

MACCHIATO MONSTERS



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Lost Pages

Macchiato Monsters

Rules for Adventures
In a Dungeonverse
You Build Together

a Lost Pages book



extranumero issue

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WELCOME to the DUNGEONVERSE!

Macchiato Monsters is a game of adventures in a dungeonverse built around the characters. Whether you got this book to start a campaign from scratch, play in an existing setting, or customise your own ruleset, I hope it'll be of use. To play, you need to be familiar with tabletop roleplaying games. All the rules I need as a Referee are within these pages, but you may want to ignore or replace some of them. That's perfectly fine. It's what old school gaming is about.

OLD SCHOOL GAMING, WUT?!

In tabletop roleplaying, old school isn't about nostalgia, it's about gameplay. You can go online to find a lot of information about this game style, both the actual old ones and the more recent productions. In the meantime, let me give you a quick list of principles I try to adhere to as a Referee:

- ◆ **Rulings over rules.** This book doesn't cover every specific situation that can happen in the game. You and your friends will have to agree on edge cases, spell use, abilities, etc. Do not be afraid to make rulings, but be sure to stick to them.
- ◆ **Player intelligence.** Players face challenges with their own smarts, not with the superpowers on their character sheets.
- ◆ **Resource management.** Hit points, rations, lantern oil, a length of rope: everything can be vital to a character's survival. A rusty crowbar can make the difference between life and death.
- ◆ **Deadly fights.** Adventuring isn't about slaying monsters. Violence is often a last resort: sneak, parley, betray, or run before you attack. Trust us on this and you'll live longer.
- ◆ **Embrace randomness!** Refereeing is way more fun if you don't know in advance what is going to happen. Fortunately, we have sandbox scenarios and random tables to keep things fresh and surprising for everyone.



Text conventions. In this book, 'you' is addressed to the player. Boxed text like this is addressed to the Referee. Some boxes are marked with a dice blotch to denote optional rules, and others are marked with a chat blotch to indicate a shared narration rule. Also optional, these lighten the Referee's effort by giving the players a little bit of control over the setting. The coffee beans blotch are there to remind you of rules.

WHAT INSPIRED MACCHIATO MONSTERS

As the name suggests (perhaps too subtly), *Macchiato Monsters* was originally cobbled together in 2015 as an adaptation of *The Black Hack* (Black), with the classes and magic system from *Whitehack* (Mehrstam), both inspired by the original fantasy game (Cygax & Arneson). In the years that followed, *Macchiato Monsters* became its own thing through playtesting and experimenting. Along the way, I drew from the *B/X* boxsets (Moldvay, Marsh & Cook), *Into the Odd* (McDowall), *NanoChrome* (Grümph), *Maze Rats* (Milton), *Donjon & Cie* (Felten), and maybe more. The OGL is at the end of the book.

CORE MECHANICS

STAT CHECKS

Whenever your character is in danger, or attempts something risky, you roll a stat check. Roll d20 under or equal to one of your stats, chosen by the Referee. The Referee narrates how it goes, but they can always ask for your input. Critical rolls (1s on the die) and fumbles (natural 20s) double the effect or bring a consequence or side effect into play.

ADVANTAGE & DISADVANTAGE

To reflect difficulty, situation and other external factors, the Referee will sometimes give *advantage* or *disadvantage* to a check. For either of these, roll two dice instead of one.

- ◆ If you have disadvantage, keep the worst result.
- ◆ If you have advantage, keep the best result.

Best and worst above can mean either high or low, depending on the kind of die you're rolling. If for some reason you have both advantage and disadvantage at the same time, roll one die as if it were a normal check.



Free advantage! Once per session, if a player can describe a place, an NPC, or setting element that would explain why they have a better chance of doing something, they can roll with advantage on any check. As the Referee, take a note: it's your job to exploit what was made up to enliven the next sessions.

RISK DICE

A Risk Die is a d12, d10, d8, d6, or d4. It represents a threat or dwindling resource. To identify Risk Dice, I'm replacing the letter d in the usual abbreviation with the Greek letter Delta: Δ . So we have $\Delta 4$, $\Delta 6$, $\Delta 8$, and so on. Sometimes Risk Dice are rolled on a table, or to get a result (such as with armour), other times just to know how close to a certain event the characters are.

On a result of 1-3 the die is *stepped down* (meaning it drops by one type: $\Delta 12$ becomes $\Delta 10$, $\Delta 10$ becomes $\Delta 8$, etc.).

If a Risk Die is stepped down below $\Delta 4$, it *fizzles*.

The die is gone. That's when the crap hits the blade barrier; specific rules will tell you what happens then.



Risk Dice. Usually a 1-3 means an escalation of the risk, and the maximum number is a lucky break. You can assume a 3 is better than a 2, which is not as bad as a 1. Keep this in mind when you need to interpret the result for a Δ you just made up, or if you don't have the right table handy.

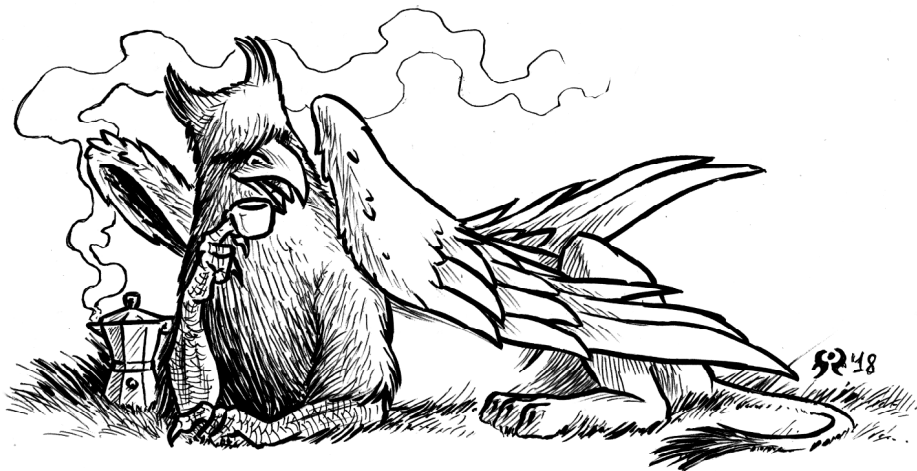
MAKING A CHARACTER

1. Roll 3d6 in order for STrength, INtelligence, WISdom, DEXterity, CONstitution, and CHARisma. Swap two scores if you like.
2. Invent a trait; for example, a race, occupation, background, or faction.
3. Record your hit die: d6. You will roll it for hit points, and it also limits martial prowess (p.7).
4. Choose two below (or the same entry twice):
 - Add d6 to a stat that is 10 or less.
 - Write down another trait.
 - Gain a hit die of the type you already have.
 - Martial training: step up your hit die or dice (p.7).
 - Specialistic training: come up with a daily ability (p.7).
 - Magic training: come up with two spells (pp.7, 30-31).
5. Roll your hit die or dice for your current hit points total. You can decide to permanently spend 1 point of CON to roll again (add 1 to your HP if you don't roll better).
6. Roll for your known languages (p.7), and ask the Referee about alignment in their world.
7. Roll for your equipment, weapons, armour, and such (p.8). Talk to the Referee and decide what your gear says about your character.



You can always let players who have no idea for their character roll equipment first.

If you want them to play level zero characters, skip step 4 and only roll d4, d6, and d8 on the equipment tables.



YOUR STATS AND THE HAND OF FATE

Random stats are a staple of many old school RPGs. In *Macchiato Monsters*, you don't dream up the perfect hero, or work out the best combo of feats, abilities, perks, etc. You take what Fate gives you, and come up with a character who has a long way to go in order to become a hero... if they survive.

The six 'historic' stats are the core components of a character. They tell you what they are good at, and often what they look like. Your rolls should help you with your character concept, and guide you when choosing traits and training.

STrength is raw physical power and combat prowess. Someone with low STR is maybe small and weak, or just afraid of violence. High STR is the mark of a competent fighter, or someone with a lot of muscle. Barbarians, mercenaries, thugs, half-ogres and the like should have a good STR score.

INtelligence is brains and education. Someone with low INT is probably a bit dim, or maybe uneducated. A person with high INT knows how to use their head to solve problems, look for hidden clues, and maybe even cast spells. Wizards, gamblers, psionicists, and assassins generally have high INT.

WISdom is a mix of intuition, awareness, and willpower. A low WIS score means the character isn't paying much attention to the world around them, is near sighted, or just aloof. A high WIS character is iron willed and perceptive. Priests, clerics, shamans, and scouts have good WIS.

DEXterity measures speed, precision, and nimbleness. If your character has low DEX, they are probably clumsy, slow, and a terrible shot. If they have high DEX on the other hand, they are sure footed, quick to react and good at sneaky stuff. Thieves, archers, acrobats, and elves have high DEX.

CONstitution is physical resistance and stamina. A person with low CON is sickly or unused to the hardships of adventuring. Someone with high CON has excellent health, strong ancestry, or grew in the wilderness. Dwarves, rangers, desert raiders are among characters with high CON scores.

CHARisma represents attractiveness, charm, and ease of contact. Low CHA is the mark of an ugly, shy, or awkward character. Someone with high CHA would be easily trusted, or a natural entertainer. For some Referees, CHA is also a measure of a character's luck. Nobles, merchants, con artists, bards, and practitioners of charm magic have high CHA.

HIT POINTS

Hit points are the primary resource of a character. Losing them means being in danger of dying (see Wounds and Death, p.28.) Your hit points represent your character's health, endurance, and ability to avoid getting seriously hurt. The Referee describes the consequences of HP loss, but they should know that not every hit means an open wound.



TRAITS AND YOUR CHARACTER

Traits form the concept your character: origins, factions, occupations, and so on. The traits you choose tell us:

- ◆ what your character **is**: dwarf, green Thark, or dandelion pixie.
- ◆ what your character **does**: trader, witch, duke, but maybe also fighter, cleric, thief, or magic-user.
- ◆ what your character **belongs to**: organisations providing support and help.
- ◆ where your character **comes from**: a city, a forest, a forgotten Hellworld.

The Referee will have questions about your traits to make sure everyone is on the same page. It's okay if you don't have all the answers now. The important details will emerge through play.

Whenever you make a check where one of your traits is relevant, you get advantage (p. 3). A trait can also allow you to roll for actions that another character wouldn't be able to attempt, such as climbing vertical walls, or taming an astral slug-dragon.

Note that traits are almost never useful in combat: they won't give you advantage to hit someone on the head. Killing monsters with a pointy stick is a dangerous thing to do, and these rules aren't going to make it easy for anyone. Sometimes, the Referee may give you disadvantage because of a trait. If you're a known thief negotiating with the Brotherhood of Written Law for instance, or a half-ogre trying to disappear in a crowd.

MARTIAL TRAINING

Each time you take combat training, step up all your hit dice (from d6 to d8, to a maximum of d10, then reroll your hit points instead). Combat training also gives your character the ability to wield better weapons and wear more efficient armour. If the damage die of a weapon or the Risk Die of a suit of armour is higher than your hit die, you cannot use it properly. For more detail, the combat rules are on page 24-27.

When you level up, you can choose to get extra missile or mêlée attacks. An attack is an opportunity to deal damage. With extra attacks, you can damage several targets on your turn, or the same target several times.

SPECIALIST TRAINING

A specialist ability reflects your character's unique skill. It works once a day at level one, but you'll have the option to get more uses with levels. Unless it's a really impressive feat (something that mortals cannot attempt), an ability does not require a check. Talk with the Referee to establish what it does, especially if there is a mechanical advantage or if it breaks the rules in some way.

Some ideas: faithful pet, resist pain, twin weapons, silver tongue, detect lie, light sleeper, trick shots, martial arts, acrobatics, and so on. Spell-like abilities are possible, but if you want a magical character, maybe you should look at magic training below.

An ability is the only safe way to get advantage on combat checks. It has to reflect one of the character's traits, however. For example, an assassin with *Blade in the Liver* can backstab a guard if undetected, or a duellist with *Feint* can trick a sentient adversary when crossing swords.



