reject or be rejected by their patron and instead be taught the practice of magic.
A member of any other class needs to find themselves in a Morlock body, and then to be taught the practice of magic.

Becoming a Mystic

An expert, hunter, magician or aberrant needs to offer worship to some patron, and have that worship acknowledged.
A Neanderthal, Morlock or Neanderthal Apothecary needs to have a human body, and then to offer worship to some patron, and have that worship acknowledged.
An orphan needs to reach adulthood (either naturally, or through magical means), to have been a human child, and then to offer worship to some patron, and have that worship acknowledged.
A Wendigo needs to go cold-turkey and cease all practice of cannibalism, and then offer worship to some patron, and have that worship acknowledged, and then to abandon all practice of magic in favour of this patron.



Becoming a Neanderthal Apothecary

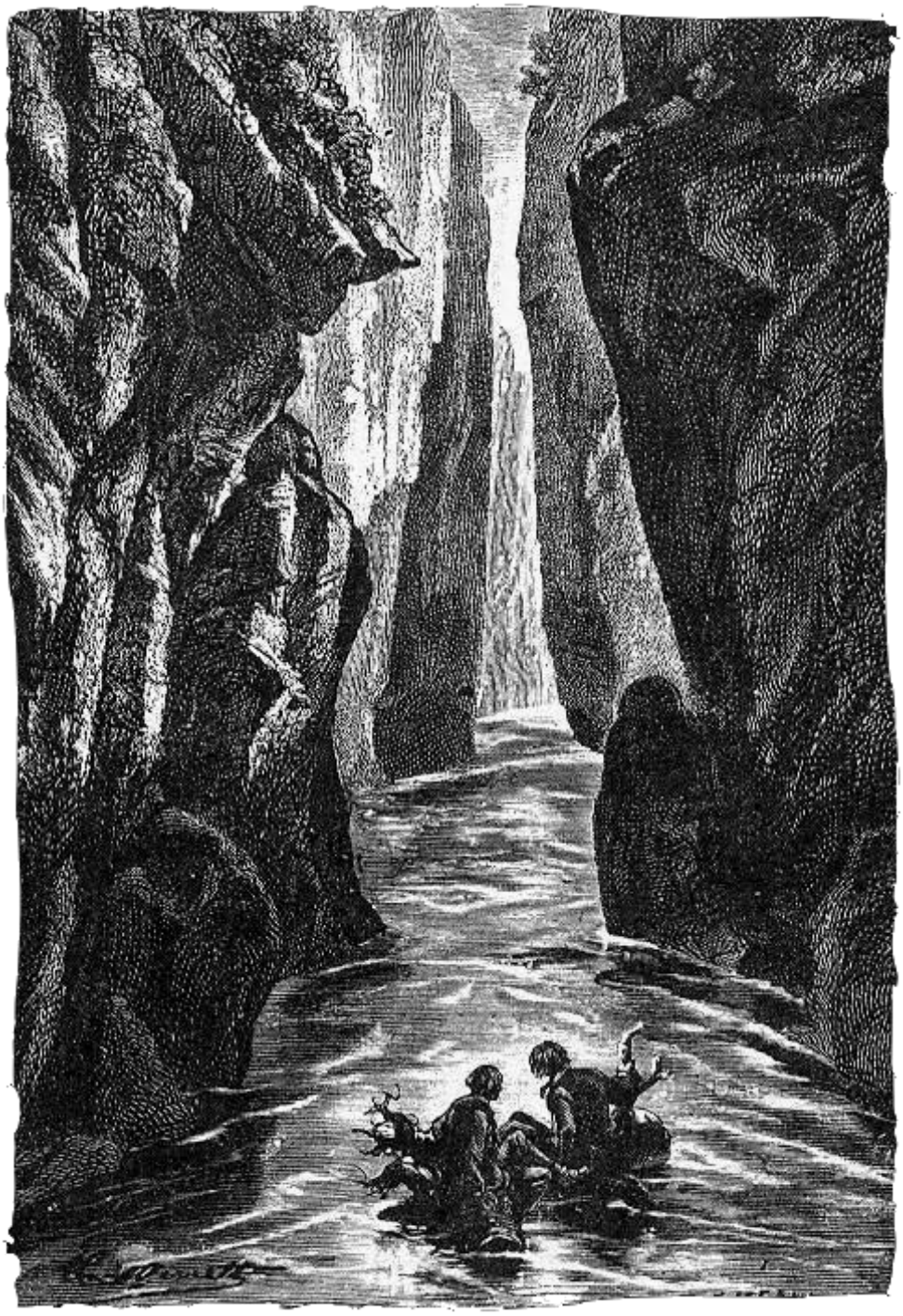
An expert, hunter or magician needs to find themselves in a Neanderthal body, and then to be taught alchemy by another Apothecary.
A Neanderthal needs to turn away from violence , and instead focus on learning alchemy
An aberrant needs to be accepted by a normal non-mutated society, to be a mutated Neanderthal, and then to focus on learning alchemy.
A Morlock needs to find themselves in a Neanderthal body *and* then to turn away from the use of magic entirely to instead be taught the practice of alchemy.
A mystic needs to find themselves in a Neanderthal body, to utterly reject or be rejected by their patron and then be taught the practice of alchemy.
An orphan needs to reach adulthood (either naturally, or through magical means) and then be accepted into adult society, and to have been a Neanderthal child.
A Wendigo needs to find themselves in a Neanderthal body and then be taught the practice of alchemy.

Becoming an Orphan

A magician or morlock needs to be child-aged (either naturally, or through magical means), cut off from normal society so that they are alone, and then to abandon the practice of magic.
A mystic needs to be child-aged (either naturally, or through magical means), cut off from normal society so that they are alone, and then to utterly reject or be rejected by their patron.
Any other class merely needs to be child aged (either naturally, or through magical means), cut off from normal society so that they are alone.

Becoming a Wendigo

An expert, hunter, or magician, needs to eat the flesh of a sentient being, and be taught how to gain power from doing so by another Wendigo.
A mystic needs to eat the flesh of a sentient being, and be taught how to gain power from doing so by another Wendigo. And then to utterly reject or be rejected by their patron.
A Neanderthal, Morlock or Neanderthal apothecary needs to find themselves in a human body and then eat the flesh of a sentient being, and be taught how to gain power from doing so by another Wendigo.
An aberrant or orphan needs to be a human, and then eat the flesh of a sentient being, and be taught how to gain power from doing so by another Wendigo.



"Barbarism is the natural state of mankind. Civilization is unnatural.
It is a whim of circumstance. And barbarism must always ultimately triumph."
-Robert E. Howard, Beyond the Black River

Option: Different Settings.

The game so far is written assuming that it will be set in the swathe of land south of the ice-sheets that ranges from Spain in the west to the Ukraine and Russia in the east, and extending from the very edge of the ice-sheet in Britain and what will become the North Sea as far as the arctic conditions extend in central Europe. This area is significant mostly because of the disproportionately high level of archaeology that has been done here; we have a very good picture of the cultures of Neanderthals and humans here, how the changing climate affected them and how their populations behaved over time; this makes it a natural fit for where to base an 'ice age' game.

It can, however, be set in other parts of the world. During the mid Palaeolithic, modern humans had spread to most of the old world, inhabiting Africa, most of Europe and Asia, and even venturing down to Australia. In these places, they discovered other races of hominid that had colonized them in previous migrations. Recent archaeology has uncovered traces of what are sometimes termed 'archaic humans' all across the old world; people much like the Neanderthals who were later supplanted by modern humans. The archaeological record is thin, but the evidence is compelling.

The Americas and Antarctica, however, remained undiscovered by hominids at this point: the crossing between Siberia and America is made impassable by the vast wastelands of ice.

Other Hominids

As well as the humans, Neanderthals and Morlocks detailed in this book, other human-like races inhabit the world. They are not available as PCs in the standard sub-arctic European setting, but are an addition to (or replace) the non-human classes available in appropriate settings. They might also become playable if PCs travel to distant parts of the world, either as part of a long migration on foot., by boat or using magical means.

Modern humans are found everywhere in the old world; Africa, Asia, Europe, the Arctic and Australia.

Morlocks are similarly found in the underworld under the whole old world.

Neanderthals are only found in Europe, the western parts of Russia, the Mediterranean and the middle east. Outside of this area, they won't be encountered.

Denisovans will be found along the eastern coast of Asia, from Siberia all the way down to Malaysia. Their range extends inland quite some way; most of China ad Mongolia is, or was, part of their range.

Naledi are found along the southern-most tip of Africa, in South Africa, Namibia and Mozambique, particularly along the coast.

Floresiensis people are found in the Indonesian islands.

Yetis are found in the Himalayas, and very occasionally in other mountainous regions in central Asia.

Undines are found off the coast of Africa, and in the Indian ocean as far as Australia.

In a historically accurate game, only Denisovans and Naledi exist as playable characters; the Floresiensis were historically much less intelligent than humans—probably lacking speech or much in the way of culture—making them unsuitable as PCs, and the other races are purely fictional creations.



Denisovans

Denisovan people resemble Neanderthals in many ways. Like other archaic humans, they have the slight chins and pronounced ridges around the eye sockets. Their build is somewhat less stocky than Neanderthals, around five feet tall, and their faces are rounded and flat, giving them a somewhat child-like look.

Denisovan culture is similar to Neanderthal culture in many ways; traditionalist and practical. They are somewhat less common that Neanderthals, though, their lands having been flooded by modern humans and their race going rapidly into decline. Those Denisovan communities who survive have a melancholy awareness that their kind will very soon be extinct.

Denisovans use the same basic stats as Neanderthal PCs. They don't get the penalty-free use of combat manoeuvres or the improved Athletics, Foraging and Tracking skill chance: instead, they get skill points to distribute at the exact same speed as a human Expert.

Few Denisovans have any skill with magic and those who do manifest it in a similar way to Neanderthals. Denisovan witches use the attributes for Neanderthal Apothecaries, with a few exceptions. They improve the skills Art, Medicine and Charm rather than Medicine, Tracking and Foraging. Their hit-dice is only a d6, rather than a d8. They can cast a spell they have memorized just like a magician casting a memorized spell (remember that they only ever get a single spell slot to memorize spells in).

Yeti

Inhabiting the Himalayan mountains, the Yeti are descendants of the same Australopithecine ancestors as Morlocks, but although they also flourished into intelligence, they have taken a somewhat different route. Where Morlocks retreated underground after the fall of the Serpent-Folk, the Yetis have remained in isolated mountain enclaves.

A Yeti is a tall being, with broad hands and feet and a long, looming body. It's true build is hard to make out due to a long, shaggy coat of pale hair that covers its body and limbs. The Yetis are quiet folk, pragmatic and patient, and possess some measure of magical skill that has been bred into them.

Yeti characters use the same rules as for Morlocks. Rather than improving their Perception, their Stealth and Athletics scores improve. They do not possess the ability to see into the infra-red spectrum that Morlocks do. Although their thick hair makes it harder to record spells as scars or tattoos, Yetis still keep their spells recorded in their flesh; many have intricately carved teeth or carefully placed piercings in their skins.

Floresiensis

The Floresiensis people are smaller than other hominids, standing between three and four feet tall. They have slightly more ape-like frames, with long arms and a stoop, and a light coating of hair over their backs and arms. The Floresiensis are unsophisticated people, even by the standards of the time, and their crafting is comparatively primitive.

Floresiensis people use the rules for Orphans, since they are also small and sneaky. They improve athletics rather than animalism, and attract normal tribes rather than animals. Like Neanderthals, Floresiensis people have minds that are direct and focussed in the moment, and they are really rather unsophisticated. They have no capacity to use magic.

Naledi

The Naledi people are closely related to humans, an offshoot of modern humanity that didn't migrate out of Africa. They are long limbed, with delicate hands and narrow frames. Naledi culture displays the same artistic developments as humans, but is highly ritualised; the Naledi have strong traditions and taboos surrounding most aspects of their life. Art, ritual and performance are all central to the existence of Naledi in ways that they aren't among other humans.

The Naledi can be Hunters, Magicians, Mystics or Wendigos. They are treated like humans with two exceptions. They are vulnerable to the cold, always failing saves to cope with cold weather and taking 1 extra damage whenever they take damage from the cold. They are, however, well adapted to the hot and arid conditions; they only require water every other day regardless of how hot the weather gets.

Undines

Undines are another offshoot of Australopithecus that has been magically altered, but in this case through the residual energies around various slumbering Aboleths. Their bodies are warped to adapt them to the underwater environment, and many have axolotl-like gills, mucus-coated skin, webbed hands and feet or even bony fins extending from their torsos. Their physical forms are very varied, and subject to constant change as the dreams of those Aboleths nearby shift from one memory to another.

Undines all follow the rules for Mystics. In addition, they all have the ability to breath water as well as air, and they can possess up to one additional unnatural feature. However, the gifts of their dreaming masters are scant and unreliable: they only start out able to cast a single rank 1 spell. Furthermore, their bodily alterations make them fragile, and their hit-dice is only a d4.

The Climate

Outside of a temperate environment, the weather will be dramatically different. Depending on the climate where your game takes place, roll on the appropriate column on the table below. The monsoon column is a seasonal affair: very few places have that level of rainfall all year round.

Sandstorms are both high winds and poor visibility. They last for 1 day.

Dust clouds are both hot weather and poor visibility, and last for d4 days.

Steaming is hot and wet weather with poor visibility, and lasts for d6 days.

Deluges are wet weather with poor visibility and last for 1 day.

Tropical storms are both wet weather and hot weather, and last for d4 days.

You probably want to alter your random encounter charts, too, but don't worry to much about it; if your game can survive the inaccuracy of having zombies and eight-foot spiders, it can survive having a sabre-toothed cat outside its historical range.