Lethal abilities. You can allow a character with specialist training to trade advantage in combat for double damage. This can be done on an attack-by-attack basis.

MAGIC TRAINING

Spells are described in a few words, such as *Control Undead*, *Sense Magic*, *Battlefire*, *Summon Forest Animals*, *Flight*... You have to come up with the spells your character knows. The more precise the wording, and therefore the narrower the focus of the spell, the easier it is to use. The magic rules (pp.30-33) explain this in further detail.

LANGUAGES

Your character speaks either some form of common tongue, or the language of their native culture. At creation, roll INT, WIS, and CHA checks. Each success gives you an extra language. The Referee will say if languages need to be decided before the game starts or if you can do so during the adventure.

RANDOM STARTING EQUIPMENT

A character starts with random stuff, including armour and weapons. Roll d20, d12, d10, d8, d6, and d4 on the following nine tables. You have to decide a table and a die before you roll, but you can ignore tables, or roll several dice on the same one. The Referee might decide that the magical trinkets, heirlooms, or faith tables are not available.

Beginner adventurers often have to make do with what equipment they could gather in their former life. Making up a reason for having unlikely items adds colour to a new character. If you end up with a weapon or suit of armour your character couldn't use (i.e. with a damage or Risk Die higher than your HD type), the Referee may let you swap it for something else.

Equipment & Food

1. Bread and ham Δ4, ragged cloth bag, sock filled with pebbles.
2. Dry biscuits and nuts Δ8, backpack, blanket, rope Δ10, pilgrim hat.
3. Jar of snail soup Δ6, old ox, rolled up carpet, 2 sacks, crowbar.
4. Boiled turnips and butter Δ6, empty saddlebags, bedroll, 2 bear traps.
5. Liver and pepper sausage Δ4, torches Δ6, grave robber's tools Δ8, iron spikes Δ6.
6. Dried beans & meat Δ8, calligrapher's tools Δ8, holy symbol Δ6, lantern & oil Δ8.
7. Freshly killed rabbits Δ4, traps, sack, bedroll, candles Δ4, dice.
8. Dried apples Δ8, shepherd's dog, backpack, tent Δ10, torches Δ6.
9. Road bread and salted trout Δ8, large net, bounty letter, manacles.
10. Flour and dried mutton Δ4, old horse, rain coat, torches Δ6.
11. Boar terrine and ale Δ6, holy water Δ6, alchemist's tools Δ8, candles Δ4.
12. Confit duck and cabbage pickle Δ6, bag of charcoal, fishing pole, playing cards.
13. Fresh bread and fruit Δ6, oil lamp Δ4, local map, shovel, rope ladder.
14. Live hen in a cage Δ6, bedroll, torches Δ6, cook's tools, tarot cards.
15. Blood sausage and bad wine Δ6, locksmith's tools, backpack, lantern & oil Δ8.
16. Honey and lemon cakes Δ4, fancy travel clothes, war horse, magic reagents Δ6.
17. Spicy otter pies Δ6, courtier's tools Δ8, fine cloak, songbird in a cage.
18. Fish cakes and wine Δ6, bag of coffee Δ8, con man's tools, rope Δ10, loaded dice.
19. Sealed meals Δ8, scrollmaker's tools Δ8, wizard hat, spyglass, magic reagents Δ8.
20. Peppered cheese and cider Δ4, fine horse, cartographer's tools Δ8, torches Δ6.

Wealth & Valuables

- | | |
|---|--|
| 1. Carved tooth on a string | 11. Stolen jewellery worth silver Δ12 |
| 2. Bag of long, rusty nails | 12. Embroidered pouch of electrum Δ6 |
| 3. Furs worth copper Δ10 | 13. Fancy clothes worth electrum Δ8 |
| 4. Pocketful of copper farthings Δ6 | 14. Electrum ingot worth Δ10 |
| 5. Length of silk worth silver Δ10 | 15. Velvet bag of electrum Δ10 |
| 6. Funeral urns worth silver Δ6 | 16. Signet ring worth gold Δ8 |
| 7. Stack of coded letters, bag of silver Δ4 | 17. Money belt with gold Δ6 |
| 8. Leather pouch of silver Δ8 | 18. Ingot of platinum Δ4 |
| 9. Religious books worth silver Δ12 | 19. Heavy statuette worth platinum Δ6 |
| 10. Large bag of silver Δ10 | 20. Mighty magic scroll worth gold Δ10 |

Mêlée Weapons

1. Blackjack d4 or pitchfork d6
2. Dagger or poniard d4
3. Whip or scourge d4
4. Hatchet or hammer d6
5. Voulge or glaive d6*
6. Short sword or sax d6
7. Quarterstaff or shillelagh d6
8. Rapier or cutlass d6
9. Awl pike or spear d6/d6*
10. Bill-hook or corseque d8*
11. Dane axe or flail d8/d8*
12. Arming sword or scimitar d8
13. Sabre or yatagan d8
14. Pike or halberd d8*
15. Bec de corbin or mace d8*
16. Bastard sword or claymore d8/d8*
17. Lucerne hammer or maul d10*
18. Lochaber axe or halberd d10*
19. Morgenstern or triple-flail d10
20. Flamberge or zweihander d10*

*: two-handed weapon: grants the wielder advantage to damage

Armour

1. Ill-fitting helmet Δ4*
2. Buckler or leather shield
3. Hide tunic and fur hat Δ4*
4. Leather coat Δ4 and round shield
5. Gambeson or padded leather Δ4*
6. Cuir bouilli Δ6
7. Leather harness Δ6
8. Studded leather Δ6 with shield
9. Breastplate Δ6
10. Ring or splint mail Δ8
11. Scale mail or lorica Δ8
12. Breastplate Δ8, helmet and shield
13. Mail shirt Δ8
14. Mail and leather Δ8 with shield
15. Hauberk Δ8 with round shield
16. Rusty composite plate Δ10
17. Breastplate and mail with coif Δ10
18. Heavy plate Δ10, tower shield
19. Etched platemail Δ10, kite shield
20. Full plate Δ10, heater shield

*: combine with other armour to step up its Risk Die to a maximum of Δ10

Missile weapons

1. Polished rocks d4 (bag Δ10)
2. Throwing knives d4 (belt Δ4)
3. Darts d6 (quiver Δ6)
4. Sling d4 (bag of stones Δ10)
5. Hand crossbow d6 (bolts Δ8)
6. Duelling pistol Δ6 (powder & shot Δ4)
7. Bolas d4
8. Javelins d6 (quiver Δ4)
9. Long bow d8 (arrows Δ8)
10. Blunderbuss Δ8* (powder & nails Δ4)
11. Horse pistol Δ8 (powder & shot Δ4)
12. Nomad bow d6 (arrows Δ8)
13. Throwing axes d6 (belt Δ4)
14. Heavy throwing star d6
15. Repeating crossbow d8 (bolts Δ10)
16. Grenades Δ10* (belt Δ4)
17. War crossbow d10 (bolts Δ8)
18. Atlatl d8 (javelins Δ6)
19. Arquebus Δ8 (powder & shot Δ6)
20. Musket Δ10 (powder & shot Δ6)

*: hits grouped targets at the Referee's discretion

Magical Trinkets

1. Good luck charm from a loved one
2. Jar of universal antidote Δ6
3. Primitive bronze statuette (Δ4 R.)
4. Handful of goodberries (heal Δ4)
5. Relic of a demisaint (Δ6 R.)
6. Vial of paralysing poison Δ6
7. Pouch of the oracle's incense Δ4
8. Bunch of bearowl feathers (Δ8 R.)
9. Snail's flails (damage Δ6 or as R.)
10. Potion of metamorphosis (lasts Δ10)
11. Blue-black powder Δ10 (R. if snorted)
12. Elixir of the Cross (heal Δ8)
13. Cloak of armour Δ10 (or as R.)
14. Socks of cloudwalking Δ8
15. Shrunk monkey heads (Δ12 R.)
16. Fez of Empathy Δ8 (or as R.)
17. Coins from the Shadow City (Δ12 R.)
18. Infallible darts (damage Δ10)
19. Box of Ju-ju coffee beans (Δ12 R.)
20. Wand of compulsion Δ10 (or as R.)

R: use as reagent to cast more spells, see p.32.

Heirlooms & Heritage

1. A curse! Your blood carries something bad, like lycanthropy or passive-aggressiveness.
2. A shiny button, handed down from one generation to the next.
3. Half a map to... treasure maybe? Hard to say until you find the other part.
4. Grandad's war axe (d6). It's worn and badly balanced, but still serviceable.
5. A box of vintage red wine that was kept for a special occasion (Silver Δ8).
6. Mom's sword (d8). It has a name, a story, and maybe a minor magic power.
7. The deed to a mine, somewhere deep in the Borderlands.
8. A minor noble title (Knighthess, Baronnet, Bey, Patrician...) and little else.
9. You ancestor made this arrow that never misses (d8). It's never been shot.
10. A big inheritance (gold Δ12) from a distant aunt. Comes with a condition.
11. The formula for a powerful, unique spell. Worth a lot to some people.
12. A noble title (Rais, Viscount, Duchess, Khan...) and a bodyguard (Δ10).
13. A huge, magic coffee maker. Makes a brew you can charge premium for.
14. The key to an archwizard's tower and a command word for... something.
15. Scourge Slayer (d12), a powerful weapon destined to save the world. Maybe.
16. The true name of a demon princess, and incomplete instructions to use it.
17. A magical, talking orchid that knows the way to a garden of wonders.
18. Divine blood, no magical powers. You are very special to some cults though.
19. Shares in a planar trade company. It pays you dividends every year (platinum Δ6)
20. The throne! At least you have a good spot on the line of succession.

Faith *

1. I am a humble and worthless servant of the Provider of Rye and Milk (Δ4)
 2. I bear the chains of a priest in the service of the Slaver Empress (Δ6)
 3. The Dealer of Fate sometimes shows me their hand (Δ4)
 4. I have copied so many sacred texts I can quote scripture all day long (Δ4)
 5. As a Constable of Eternal Law, I must always enforce the rules (Δ6)
 6. I swallowed a relic once, and it never came out (Δ4)
 7. The Gilded Crowned Head teaches us that wealth is the true sainthood (Δ6)
 8. The Everquesting Brothers make a vow to always uncover the truth (Δ6)
 9. I just believe in Mother Nature, man! (Δ6)
 10. As a Poor Sister of the Tearful Beard, I cannot own anything (Δ8)
 11. I am an Architect of the Real, a builder of wondrous machines (Δ6)
 12. The path of a Peacemonger is arduous, especially among adventurers (Δ10)
 13. In believe I Chaos chaos C H A O S (Δ8) chaos soeup chaos
 14. My Church ventures into the wilderness to further Holy Civilisation (Δ8)
 15. The material plane is a mere illusion. Sinners, embrace the Void Vibrant! (Δ8)
 16. Everything dies, say the LØrds of EntrØpy. I accept my part in their plan. (Δ8)
 17. Do you have twelve hours to talk about Our Lady and Soulcrusher? (Δ8)
 18. I am an avatar of the Wanderer. I must walk ever and ever on. (Δ10)
 19. I have blinded myself in exchange for blessings from the Eternal Night (Δ10)
 20. Angor the Resentful speaks through me and kills by my hand. Now repent. (Δ12)
- *: Rolled several times? Well, you're serving several deities. Good luck with that.



Random availability. You can equip NPCs and stock shops with these random tables. The richer the person or area, the higher the die you roll (for hirelings, use their Risk Die – p.18). For shops, consider that all the results below your roll are available.

GEAR & GOLD

Below are tables for weapons, armour, and various adventuring gear. Most expendable items have a Risk Die associated to them. Roll it after every use; if it fizzles, you've run out.

Mêlée Weapons	Missile Weapons	Damage
Dagger, knife, blackjack	Dart, sling	d4
Short sword, hand axe, quarterstaff*, club	Javelin, short bow	d6
Sword, mace, spear, polearm*, battle axe	Longbow, crossbow, pistol	d8
Great sword*, halberd*, lance	Musket, heavy crossbow	d10
*: two-handed mêlée weapons give advantage to damage		

Armour	Protection
Helmet, gambeson, hide, leather*	Δ4
Studded leather, ring, scale mail	Δ6
Chain hauberk, half-plate mail	Δ8
Full plate mail with helmet	Δ10
*: can sometimes be combined with different armour, which is stepped up one category, to a maximum of Δ10	

Item	Notes and roll meaning	Usage
Arrows or bolts	roll at the end of a fight, or to add to damage	Δ8
Bag, backpack, etc.	carry Δ extra items	varies
Bag of coins	roll for advantage when bribing, negotiating, etc.	varies
Bottle of booze	Gives benefits to Δ people *	Δ6
Holy symbol	number of extra targets for turning spells	Δ6
Holy water	2xΔ damage on one undead, demon, etc.	Δ6
Iron spikes, caltrops	area covered in square metres	Δ6
Lantern	roll oil Δ every two hours	-
Mule	carries 2xΔ items. Risk die is for obedience	Δ8
Oil	Δ damage for 2 rounds	Δ8
Coffee beans	One pouch. Gives benefits to Δ people *	Δ4
Poultice or salve	heal extra HP as the Δ result overnight	Δ6
Powder and shot	roll at the end of a fight	Δ6
Rations and food	roll every day for sustenance and to recover hit points	varies
Rope	number of people who get advantage using the rope	Δ10
Specialised tools	advantage for a type of task. E.g.: climbing, alchemy	Δ8
Tent	people getting advantage on their rest hit die (p.28)	Δ10
Torches	roll every hour or to deal damage	Δ6
*: see intoxication rules p. 33		

WEALTH & COIN BAGS

In *Macchiato Monsters*, we record wealth and treasure as Risk Dice. Each bag, pouch, chest, etc. has an associated Δ , just like arrows or rations.

The coin types are copper (CP), silver (SP), electrum (EP), gold (GP), platinum (PP), and mythium (MP). The type of coin indicates the goods and services you can buy with it, as shown in the table opposite. The table can also be used to adapt material that does not use Risk Dice for wealth.

To buy something when you have the right coin or above, you roll the Risk Die. At the Referee's discretion, a successful CHA check, or other good reason, can give you advantage when rolling the Δ .

SPLITTING, MERGING, EXCHANGING BAGS

You are limited in the number of items you carry, so combining bags is often a good idea. You can merge two bags of the same metal and value to get a bag of the next type. For example, two purses of gold $\Delta 4$ become a pouch of gold $\Delta 6$. Similarly, split a bag in two by stepping down the die. A chest of silver $\Delta 12$ becomes two bags of silver $\Delta 10$.

A bag of coin $\Delta 12$ can be exchanged for $\Delta 4$ of the next higher coin. A character can also buy a bag of a lower denomination like they would any other item. This is useful when they don't want to risk their platinum to buy lunch.

Example: Babakoa the paladin wants a suit of plate mail, which she can buy in electrum. She has a bag of silver $\Delta 12$ and a pouch of gold $\Delta 6$. She can either overpay with gold (just rolling her $\Delta 6$), use her gold to buy a bag of electrum from the equipment list, or convert her silver $\Delta 12$ into electrum $\Delta 4$ and buy the plate mail with that. Babakoa then chooses to buy an electrum bag with her gold and rolls 2. She now has gold $\Delta 4$ and electrum $\Delta 6$. The Referee, always willing to let a roll add colour to their world, explains that the money changer looked worried and sick, and may have charged her more than usual.

BUYING & SELLING

Valuable items are treated as bags of coin: for example, a statue worth electrum d8. If you use it to pay for something, assume you sold it for the equivalent in coins. In certain situations, the Referee may ask you to roleplay and check CHA to sell an item, and decide that the coin you get for it is of different value.

ENCUMBRANCE

Your hero can comfortably carry one item per point of CON, whatever the size and weight of the item (don't start arguing with the Referee about this, you might end up losing all your equipment in a swamp). Armour doesn't count towards this number.

If they're willing to be encumbered, they can carry a number of items equal to STR+CON. When encumbered, the Referee may give you disadvantage on checks involving freedom of movement or fleetness of foot. Your travelling speed is reduced as well (pp. 17, 20). At the Referee's discretion, you may be asked to consume more food to make up for these extra efforts.



Coin	Weapons Armour	Equipment	Lodging (week) Food (day)	Services	Money
CP	Peasant weapons, leather armour	Consumables, Δ4 reagents	Kitchen floor, bread & soup, tea	Informations from an urchin or beggar	-
SP	Soldier weapons, infantry armour	Regular gear, magic focus, Δ6 reagents	Common room, stew & pie, ale	Armour and shield repairs	Copper Δ6
EP	Quality weapons, Guns & plate mail	Quality gear, Δ8 reagents	Private room, roast meat & pudding, wine	Potions and scrolls	Silver Δ6
GP	Fine weaponry, ornate armour	Exceptional items, Δ10 reagents	Luxury room, venison & pastries, fine wine	Spy, oracle, high-level bribe	Electrum Δ6
PP	Masterwork arms, bespoke armourer	Magical items, Δ12 reagents	Your own valet, fancy elven cuisine, sommelier	Raising a friend from the dead	Gold Δ6
MP	Enchanted to specifications	Unique artefacts	Palace, bearowl terrine, tears of virgins	Everything has a price, and you can pay	Platinum Δ6

EXPERIENCE & GOALS

Characters level up after reaching a number of goals equal to their next level. For instance, a third level character needs to accomplish four goals to get to fourth level.

Each goal is defined by players and Referee together. Some examples: clear a goblin nest, rescue a lost knight, find out who killed the innkeeper, explore a portion of wilderness, bring back enough gold to fund the next expedition, travel through a haunted forest, steal the duke's signet ring.

Some goals may be more difficult or time consuming than others. The number of sessions required is up to the group, but one or two is a good average.

Start each session by listing the party's goals, adding new ones to the list and removing unwanted ones. It's never too late to update the list if the characters accomplish something noteworthy. A fair Referee can also grant half-goals if you came close, but couldn't entirely cross an objective off the list.



Character goals. To allow for some character driven action, you may let each player have a goal that is unique to them. I would not allow more than one of these active at any time. Only one goal can be reached during a given session.

LEVELLING UP

Every new level, choose two (each entry only once):

- ◆ Add 1 point to a stat of your choice (to a maximum of 18).
- ◆ Gain one hit die. Roll your hit dice and record you new hit points total. If the new roll doesn't improve your hit points, add 1 to the old total. You can spend a CON point to roll again, keeping the best result.
- ◆ Research a new spell (magic training required).
- ◆ Gain one mêlée attack or missile attack (martial training required).
- ◆ Gain a new ability (1/day), and an extra daily use for an existing one (specialist training required).

At levels 4, 7, and 10, you can also take another trait or choose a new training.



MONSTERS & FOLLOWERS

CREATURES AND OTHER HOSTILES

True to the old school gaming tradition, we call everything that can be encountered in an adventure a monster — even friendly unicorns and huggy bugbears. Your Referee will find monsters to use as examples for their own creations (pp.40-43).

If converting from other games, keep this in mind:

- ◆ Hit dice are d8s, unless monsters are especially resilient or fragile.
- ◆ For armour class, use the equipment table, or simply add 1-3 extra HD.
- ◆ Damage can be ported over, even if it is by weapon.



Monster Magic. Don't bother with magic rules for NPCs and monsters.

The powers and spells in the stat block you're using will do fine. If you are statting up the monster yourself, have a clear idea of what its magic can and cannot do. When a PC is targeted by a spell during combat, I recommend allowing a 'saving throw' stat check if the spell has effects beyond mere damage. Otherwise just add the spell's damage to what the character takes if the combat check is failed.

REACTION

Monsters react according to the situation and their agenda. When encountered, they should always be busy doing or looking for something. If the Referee isn't sure, they can roll the current Encounter Risk Die (p.19) on the Encounter Goal table below. Checking CHA is a good way to decide if monsters are immediately aggressive, cautious, or open to parley.

Encounter Goal or Activity (Encounter Δ)

1. roll d12 twice, mixing the results
2. looking for allies or help
3. moving out or escaping
4. raiding settlement or ambushing travellers
5. running away from other monsters
6. driving intruders away
7. looking for prisoners
8. scavenging or hunting
9. exploring
10. fighting amongst themselves
11. resting or setting camp
12. looking for goods or riches to trade



WHAT DO THEY WANT?

To know more about what makes an NPC tick, roll on the motivation table below. If it's a hireling or other character with an associated Δ , roll that, otherwise roll a d12.

NPC Motivation (Δ or d12)

1. Debt & Despair
2. Love or Friendship
3. Fame and Glory
4. Wanderlust
5. Need to Impress Someone
6. Revenge
7. A Solemn Vow
8. To Escape the law
9. A Death Wish
10. A Sense of Duty or Destiny
11. Paid by a Third Party
12. A Divine Plan or Vision

MORALE

Monsters have lives too and they don't like wasting them in pointless fights with adventurers. This is when the Morale Risk Die comes in. The Referee rolls it every time the monsters take a sizeable blow or if a character intimidates them with a successful CHA check or a showy spell. This roll can also be done with advantage or disadvantage.

Enemy Morale (Δ)

1. desperate: double damage all around
2. flee, leaving stuff behind, doors open
3. surrender: if not accepted, step up Δ
4. retreat orderly and regroup
5. panic: behaves against their interest
6. fight defensively, look for cover, etc.
7. best defence: take risks to win quickly
8. frenzy: double damage, can't tell apart PCs and allies
9. feint: retreat to set a trap or ambush.
10. exploit a weakness in PC strategy
11. second wind: reroll monster hit points
12. blood thirst: disadvantage to attack the monster

GIVING CHASE & RUNNING AWAY

Getting out of combat requires a DEX check, possibly dropping weapons or loot to avoid rolling with disadvantage. We don't use movement speeds but some monsters are fast or slow as compared to typical adventurers.

Outside of combat the party makes CON checks to evade pursuit. Encumbrance (p.12) or having shorter legs can give you disadvantage. Catching up with fleeing monsters requires the same roll, with advantage if you are fleeter of foot.

FOLLOWERS OR HIRELINGS

These interchangeable terms describe characters working with or for the PCs, defined only by their Risk Die (see below), hit points, and gear. A follower can carry 5 items, 10 if they're willing to be encumbered.

A hireling has a Risk Die that represents their skill and loyalty. Typical villagers have Δ6, whereas professional adventuring staff will have Δ8 to Δ10. Δ12 means a fanatic or some sort of brainless undead servant. Double payment or other strong incentives can increase the initial die type by one step.

Whenever a hireling is hurt, does something dangerous or is otherwise in grave danger, roll their Δ. A follower's Risk Die is also rolled when using their ability (see table below). Note that the cheapest and most readily available hirelings have no ability.

Hireling Abilities (d12s in a city, to d4s in the middle of nowhere)

1. Torchbearer: number of extra items they can carry (cumulative)
2. Halberdier: additional damage dealt on their first attack
3. Scout: distance ahead reconned on their own (in miles/km)
4. Hedge wizard: number of (very minor) spells per day
5. Halfling: if setting camp, number of characters healing with advantage (p.28)
6. Chaplain: number of people protected from evil/chaos/etc. (adv. to resist magic)
7. Elf: times they give advantage to spot enemies or secret passages
8. Bodyguard: additional armour for their charge
9. Dwarf: times they give advantage to find treasure or room traps
10. Surgeon: total hit points healed after a fight (can be shared)
11. Burglar: number of people who get advantage to sneak checks
12. Bard: number of morale boosts per day (advantage on one roll)

A hireling whose die fizzles quits or flees. Food, drink, a good night's sleep, the fulfilment of their goals or a successful CHA check may bring a hireling's Risk Die back up by one step. If you character hired a follower, you are in charge of rolling for them — this makes fights much easier on the Referee. A follower acting independently gets injured on a 1-3 on their Risk Die. On a 4 or more, they can deal their damage. You never roll the d20 for a hireling.

Each follower has d6 HP and either a special ability from the table below or one suitable trait. Their equipment is minimal: one decent weapon or suit of armour, some food, that's about it. The Referee may ask you to roll on the random equipment tables (pp.8-10) using the hireling's Risk Die.