Table 14: Weather

Roll	Desert	Sub-tropical	Rainforest	Monsoon
1	Heat Wave	Heat Wave	Heat Wave	Tropical Storm
2	Heat Wave	Heat Wave	Heat Wave	Tropical Storm
3	Heat Wave	Heat Wave	Heat Wave	Tropical Storm
4	Heat Wave	Heat Wave	Heat Wave	Tropical Storm
5	Heat Wave	Heat Wave	Heat Wave	Rain
6	Heat Wave	Heat Wave	Heat Wave	Rain
7	Heat Wave	Clear Skies	Fog	Rain
8	High Winds	Clear Skies	Fog	Rain
9	High Winds	Overcast	Fog	Deluge
10	High Winds	Overcast	Steaming	Deluge
11	High Winds	Overcast	Steaming	Deluge
12	Sandstorm	Rain	Thunderstorm	Deluge
13	Sandstorm	Rain	Rain	Thunderstorm
14	Sandstorm	Tropical Storm	Rain	Thunderstorm
15	Dust Clouds	Tropical Storm	Tropical Storm	Thunderstorm
16	Dust Clouds	Thunderstorm	Tropical Storm	Fog
17	Dust Clouds	Fog	Deluge	Steaming
18	Clear Skies	Dust Clouds	Clear Skies	High Winds
19	Overcast	High Winds	Clear Skies	High Winds
20	Cold Snap	High Winds	Overcast	Hail





The woodland here was thinner, the trees young and green. Where the soil was disturbed, there was a thick layer of ash beneath the surface mulch, and bones scattered about. Some huge fire had devastated this landscape, and the forest was only slowly recovering.

Furthermore, the woods seemed strange to visitors. The burst of new growth—birches and cedars instead of oaks—filled the air with a great sense of coiled up potential. Vigour and potency and intelligence resonated throughout the place, and the feeling became apparent that the trees here had not learned the old, slow somnolence of the forests, that they paid attention to everything that occurred beneath their branches.

Cutting down wood to burn seemed like an extraordinarily poor idea.

Appendix 3: Post-Humans

As well as gaining levels and equipment, characters can advance by being transformed in some way. Typically, this transformation involves becoming something fundamentally not human, with abilities that are strange to the mundane mortal mind.

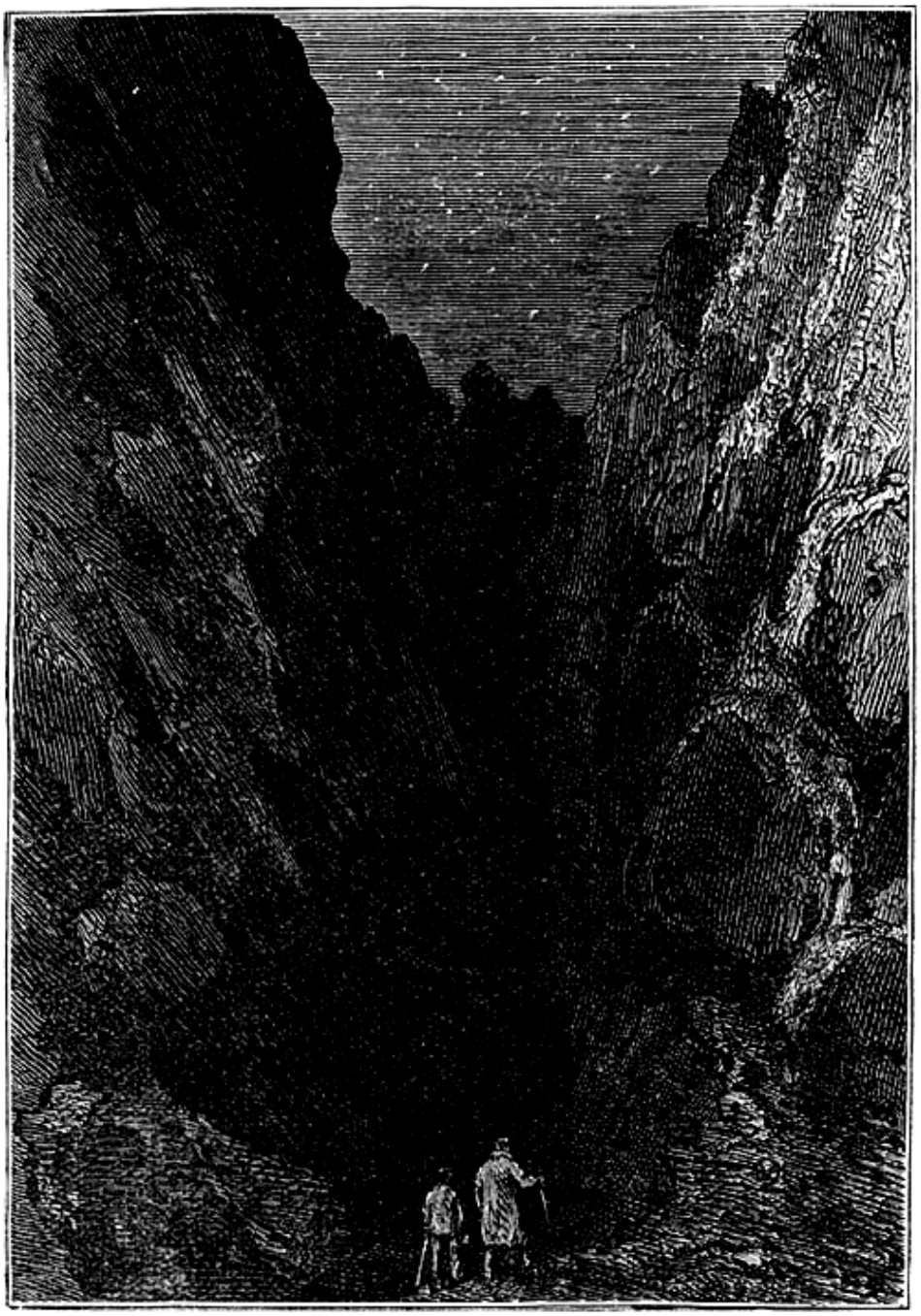
Each of these paths towards post-humanism come with several advantages but also some downsides: they are a suitable reward for characters who put significant effort into pursuing them. Although a character that has taken a post-human option is probably somewhat more potent than one without, this isn't too much of a concern: the game doesn't rely on strict balance to work well. What is more important is to give players –even those who are experienced with the game and whose characters are at the upper levels of power—a sense that the world contains things to strive for.

Post-humanism, then, should be difficult. When a PC Morlock decides that they want to overcome the limitations of their placid nature, or a PC Neanderthal wants to make themselves at home in the far northern ice-sheets, you shouldn't simply let them become an Eloi or Child of Snow immediately. These things exist in the world, but are rare. Finding a sage who even knows where to start looking might be the end result of a long journey, and after that seeking out the means to become such a being is another difficult quest.

Like anything else worth having in the game, these things must be earned; a player will value these things far more if the knowledge is hard come by and their status rare and unique.

It's worth noting that the examples given here are only examples. Patrons other than Anassa have their own cults and their own servitors that you can design using these creatures as a basis. Similarly, ways of becoming post-human or magically altered exist other than lichdom and eloi-hood, which PCs can invent or discover, and all manner of magical weirdness could transform them, not just the cold and the void.





Down this gorge, they said, dwelled the creature Heruspeth, said to be older than the sheets of ice on either side of the chasm.

They claimed that Heruspeth was neither human nor Neanderthal, but instead descended from the crawling albino-folk in the time before they fled beneath the earth. That it had long ago forsaken mortality to become a creature of pure magical will, its physical shell withered into near-nothingness and animated by sheer stubbornness.

Further into the gorge, the signs of its presence became clear; strange marks carved into the high walls that dwarfed any living person. The whole place thrummed with magical power, coiled tight and centred on whatever dwelled in the depths here.

Becoming An Eloi

The Eloi are a caste within Morlock society, drawn from their most talented minds. Even more than other Morlocks, the Eloi are strange creatures, entirely focussed on the study of magic. Their minds are alien even to their own kind, and they manage to transcend the normal limitations their creators placed on them.
The Eloi live slightly apart from other Morlocks. Their kinfolk attend to them as humans would attend to a sickly prince, providing their needs and seeing to it that their whims are followed. The Eloi themselves have little time for material concerns, and instead dedicate themselves to using magic to further the ends of their species.
To become an Eloi requires a series of rituals, each of which brings the subject one step further down the path towards becoming an Eloi. Each step along the path must be taught to the Eloi-to-be, and requires a ceremony be performed with the mentor guiding them towards Eloi-hood. An undead Morlock can perform the rites, but will typically gain less benefit from them.
The process of becoming an Eloi causes a Morlock to neglect their physical prowess in order to focus on magical growth. As well as the listed effects below, the Eloi increases the attribute *modifiers* for all mental attributes (Intelligence, Wisdom and Charisma) by the number of rites they have completed. The actual score remains unchanged. Likewise, the *modifiers* for their physical attributes (Strength, Dexterity and Constitution) are lowered by the number of rites the Eloi has completed.
(So, for example, after completing the first step, an Eloi with 10 strength and 10 wisdom would have a strength penalty of -1, and a wisdom bonus of +1. These increase to -2 and +2 after the second rite, and so on.)

Becoming an Eloi is not a simple matter. In order to attempt it, a Morlock PC needs an Eloi teacher to initiate them.

The First Rite: The Mark of the Eloi

The first stage is, in many ways, the most significant; it is the point of no turning back where the Eloi commits to the path.
The first rite is very simple: the Eloi-to-be renounces mundane matters in pursuit of magical perfection. The rite consists of a dire oath to the mentor, ceremonially 'signed' by branding the mentor's palm-print over the Eloi-to-be's heart; to do this the mentor's hand will be coated in hot tar to allow their palm to scorch the Eloi-to-be's skin. This brand deals d4 damage to the flesh of each.
An Eloi who has completed the first rite has all the XP requirements to gain levels doubled. They understand that they will learn only slowly, and their minds no longer develop as normal. Instead, much of their advancement will come as steps down the path to Eloi-hood.
After completing the first rite, an Eloi no longer ages, although they will finally die of old age when their time comes. They become completely infertile. Although they can still catch diseases, they will never transmit them to others; they are never infectious.
After only the first rite, an Eloi cannot perform the rites to make another Morlock like themselves.

The Second Rite: Unknotting the Serpent

The second rite expands the limits of the Eloi-to-be's mind, granting them a greater understanding of magic and breaking the curse of simple-mindedness bred into them.
This rite requires that the Eloi-to-be's mind be altered. To do this, the Eloi-to-be is rendered immobile or numb to pain, by the use of narcotic drugs. Using long, thin needles, the mentor drills a number of tiny holes in the Eloi-to-be's skull, into which a number of ritually prepared substances are inserted to unlock the magical potential of the Morlock brain.
These substances are, in game terms, three magical reagents, each of them unique to the specific Eloi-to-be's anatomy. Determining which reagents will be required (and where they must be placed) requires several days of careful study on the part of the Eloi-to-be and their mentor.
Once completed, the second rite allows the Eloi to perform experimental magic. They can cast spells in unusual forms and research new spells; they have all the capabilities of a human magician. They can also, if they wish, record spells on a sanctum wall just like a human magician would. In addition, the Eloi gains an Art skill chance equal to their Perception skill chance.
Again, an Eloi cannot perform the second rite on another at this stage of initiation.

The Third Rite: Opening the Third Eye

The third rite is where the Eloi gains full understanding of their state. It is the tipping-point midway through their initiation, where they finally become more Eloi than Morlock.
The rite is more complex than those before. The Eloi-to-be must be brought into a hallucinatory state through the consumption of psychedelic substances. There, their mentor guides their visions carefully, pulling their gaze inwards. In order to truly unlock the potential in their genetics, the Eloi-to-be must open their 'third eye'. They direct the mentor to a particular spot on their forehead, and the mentor cuts away a flap of skin and then drills out a disk of bone. A single magical reagent (again uniquely chosen for each Eloi, as in the second rite) is placed in the new socket and covered again with skin to form a mystical third eye.
After completing the third rite, the Eloi can now mentor other Eloi-to-be through the first to third rites. They do not require a mentor for any further rites, instead instinctively understanding what they must do to achieve the next step on the path (but not what effect it will have on them).
In addition, the Eloi becomes innately aware of the state of their body. They can simply understand, through concentration, any diseases, injuries or disorders they are afflicted with, and the effects these have.