HIRING FOLLOWERS

Follower wages range from daily pay, to equipment, to a lump sum (roll coin Δ accordingly), or even a share of the treasure. Negotiation should be roleplayed and possibly concluded with a CHA check.



Free follower! If it's the first session and politics aren't going to be very prominent, every character who chose an organisation or faction as a trait gets a follower from that group. They can be of any type you want, or even a pet.

EXPLORING THE WORLD

In the following pages are rules about interacting with the setting: how does the Referee make it a living, breathing environment that pushes back when you poke it? With common sense, and a lot of random rolls.

DELVING INTO DARK PLACES

When you move through a dungeon and spend time searching for treasure, looking for traps, or stop to rest, the Referee rolls an Encounter Risk Die on the table below. The size of this die depends on the dungeon and its inhabitants: recently cleared ruins start with $\Delta 12$, overcrowded goblin lairs with $\Delta 6$. If your party is especially stealthy or cautious, the Referee can roll the Δ with advantage (ie, give you the most harmless result of two dice). Conversely, if you're stupid enough to use gunpowder or loud magic, they can elect to roll with disadvantage (and favour encounters).

Dungeon Exploration (encounter Δ)

1. Encounter: ready to ambush characters
 2. Resource: roll light and morale Δ
 3. Encounter: standard (decide or roll reaction)
 4. Resource: roll light Δ
 5. Encounter: unaware of the party
 6. Resource: encumbered characters roll food Δ
 7. Encounter: in trouble (decide how)
 8. Resource: roll light and morale Δ
 9. Encounter: clue to nearby critters
 10. Find: unguarded resource
 11. Encounter: dead (decide how)
 12. Find: unguarded treasure
- ◆ An *Encounter* is rolled or chosen by the Referee (depending on how they are handling these things).
 - ◆ A *Resource* result means the party has to roll Risk Dice for light sources, morale or food.
 - ◆ A *Find* result means a lucky break: torches, food, gold, information... decide, or have a table for your dungeon.

When the Encounter Risk Die fizzles, something happens in the dungeon: the alarm bell goes off, the summoning ritual starts... the Referee may have prepared specific events or improvise. The die then returns to its initial type.



Simple encounter roll. Sometimes you just want to know if an encounter happens, regardless of other circumstances. Just roll the Encounter Risk Die: the party comes into contact with something on a result of 1-3. The lower the roll, the more dangerous the situation. For example 1 can be an ambush, 2 a monster busy with something else, and 3 a clue to the presence of a nearby monster.



Player rumours. You don't have to know everything. Let the players fill in the blanks when they hear about a place, monster or culture you haven't defined. Have the character who might know about it (via a trait or otherwise) check INT.

- ◆ On a success, the player gets to say something that is at least partially true. Ask them more questions if needed.
- ◆ On a failure, someone else (you or a player) can say something that is not entirely true.

Take notes about all this, and when prepping for your next session, decide what is true and build on it.

CROSSING THE WILDERNESS

Typically, a map is measured in 10 kilometre hexes (or squares).

You can travel 4 hexes a day, with the following modifiers.

- ◆ +2 mounted or on a boat
- ◆ +1 on a road
- ◆ -1 adverse weather
- ◆ -1 heavily armoured ($\Delta 10$) while on foot
- ◆ -1 encumbered
- ◆ -1 woods, broken ground, desert, hills
- ◆ -2 mountain, jungle, swamp
- ◆ Forced march gives an extra +2 modifier but requires a CON check to avoid getting disadvantage on most actions until you sleep.

Getting lost is a distinct possibility without a road, landmarks or guide. One character checks INT (with a map) or WIS (without one). The roll is with disadvantage if they don't know the area, lack a map/compass or are hurried, and with advantage if they have a trait such as explorer, ranger, etc.

WEATHER

Unsurprisingly, *Macchiato Monsters* uses a Risk Die for weather conditions. In a temperate climate, spring and autumn are typically $\Delta 10$, summer $\Delta 12$, and winter $\Delta 8$. That said, Weather Risk Dice vary widely with location.

Every day, the Referee rolls the Risk Die and looks up the weather on the table below. On 1-3, the die is stepped down as usual. On the maximum result, however, travellers get a break and the Risk Die goes up by one type. When the die fizzles, the last result rolled lasts for d8 days. The die is then set back to the season's type.

Weather (Δ)

- | | |
|---------------------------------|----------------------------------|
| 1. Thunderstorm or blizzard | 7. Overcast, no wind |
| 2. Same as yesterday but colder | 8. Dry and sunny, windy |
| 3. Rain or snow | 9. Sunny, warmer than normal |
| 4. Windy, colder than normal | 10. Windy, warmer than normal |
| 5. Showers, windy | 11. Same as yesterday but hotter |
| 6. Showers, no wind | 12. Freak weather event |

WILDERNESS EXPLORATION

Once a day, the Referee rolls an Encounter Risk Die that depends on the terrain, adjusted to reflect monster population and alertness.

- ◆ Clear, grasslands, ocean: $\Delta 12$
- ◆ Woods, wastelands, lake: $\Delta 10$
- ◆ Hills, desert, river: $\Delta 8$
- ◆ Swamp, mountains, jungle: $\Delta 6$

Consult the following table:

Wilderness Exploration (Encounter Δ)

1. Encounter: ready to ambush characters
 2. Resource: roll weather and morale Δ
 3. Encounter: standard (decide or roll reaction)
 4. Resource: roll gear Δ (one item per character)
 5. Encounter: unaware of the party
 6. Resource: encumbered characters roll food Δ
 7. Encounter: in trouble (decide how)
 8. Resource: one character rolls gear and morale Δ
 9. Encounter: clue to nearby critters
 10. Find: unguarded resource
 11. Encounter: dead (decide how)
 12. Find: unguarded treasure
- ◆ An *Encounter* result is rolled on the area's table (or decided, depending on how you are handling things).
 - ◆ A *Resource* result means the party has to roll Risk Dice for morale or food, and light sources if exploring at night.
 - ◆ A *Find* result means a lucky break: torches, food, gold, information...
- Decide, or have a table handy for your dungeon.



HUNTING & FORAGING

Finding food in the wild requires to spend half a day in one spot. On a successful WIS check, roll d12 on the table below. If the Referee thinks the area doesn't have much food to offer, they may ask you to roll a different die. If the check is a failure, roll the encounter Δ both on this table and as per the normal procedure.

Hunting and Foraging (d12 or Encounter Δ)

- | | |
|---|--|
| 1. A monster hunts you | 7. Apple and pears $\Delta 6$ |
| 2. Predators about to eat game $\Delta 6$ | 8. Honey and roots $\Delta 8$ |
| 3. Nothing but tree bark and grubs $\Delta 4$ | 9. Fish and herbs $\Delta 6$ |
| 4. Chestnuts or walnuts $\Delta 8$ | 10. Venison $\Delta 10$ |
| 5. Squirrels or pigeons $\Delta 6$ | 11. Tasty mushrooms or berries $\Delta 8$ |
| 6. Snails and leaves $\Delta 8$ | 12. Boar meat $\Delta 6$, or roll again twice |

THERE'S NO SUCH THING AS A QUIET DAY AT THE CAMP

The Referee can use these to make things interesting at the beginning of an adventure or as inspiration during their prep.

Sometimes, the weather is so bad that no one is heading out. Roll the local Encounter Δ (or just d12) on the table below. The Referee can adapt, twist, and expand according to the setting.

Camp Events (Encounter Δ)

1. Attack. Local monsters are raiding the camp site. What do they want?
2. Scouts. Monsters or troops are spotted in the area. Just passing through?
3. Spy. An outsider is caught spying on the town. Who do they work for?
4. Shortage. Food, water, or another vital resource is scarce.
5. Newcomers. On their way to somewhere else or intending to stay?
6. Sickness. Probably benign but porphyry and lycanthropy are always a risk.
7. Rumours. Whether the threat is new or old, everyone is talking about it.
8. Fire! Something or somewhere is destroyed. Was it really an accident?
9. Dura lex. Someone is arrested, questioned, or hanged.
10. Supplies. A caravan or hunting party brings in valuable goods.
11. Religious event. A weekly prayer, or a once in a century holy day?
12. Infighting. Individuals or factions have a go at each other.



FIRST SHORTCUT: FAST FORWARD TRAVEL

If the Referee wants to get to the meat of the adventure without getting bogged down in details, the party can roll on this table to gloss over a few days of dangerous travel.

Unless noted otherwise, everyone steps their ration Δ down. The Referee fleshes out the result and may add some content to their campaign map.

Fast Forward Travel (d12 or Encounter Δ)

1. Got captured. You escaped with your lives and one item of your choice.
2. Pushed back an ambush. Roll your HD for your current HP.
3. Long chase. Check CON or lose d6 items.
4. Got lost. The journey took d4 extra days. Step down your rations Δ again.
5. As above but you made a discovery: a place, resource or danger.
6. Non-violent encounter with monsters or locals.
7. Made a discovery at a cost (gear, treasure, HP...)
8. Killed some monsters and found some treasure.
9. Fought monsters but some fled. Roll ammunition and armour Δ .
10. Found food. No rations expanded.
11. Found a shortcut and gained 1 day.
12. Made a discovery (a danger, resource, opportunity...)

SECOND SHORTCUT: CATCHING UP WITH THE PARTY

When your character joins up with the group in the middle of an adventure, roll to learn what happened to you. The Referee makes up the relevant details, asking for input if they need it.

Catching Up with the Party (Encounter Δ)

1. Lost all your weapons and gear, save one item of your choice.
2. Scarcely escaped monsters. They are right behind you.
3. Killed a monster. Roll your HD again for your current HP.
4. Friendly NPC taken alive by monsters. You saw where they went.
5. Non-violent contact with a monster or faction.
6. Encountered a monster and turned it into an ally.
7. Stalked by someone or something. They are close.
8. Found a clue to a danger nearby.
9. Fell down a hole and lost a random weapon.
10. Walked into a trap. Roll Δ for all your items.
11. Found a dead body. Took something interesting off it.
12. Roll again twice, ignoring this result.



Stories on the road. Once per trip, each player can describe a situation or problem that their character is involved in. It might be as simple as saying “I repair a broken wheel,” or as dangerous as “what if an bearowl visited our camp in the dead of night and I shot it with one well placed arrow?” As Referee, you have the final say—veto anything that doesn't make sense and ask the player to come up with something else. Ask the player for a check and adjudicate the results. A failure with the bearowl above for example should result in a fight with most of the characters starting in their nightgowns.

FIGHTS, AND HOW TO AVOID THEM

TIME, DISTANCE, AND ACTION

Macchiato Monsters is more concerned with creating descriptive, fun action scenes than with playing a tactical mini-game. This doesn't mean that you shouldn't have interesting choices to make during a fight! Remember: these situations are dangerous, so try to stack as many odds in your favour as possible before putting your character's life on the line.

TURN: FAST AND LOOSE

Each player character gets a turn, until everyone has had one. Then every hero still standing gets another turn and so on. Turn order depends on who's doing what (see below). On your turn, your character can attack, move, cast a spell, reload a gun: anything feasible in a few seconds. Monsters and NPCs do not get a turn, unless their actions weren't resolved during the characters' turns.



Be clear: establish what monsters are doing before asking the players how their characters react. Make sure they are aware of who is attacking them, how it is happening, and what they risk by rolling the d20.

INITIATIVE, SCHMINITATIVE

Use common sense: a readied crossbow always shoots at a charging enemy before they can attack, a character drinking a potion while in *mêlée* is hit before the potion takes effect, the longest weapon attacks first, etc.

NO SQUARE GRIDS

Your character can move a few paces during their turn. If all you're doing is running, then you can go farther. How far? Ask the Referee. Have them draw a map if the situation is unclear. If there's a lot at stake getting somewhere in time or before someone else, then this becomes the focus of your turn and you'll have to check DEX.

FIGHTING FOR YOUR LIFE

Each turn, you roll your d20 once—it's all or nothing—use STR in *mêlée* and DEX when attacking with missile weapons. The situation may call for another stat: INT to find the best place to hide, WIS to call a spirit to aid you, CON to run despite the poison in your veins or CHA to attempt intimidation. The Referee decides the stat depending on your action.