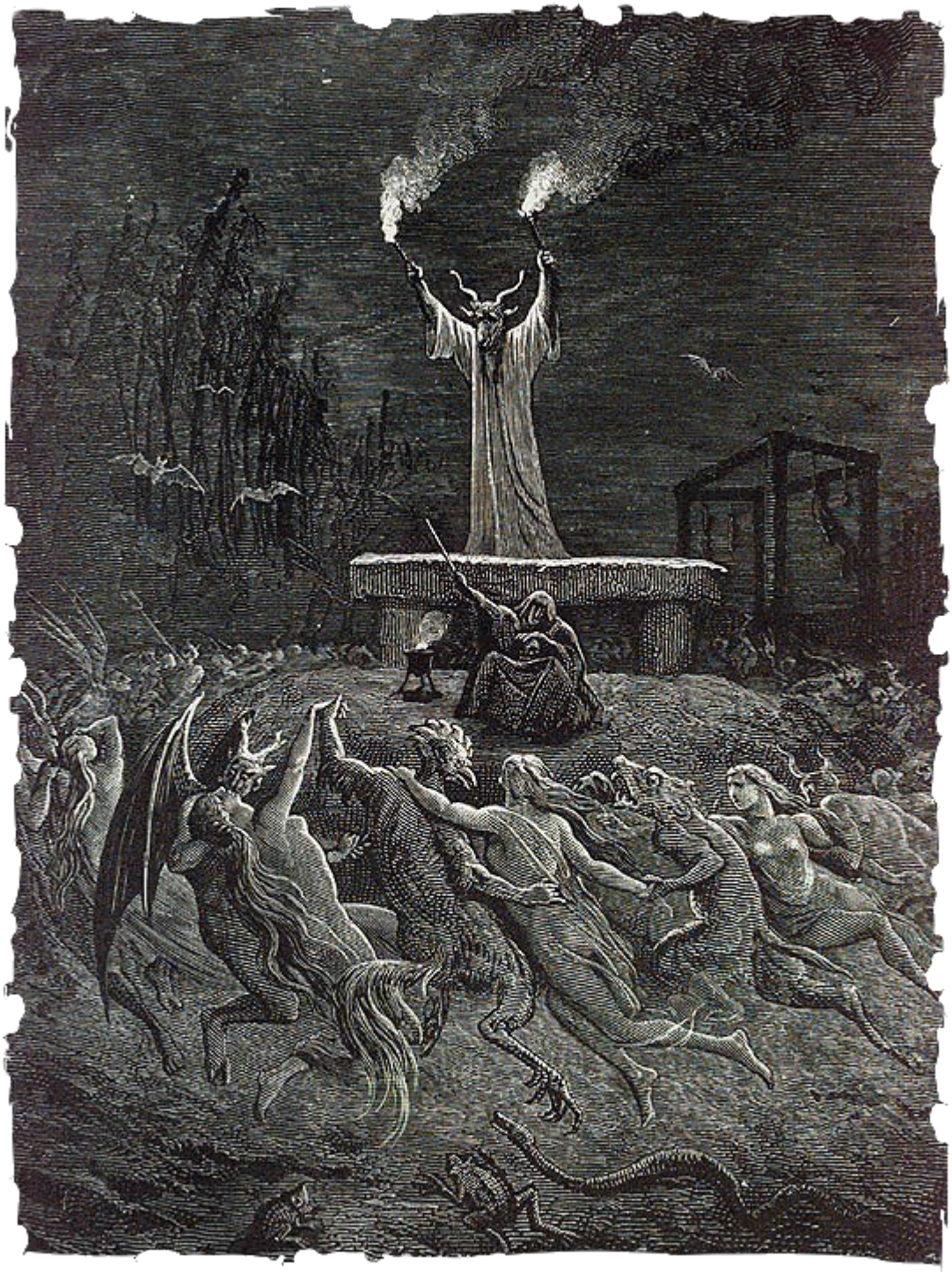
The Fourth Rite: Purging the Heart's Blood

The fourth rite cuts the Eloi off from the world around them. They renounce their former lives and become something other than mortal.
The rite is incredibly complex, requiring the Eloi to perform a ritual fast for three days before beginning. After a series of complex gestures and syllables, the Eloi must consume the heart of another Morlock, although it need not be fresh and the donor need not have been killed for this purpose. This is left to digest, and then ritually vomited up, symbolically purging their species from them.
After the fourth rite, the Eloi's heart can no longer be substituted for a magical reagent or sacrifice. Neither they nor their body can be used for magical reagents or sacrifices. A Wendigo gains no benefit from consuming their flesh. Their material form loses its magical potency and their souls are of no interest to the gods and spirits; they are only vessels for the Eloi's magical nature. The Eloi will no longer die of old age.

The Fifth Rite: Remaking the Clay Vessel

The fifth rite causes the Eloi's spirit to become separate from their body, with only the most tenuous of links.
The rite must be performed alone and in total darkness. The Eloi must remove all tattoos, scars, and brands from their skin, flaying any bodily modifications down to the flesh. They must be left with no spells recorded on their skin, and no marks of the previous rites. Each spell deals 1 point of damage to flesh when removed. The Eloi can spend as long as they wish to complete this rite, but once begun it must be completed in a single attempt. If the Eloi enters light or the company of another person before it is completed, then the fifth rite, and any subsequent ones, are forever cut off to them.
After completing the fifth rite, the Eloi no longer requires food, water, sleep, or air. They do not feel pain. They merely exist, without requiring any external support.
After the rite is performed, the Eloi can re-record any spells they wish into their flesh.





"And there were other rocks that were like animals, creeping, horrible animals, putting out their tongues, and others were like words I could not say, and others like dead people lying on the grass.

I went on among them, though they frightened me, and my heart was full of wicked song they put into it;
and I wanted to make faces and twist myself about the way they did, and I went on and on a long way till at last I liked the rocks and they didn't frighten me any more"

-Arthur Machen, The White People

Hollow Ones

There are entities - in the depth of space or other worlds or the void between dimensions- that are best described as hungry. These beings are filled with a gnawing, all-consuming need to devour, to draw light and life and substance into the sucking void within them.
Thankfully, their very nature restricts them. Everything they contact directly is devoured, and their empty, formless bodies have little way to influence the world.
There are ways, however. By intangibly reaching out, they can forge a connection with thinking beings, hollowing them out within to become an extension of the all-consuming void. The hollow ones are people who have suffered this fate.

To be a hollow one is to be empty. The creatures soul (or spirit, or essence, or whatever you want to call it) is devoured. In it's place, there is the same void that devoured it. And when the hollow one feeds, everything they feed on is replaced by that same void.
Like a small, wandering black hole, as the hollow one travels they leave a trail of empty husks behind them. They know only hunger, and feed voraciously. In this way, the void that spawned them spreads into the material world.

Hollow ones come in two forms. Lesser hollow ones are the vast majority, pitiful empty things constantly trying to fill the gap within them. Greater hollow ones are far more unusual. A Wendigo already understands and harnesses their hunger, so when hollowed they can use this to far greater effect. A greater hollow one forms a link to the void much like between a mystic and their patron, drawing on the emptiness to enhance their own power.

Lesser Hollow Ones

A lesser hollow one remains like the character they once were, with a few exceptions.
-They require three times as much food each day to avoid starvation; three full meals worth.

-They heal slowly. They never heal more than a single point of damage from any source of healing (including Medicine rolls, rest, spells, herbalism and so on).

-They are emotionally numb. Any magic that would influence their emotions automatically fails.

-Their unarmed attacks deal normal damage, but also stand a chance of hollowing out the victim. The victim must make a Save against Magic. If they fail, they immediately take d20 damage to their Charisma score. If this damage is enough to kill them, their body crumbles to ash and is utterly destroyed. If they survive, then they are hollowed out and become another hollow one (greater if they are a Wendigo, or lesser otherwise).

-If they are a Mystic, then their connection to their patron is devoured and the void becomes their patron. Re-roll all of their spells immediately, making them members of the Void Cult (so the first spell of each rank is always that listed for the cult).. The next time they attempt to cast a spell, the Charm roll fails and they must roll on the Fickle Whims of the Divine table automatically.

-If they are a Magician or Morlock, the Void seeps into their minds and infects their ability to cast spells. Whenever, they would suffer Magical Backlash from casting unsafe or experimental spells, they must also roll for the Fickle Whims of the Divine.

-They are infertile. They will never have any children, and cannot be cloned or resurrected. Consuming their flesh gives a Wendigo or hollow one no benefit.

-A hollow one can be easily identified as 'wrong' on casual observation. They are gaunt, pallid and anaemic looking, and are constantly hungry. The precise nature of the problem is not clear unless the observer is already familiar with hollow ones, of course.

Greater Hollow Ones

A greater hollow one has all the effects of a lesser hollow one, as detailed above. A Wendigo can, however, still heal fully by consuming human flesh like normal. Furthermore, whenever they deal charisma damage with their unarmed attacks, their condition progresses further.
Each time their condition progresses, their unarmed damage goes up a dice-size. First d4, then d6, d8, d10, d12 and finally d20.
-After the first progression, the void overtakes their ability to cast spells. From this point on, rather than choosing spells upon gaining a level, they pick a spell level and then roll a random spell. They can avoid taking damage when they cast a spell by rolling on the Fickle Whims of the Divine table.

-After the second progression, the hollow one heals fully whenever they hollow out a victim of their unarmed damage, just as if they'd consumed human flesh.

-After the third progression, they can command other hollow ones around them. A lesser hollow one must obey any order given to them by the greater hollow one, much like if the spell Command had been cast. At this point, the void infects their mind fully, slowing their ability to grow; the XP costs to gain levels are doubled.

-After the fourth progression, the hollow one automatically devours the magic from any magical item they touch. The magic item becomes completely mundane, and the hollow one heals fully just like they'd consumed human flesh.

-After the fifth progression, no save can be made to avoid being hollowed out. A victim who is damaged by the hollow one's unarmed attack takes charisma damage automatically and is hollowed out if they survive.

-After the sixth progression, anybody who touches the hollow one is automatically hollowed themselves. They only take charisma damage if they were attacked.

-After the seventh progression, the hollow one no longer heals by any means (including magic, rest and consuming human flesh). The only exception to this is when they hollow out a person, which heals them fully as before. After this, there is no further progression to the hollow one; they have achieved their maximum potential.



Worshippers of the Outer Void

A rare few mystics actively worship the Void, believing that entropy and extinction are divine in their totality and inevitability. These cultists see the universe's inevitable heat-death as a glorious thing, to be heralded as it draws ever closer.

Such cults are not well liked by those who prefer life and existence over oblivion.

Mystics worshipping Anassa tend to generate similar spells, as detailed on page 254. The signature spells for mystics of Anassa are as follows:

1—Darkness
2—Silence
3—Dispel Magic
4—Hurl Through Time (new spell on page 278)
5—Magic Jar
6—Disintegrate
7—Call the Void (new spell on page 277)
8—Time Stop

Hollow One (4th level Wendigo & Hollow One)

Flesh	D6 (8)
Grit	4D6 (17)
AC	14
Attacks	Axe (+1 bonus, d4+2 damage) or Hollowing Touch (+1 bonus, d6+1 damage and hollowing on a failed save vs magic)
Saves	11 vs Weather, 9 vs Poison, 12 vs Hazards, 14 vs Magic
Mods	Strength +1, Dexterity +0, Constitution +1 Intelligence +0, Wisdom +0, Charisma –2
Meals	7
Gear	Stone knife, shield, skull helmet, boots, rope
Skills	Vandalism 2/6
Spells	Darkness, Shrink, Coat With Frost
Special	Heal by eating flesh. No penalty to use combat manoeuvres. Those taking flesh damage from the unarmed attack must save vs magic or take d20 damage to charisma and become hollow themselves. Heal fully by hollowing. Avoid spellcasting damage by rolling Fickle Whims Of The Divine (page 223)



"Out there, in the heart of unreclaimed wilderness,
they had surely witnessed something crudely and essentially primitive.
Something that had survived somehow the advance of humanity had emerged terrifically, betraying a scale of life monstrous and immature.

He envisaged it rather as a glimpse into prehistoric ages, when superstitions, gigantic and uncouth, still oppressed the hearts of men: when the forces of nature were still untamed, the Powers that may have haunted a primeval universe not yet withdrawn."

— Algernon Blackwood, The Wendigo

Children of the Snow

Although conventional science might tell you otherwise, the cold is not merely a lack of warmth. It is a force all of it's own, existing in opposition to warmth and fire and light.
In the far north, the cold is concentrated. There are huge sheets of bare ice, across which drifts of loose snow crawl like sand dunes and above which the aurora borealis flickers like cold fire. Here, there is no respite from the winter, and the temperature never drifts above freezing. Here, the rule of the cold is absolute.
The force of winter is not intelligent in the same way as a person. It is old and slow and vast, and it pursues its goals subtly and inexorably.

The cold loves the idea of life, but hates the warm life that blunders into its embrace. Bit-by-bit it works to subtly alter that life into its own image, creating a race of people who are fuelled by the northern winter.

These, then, are the Children of Snow. Each is pale-skinned and white-haired, with delicate features and deep blue eyes. Their skin is cold to the touch and they dwell with their own kind in the far north, in grottos and fastnesses carved from the glacial ice.
The Children of the Snow venture south only rarely, when in need of supplies such as wood (to craft items with) or to parley with other creatures of the primal cold. The remainder of the time is spent among their own kind. They hunt the great beasts of the ice, directing packs of undead Wolves of the Ice Sheet like hunting dogs, or carve through the ice shelf to dredge up huge beasts from the cold, dark waters of the arctic ocean.
Their society creates many things of great beauty, from glittering spires crafted from transparent frost to delicate jewellery studded with crystalline snow. They work ice with as much skill as the warm southern people use stone.
When the climate inevitably warms and the arctic wastelands retreat, these people will become extinct, and all evidence of their great works will turn to meltwater and be lost.

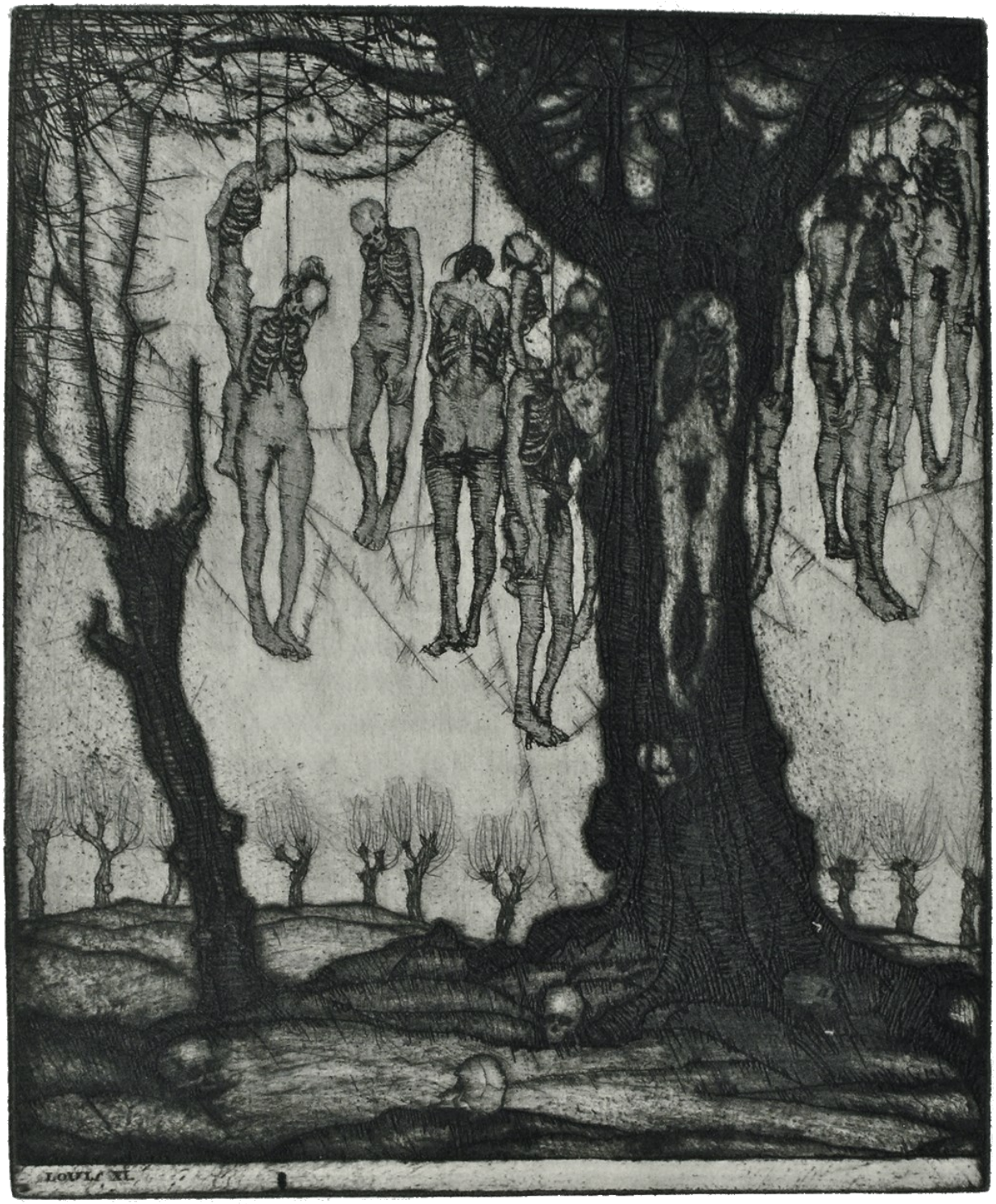
Rules

A Child of the Snow is, fundamentally, like any other person. They have a class and levels, and can be human, Neanderthal or even Morlock. There are a few special rules that apply to a Child of Snow, though.

-They are completely immune to the effects of cold weather, and take no damage or penalties from magical cold.
-They take double damage from fire and heat.
-In any temperature above freezing, they must make a Save vs Weather or else be fatigued.
-In warm environments (by a campfire or the height of summer south of the icecap), they must make a Save vs Weather. If passed, they are fatigued. If failed, they are fatigued and also lose a point of grit every turn until they have no grit left.
-In weather warm enough that it's uncomfortable to normal people, they must make a save vs weather. If passed, they are fatigued and lose a point of grit each turn until they have no grit left. If failed, they are fatigued and also lose a point of grit each turn until they have no grit left; after this they lose a point from a random mental attribute (intelligence, wisdom or charisma) each turn, until one of them reaches 0 and they die.

Becoming a Child of the Snow

The transformation is treated as a disease that can be contracted either simply by being in certain parts of the northern ice-sheet where the cold is particularly concentrated, or else from close contact with other Children of the Snow. A Save vs Weather (rather than Poison) is made to avoid being infected.
Once infected, the incubation time is a turn, and saves are made every turn thereafter. The victim makes Saves vs Weather rather than vs Poison. Each failed save causes the victim's body temperature to drop, and deals d8 damage to Constitution.
If the sufferer's Constitution reaches 0 whilst they are infected, then the disease is over. Their Constitution is restored to its original value, and they become a Child of Snow.



In the dim autumn light, the tree creaked in the breeze, limbs weighed down by a dozen bodies hung from it. Like obscene fruit, flayed and left to rot and stink, the things that were once human dangled there.

We were debating what to do - if we should torch the whole thing or cut them down to give them a decent burial - when the heads rotated as one to face us. Two dozen milky blank eyes fixed on us, and dead lungs let out a low, raspy whisper.

Becoming a Lich

Becoming a lich is the end goal of most serious necromancers. This is undeath that has been deliberately chosen and carefully manipulated to ensure the sorcerer's longevity and magical dominance.
Becoming a lich binds the magician to their sanctum. Whilst for other magicians a sanctum need only be a thing of convenience where they can store their spells, a lich is utterly entwined with theirs.
As with becoming an Eloi, becoming a lich requires initiation from another lich, or a similar outside source of information. Furthermore, the prospective lich needs to be a spellcaster who can make use of a sanctum; either a magician, or an Eloi who's progressed far enough that they can record spells in art as well as scarification.

Becoming a lich follows a distinct progression, five steps taken in sequence on the path to true lichdom. Each ceremony removes the initiate slightly further from their humanity. Any lich who has performed one of these rites can pass the knowledge on to a supplicant, however the knowledge does not survive word-of-mouth well and if heard second-hand is likely to be unreliable at best and actively dangerous at worst.

The First Rite: Dedicating the Sanctum

This rite is the most fundamental of the steps taken to become a lich. It establishes the bond between the lich and their sanctum, blending the two together into a single entity.
To dedicate the sanctum, the prospective lich must mark the boundaries of their sanctum with d4 flesh-points worth of their own blood, and a single magical reagent, and then likewise mark themselves with a similar amount of dirt from their sanctum and a single magical reagent.
Any spells recorded by the magician outside of the sanctum fade or crumble away upon completion of the first rite, and become meaningless. The link formed is such that it only takes a day for the magician to record new spells in this sanctum.
From this point on, the lich gains no XP for killing and making use of predators and monsters, only for salvaging magic items and exploring caves.

The Second Rite: Enshrining the Self

This rite strengthens the link between lich and sanctum. To perform it, the lich must remove one of their organs (randomly chosen from table 29). This requires a medicine roll to be made, although this need not be by the lich themselves. If passed, the organ is removed and the lich is capable of surviving without it, regardless of how vital it may be. If failed, then the lich is down an organ (which may be serious or lethal) and can try again. Regardless of if the roll succeeds or fails, it reduces the lich's maximum Flesh Points by 1. Once extracted, the organ must be hidden in the sanctum somewhere, and a sample of dirt or stone from the sanctum put in its place in the lich's body.
Once it has been performed, the Second Rite allows the lich to prepare any spells recorded in their sanctum without needing to be physically present. This benefit, as well as the benefits from rites four and five, cease functioning if the organ sequestered in the sanctum is destroyed or removed.

The Third Rite: Walking the Black Path

This rite is the pivotal point in the process, the midpoint where things hang in the balance. For it to work, the lich must commit a ritualized death in their sanctum and then rise again as undead. The methods for this vary; typically Resurrection and Contingency are used, but other methods include slow-acting potions taken before the act, magical alterations, and helpful assistants.
This rite confers no additional abilities beyond those the lich gets simply for being undead, but it is required before any further rites can be completed.

The Fourth Rite: Sealing the Worms Jaws

This rite is a slow and involved one. The lich , now undead and addicted to some substance, must seal themselves into their sanctum. No other being must see them until it is completed. Here, the lich must slowly replace their blood with dirt from their sanctum; the blood is removed at a rate of one flesh-point a day, and heals at its normal rate once replaced with dirt. Once the lich has lost and then healed as many flesh points as their maximum total flesh, their body is fully transmuted, made of the same stuff as their sanctum itself. The lich appears to be made from animate ivory, stone or wood, subtly sculpted to resemble a person.

Once this has been completed, the lich is freed from the addiction that most resurrected undead are subject to.

The Fifth Rite: Becoming The Serpent That Devours Itself Infinitely

This is the final rite, and the one that seals the lich's place as an immortal master of magic.

To complete this rite, the lich must scrub their sanctum clean. All recorded spells must be removed from the place, and any external influences must be removed. The sanctum must then be re-consecrated, with a total of 7 magical reagents and 2d6 flesh points worth of the ichor that flows in the lich's veins in place of blood.

Once this is done, the lich can re-record any spells they wish onto the sanctum's walls.

Once completed, the fifth rite has the following effects:

-The lich no longer gains XP for exploring caves. They only gain XP from salvaging magical items, but gain 10 XP for doing so. They also gain 10 XP every time they record a new spell (IE one they had not recorded there before) per rank of the spell (so finding and recording a new 5th rank spell grants the lich 50XP)

-The lich is automatically aware of anything that occurs in their sanctum, it's state of repair, and which spells are recorded there.

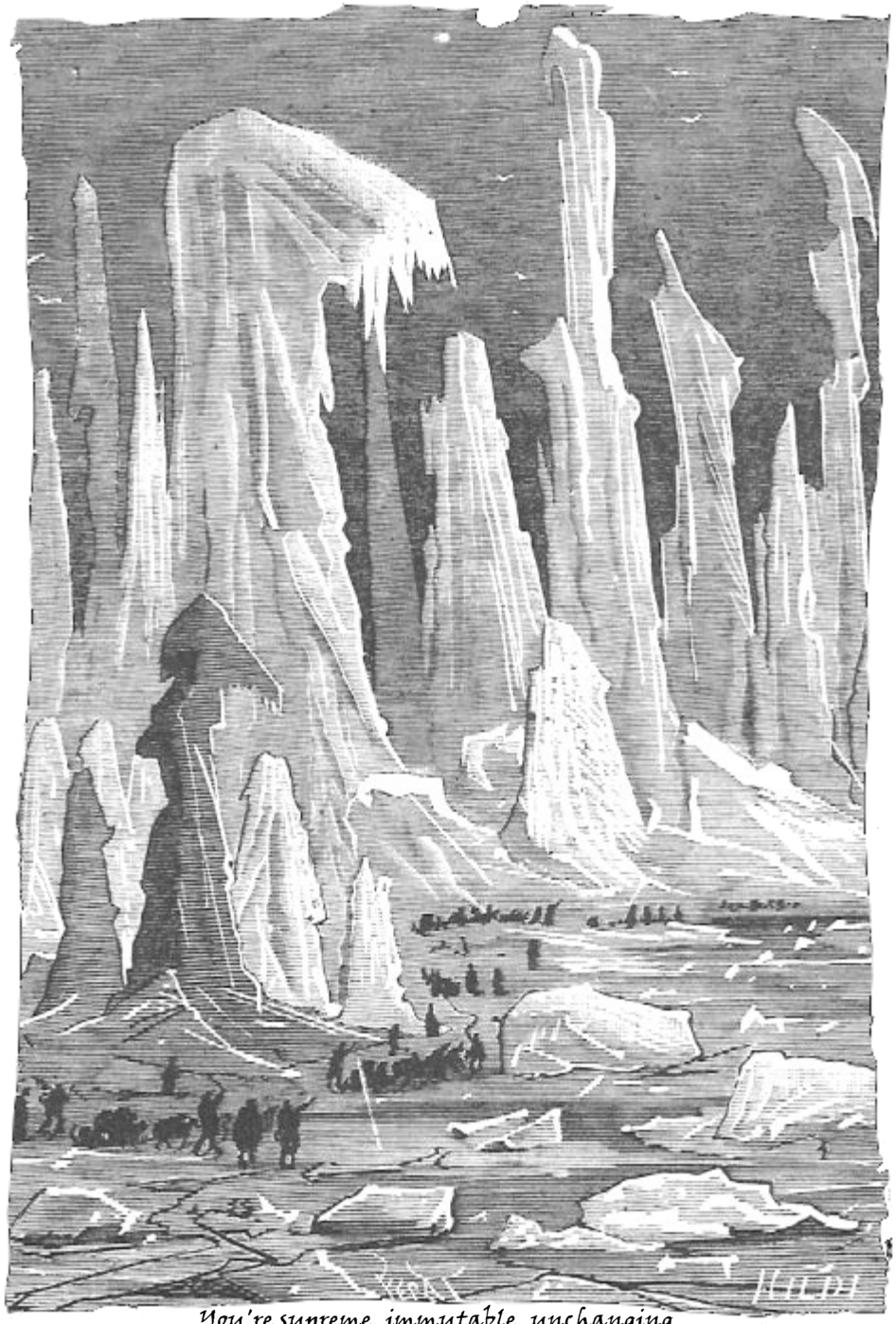
-If the sanctum would become haunted, the lich can prevent it. Doing so causes a spell recorded in the sanctum (of the lich's choice) to fade or crumble away.

-If the lich would be magically controlled or transformed, the lich may resist the effect. They make a Save vs Magic, and if passed, the magic has no effect; this save is in addition to any the spell allows. Doing so causes a spell recorded in the sanctum (of the lich's choice) to fade or crumble away.

-If the lich would die, and there are any spells recorded in their sanctum, their body crumbles to nothingness in a matter of seconds. In their sanctum, their body reforms from the substance of one of the spells recorded there, rendering that spell unreadable. The lich heals all damage that had been dealt to them.