- ◆ If you succeed, and you are attacking, roll damage for your attack.
- ◆ If you fail, you are hit by whoever was attacking you and take damage.

Damage dealt is always subtracted from the victim's hit points, unless they're wearing armour (see below).

If you're attacking with a weapon with damage higher than your hit die, you have disadvantage on the damage roll. On a failed check, the Referee is within their right if they want to put you in a tight spot.

ADVANTAGE AND DISADVANTAGE IN COMBAT

Remember: traits do not usually grant advantage in a fight. But sometimes, things like cover or shooting at an unsuspecting enemy might.

Disadvantage, though, is very common. To reflect a monster's combat skill, you roll with disadvantage when facing an opponent with more hit dice than you have. To avoid this, you have to gang up. Add up the HD of everyone fighting the same opponent or opponents. If the total is at least equal to the monsters' number of hit dice, you roll normally. This doesn't apply to missile attacks.

Example: Grym, a level 2 shieldmaiden with 3 HD, wants to charge a 4 HD ogre, ignoring his three goblin retainers (3 HD in total). The Referee warns the player that she will get disadvantage, and be subject to a lot of damage if she fails her check since everyone will be swinging at her. She could attack with her two spearmen (worth 2 HD) but the goblins would still tip the scales against her. The player decides for caution, and her party will throw spears at the goblins.

ARMOUR

Each type of armour has a Risk Die (see the equipment tables, p. 11) that absorbs damage like hit points. You only roll the Δ when first hit, as you never know in advance whether your next opponent will be able to find the fault in your armour. The result of the Δ is how much damage your armour can soak during this fight. You'll roll again for your next fight.

As usual with Risk Dice, if you roll 1-3, your armour die is stepped down. This means it has been damaged and needs to be attended to by a smith (unless it is magical, so an enchanter is required). The repair cost is usually in the metal below its purchase cost: for example, SP for platemail (see prices p.13).

The Referee can give you disadvantage when attempting certain things in armour (like swimming). If you're wearing armour above your hit die type, you have disadvantage to all physical and magic checks—including in combat.

Donning armour takes Δ turns. Cut this time by half if you are assisted.

SHIELDS WILL BE SPLINTERED!

Shields are handy to avoid being hurt by javelins and arrows. The Referee should give you advantage when using yours in this way.

Also, shields get splintered by axes and burnt to a crisp by dragon fire. You can sacrifice your shield to negate the damage from any one attack, as long as it makes sense. The Referee will let you know if it doesn't.



Stunning blow! When armour or shields protect characters from damage that would have brought them to 0 hit points, make a CON check to avoid being knocked out. Check your CON again after a few turns or if someone helps you to your feet.

That's all for the basics! You do not need any more rules to resolve combat situations in the game. In the next pages are a few optional rules that you can use to add more tactical depth to your fights. Use them sparingly.

TACTICAL RISKS

If you are willing to put yourself in harm's way for tactical reasons (charging, attacking recklessly, manoeuvring the enemy into a difficult position), the Referee may let you take risks:

- ◆ If your combat check is successful, you (or an ally) get advantage next turn.
- ◆ If it is a failure, you have disadvantage or other unpleasantness next turn.



COMPLEX TURNS

If you attempt several actions in the same turn, the Referee may ask you to roll a d20 for each action, listing what stats are involved. Roll all the d20s at the same time, then assign each result to a stat to decide what works and what doesn't.

Doing this can slow the game down, but it's a neat trick to increase tension during these critical, all-or-nothing moments at the end of a session. In a complex turn, advantage or disadvantage adds one d20 to the pool and the worst or best result is discarded before assigning results.

Example. Tueng the thief is escaping a tavern brawl turned murder frenzy. He wants to slide on a table to go through a closed window, while avoiding a pair of thugs trying to stab him. The Referee declares a complex turn: the player rolls three dice. One to jump and slide (a check of his DEX of 15), one to break the window (his STR of 11), and one to dodge the thugs' knives (DEX again). And since together they have more HD than Tueng has levels, he has disadvantage. The player rolls four d20s and gets 4, 9, 10, and 15. He discards the 4 because of his disadvantage and assigns the 9 to sliding (a success), the 10 to dodging (success again), and the 15 to window breaking, a failure. The Referee is in a good mood: Tueng goes through the window alright, but has to take d4 damage doing so. He's bleeding, but he's outside.

SHOOTING IN A MÊLÉE

Firing, throwing a weapon, or casting a physically damaging spell into a group of people gives advantage to the check but the shooter doesn't choose their target: it is determined randomly.

This rule applies when firing at bands of monsters (yay!), but also when attacking enemies who are fighting your fellow adventurers in mêlée (get ready to be mocked for shooting the barbarian's arse).

There are exceptions, of course. It should be easy to shoot at a giant even if it is fighting a bunch of dwarves. The Referee, as usual, should use their judgment.



Black powder weapons can be one or more of the following:

- ◆ deadly: double the damage rolled;
- ◆ unreliable: damage is a Risk Die; clean your gun to refresh the Δ;
- ◆ noisy: after a fight, roll the Encounter Risk Die (p.19).

RUNNING COMBAT IN 6 STEPS

The one-check-a-turn mechanic may feel weird to tactically minded players and Referees. Here is how I proceed when blood is about to be spilled.

1. Start of the turn. I describe the location, the threats, the monsters and what they do (especially who they target, with how many attacks if necessary). The general situation must be clear to everyone.
2. The first character gets to act - I ask the player what they would like to do.
 - ◆ Who acts first often depends on the situation. What's more pressing to resolve before the rest can be reevaluated? Who's in front? Who is shooting a readied crossbow? Who's fallen into the piranha pit?
 - ◆ Before any die is rolled, the character's circumstances are made absolutely clear, including risks taken and possible consequences.
 - ◆ The character's turn is resolved with a check. Damage is dealt, consequences described.
3. The next character acts.
 - ◆ This should happen in order of fictional importance. If there's no emergency or obvious priority, I just go around the table or battle mat.
 - ◆ I describe the character's circumstances, especially if a previous character's turn has changed the situation. They might not be shot at anymore or a spell gone awry could present a new threat.
4. Repeat 3 until everyone has had their turn.
5. Have all NPCs done something? If not, I describe what they do and give who is affected a chance to react — this can involve an out-of-sequence check, for instance to avoid an attack or spell.
6. End of turn. I update the description and start the next turn.

STEALTH AND SURPRISE

A stealthy monster is undetected by the player characters. Sometimes this is decided by the conversation at the table. Maybe you didn't think of looking up at the ceiling where a slime was waiting for its next meal. If the situation is uncertain, a check may be necessary.

Macchiato Monsters likes to dispense with 'perception rolls' and the like.

Instead, the Referee rolls to see if the monster sneaks successfully. Your character can still find them by looking in the right place.

Sneaky monsters get to surprise the characters—they automatically roll with disadvantage when reacting to the attack and their actions may be limited: you don't get to swing your battle axe at the face of an assassin if they surprised you all cozy in your bedroll.



Sneaking chances. Decide on the monster's DEX or INT, and do a normal check — with advantage for darkness, mist, and so on, or disadvantage to account for a character's trait.

WOUNDS & DEATH

At 0 hit points you're unconscious and bleeding, make a CON check to determine if you're still breathing. If it's a failure, make a new character while your friends split your gear among themselves.

With a success, you go back to 1 HP and can be healed, but you've sustained a grievous wound: you lose a level to represent the loss in abilities and stamina. Remove two advances (not necessarily you latest ones—talk to the Referee about what makes the most sense). Reroll your hit dice if you lost any.

Lost advances are recovered by earning experience and levelling up again. Discuss with your Referee about the specifics of your injuries. They can make some activities more difficult for you until you are fully recovered.



RESTING AND EATING

When you take a few minutes away from danger, have a breather and a swig of mead, your armour can be used again (remember, it may have been damaged). If you have food, you can roll the corresponding Δ to recover hit points equal to the result. You can only do so every few hours.

After a decent night's sleep, you recover one hit die worth of hit points. Roll with advantage if you had a hot meal and slept in a comfy bed, and with disadvantage if you had to make do with roots, or if your camp site was particularly dreary.



Stamina and Sanity: Risk dice can model characters inner resources in a horrific situation, a duel of wits, or a wrestling match. Just give everyone a Δ based off the relevant stat: $\Delta 12$ for 18 or more, $\Delta 10$ for 15-17, $\Delta 8$ for 11-14, $\Delta 6$ for 7-10, and $\Delta 4$ for 6 or less.

Step the die up for relevant traits. Roll the dice when something relevant happens and describe the effects accordingly. When the resource is gone, the character goes mad, falls over with exhaustion or gives up.

MAGICAL HEALING

This is entirely up to the table, depending on your collective taste, and the kind of setting you want to have. Potions can be freely bought anywhere and clerical healers dispense their magic for copper pieces. But if you want to keep it old school, I recommend that you make magical healing rare. Hit points should be a carefully managed resource.

If magical healing is allowed, a typical spell should cost 3 HP per d8 of healing, with a limit to 1d8 per character level. The Referee may forbid the spellcaster from healing themselves to prevent abuse (p.30 for magic rules.)



LONG RESTS AND REFEREE TURNS

Finally, here is a handy rule I stole from my friend Grümph. When you feel that the characters are too spent to go on, you can ask the Referee for a long rest. If you spend a couple of days in a safe place with access to supplies, you get back all your Risk Dice, hit points, etc. Even some equipment. You can start afresh.

Meanwhile, the Referee gets a free turn to basically do what they would do between adventures. They plan their factions' next moves, think about what the local monsters are up to, and generally make the world go round.

So while your characters were resting, the dungeon guard got reinforcements, the goblins may have left their camp, the talks between the thieves guild and the river pirates might have gone sour... And that story about the Dead Duchess planning to raise an army of zombies? Well, they're on their way already.

SPELLS & CHAOS

CASTING MAGIC

Magic isn't easy. To cast one of your spells, you pay a hit point cost and make a d20 check. The stat depends on your character concept and the specifics of the spell. Most often in the Dungeonverse, it will be INT, WIS, and sometimes CHA.

Tell the Referee what you are attempting. They may ask for details to decide the stat to check and how many HP you have to spend. If the Referee understands what you want to do, they will give you a fair number. You can always dial back the effects to lower the cost. The HP cost can never exceed your current hit points. If it is greater than your level, you have disadvantage on the check. You spend the HP before rolling.

- ◆ On a success, magic works as discussed.
- ◆ On a failure, it doesn't work. Unless you let Chaos come into play!

Note that critical rolls have additional consequences:

- ◆ On a natural 20, the Referee decides what goes wrong or picks a mishap.
- ◆ On a natural 1, you don't lose any HP.



Specialist magic. You can allow characters with traits such as *illusionist* or *pyromancer* to avoid rolling with disadvantage when casting a spell with a cost higher than their level. However, being specialised means lacking certain knowledge: a pyromancer would get disadvantage to know about water magic, and wouldn't be able to learn an ice based spell at all.

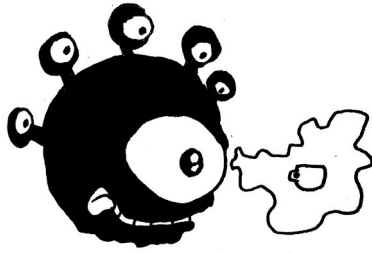
A basic spell (cost 1) takes a full turn to cast. It is instantaneous, targets one creature at short range, deals or heals 1 damage, and has an inconsequential yet possibly entertaining effect. Increase the cost by 1 to 5 points for each:

- ◆ generic wording: for example, any use of a spell simply called *Necromancy* should add at least 2
- ◆ instant casting time
- ◆ long range, extra targets, or large area or effect
- ◆ damage or healing (from a single d6 to d10 per character level)
- ◆ target with more HD than the caster has levels
- ◆ spell duration (one turn, minute, hour, day, etc. per character level)
- ◆ practical effects (charm, phantasms, summoning, scrying, etc.)