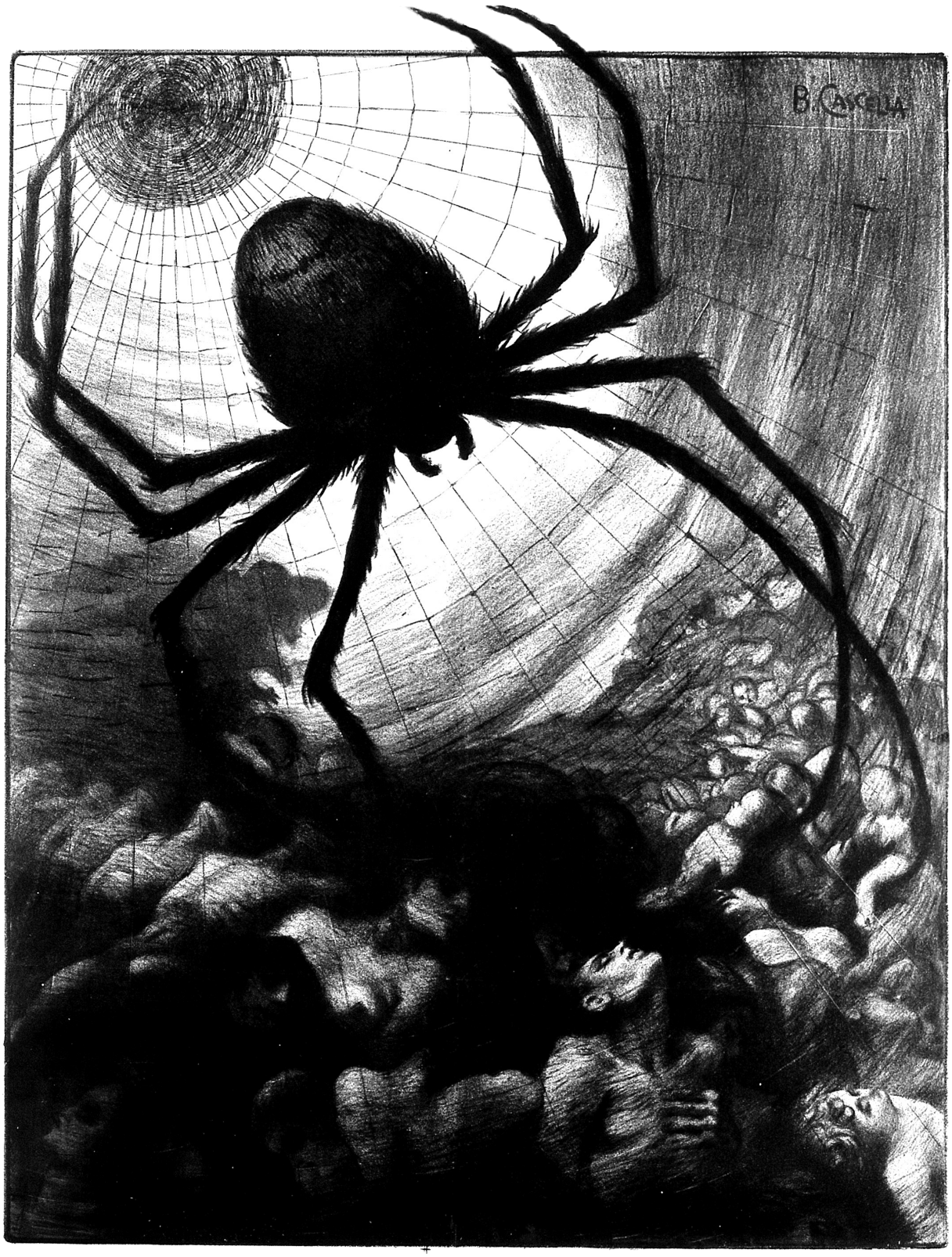
-The lich can cast any spell recorded in their sanctum as if it were memorized. Doing so causes that spell's recording in the sanctum to fade or crumble away.





You're supreme, immutable, unchanging
You're never failing through the ages
You're more constant than the stars
Because the change their paths with the seasons
You're more constant than the Moon
Because she hides her face in the shadows
You're more constant than the sun
Because one day her embrace will melt the earth
You're more constant than the gods
Because sometimes when we call, they don't answer at all

-SubRosa, The Usher



"There had been aeons when other Things ruled on the earth, and They had had great cities... They all died vast epochs of time before men came, but there were arts which could revive Them when the stars had come round again to the right positions in the cycle of eternity."

-H. P. Lovecraft, The Call of Cthulhu

The Cult of Anassa

One of the most widespread cults is that of Anassa, the Mother of Spiders. This being sits at the centre of a web of worshippers across the world, manipulating each of them to her own ends.

The exact nature of the creature Anassa is hard to determine. Her worshippers claim that she is an ancient primordial spider, each leg the size of a mighty Cyprus tree, and with terrible fangs each the size of a human. She is said to dwell in a deep subterranean abyss, lined with webs and studded with the detritus of civilisation that Anassa collects. This may well not be the case, though; Anassa lies.

The cult of Anassa counts all manner of beings among its followers. In the lands south of the ice sheet both humans and Neanderthals server her. Beneath the earth, Morlocks and Troglodytes both have cults dedicated to Anassa. Further afield, the human-like races of Floreseiensis in the islands of Indonesia, Denisovans in Siberia and China, Yeti of the Himalaya mountains, Undines of the Indian and Atlantic oceans, and the Naledi in southern Africa.

Anassa seems to be a patron of civilisation. She encourages social hierarchies, advances in technology and political control. The distant future of humanity is one of huge cities powered by strange machinery, untold billions of humans living like ants and terraforming the world to better suit them. Anassa seems to wish to speed humanity towards this fate, although her goals once this has been achieved are hard to speculate on.

Places sacred to Anassa are deep pits in the mountains and forests, infested with spiders and spider-like creatures. These creatures are lent a sort of cold, patient intelligence by Anassa, and their webs take on an intricate, architectural quality. These are the places Anassa's cultists make their secretive way to in order to offer sacrifice and receive their instructions.

The Spider Cult

The cult itself is diffusely structured, with individual cells structured according to the temperament and needs of various groups. Each cell acts semi-independently, given its own tasks by Anassa and making contact with other cells only occasionally when they participate in particularly ambitious projects or potent rites of worship.

The belief structures of the cells vary enormously. Some worship Anassa as an embodiment of the patience and cunning required of a skilful hunter. Others take spiders as a totem animal, holding their ability to spin webs as being symbolic of the creativity and tool use that sets humans apart from mere animals. Others still take Anassa as being a spiritual guide, and use the venoms of her arachnid servants to create potent hallucinogens that form a part of the cell's psychedelic rites.

In truth, all these aspects of the Mother of Spiders are true reflections of her nature. A few cells are permitted to see a greater portion of Anassa's vast consciousness, typically as a reward for their greater dedication. These cells often subtly oversee 'lesser' cells, and even infiltrate them, leading to a society with many cells linked by intrigue and espionage.

Each cell has contact with Anassa's avatars, ranging from sporadic visitations by the least devout cells, to regular conferences for the most highly initiated groups. Inevitably, this contact allows the avatars to impart instructions to the cell.

There are always instructions. Anassa has work for her servants; a myriad of tasks ranging from the obscure and seemingly insignificant to the truly dire. Bit by bit, inch by inch, Anassa's servants bring her vision of the future to fruition.

Mystics worshipping Anassa tend to generate similar spells, as detailed on page 254. The signature spells for mystics of Anassa are as follows:

1—Spider Climb
2—Web (new spell, on page 281)
3—Clairvoyance
4—Parasitic Infection (new spell on page 279)
5—Insect Plague
6—Gease
7—Remote Surveillance
8—Trap the Soul

The Avatars of Anassa

Anassa's avatars are active in the world, and seem to be normal or monstrous arachnids infused by her will. An avatar might be a single normal-sized spider, a monstrous spider, a spider-like colossus, a spider swarm or a walking hive. Regardless of the avatar's basic nature, there are a few common features to them.

All avatars of Anassa have human levels of intelligent, although their thought processes are distinctly arachnid and alien to hominids. They are patient, prone to remaining completely inactive for long periods and merely observing their surroundings, and acting with methodical, calculated yet rapid force when they do respond to stimulus.

All are capable of imitating human speech, although this is difficult for them; often, rather than expelling air through their mouths, the creatures speak by rubbing bristles together to create a raspy or clicking approximation of speech.

Lastly, all avatars seem to innately understand the will of Anassa. Exactly how they achieve this is unknown; it is guessed that they are each created by Anassa, or else that her intelligence possesses them and overwrites their personality. Regardless, each seems to understand with absolute clarity what Anassa desires and therefore acts as a herald or messenger to her cultists.

Many avatars also have spellcasting abilities, with the Charm skill and spells of a Mystic with as many levels as their hit-dice.

Goals of the Cult

Anassa's long-term goals are often not well known to her cultists, who are shown only small aspects of her schemes. Even the most highly initiated cells only know that she desires to push humanity into a more technologically advanced and socially structured state. Once society has achieved this goal, it is unclear what she will do next but it is likely that she has some grander project which requires a large society with access to advanced technology. It has been suggested that the Serpent-folk (and indeed any lost civilizations that became extinct before them) are failed experiments on the part of Anassa.

In the immediate future, Anassa wishes to encourage settlement and agriculture. Agriculture is not, actually, a particularly efficient way of getting food; it requires far greater labour for the same gains, and restricts the movement of participants to a limited range that must be carefully guarded and controlled.

However, agriculture has the significant advantage that it can extract far more food from a limited area of poor-quality land if enough work is put in. As such, temporary agriculture becomes a method used in emergencies. When droughts, migrations, colder periods and similar ecological disasters happen, populations might start using low-level agriculture to eek out the most worth from their territory.

As such, in order to push humanity towards an agrarian lifestyle (and with it, the development of social hierarchies and permanent settlements), Anassa has a two-stage process she is using. First, she ins encouraging a period of rapid population growth, pushing humanity to expand into all corners of the globe in unprecedented numbers.

Once the population is high enough to be vulnerable, she then intends to trigger a massive ecological disaster; causing the ice-sheets to melt, and rising sea levels to reduce the amount of land for humanity. Simultaneously, rising temperatures are planned to lead to widespread drought, desertification and mass extinctions. With the landscape becoming far less bountiful, humanity will be forced to turn to extreme measures to survive.

Already the human population is beginning to expand into new lands, quietly spurred on by Anassa's cultists. With the climate already in a state of unprecedented change, the spider-mother's servants stand poised to unleash a terrible ecological disaster when the time is right.

The Crawling Brethren

The most devout of Anassa's worshippers are rewarded by being transformed into creatures that blend features of humanity and swarming spiders, known as crawling brethren or crawling prophets.

A cultist has little control over their prospects of becoming a crawling prophet; rather, Anassa's avatars occasionally gather together those cultists that Anassa considers most worthy. These are often mystics, but other classes can receive this boon as well; almost as common are Neanderthal apothecaries and human experts.

Prospective crawling prophets are brought to hidden places deep beneath the earth, filled with webs and dust and veritably humming with the raw power of Anassa invested into the cavern. Here, Anassa's most cunning and powerful avatars test the prospective crawling brethren, pushing their mental fortitude, faith and physical prowess to breaking point.

Those who fail in these tests vary in their fates. A few are returned whole and unharmed.. Others are slain on the spot, fed on by the spiders and cultists that reside in such places or sacrificed to Anassa.

Those who meet Anassa's satisfaction are transformed. Over the course of a lunar month, their flesh is pried away and replaced with symbiotic arachnids. Like the ship of Theseus, the replacement is so slow and full of overlap that it is hard to say where the original being is replaced entirely. Certainly, the cultist's consciousness remains throughout and is not replaced.

When they finally return, the crawling brethren are shapeshifting agents of Anassa fully bound to her will. They form an inner circle within the cells, and act to ensure that her cultists do not stray from the paths she sets out for them.

Rules for Crawling Brethren

The process of becoming a crawling prophet takes a full month, during which the character is bound helplessly in a cocoon of webs deep beneath the earth. If disturbed during the process, the transformation cannot be completed, and the symbionts scatter and flee, dealing 1 damage to the character's flesh for each day they have been in the cocoon.
Once transformed, the crawling prophet can turn any or all of their flesh into swarming arachnids. Turning part or all of their flesh into spiders takes a full round, as the spiders erupt from their mouths, from rips in their skin and from under their nails. Returning spiders to the body likewise takes a turn as the spiders crawl back inside. However, if the whole body turned to spiders, spinning a new body from scratch takes a full turn.

When they take swarm-form, the crawling prophet has the following modifications:
-They lose all grit whilst in swarm form; it returns unchanged when they retake human form. Their flesh remains unchanged.
-Their saves and skill chances mostly remain unchanged, but they get +3 to their Stealth skills due to their small size and ability to use cover effectively.
-They can spin webs like normal spiders, walk up walls, and pass through any gap small enough to permit a single spider.
-Their AC becomes 8.
-Their attacks hit automatically, and do 1 damage that goes automatically to flesh.
-They take a maximum of 1 damage from single attacks as individual spiders are crushed. Area attacks such as fireballs deal double damage.
-They can talk to other spiders and spider-like creatures as if affected by Speak With Animals.
-They cannot use weapons, wear armour, or use any sort of equipment.
-They can still cast any spell that makes sense.

If they split off some spiders whilst keeping some of their human body intact, then this creates a second entity also controlled by the crawling prophet's player. They can 'donate' any amount of flesh points to the swarm; the swarm's statistics are just like if the character had transformed with only this many flesh points remaining. When the swarm returns to the prophet's flesh, these flesh points are regained.
The prophet can only split off one swarm like this at a time; they can have all their flesh points in a human body, all in a swarm, or split them between a single humanoid body and as ingle swarm.
The swarm and the humanoid body share a mind but can act independently of one another, even at very long distances. Both can take actions in a single combat round.

Lastly, the crawling prophet's mind is inexorably linked to Anassa's. Double their XP costs to gain levels, as their will is not entirely their own. Periodically (at the GM's whim as suits the ongoing plot) they will be affected by a Gease with no save permitted as Anassa implants instructions in their mind. The 'curse' for failing or ignoring these Geases is the withdrawal of all gifts and benefits (including a mystic's spells and the abilities of a crawling prophet) granted by Anassa, and an overwhelming phobia of spiders.



In this place, it was known that many strange once-human beings dwelled beneath the water's surface. Whole clans of mutated humans were said to lurk in the lake's lightless depths, equipped with fish-like fins and gills in the sides of their throats.

These creatures occasionally surfaced to deal with terrestrial people. Sometimes they traded their goods – shellfish, pearls and odd treasures from the depths of the lake—for those things they couldn't make underwater.

More often, though, their missions were evangelical in nature. In the lake's lightless depths, they claimed, there were caves. And these caves led to underwater tunnels carved by inhuman hands, all leading down to the lake-folks shrine.

Here, they claimed, slept the Dreamer of Meat, an ancient piscine god in whose dreams originated all physical life, and whose slimy touch had created their folk to begin with.

Appendix 4: Bonus Spells

These are spells that exist in the world and might be found or researched by characters, but which are not among the common spells that are often learned by novice magicians.

Alter Emotions

Rank; 1
Range; 20 feet
Duration; 1 turn
The magician modulates the emotional responses of the spell's subject. For example, they could make slight nervousness into utter panic, or reduce a furious rage to slight irritation. They cannot create emotions that are not present in at least a very slight form, but can amplify or suppress emotions to insane extremes.