You can also reduce the spell cost if it takes more time to cast, requires rare or expensive ingredients, or can only be completed in a temple or lab; remember:

- ◆ do not waste everyone's time counting beans
- ◆ the Referee will not explain what's going on; magic is fickle and weird

chaoschaoschaoschaosch



THE CHAOS RISK DIE

The Chaos Risk Die represents the stability of magic in the area. It normally starts at $\Delta 12$, but some places and situations may have a lower Δ . If you fail your spell check but still want something to happen, roll the Chaos Risk Die and let magic do its thing. Be prepared for some interesting results.

Spell mishap (chaos Δ)

1. Power Surge. No magic happens but you regain the HP lost from the spell.
2. Mistake. The effect is reversed or dramatically altered.
3. Mutation. Your magic works, but leaves you with a scar, deformity, or oddity.
4. Erasure. The magic works but you forget the spell until you sleep a full night.
5. Drain. Lose points in a random stat equal to the HP cost, recover 1 point/day.
6. Pyrotechnics. Loud, flashy and mostly harmless. Unless something catches fire!
7. Weak Spell. Effects, area, number of targets, etc. are halved.
8. Lack of Control. Your magic has a negative and annoying side effect.
9. Power Leak. The magic works if you pay the HP cost again.
10. Delayed Action. The magic takes effect... d4 turns from now.
11. Bad Aim. The spell affects another target of your choice.
12. BÄM! Double the effect, number of targets, or area of the spell.

Depending on your setting, the Chaos Δ may be the same for everyone or distinct for different types of magic (representing the gods' interest in mortals, the psychic maelstrom, or whatever cosmic force is present in your setting). You can even design your own table for each flavour of magic or for weird locations. When a Risk Die fizzles, magic simply doesn't work on a failed check. Chaos Δ s are refreshed at the Referee's discretion, depending of what you do, where you go and how much magic you cast.



Finding spells. Characters can research new spells when they level up, but it is always fun to find magicks while adventuring (and it provides an opportunity to use all the wondrous spellbooks out there). Learning a spell from a scroll or dead sorcerer's grimoire should require materials (payable in electrum at least) and a few quiet days.

FOCI, REAGENTS & MAGIC MATERIALS

To alleviate the cost of magic, most spellcasters and miracle workers carry a bag of disgusting reagents or a focus such as a wand, orb, psionic gem or holy symbol. It is a resource (with an associated Δ) to draw mystic energy from. Alternatively (and optionally), some casters draw on their Faith Δ .

Roll your reagent Risk Die to get extra points for paying HP costs. Just like your Armour Risk Die, you only roll this Δ once per fight or situation, when casting your first spell. The Referee decides if you should roll this Δ before or after the spell's stat check.

FAITH

The Faith equipment table (p.10) is mostly useful to characters with magical training. A character with Faith cannot use a focus or magic reagents to offset casting HP costs: they use their Faith Δ instead. Recovering or improving Faith needs time, dedication (like performing duties for the clergy), and sometimes tithes (with costs on par with other magic reagents). Faith comes with hierarchy, code of conduct, and more annoyances, but has some optional perks:

- ◆ Roll Faith Δ to get advantage on a roll for an action in line with the religion
- ◆ Spend an hour in prayer and heal a number of hit points equal to the result of the Faith Δ roll
- ◆ If you are unarmoured, you can use the Faith Δ to absorb damage

You can step up one Faith Risk Die by taking Magic training again at level up.

MAGICAL ITEMS

In *Macchiato Monsters*, each permanent item should have a unique power, name or reputation. The short sword Hillpiercer, which gives its wearer the capacity to see through a metre of stone or earth is more interesting than a simple +1 blade. Some weapons might have an improved damage die, or give advantage to a non combat related check. A suit of magical armour can have better Δ , or give advantage to the roll. A magical shield can completely negate the damage from an additional attack before it is splintered.

CRAFTING MAGICAL ITEMS

To enchant an object, spend a week in a lab and make an INT check. On a critical success, the item is sentient. On a critical failure, you created a cursed item. If successful, roll your Coin Δ : gold for consumables, platinum for permanent items, mythium for powerful artefacts. On a 1-3 your Coin Δ is stepped down, like normal.

Depending on the result of the coin roll, the item has the following Risk Dice:

- ◆ 1-3: the item is single use
- ◆ 4-5: the item has $\Delta 4$ uses
- ◆ 6-7: the item has $\Delta 6$ uses
- ◆ 8-9: the item has $\Delta 8$ uses
- ◆ 10-11: the item has $\Delta 10$ uses
- ◆ 12: the item has $\Delta 12$ uses

The Referee may ask you to spend as many hit points as the Δ 's result.

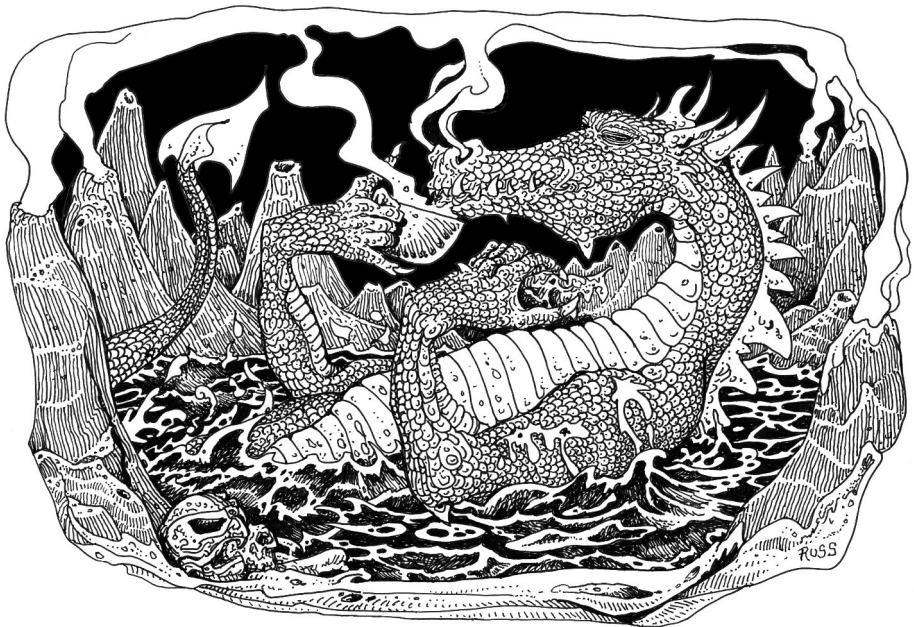
DRUGS AND INTOXICATION

When you consume a drug, get Intoxication $\Delta 4$. You get the benefits and drawbacks of the drug for an hour. Step up the die if you use it again within the hour. At the end of the hour, roll your intoxication Δ . If the die fizzles, your sober up and you cannot use the drug again in the same day. Some examples:

Drug	Upsides	Downsides
Berserker chew	Advantage on intimidation checks	Bad breath
Black Death Lotus	Advantage on Necromancy and undead control spells	Disadvantage on CHA checks
Crimson Coffee	Advantage on resisting sleep and staying focused	Disadvantage on HD rolls to heal overnight
Freebater's Rum	Advantage on morale rolls and resisting fear	Disadvantage on DEX checks
Ice Peryton Ale	Drunk's armour $\Delta 4$	Pressing need to pee, always at the worst moment
Oracle's Poison	The drug gives you a vision	When assuming, check CON to avoid taking d4 damage



Addiction. When you sober up and you want to use again in the same day, get Addiction $\Delta 4$ and some sign of your abuse. Roll your addiction when you use again: on the maximum result, step the die up and get another sign or drawback (Referee's choice). If you roll a 12, you die.



AN EXAMPLE OF MAGIC AT PLAY

Edith is refereeing for Opto the psionic elf-bot and Mazey the explorer, both first level characters. They have ventured in the Concrete Ruins and disturbed a nest of three magma bats. Edith describes the situation: Mazey is attacked by one creature and Opto by two. Mazey's player says she wants to jump back and shoot the critter with her heavy pistol. It is a DEX check, with disadvantage since magma bats are 2 HD creatures and Mazey only has 1 HD. Unfortunately, the roll is a natural 20! Instead of doubling the damage, Edith rules that the bat bites normally (d6 for 4 damage) and starts melting the explorer's hand cannon (she decides that it drops from d8 damage to d6). Mazey's player rolls 3 for her leather armour, so she takes 1 damage. Her armour is gone until she gets a few minutes rest, and since she rolled a 3, the armour die is stepped down to $\Delta 6$. It will need some mending. Edith describes how the hellish beast is clinging to the gun, biting straight through Mazey's burnt glove. Not the best start.

The Referee turns to Opto's player: one monster has landed at his feet while the other hovers above his head, its snout dripping lava. Opto wants to use his Biohazard Field spell to insulate himself from the heat. It's a new use for this spell, so Edith proposes $\Delta 8$ extra armour for a single turn, at a cost of 3 HP. After all, Biohazard Field is pretty vague wording. The cost is over Opto's level, so the roll is at a disadvantage – something that would have happened anyway since the elf-bot has to fend off monsters with more HD than he has. The roll is a miss, meaning Opto is going to take damage from both magma bats, in addition of the spell's cost. To the player, it is worth taking the risk to roll the chaos Risk Die (currently a $\Delta 12$), instead of forgoing the effect entirely. He gets a 1: a power surge. The spell doesn't work and the chaos die is stepped down to $\Delta 10$, but at least Opto recovers his lost HP. The total damage from the monsters' attacks is 7, minus 5 for Opto's $\Delta 6$ armour.

With both characters injured and no armour left, the players agree that a hasty retreat is in order. Edith, being a heartless Referee, explains it's not going to be that easy. Mazey and Opto have to run and jump among the rubble, while their pursuers are airborne: a DEX check with disadvantage. But Mazey's player has a plan. She asks Edith if she knows of any way she could distract magma bats.

Edith allows a rumour check with advantage (Mazey having the *explorer* trait). It's a success, and Mazey's player states that the creatures like to eat metal, and are particularly fond of lead... which is why they prey on well-armed adventurers. The Referee laughs and agrees. She rules that if both characters dump all their bullets to the ground, they can get advantage on their DEX checks. Both players jump on the chance. The dice roll: Mazey makes it, but Opto does not. It is now up to Mazey's player to decide if she wants to turn back and help when the bats catch up with her friend, or keep running for her life. An adventurer's career is filled with hard choices.



THREE SAMPLE SPELLS

Thuvia's Rain of Blades

Thuvia the Spearceress knows a spell called *Animate Steel*. She has a quiver of javelins that she wants to magically hurl at a group of bugbears a few metres away. The Referee asks a couple of questions and they agree on the following details: the spell is instantaneous, and does the same damage as javelins (d6) on a handful of targets.

Animate Steel is pretty broad, so the Referee decides that this use costs 3 hit points, and also maybe some ammo (the javelins' Δ has to be rolled). Thuvia wants her missiles to avoid her friends already in *mêlée*, but the Referee wants an extra 2 HP for that. That's too expensive for her, so any ally in the target area has to check their DEX to avoid taking damage.

Thuvia's player jots this down and calls this specific use of her spell *Thuvia's Rain of Blades*. She now has a template for similar attacks. It should be easy for the Referee to give her a fair cost by comparison.

Melt Them Faces!

Belek, the goblin warlock, wants to cast his *Melt Them Faces!* spell to melt a merchant's face. But instead of just doing damage as he has been so far, his idea is to disfigure and humiliate the merchant who cheated him. This use is close to the wording of the spell, so the Referee asks for only 2 HP, plus more for duration (Belek settles for a day at the cost of 2 HP) and inevitability (if Belek does not spend an extra hit point, his target can resist the spell with a WIS check).

Costing 5 hit points, it's an expensive revenge, but Belek is that kind of goblin.

Hearing the Wise Wyrms' Counsel

Lilia the Conjuratrix is in need of advice. With her spell *Summon Dragonkin*, she wants to contact one of the legendary Wise Wyrms. Talking to an ancient god lost in a nightmare dimension is no small feat, so the Referee asks for a base spell cost of 8 HP, with each additional question costing an extra 2.

But Lilia is in no great hurry. The Referee rules a week's research and some rare ingredients lower the base cost to 6 HP. Of course, if she traveled to the fabled Temple of Otherworldly Perception and made a suitable offering, she would only have to spend 4 HP for a 10-minute conversation.

Lilia gathers her books and warns her adventurer friends that she has a little trip planned for them.



Your world, your magic. This is how I would handle these spells and players. Your Refereeing mileage will vary according to your tastes and the style of magic you want to build for your setting. My two rules: follow your gut and stay consistent.

Downtime & Domains

WORKING BETWEEN ADVENTURES

When you spend a few days working instead of adventuring, pick a job within your capabilities on the table below and check the corresponding stat. On a success, you get the job's earnings. If you fail the check, roll the corresponding die on the consequence table below. Unless otherwise stated, you still earn the coin specified.

Job	Check	Success: weekly earnings after cost of living	Failure
Caravan guard	CON	copper Δ8 and a group purchase opportunity	d10
Crafts	DEX	copper Δ4 or copper Δ6 in goods	d6
Entertainment	CHA	copper Δ4 and a reliable rumour	d6
Highway robbery	WIS	silver Δ10	d12
Hunting	WIS	silver Δ4 in pelts or smoked meat Δ6	d8
Inn service	CHA	copper Δ4 and slightly stale food Δ6	d4
Magical service	varies	silver Δ8 or Δ8 reagents	d10
Manual labour	No roll	copper Δ4	-
Petty theft	DEX	copper Δ6 and silver Δ6 in stolen goods	d10
Poaching	INT	silver Δ8 in pelts or salted meat Δ10	d10
Private guard	CON	copper Δ6 and a contact	d8
Scouting	WIS	copper Δ8 and a discovery on the map	d10
Smuggling	INT	silver Δ6 (lose same amount if failed)	d12
Trade	INT	copper Δ10 (lose same amount if failed)	d6

Job Failure Consequences

1. The job is lost for the foreseeable future but you make extra (step up the die).
2. Bad week. Step down the earnings coin dice.
3. Unexpected expenses. No earnings and you lose coin (roll your highest Δ).
4. Accident. Lose 1 point of a random stat until you rest for a full week
5. Argument. You make an enemy of someone you worked with.
6. Misconduct. No earnings and you owe the same amount to your boss.
7. Debt. No earnings, and you owe someone a favour.
8. In trouble. Some bad people have it in for you. Watch your back.
9. Robbed. You lost everything except an item. You know where to find your stuff.
10. Grievous wound. Permanently lose 1 point of a random stat.
11. Caught and fined. No earnings, roll your highest coin Δ or go to jail.
12. Captured or arrested. You'll need help to get out of there.

OFF SCREEN EXPEDITIONS

Sometimes, adventures take place without player involvement. The Referee can use this rule to decide how they went. The Expedition Die starts at d4. Step it up for good numbers, logistics, local allies, information, leadership or equipment. Step it down for competition, dangerous areas or enemy awareness.

Conclusion (Expedition Die)

1. Lucky break! Success at a cost, or there may be consequences.
2. Failure. Party were killed or captured. Maybe they got lost on the way?
3. Survivors. One or two members make it back alive with a grim tale to tell.
4. Lost. Roll again in d8 days. Did they discover something interesting or dangerous?
5. Complications. Roll again in d4 days. What or who delayed the expedition?
6. Regroup. The party comes back with new information, looking for reinforcements.
7. Unfinished. The party had to leave before achieving all its goals.
8. Costly. Success cost the party dearly in gold, gear or people.
9. Ambush. A victorious party got into trouble on the way back. Was it related?
10. Victory! The adventure was a success, with no extra costs or benefits.
11. Leads. The party comes back successful, with new information about a threat.
12. Huge Success. It might not have been easy, but it was very profitable.

CAROUSING AND NIGHTS OUT

At each stage of the night, one character rolls a coin Δ depending on the establishment. The quality of food, substances, and entertainment varies but the results are the same. Each roll represents a different situation.

If a stat check is failed, the character is out for the night: passed out, gone to bed, disappeared. The rest of the gang can keep going as long as there is coin and someone standing to spend it.

Let's Party! (Coin Δ)

1. Rumour. You hear about something interesting happening in the area.
2. Bad Blood. You make an enemy, but you hear a story that might lead to profit.
3. Sick. Lose d6 CON for the next two days. Check CON to halve the loss.
4. Brawl. Lose d6 HP and make a WIS check to avoid injuring someone.
5. Lead. It's about something interesting. Check INT to remember all the details.
6. Macho display. Ran in with some tough types. Check CHA to make new friends.
7. Accident. You break or burn something. Check DEX to avoid taking d6 damage.
8. Gambling. Check INT: if you fail, lose the Δ you rolled. Otherwise, double it.
9. Ally. You made a friend. They'll help you for free with a successful CHA check.
10. Murder Attempt, Failed. INT check to find out who did it and why.
11. Robbed. Something of yours gets stolen. Check WIS to notice when it happens.
12. Blackout. You wake up with something you wanted, but no idea how you got it.

DOMAINS

In traditional campaigns, adventurers often end up managing domains, in the very generic sense of the word. The local alchemy workshop, an assassins guild, a small village at the foot of a wizard's tower are considered domains when they are owned by one or several player characters who expect to turn a profit.

Follow this procedure every few weeks (a domain turn). The Domain Risk Die represents the domain's size, wealth and influence (a roadside inn would be $\Delta 4$, a large fortress $\Delta 12$), and it improves as the fiction demands. Each turn the controlling player rolls the domain Δ on the Finances table.

The Referee should make sure that no trouble doesn't mean no event. Factions and monsters are still active, and the world around your little abode is alive.

Finances (Domain Δ)

1. Roll on trouble table with disadvantage
2. Roll on trouble table
3. Roll on trouble table with advantage.
4. Gain silver $\Delta 4$
5. Gain silver $\Delta 6$
6. Gain silver $\Delta 8$
7. Gain silver $\Delta 10$
8. Gain electrum $\Delta 4$
9. Gain electrum $\Delta 6$
10. Gain electrum $\Delta 8$
11. Gain electrum $\Delta 10$
12. Gain gold $\Delta 4$

MASS COMBAT & LARGE BATTLES

Each unit or side has a Risk Die. Roll every turn or so. The higher roll has the upper hand: pushing forward, breaking lances, finding the high ground, etc. The referee uses this to colour the battlefield and give you exciting challenges during the battle. A unit whose Δ fizzles is destroyed or routed.

Characters actions on the battlefield can grant advantage to their side's Δ , or disadvantage to the enemy's.

FEUDING FACTIONS

Struggles between factions in the setting are handled similarly to mass combat. Whether it's a crime syndicate, cult, or kingdom, the Referee gives it a Risk Die. Between adventures (or every few weeks), they roll to decide which competing factions are taking over.

They can roll for the groups that are in direct conflict—and possibly for every faction to see how everyone's plans are coming along. If you and your fellow players have been helping or impeding a faction, the roll may get advantage or disadvantage. Each faction has their own goals and ambitions, see the drop die table at the back of this book.



STABILITY & TROUBLE

The Stability Risk Die is a measure of the region's danger levels. Depending of its nature, the domain will always be threatened by competition, political intrigue or monsters and enemy armies. The die steps up to the maximum result, and sometimes when you and the player characters influence the setting. In very wild settings, you can roll the encounter risk die instead.

Trouble (Stability Δ)

1. Attack! Bandits, monsters, or rivals. Blood will be shed.
2. Financial collapse: spend platinum*
3. Social unrest. People are angry.
4. Disaster: natural or magical.
5. Mismanagement: spend gold*
6. Assassination attempt! Resolve in game.
7. Trade worries. A partner bails, a competitor gets aggressive.
8. Unexpected expense: spend electrum*
9. Defector. An agent, vassal, or other employee leaves.
10. Weakness: an enemy learns something they could use against you
11. Over expenditure: spend silver*
12. Challenge. A rival or enemy is poking at you.

*: If you cannot pay, the Referee will come up with consequences.

When trouble arises, it may be resolved by direct action — either by a simple check, or by playing out the situation. If the owners of the domain are busy or not interested, they can employ an agent or throw money at the problem.

The Referee decides what types of agent (militia, spies, thugs, chamberlain, sage, etc.) and what kind of coin will work. Roll the NPC or coin Risk Die — with advantage or disadvantage if fictionally relevant — on a 4 or better things are solved somehow; on a 1 to 3 they are not, step down the die.

Fifty Shades of Macchiato Monsters

These are semi-original on purpose. Use them as they are or reskin them to fit your campaign. The number or dice in brackets are for number appearing. Hit dice are d8 unless otherwise stated. Roll 1d50 or 1d100 and divide by two if you need a monster at random

1. Android bodyguard (1). Rusty and out of touch. HD 6, armour $\Delta 12$, fists d8/d8, laser 5d6, slow movement, morale $\Delta 12$.
2. Astral roc-whale (1). Huge hollow bird sometimes used as a vehicle. HD 8, bite d10, claws d8/d8, buffet (check STR or get sent tumbling), morale $\Delta 10$.
3. Bear-tribe shaman (1). Leads warriors and follows the Old Ways. HD 2, armour $\Delta 4$, club d6, fire magic d8, spirit possession (check WIS or become his thrall), morale $\Delta 8$.
4. Brain ooze (1). Intelligence proportional to size. There is a vast pool of it somewhere, plotting revenge. HD 1 to 10d12, psionic blast d6+HD, slow movement, morale $\Delta 12$.
5. Cafetière assassin (1). Tiny tin golem disguised as a kitchen appliance. HD 1, armour $\Delta 8$, scalding water d6, mechanical blades d4/d4, morale $\Delta 12$.
6. Cannibal urchin (3d6). "I haven't eaten in two days, sir." HD d6, blade d4, traps and swarm tactics, morale $\Delta 6$.
7. Centipede pixie (d6). Not all fairies are beautiful butterflies. HD 1, bite d4, camouflage, practical joke magic (check INT or be embarrassed), morale $\Delta 6$.
8. Cloudship freebooter (d20). Terror of the skies. HD 2, armour $\Delta 6$, cutlass d8, guns $\Delta 6$ to $\Delta 12$, morale $\Delta 8$.
9. Copied worker (d8). Vat grown slave labourer. HD 1, club d4, morale $\Delta 4$.
10. Crocman stalker (d4). Likes to hide underwater and throw rotting body parts at travellers. HD 2, bite and spear d6/d6, fast movement, morale $\Delta 8$.
11. Crow goblin (d12). Twice as loud as a regular goblin. HD d6, armour $\Delta 4$, axe or spear d6, taunt (check WIS or attack relentlessly), morale $\Delta 6$.
12. Dangerous rodent (2d6). Aggressive and oversized. HD d4, armour $\Delta 4$, bite d6, disease, morale $\Delta 8$.
13. Demon sphinx (1). Often found in evil temples. HD 7, claws d8/d8, power words of questioning and binding, morale $\Delta 12$.
14. Doppelgänger crook (d4). One should always play on one's strengths. HD 2-4, dagger d4, eat memories, morale $\Delta 6$.
15. Frost medusa (d3). Ophidian artist of the northern wastes. HD 4, snakes d6, hunting crossbow d10, gaze turns to ice, morale $\Delta 8$.
16. Gale devil (1). Air elemental used to power ships and level villages. HD 4-8, air blast 2d8, flight, carry people away, morale $\Delta 10$.
17. Gelatinous sphere (1). Faster than its cuboid cousin. HD 4, touch 2d4, paralysis, morale $\Delta 12$.
18. Gnawer kobold (d10²). HD d4, armour $\Delta 8$, grappling hook 1 then bite d6, morale $\Delta 6$.