Animate Artwork

Rank; 7
Range; touch
Duration; 1 round per level
The magician can pull an object or creature depicted in a piece of art, such as a cave painting or engraving, into the real world. The object can be used as if it were real (since it now is) and any creature or person seeing the object or creature will believe it to be the same as that depicted in the artwork, complete with the full abilities of either the object or creature.
Animals and other creatures pulled out are not under the magician's control and will behave according to their nature. They may not be very happy with the magician.
Note that the quality of the piece will affect the power of the creature or item in the real world. A masterwork piece of art will yield perfect creations; a work of lesser, but still serviceable quality will provide creations that are only 50% as effective; and anything less (quick sketches) will be at 25% effectiveness. Drawing a quick serviceable doodle takes two Rounds and requires a successful Art skill roll. A more impressive work takes two turns, and requires two Art rolls, both of which must succeed. A masterpiece takes two days, and requires four Art rolls, all of which must succeed.

Animate Stones

Rank; 2
Range; touch
Duration; 1 turn per level
This spell imbues vitality and intent into a small pile of pebbles, granting them a semblance of life for its duration. For as long as the spell lasts, the stones become *Animated Stones* as detailed on page 206. They are simple and don't understand complex orders, but will follow the broad strokes of commands given by their creator.

Awaken Plant

Rank; 4
Range; touch
Duration; Instant
This spell takes a mundane plant and infuses it with the same vigour as animal life. The plant promptly animates, becoming a *Plant Monster* as detailed on page 179. It is not under the control of the magician, and must be bargained with, coerced or magically controlled if it is to be made use of.

Bleeding Curse

Rank; 1
Range; speaking distance
Duration; Instantaneous
The magician slashes at their skin to draw blood, and similar wounds appear on the victim of this curse. The magician takes d4 damage when they cast this spell.
The victim starts bleeding at a rate of 1 flesh point a turn. As with any other bleeding, the bleeding can be cured by successful Medicine rolls that reduce the bleeding to 1 a turn, and then stop it entirely.

Call the Void

Rank; 7
Range; 200 feet radius
Duration; Instantaneous/permanent
The magician rips open a gap in the weave of space-time, producing a tear through which the Void between worlds can enter the physical world and feed.
Every creature within the spell's radius must make a Save vs Magic. If they fail, they take d20 damage to their Charisma and, if this is survived, they become a Hollow One. If the Charisma damage is enough to kill them, they crumble to ash. Plants and small animals in the spells radius crumble to ash without resistance.
Further more, the Void begins to feed. Everybody in the spell's area of effect takes d6 damage a round for the next d6 rounds. After that, everything in the area takes d6 damage for every turn they remain there for the next d6 turns. After that, everything that spends a day in the area takes d6 damage; this last effect continues indefinitely.
Anything killed by the damage taken from the Void's feeding does not die; instead it retains 1 flesh point and becomes a Hollow One.
Except for a few greater Hollow Ones who use this spell as a way of spreading their taint, this spell is rarely used; it is in many ways the magical equivalent of a nuclear strike.

Command Animals

Rank; 6
Range; speaking distance
Duration; 1 day
The magician takes on an animalistic aspect. Their posture becomes hunched forwards and rangy, their eyes become strangely coloured with inhuman pupils, and the tone of their voice shifts to sound like an animal mimicking human speech.
For the duration of the spell, the magician can speak with animals in their own tongue, hissing, cawing and growling as appropriate. Animals encountering the magician treat them as if they'd rolled a 'friendly' on the Reaction chart, although any other people with the magician will be reacted to as normal.
Finally, the magician can issue commands to animals nearby. An animal's mentality is simpler than a human, so they cannot understand and fulfil complex tasks or those dealing with human concepts. However, they will complete the commands given to them to the best of their ability. Only when an order is directly harmful to the animal, or goes against its fundamental nature, do they get to make a Save against Magic to resist that particular command.

Create Illusion

Rank; 4
Range; 200 feet
Duration; Concentration
The magician affects the perceptions of those around them to create an illusory image of something. The image can be of anything the magician can imagine, but for things that the magician has not personally experienced, they must pass an Art skill roll or else the image is unconvincing.
The illusion affects all senses but has no physical presence. It can take effect anywhere within the 200 foot radius of the magician, moving about and changing as the magician directs. However, if the magician stops concentrating on the illusion (for example by attacking or casting another spell) the illusion ends.
There is no save against the spell at first. However, when evidence suggests that the illusion is not real (such as somebody failing to be hurt by an illusory flame) anybody witnessing it may make a Save vs Magic; if passed, they recognise the illusion as being fake.

Fear

Rank; 4
Range; 40 feet radius
Duration; Instantaneous
The magician causes the adrenal glands of their victims to malfunction, creating a wave of overwhelming panic. The magician chooses who within the radius is affected; they make a Morale check at the end of the round, with a 1-point penalty for each morale check already made during the encounter.

Flay

Rank; 3
Range; speaking distance
Duration; Instantaneous
The magician shrieks curse-words in a forgotten language, and the skin begins to peel from the target of their invective. The target immediately takes d12 damage to flesh. For each level they have, the magician can extend the effect to target an additional enemy if they wish.

Floating Eye

Rank; 5
Range; speaking distance
Duration; Indefinite
The magician plucks an eye from their socket, and places it in the air before them. They must donate between 1 and 3 Flesh points to the eye; their own flesh takes this much damage and the eye gains a single hit-dice and this many flesh points. The damage taken cannot be healed until the eye returns or is destroyed.

In addition, whilst the eye is not with the magician, their vision suffers, giving them –3 to all their ranged attacks and -1 to their perception skill chance.
The eye can fly, with perfect agility and the same speed as an unencumbered human. Its Armour Class is 19, and it has the same saves as the magician who donated it. The magician can see through the eye and directs its movements just as skilfully as they direct their gaze normally.
The magician can cast any spells requiring line-of-sight or range as if they were in the same place as the eye.
Whenever they are in the same place, the magician can snatch the eye out of the air and return it to it's correct socket, regaining the donated Flesh points. If the eye is damaged or destroyed before being returned, the magician must heal those flesh points naturally.

Heat Vision

Rank; 3
Range; touch
Duration; 1 turn per level
The subject of this spell gains the ability to see the heat created by various objects. Although not the most useful for navigating in total darkness (cold stone and empty space both fail to show up to heat vision, as they give off negligible amounts of heat), it is very useful for tracking enemies in the dark, since their bodies radiate heat. Heat vision can also detect if somebody is undead, a simulacrum or a similar non-living being, as their bodies will be significantly cooler than natural.

Hurl Through Time

Rank; 4
Range; touch
Duration; Hard to Define
The victim of this spell is hurled forwards in time, blinking out of existence and then blinking back in a while later; from their perspective, no time at all has passed. The victim makes a Save vs Magic, and if they pass it, choose if they are hurled forward 1 round, 1 turn, 1 hour, 1 day or 1 month. If the save is failed, the magician chooses instead.

Lightning Bolt

Rank; 3
Range; 100 feet
Duration; Instant
This spell creates a potent electrical charge and hurls it at their target. The lightning bolt travels in a straight line, bouncing off any obstacles in its way until its reached its full range. Everything in its path takes d6 damage per level of the magician.

Mad Insight

Rank; 1
Range; Self
Duration; 1 day
The magician opens their mind to things humans were not meant to comprehend, and in doing so begins to see truths encoded symbolically in everything they look at.
For the duration of the spell, the magician suffers from a random madness from table 36. They increase their Art and Tracking skills by 1 due to the strange insights gained. Finally, for the duration of the spell, the magician can understand the hidden meaning in almost anything; with a successful Art skill roll they can translate texts or gain some otherwise impossible insight into any pre-human artefacts they find.

Magic Mouth

Rank; 2
Range; Touch
Duration; Permanent
This enchantment is set upon an object, and the magic is triggered when certain conditions established by the caster are met. When that happens, a mouth appears in the object and speaks the message it has been commanded to speak. The message can be up to 30 words long.

Neoteny

Rank; 3
Range; 10 feet
Duration; Instant
The magician reverses time's progress on their target, reducing their age by d10 years, plus one extra year per level of the magician. The change takes no more than a few seconds.
Anybody de-aged to childhood (4 to 12 years) gets +1 AC and –2 carrying capacity, due to their small size. Anybody aged to toddlerhood (1 to 3 years) gets double this penalty. A baby (0 years) is essentially helpless.
Anybody whose age is reduced to less than 0—IE before their birth—pops out of existence. They will return to existence as a new-born baby once enough time has passed for them to be born again.

Octopus Flesh

Rank; 3
Range; Touch
Duration; 1 turn per level
The magician turns the subject's flesh into a strange rubbery mass, and their bones become flexible and cartilaginous . Under this spell, the body can be stretched, squeezed and deformed in strange ways, pouring itself like a fluid. The subject gets a 6-in-6 chance on athletics rolls to wriggle through tight spaces or escape from bindings. Furthermore, they get a +1 bonus per hit-dice on wrestling rolls.

Parasitic Infestation

Rank; 4
Range; 10 feet
Duration; Instant
This spell infests the flesh of its victim with parasites; maggots, tubeworms, leeches or similar, perhaps. They suffer d4 damage to their flesh. Each round thereafter, they must make a Save vs Poison; if failed they take an additional d4 damage to flesh as the parasites continue devouring them, The effect ends, and the parasites are killed or driven off, when two consecutive saves are passed, or a similar cure to a disease or infection is found.

Path Through Plants

Rank; 4
Range; Self
Duration; 3 turns, plus 1 extra turn per level
For the duration of this spell, the magician can move through vegetation, regardless of how thick or tangled it is. Plants move aside to make way for them, rearranging themselves to form a neat pathway that returns to normal a turn after the magician has passed.

Pestilence

Rank; 4
Range; 10 feet
Duration; Instant
This spell infests the flesh of its victim with a magical disease chosen from the list below: they get no save to avoid contracting it, and must recover normally (either through passing saves or from a magical or herbalism-based cure). For as long as they are infected, the victim is infectious, and others can also contract the disease.

Alkaline: The victim sweats a powerfully corrosive digestive fluid. The incubation time is 1 turn, and saves are made every turn thereafter, and also whenever they exert themselves by running, fighting or similar. Each failed save means the alkaline eats into their clothes: roll for breakage for each item the are wearing. Anybody touching their skin whilst the infection lasts takes 1 damage to flesh.

Barnacles: Barnacles grow across the victim's skin, crusting over and making movement difficult and painful. Incubation time 1 hour, saves every hour thereafter. Each failed save deals 1 damage to flesh, gives +1 AC and counts as two more items towards encumbrance as the barnacles replace more and more skin. When the victim recovers, the barnacles are shed and the encumbrance and AC bonus goes away.

Blindness: The victims eyes become dim and milky and the flesh around them starts to die off. Incubation time 1 turn, saves made every turn thereafter. For the duration of the disease, the victim is unable to see at all, and takes 1 damage to flesh for each failed save.

Bones: The victim's bones start to warp and twist into new shapes. The incubation time is 1 hour, saves are made every hour thereafter. Each failed save, the victim's body warps even worse, and they take d6 damage to Strength and Dexterity.

Fronds: The skin peels away, forming strange fleshy fronds that wave in the air around the victim. The incubation time is a round, and saves are taken each round thereafter. Each failed save indicates another frond rips itself free of the victim's skin, dealing d4 damage to their flesh.

Luminescence: The victim's sweat and other fluids (saliva, tears, blood) glow faintly, the colour slowly shifting in mesmerising patterns. The incubation time is a turn, with saves made every turn thereafter. Each failed save results in d4 damage to Wisdom as the victim's mind becomes slowly addled. In addition, whilst infected, the victim automatically fails at hiding whilst glowing; the light makes them easy to spot.

Pearls: Thick, irregular pearls start to form under the victim's fingernails and slowly force their way out in a mess of blood and splintered chitin. The incubation time is 1 turn, and saves are taken every hour thereafter. Each failed save causes a pearl to emerge, dealing d4 damage to Dexterity and 1 damage to flesh as the victim's fingers are progressively ruined.

Pus: Iridescent violet pus seeps from the victim's mouth and nose. It smells floral but slightly rank, like a pile of rotting cherry-blossoms. The smell and taste of this pus is intoxicating, causing the victim to become disoriented and prone to distraction. The incubation time is 1 turn, and saves are made every 3 rounds thereafter. Each failed save deals d4 damage to Wisdom and Intelligence (use the same roll for both). Anybody who tastes the pus takes the same damage, with no save.

Scorching: The victim's skin heats up and blackens like a log in a fire. The incubation time is 3 rounds, with saves taken every round thereafter. Each failed save deals 2 damage to the victim's flesh and causes more blackening. Anybody who touches the victim's flesh with their bare skin likewise takes 1 damage to their flesh.

Vomit: The victim begin to vomit up the contents of their stomach, and once its empty, they keep going, regurgitating a stinking red mess that might be their innards. The incubation time is a round, and saves are taken every third round thereafter. Each failed save results in the victim losing their action that round as they throw up, and taking d4 damage. Unlike most damage from sickness, this is soaked by grit first. As they void the contents of their stomach. Only when they're throwing up meat does it damage flesh.
Wasting: The victim's digestive system stops working properly, and they become progressively more thin and gaunt. The incubation time is 1 hour, and saves are made every day thereafter. For as long as they are infected, the victim gets no benefit from eating food or drinking water, taking the normal penalties for starvation and thirst.

Resist Acid

Rank; 2
Range; Touch
Duration; 1 turn per level
The magician coats the subject in a slick coating of protective grease, much liked the stuff that lines the stomach. The subject is immune to the effects of non-magical corrosion (such as from acids or digestive juices) entirely, or corrosion caused only indirectly by magic (such as the acid spewed by a magically altered creature); they can swim through caustic acid unharmed. Against overtly magical corrosion, the subject gets +4 to any saving throws to resist, and reduces any damage dealt by 1 for each level the magician possesses, down to a minimum of 1.

Resist Lightning

Rank; 2
Range; Touch
Duration; 1 turn per level
The magician coats the subject in a slick coating of protective grease, much liked the stuff that lines the stomach. The subject is immune to the effects of non-magical lightning and electricity entirely, or shocks caused only indirectly by magic (such as lightning from a magically summoned storm); they can swim through caustic acid unharmed. Against overtly magical lightning, the subject gets +4 to any saving throws to resist, and reduces any damage dealt by 1 for each level the magician possesses, down to a minimum of 1.

Sculpt Flesh

Rank; 7
Range; Touch
Duration; 1 turn
The subject's flesh flows like soft wax under the magician's fingers, allowing them to sculpt it freely. Extra bulk can be added by blending beeswax into the flesh-wax and moulding it, or mass can be reduced by removing flesh.
The subject's physical form can be altered according to the magician's wishes. Crude changes (lengthening limbs, sealing orifices or adding large crests, for example) can be completed automatically. More subtle changes require a successful skill roll. Changes that are primarily appearance-based, such as changing the face to resemble another person or concealing the presence of alterations or unnatural features, require a successful Art skill roll. Alterations that are functional, such as adding claws, wings, new organs or similar, require a successful Medicine skill roll.
Base attributes cannot be altered but the subject might be given new capabilities. They can gain natural attacks (such as a bite attack), or features that mimic the mundane abilities of natural animals such as a frog's extendable tongue or an octopus's boneless body.
When the spell's duration ends, the flesh is no longer pliable. The subject takes damage to their flesh; each major alteration deals 1 damage. The alterations are permanent once the flesh is no longer pliable.

Senescence

Rank; 3
Range; 10 feet
Duration; Instant
The magician accelerates time's progress on their target, aging them by d10 years, plus one extra year per level of the magician. The change takes no more than a few seconds.
A mortal has a maximum lifespan of 80 years plus an additional d20 years; roll to see their maximum lifespan when this becomes relevant. A person aged beyond this maximum will die of old age in a matter of days. A human aged to 20 years above this maximum will crumble to dust in a matter of seconds.

Spectral Step

Rank; 4
Range; Self
Duration; 1 round per level
This spell lets the magician shift their form from matter to potential, briefly becoming non-physical if they wish.
Their non-physical state lets them step through any physical object they want; walls cannot stop them and bindings cannot hold them. Furthermore, the more non-physical they become, the harder it is to injure them. For each round that this spell has been active, the magician gets a +1 bonus to their armour class. However, since weapons can pass straight through any armour they are wearing whilst non-physical, they don't get any bonus to their armour class for as long as this spell is active.

Suggestion

Rank; 2
Range; Speaking distance
Duration; 1 week
The magician makes a statement, and the hypnotic power of their voice causes the subject to accept it as absolutely true. The victim must be able to understand the magician's words for this to have any effect.
Normally, the victim makes no save at all: they automatically believe what the magician has said. If the statement goes counter to their basic beliefs or principles (such as suggesting to a Wendigo that cannibalism is bad for them) they get to make a Save vs Magic:: their beliefs are not magically altered if they pass the save. If the victim encounters concrete evidence that the statement was false (encountering somebody they had believed dead), then they automatically resist the suggestion.

Toad Gullet

Rank; 3
Range; Self
Duration; indefinitely
The magician unhinges their jaws, opening their throat and swallowing something whole. So long as the object's cross-section is less than the cross-section of the magician's neck, it will fit. The swallowed object remains safely in the magician's gullet, doing them no harm and suffering no damage. The magician can retrieve the swallowed object at any later point by vomiting it back up. Only one object can be stored in the toad gullet at once.

Turn Blood to Water

Rank; 1
Range; Self
Duration; 1 turn.
The magician cuts themselves and, instead of blood, bleeds pure water. When this spell is cast, every flesh-point of blood lost produces enough water to sustain somebody for a day. Although the magician only bleeds water for the duration of the spell, the water produced in this way remains water forever.

Ward Against The Eldritch

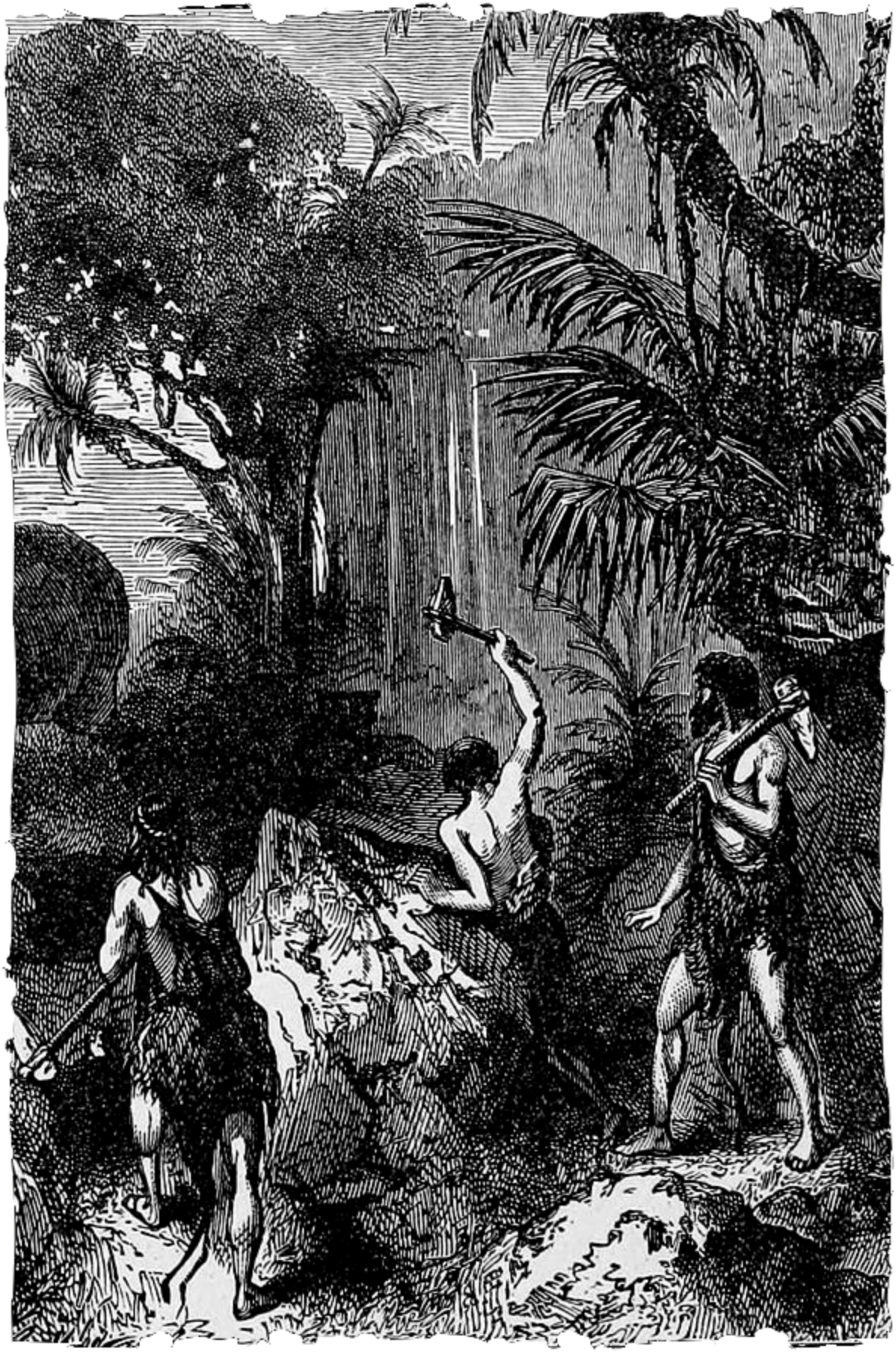
Rank; 6
Range; 20 feet radius
Duration; 1 turn
This spell blocks off an area from external magical influence, making it invisible and impenetrable to mystical patrons and entities from other worlds.
For the duration of the spell, mystics in the area cannot cast any spells and gain no benefit or effects from their Patron. The spells a mystic casts have no effect on the warded area. Indirect effects might still occur; for example, a fire lit using a mystic's magic might still spread into the area.
Similarly, for the spell's duration, haunting entities cannot effect the warded area at all; their connection is suppressed.
Other external magical influences, such as scrying, are blocked. However, magic that is learned (such as a magician or morlock's spells) or innate (such as a Wendigo's magic), function just fine; it's only magic drawing on an external source that is blocked.

Web

Rank; 2
Range; 20 feet
Duration; 1 turn
This spell creates a thick network of cobwebs that creep from the magician's hands and bind themselves onto the surrounding terrain. A roughly circular area twenty feet across is covered. Anything in the area affected, or that moves into it, becomes stuck. They cannot move from the spot until they (or somebody aiding them) spends a round to free them: make a Vandalism skill roll, and if successful, the character breaks free. They can move three feet before encountering more webbing.

Waking Dreams

Rank; 2
Range; Touch
Duration; 1 day
The magician tweaks the cycles of the target's mind. They slumber in tiny bursts of a fraction of a second, brief enough that they can continue to function as if fully awake. The target does not need to sleep, and suffers no penalties for not sleeping for the spells duration.
Due to the dreams intruding into their conscious mind, the subject gets no save against illusions or mind-controlling magic whilst the spell is in effect. If they are under the influence of such magic that would normally allow a save when the spell's duration ends, they can then make a save to resist.





"...forests of monsterous overnourished oaks with serpent roots twisting and sucking unnamable juices from an earth verminous with millions of cannible devils; mound like tentacles groping from underground nuclei of polypous perversion...insane lightning over malignant ivied walls and daemon arcades choked with fungous vegetation...Heaven be thanked for the instinct which led me unconscious to places where men dwell; to the peaceful village that slept under the calm stars of clearing skies."

H.P. Lovecraft

Appendix 4: Sample Magic Items

Magic Weapons

Aboleth Darts

These darts are crafted from shards of bone, placed in the presence of a sleeping Aboleth and left for months to become infected with the slumbering fish's dreams. Anybody taking damage from one of these darts must make a Save vs Magic or else fall asleep. If they sleep, they find themselves sharing the Aboleth's dreams; when they wake, they will suffer from a single random madness from table 68.
Normally, d4+1 are found together, each of which only works once.
Made using Sleep.

Arrows of Slaying

Each of these arrows is carved from a single long piece of bone, with the notched head and flights all carved from the same piece. When it strikes a victim and deals damage to their flesh, the bone of the arrow convulses and warps, sending writhing spikes through the victim's body to their heart. The victim must make a Save vs Magic or be killed instantly.
Each arrow functions in this way only once: after warping itself in this way, it cannot be used again.
Normally, d4+1 are found together.
Made using Death Spell

Flaming Axe

This is a simple stone axe with a wide flint blade set on a blackened haft of wood, the whole thing grubby with soot. When it strikes an enemy, the flint blade produces a burst of flame, dealing an extra 3d6 damage to the victim.
When found, the axe has 2d8 charges remaining.
Made using Fireball.

Flesh Stealer

Taking the form of an elaborately whittled wooden rod, set with bits of bone and tooth, this club does no damage when it hits. Instead, it causes the victim to shrink and the wielder to grow. The victim loses a hit-dice of flesh and grit , and reduces their strength bonus by 1. So long as they have any grit remaining, their flesh value does not drop below 1. If their flesh and grit are reduced to 0, they shrink so small as to be undetectable. Likewise, the wielder gains a dice of flesh and grit, and increases their strength modifier by 1.
The shrinking and enlarging wears off 1 turn after the last blow is struck.
Flesh Stealer always functions.
Made using Enlarge, Shrink and Permanence.

Leech's Coils

This is a long pike, made from black wood with a glittering obsidian tip. When it deals damage to an enemy, the wielder heals that many hit-points.
The leech's coils always function.
Made using Sacrifice and Permanence.

Returning Javelin

Taking the form of a normal javelin; a long, well balanced wooden shaft with a barbed bone spearhead at the tip. The shaft is carved with an intricate pattern of tessellating hands. After being thrown, it pulls itself from whatever it has struck (doing 1 extra damage if stuck in the flesh of a victim) and floats back to its owner, taking its place in their hand in time to be thrown again next round.
When found, it has 2d8 charges remaining.
Made using Unseen Servant.

Shape-changer's Bane

This is a club made from a mummified human arm, coated in bitumen to preserve it and studded with dozens of shards of flint. When it strikes a shape-shifted enemy, that enemy is instantly returned to its natural form and takes double damage; the effect does not trigger against enemies in their natural form already.
When found it has 2d8 charges remaining.
Made using Polymorph Others.

Serpent-folk Glaive

This polearm consists of a curved bronze blade on the end of a long metal haft, easily six feet long. Etched into the haft is a double-helix pattern that mimics DNA, and each side of the blade is delicately engraved with spirals and swirls. The glaive deals d10+2 damage, requires two hands to use and functions like a spear. In addition, any living creature with 7 or less hit dice hit by the glaive must save vs magic or die.
Made using Death Spell and Permanence.

The Subtle Knife

Made from dark green jade, this knife's blade is long and impossibly thin, so that it's almost transparent on the cutting edge.
The knife cuts through anything. Given time, it will slice apart any substance. In combat, when it deals damage to Flesh it also inflicts a locational injury of the wielder's choice as it slices parts of the victim clean off.
Furthermore, the knife is capable of cutting through the fabric of space-time, creating tears in reality. It can be used—with a turn's work and a successful Vandalism skill roll—to cast Rip Portal. A skilled user might be able to cut through space-time for even stranger effects.
The knife always functions.
Made using Disintegrate, Rip Portal and Permanence.

Throat-closer

This garrotte is made from the sinews taken from some huge monster with shards of flint woven into it. When used to throttle an enemy, throat-closer's victim is incapable of making any noise. They can't gurgle or shout, and the struggle makes no noise.
When found it has 2d8 charges remaining.
Made using Silence.

Magic Armour and Clothing

Burned Greaves

These greaves are a set of leather leg-wrappings reinforced with strips of thick birch bark. The whole thing has a number of flame patterns burnt into it. The wearer and their gear are completely immune to the effects of non-magical fire. They do not burn or take damage from heat. Smoke inhalation and so on may still prove a problem. They also give +1 AC like normal greaves.
Functions indefinitely.
Made using Resist Fire and Permanence

Cloak of Invisibility

Woven from spider-silk in deep underground caves, unseen by the sun, this cloak shimmers subtly and takes on the coloration of its surroundings. When the user covers themselves completely with the cloak, and remains still, they blend into the surroundings and are effectively invisible until they move again.
When found, it has 2d8 charges remaining.
Made using Invisibility.

Crown of Frost

This circlet is made from dirty ice, and when placed on the head freezes onto the skin, dealing 1 damage to flesh. It allows the wearer to issue commands of up to three words, that the subject of those commands must obey unless they pass a Save vs Magic. Each time a command is issued, the crown melts a little more until, when it has no more uses left, it is reduced to mere water running down the wearer's shoulders.
When found, it has 2d8 charges remaining.
Made using Command.

Immaculate Veil

This veil is made from the translucent gut-lining of a newly-born mammoth-calf, the edges fringed with swan feathers and beads made from the bones of mice. The wearer is protected from breathing in dusts and spores, and from other things that could damage their eyes or get into their mouth and nose. Furthermore, weapons do not harm them. No being wielding a weapon can cause them any damage, and they are likewise protected from the attacks of mundane predators such as wolves. The blows simply glance from their skin, without even leaving a mark. Herbivores (such as rhinos), unarmed people and supernatural beings can still hurt them normally.
Furthermore, the wearer can unveil themselves by ripping the veil in two to reveal their face; if they do, then any orders they give as they unveil themselves compel the target as if the spell *gease* had been cast; the wearer's face shines with a brilliant, terrifying light when they do so. Doing this destroys the veil, preventing it from providing further protection.
Functions indefinitely.
Made using Protection from Weapons, Gease and Permanence



Mask of the Viper

Like many helmets, this headgear is made from the skull of a huge serpent, the cranium hollowed out and the jaws and fangs enclosing the wearer's face.
As well as the normal protection of wearing a helmet, the wearer gains the ability to siphon off poisons that might affect them. They get to re-roll failed Saves vs Poison. When they pass a Save vs Poison, that poison is leeched from their body and collects in the fangs of the skull, from which the wearer can collect it.
When found, it has 2d8 charges remaining.
Made using Neutralise Poison.

Morlock Teeth

These are a set of preserved teeth, human-looking but slightly longer and thinner. A knowledgeable observer will be able to identify them as coming from a Morlock. The roots are intact, and sharpened slightly to allow them to be driven into the gums easily.
Fitting each tooth requires knocking out a tooth that it will replace, and driving the Morlock tooth into the gum; this deals 1 damage to Flesh for each tooth driven in.
Each tooth has a different effect once driven into the gums; if a tooth is driven in without knowing what it does, roll to randomly select which effect it has.
-The wearer instinctively knows how far below the earth they are and which direction the nearest exit to the surface is in.
-The wearer instinctively knows which direction the nearest edible invertebrate is in.
-The wearer leaves no scent behind when they walk.
-The wearer instinctively knows which direction the nearest source of fresh water is in
-The wearer instinctively knows if their current location was once inhabited by Serpent Folk
-The wearer's makes no sound when moving.
When more than one tooth is worn, the wearer's appearance gradually shifts to match other creatures of the underworld. When two teeth are worn, their fingers become longer and thinner. When three are worn, their eyes become round and black. When four are worn, their pigmentation fades, making them an albino. When five are worn, their teeth become thin and needle-like. When all six are worn, the wearer's skin becomes translucent and the veins and muscles beneath are visible.
Made using Permanence and either Find the Path, Locate Animal, Erase Tracks, Locate Object, Legend Lore or Silence respectively.

Necklace of Fireballs

This necklace is strung with a number of beads made from baked red clay, as well as the bones and teeth of fire-breathing predators. The wearer can pluck each clay bead from the necklace and throw it, each one exploding into a 20 foot radius fireball that does 3d6 damage to everything caught in the blast.
When found, it has 2d8 charges remaining.
Made using Fireball.

Octopus Ring

Made of a band of cured leather, decorated with painted-on tentacle patterns, this ring turns the flesh of the wearer rubbery and their bones cartilaginous and pliable. They can deform themselves in strange ways, getting a 6-in-6 chance on Athletics rolls to wriggle through tight spaces or escape from bindings. Furthermore, their flexible form gives them a bonus of +1 per hit-dice on wrestling rolls.
Functions indefinitely
Made using Warp Flesh and Permanence.

Panoply of the Ophidian Champion

This is a full suit of armour made from blue-black metal with gold detailing. A stylised helmet is linked to a shroud of metal chain that covers the wearer's neck and shoulders. Below this, the torso and legs are protected by a coat of metal scales, and a pair of gauntlets cover the hands.
Wearing the full suit counts as 5 items towards encumbrance, prevents any other armour being worn, and increases AC by 10. In addition, the wearer may smear their blood on the plate to take on Ophidion form; their skin becomes scaly and their blood runs cold; doing so costs 1 point of damage to flesh. Whilst in their ophidian aspect (which lasts for seven rounds) they act twice each round, move twice as fast, and gain 10 extra ablative points of flesh.
When found, it has d6+1 activations remaining.
Made using Haste and Heroism.

Spider Gloves

These gloves are made with soft, supple leather , studded with thorns on the palms and undersides of the fingers. They allow the wearer to grip onto any surface with their hands, climbing perfectly so long as they have at least one hand in contact with the surface. They also cause unarmed attacks to do d4 damage. They also give +1 AC like normal gloves.
Functions indefinitely
Made using Spider Climb and Permanence.

Swamp Boots

A pair of rough leather boots, lined with the brightly patterned skin of various frogs. The wearer can walk across the surface of water as if it were solid ground. They also provide the same protections as normal leather boots.
Functions indefinitely.
Made using Levitate and Permanence.

Wolf Furs

These thick winter furs wrap around the wearer's body and are fastened with cords made from animal sinews. Despite the name, it's not made from wolf-skin, but rather skins scavenged from their kills. If a wolf is fed a bit of the preserved skin from the furs, the wearer gains the ability to speak to and understand that wolf until the next sunrise.
When found, it has 2d8 charges remaining.
Made using Speak with Animals.

Magical Tools

Aeon Stones

These are small stone beads which, when held by a person, start to orbit gently around them, suspended in mid air. Each Aeon Stone allows a its owner to have an additional Contingency active on them simultaneously.
D4 are found in one go.
Made using Contingency.

Animating Spike

This long metal spike is flat at one end and etched with chain-link patterns. When impaled through a corpse's brain, that corpse reanimates as an obedient undead slave of whoever put it there for as long as the spike remains. Conveniently, having a spike thrust through their brain tends to kill most people that the user might want to reanimate.
Functions once.
Made using Animate Dead.

Artificial Womb

There are three major parts to this machine; the input, the workings and the vat. The whole thing is huge, about the size of a hippo, and built into its environment making it hard to move.
The input is a small brass funnel, connected by a tube to the workings. The vat is a huge glass tube, sealed at moth ends, into which tubes from the workings empty. The front has a hinged hatch on it that can be opened, but which forms a airtight seal otherwise. The vat is large enough to comfortably contain an adult human. The workings, which make up the bulk of the machine, are a tangled mess of glass tubes and vials, metal gears, filigree, pumps and pistons.
The womb was built by serpent-folk, to create innocent souls in mass amounts that can be sacrificed to their gods. How it works is like this:
If any sort of flesh from a mammal is put into the input, it is sucked into the workings. This will cause the pumps to start working, and various fluids to pour through the tubes and into the vat. Shortly after the vat is filled with these amniotic fluids, a foetal form of whatever the genetic material came from will start to grow in the vat. This is recognisably a perfect genetic copy of whatever was used to create it. After a turn, the machine falls silent and an embryo, suspended in animation, waits in the vat.
It will not mature unless removed from the vat and implanted into an actual womb or egg; any type of animal will do for this. Doing so successfully will require a medicine roll at a -3 penalty, killing the foetus if it fails. The foetus dies after a turn if it is removed from the womb.
If flesh is added to the input whilst the foetus is still suspended in animation, a second foetus forms, intermingled with the first in a horrible conjoined mass. The resulting creature blends features of both donors, and its form is unstable. It constantly shifts and mutates.
If one of these creatures is removed from the womb, it will start to shriek and wail horribly. It is suffering but it cannot really understand anything else. Its flesh jerks and twitches, and continues to mutate horribly.
Treat it as a shoggoth with only as many flesh-points as the number of genetic samples used to create it. Unlike other shoggoths, it is not mindless, and can probably see and hear normally. It may have other abilities, depending on the creatures that were used to make it; for example, it may be able to produce a similar venom to creatures that it is made from. It is hostile to pretty much everything, but that's only to be expected and not really its fault.
Functions every time it is activated.
Made using Clone, Warp Flesh and Permanence.

Erasing Water

This is a skin full of salt water, decorated with seashells and scented with heather. When the water is used to wash a person or object, any magical alterations, curses, transmutations or similar effects are removed from them.
Functions once.
Made using Dispel Magic and Remove Curse.



Gem of Seeing

This is a simple clear gemstone, not cut into shape but rather in the crystalline shape that it formed. It is around the size of a hand and roughly disk-shaped. Looking through the gem allows the owner to see invisible things and penetrate illusions and magical disguises.
When found, it has d6 charges remaining.
Made using True Sight.

Jar of Endless Water

This clay pot has a cracked, pale blue glaze and is sealed up with wax and a stone stopper. When the stopper is removed, water pours from the jar, at a rate of ten gallons every turn. If left open and undisturbed for a month, it will completely flood a cave system, the water having some strange magical effect. If left pouring water into flat dry terrain for a full year, the terrain will slowly and inexorably become a swamp, again with some magical effect in the water.
Functions indefinitely.
Made using Creation and Permanence.

Martian Lamp

Made of carved stone, this lamp is a simple bowl filled with grease, with a groove in one side in which a fibrous wick can be rested. Beneath the grease, the stone at the centre of the bowl is carved with a relief-map of the planet Mars, and the outside is decorated with etchings of the Martians themselves; strange creatures with beaked, bag-like bodies, round eyes and long tendrils in place of limbs.
When the wick is lit, the flame takes the shape of one of these Martians, and speaks in the Martian language of whistles and soft hoots. Whilst the flame is lit, the owner gains a rough and instinctive understanding of the Martian tongue. This is, in fact, a communication beacon with a scholar on Mars. To speak to the Martian, a Charm skill roll must be passed in order for it to properly comprehend what is being said. To really understand its replies, an Art skill roll must be passed or else the response is unintelligible gibberish.
The Martian is smart, and has access to vast stores of knowledge; if the wick is kept lit it can go and look things up. It has a 5-in-6 chance to know about most topics, but only a 1-in-6 regarding recent developments. It is eager for knowledge and will ask all sorts of questions (from the insightful to the bizarre and inane).
Using the lamp is risky; if the flame is disturbed or the lamp is knocked over, contact is lost until the lamp is cleaned out and re-lit. Both ends of the communication suffer Magical Backlash.
Always functions so long as there is grease and a wick.
Made with Contact Outer Spheres and Permanence.

Restful Elk Statuette

Delicately carved from a single piece of antler, this figure represents a sleeping elk, stylised into a single curved mass with antlers extending around it like a cage. Those sleeping in the statuette's presence always get the benefit of a full night's restful sleep (for the purposes of healing and anything else that cares about it) if they sleep for two hours or more that night.
Functions indefinitely.
Made using Sleep and Permanence.

Viewing Bowls

These two wooden bowls are each hemispherical and matching in size. Elaborate patterns painted onto the outside surface in chalk and ochre continue from one over onto the other seamlessly, indicating that the two were both halves of a single sphere. When both are filled with water, each shows the reflection that *should* be seen reflected in the other, allowing one to be used to scry on the other's location.
Functions indefinitely.
Made using Clairvoyance and permanence.

Warding Bones

This item takes the form of a set of human bones, a full set of ribs and vertebrae, each coated in resin lacquer and dyed. They are frequently found scattered about, hung from tree branches or placed in niches in the stone. There are typically 56 in a full set.
When laid out in a circle, the bones form a powerful ward that traps anything within the circle. To function properly, each bone must be within direct line-of-sight of the next in the circle. The ward functions for as long as the bones remain in place, each one visible from the next and not broken into pieces.
When the circle is set up, every living thing within the circle is trapped; it gets no saving throw. The things within can move about freely, talk to those outside the circle and so on. However, they cannot leave the circle. The line between each bone and the next forms an impassable barrier, as solid as stone. The trapped beings cannot walk through it, fly over it (no matter how high they go) or burrow beneath it. Missiles they hurl rebound from the barrier, and magic they use cannot affect or cross to the other side of it. If line-of-site is broken, the barriers vanish and the trapped beings are immediately freed.
Due to the impracticality of setting such a trap, they tend to be used only in the most extreme circumstances. Meeting a row of preserved warding bones in the wilderness is a sure sign that something horrible is on the other side.
Functions only once.
Made using Imprisonment.

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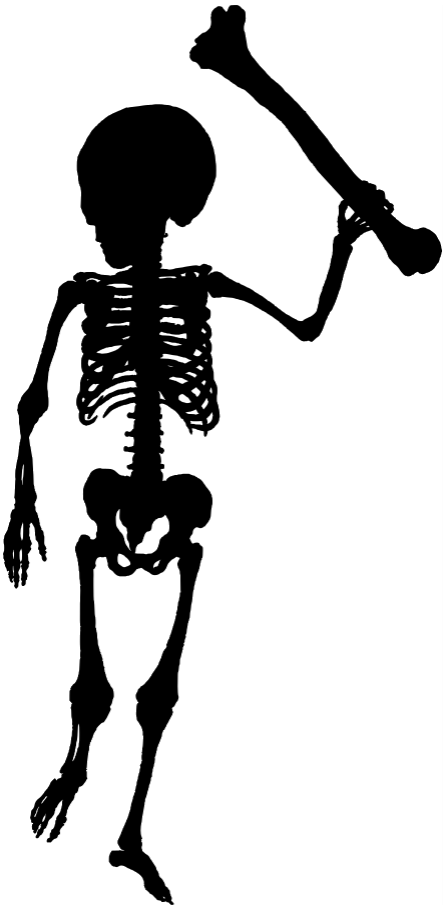
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