19. Gnoll night-lover (d4). Tribal assassin. HD 2, armour Δ6, hooks and blades d6, various poisons, morale Δ6.
20. Hobgoblin bushi (d8). Proud invader from the Eastern shores. HD 2, armour Δ8, no-dachi or naginata d8*, morale Δ10.
21. Hobo ogre (1). Wanders from cave to cave, helping monsters in need. HD 5, armour Δ6, weaponised tree 2d6, morale Δ8.
22. Human bastard (varies). Thug, guard, bandit, chaos acolyte, etc. HD 1, armour Δ4 to Δ8, dagger d4, club d6, axe d8, morale Δ4 to Δ8.
23. Hydra-eel (1). Water elemental that goes shrieeek bite bite bite bite bite. HD 5 to 7, bite d8 (as many as HD), paralysing shout, drown, morale Δ10.
24. Iron punk (2d4). Steamborg savages from the Anarchy Dimension. HD 2, armour Δ12, Hydraulic fists d6/d6, morale Δ12.
25. Leotaur (d8). Nomadic lion-men from the savannah. HD 3, spear d8, claws d6/d6, fast movement, morale Δ8.
26. Magma hive (1). These elemental bees will burn right through you. HD 2-6, flames 2d6 to 6d6, morale Δ12.
27. Mantis mercenary (d6). Comes with pre-installed plates & blades. HD 3, armour Δ8, razor claws d6/d6, morale Δ8.
28. Onyx dragon (1). Shiny and unstoppable earth elemental. HD 6-10, armour Δ12, sharp bits d10, sand breath 6d6 to 10d6, burrowing, morale Δ12.
29. Orc pit fighter (2d6). Unarmed and unrivalled. HD 2, fists d6/d6, fierce battle cry (check WIS or get disadvantage to next attack), morale Δ10.
30. Planar explorer (1). Weird foreigner with weirder magic. HD 2, armour Δ12, magic knife d10, teleportation and telekinesis, morale Δ6.
31. Purple starman (d12). Technologically advanced invader. HD 3, armour Δ10, shock wand d12, death ray, morale Δ8.
32. Rustcopter (d4). Insectoid metal eater with a rotating tail. HD 2d6, armour Δ6, bite d6, rust (step down armour and weapons dice each turn), morale Δ6.
33. Saberjaw (1). Large predator. HD 5, claws d8/d8, bite 2d8, fast movement, morale Δ10.
34. Sahuagin scout (d6). Fish anthropoid in breathing gear. HD 2, armour Δ8, spear d6, harpoon crossbow d8, survives d6 turns without water, morale Δ8.
35. Serpent sorcerer (d4). Wields secrets as ancient as the world itself. HD 5, armour Δ10, stone staff d10, dark curses, morale Δ8.
36. Shield goat (d20). Their horns form a large kite shield in front of their heads. HD 2, charge 2d6, hooves d6, morale Δ8.
37. Skeleton soldier (3d6). Cheap infantry for the frugal conqueror. HD 1, armour Δ6, rusty scimitar d6, morale Δ12.
38. Snail horror (1). Huge and slimy, a delicacy in certain circles of Hell. HD 9d10, armour Δ10, giant flails d10/d10/d10/d10, slow movement, morale Δ10.
39. Spider princess (1). Drifting from world to world on strands of astral silk. HD 5, armour Δ6, bite d8, poison (CON or paralysis d20 minutes), bargains and secrets, morale Δ8.

40. Spirit of the restless (d4). The dead whisper insane thoughts when you sleep. HD 3, claws d6/d6, madness, morale $\Delta 10$.
41. Templar of Khaos (d8). Nihilist in spiky armour. HD 3, armour d12, vicious looking sword d10, impervious to fire, morale $\Delta 10$. **chaos**
42. The Useless (1). Demon who passes as a follower and brings catastrophe. HD 2d12, sword d8, feeds on luck, charm, morale $\Delta 8$.
43. Thoul rider (2d4). Evil raider sat on an undead ghoul-troll-thing. HD 4, armour d10, lance $\Delta 10$, claws d4/d4, paralysis, regenerates d6 HP per turn, fast movement, morale $\Delta 8$.
44. Time guardian (1). Non-linear mechanical being in charge of maintaining the timeline. HD 4d10, timewarp ray d12, slow life, morale $\Delta 12$.
45. Urban giant (d4). A force of nature, tamed. HD 7d10, armour $\Delta 10$, oversized weapon 3d6, stomp 3d10, morale $\Delta 10$.
46. Venomancer (1). Drink the hag's tea and survive, she'll tell you your future. HD 3, sharp spoon d4, liquid hexes and powdered spells, morale $\Delta 8$.
47. Werebadger (d8). Shy but dangerous lycanthrope. HD 3, bite d4, weapon d6, locked jaws, disease, morale $\Delta 6$ ($\Delta 12$ in lair).
48. Wolf-tribe berserker (2d6). Bloodthirsty primitive with a code of honour. HD d12, armour $\Delta 6$, crude iron weapon 1d10, morale $\Delta 12$.
49. Woolly rhino mastermind (2d4). Telepathic herbivore with an intricate society. HD 4, armour $\Delta 8$, trample 2d8, psi blast 3d8, morale $\Delta 10$.
50. Zombie bomb (d6). A dead man and a powder keg walk into a dungeon: Boom! HD d12, axe d8, explosion 4d8, slow movement, morale $\Delta 12$.



Townspeople

Drop d6 and d8 on the next page to get two characters traits. If necessary, read d6-d8 on the table below to get an occupation. Add both results if you need a morale Δ or want to know what the character is currently doing.

d6<d8: Self serving or Neutral
d6>d8: Altruistic or Good/Lawful
d6=d8: Dishonest or Evil/Chaotic

- | | | |
|--|---------------------------------------|---|
| 11. A cobbler or leather worker | 21. A good-for-nothing or adventurer | 31. A slave, serf or indentured servant |
| 12. A thief's or pirate's widow or widower | 22. The village idiot or local pariah | 32. A clerk, librarian or tutor |
| 13. Three orphaned siblings | 23. The burgmeister's wife or husband | 33. A gardener or roofer |
| 14. A young nobleman | 24. A watchman or tax collector | 34. A tinker or colporteur |
| 15. A female blacksmith or male dancer | 25. A miller or tradesperson | 35. A naturalist or collector |
| 16. An orchard owner and cider producer | 26. A ferryman or bee keeper | 36. A priestess or beadle |
| 17. A brewer or wine seller | 27. The bailiff or bishop, incognito | 37. A catchpole or bounty hunter |
| 18. A sorceress or scholar | 28. A headsman or gravedigger | 38. A servant or maid |
| 41. A minstrel or bard | 51. A woodcutter or forester | 61. A poet or painter |
| 42. A fletcher and bowyer | 52. An apothecary or herbalist | 62. An engineer or surgeon |
| 43. A pie baker or sausage vendor | 53. A duchess or baronet | 63. A cottager or farmer |
| 44. A tanner or draper | 54. A porter and water seller | 64. A sergeant-at-arms or crossbowman |
| 45. A con artist or impersonator | 55. A scribe or illuminator | 65. A barbarian prince or princess |
| 46. A poulter, swineherd or goatherd | 56. An astrologer or fortune teller | 66. A moneylender or fence |
| 47. A werebeast or halfbreed | 57. A squire or herald | 67. A pickpocket or beggar |
| 48. A fiddler or mummer | 58. A mole or rat catcher | 68. A mason or ropemaker |

d6+d8: NPC Δ

- 2-5. d4
6-7. d6
8-9. d8
10-11. d10
12-14. d12

d6+d8: current activity

2. Doing something illegal or forbidden
3. Stealing from, or cheating a client or boss
4. Looking for a change in career/life/partner
5. Flirting/harassing a customer/colleague
6. Bored and happy to have a chat
7. Working, too busy if you're not a customer
8. Looking for more work or clients
9. Sleeping or resting (even on the job)
10. Arguing with boss or colleague
11. On a break with food, ale, or pipe
12. Counting the day's earnings
13. Leaving in a hurry
14. Packing to leave town

1. Blind or nearly so 2. Halfbreed 3. Young and naive 4. Crimson coffee addict 5. Gambler, cheats badly 6. Painfully hungry 7. From a mythic land 8. Part of a doom cult	1. Former adventurer 2. Religious proselyte 3. Raises an orc orphan 4. Dark sense of humour 5. Awful gossip 6. Wants to join the circus 7. Has a peculiar pet 8. About to commit a crime	1. Waiting for news 2. Toothless smile 3. Grieving a loved one 4. Looking for investors 5. Sells illegal trinkets 6. In legal trouble 7. Found buried treasure 8. Actually a doppelgänger	1. Sick and contagious 2. Cannot pay taxes 3. Known swindler 4. Amateur detective 5. Famous in obscure field 6. Owes money to gang 7. Part-time inventor 8. Former child prodigy	1. Only eats raw food 2. Disgusting skin disease 3. Missing one eye 4. Serious gambler 5. Surrounded by cats 6. Has powerful friends 7. Unique race or people 8. Inherited a magic item
1. Speaks obscure dialect 2. Badly bruised face 3. Large family in tow 4. Secretly in love 5. Stars in local play 6. Keeps trained crickets 7. Talks to plants and fruit 8. Archmage in disguise	1. Raging alcoholic 2. A terrible flirt 3. Trains for eating contest 4. Needs gold desperately 5. Has visions of the future 6. Self-taught druid adept 7. Keeps rustcopters to sell 8. Impossibly small	1. Into local violent sport 2. Reports to crime boss 3. Wears a lot of make up 4. Organises wererat fights 5. Hides disfigured face 6. Really hates government 7. Thrall of their sword 8. Talks to the dead	1. Blinks continuously 2. Protects street urchins 3. In uncanny relationship 4. Blackmailed for gold 5. Noble in disgrace 6. Compulsive liar 7. Kleptomaniac 8. Haunted by demons	1. Looking for bribe 2. Hairless after accident 3. Has stolen goods 4. Has a crush on a PC 5. Involved in politics 6. Weekend nudist 7. Talks to dead spouse 8. Just murdered someone
1. Small frame 2. Nervous and fidgety 3. Going through a breakup 4. Running from marriage 5. Has a famous ancestor 6. Cannot keep a secret 7. Crippled by a monster 8. Can see auras	1. Superstitious 2. Painful war wounds 3. Deaf or hard of hearing 4. Looking to invest gold 5. Under investigation 6. Retired criminal 7. Feeds pigeons raw meat 8. Is actually dead	1. Doesn't sleep much 2. Wannabe adventurer 3. Planning a long trip 4. Running from the law 5. Sketches erotic fantasies 6. Has no manners 7. Secretly a lycanthrope 8. Looks exactly like a PC	1. Compulsive liar 2. Bulky frame 3. Indebted to criminals 4. Missing fingers 5. Studies magic at night 6. Wants to live on the road 7. Owns man-eating dogs 8. Mistakes PC for someone	1. Ridiculously clumsy 2. Charming voice 3. Is writing a play 4. Has several phobias 5. Wears exotic furs 6. Mulls over new business 7. Borrowed current body 8. Divine being, incognito
1. Has information for sale 2. Reads everything 3. Well-travelled 4. Biased against a PC 5. Older than they look 6. Mumbles or thick accent 7. Carrier for a plague 8. Needs sacrifice victim	1. Has good deal to offer 2. Telling tattoos 3. Looking for lost sibling 4. Informant for outsiders 5. Works for an enemy 6. Deals illegal substance 7. Cursed by a minor god 8. Wants to kill a murderer	1. Collects affairs 2. Looking for a fight 3. Illegal side activities 4. Is being followed 5. Of ancient lineage 6. Forgets everything 7. Ridden with parasites 8. Low profile vampire	1. Aggressive and rude 2. Amateur poet or artist 3. Has blood on clothes 4. Piercing gaze 5. Just lost life savings 6. Self-made witch hunter 7. Has no shadow 8. Plagued by nightmares	1. Is a snitch for local law 2. About to get married 3. Has a hated rival 4. Loud racist bully 5. Cross dresser 6. Has paranoid delusions 7. Knows a hex or two 8. Possessed by an ancestor

Plots

Drop d6 and d8 on the next page to get two plot elements. If necessary, read d6-d8 on the table below to get a twist. Add both results if you need an action verb or a motivator. Compare dice for a sense of timing and urgency.

11. Someone is not what they seem
12. Violence is not an option
13. An item or goal has actually no value
14. The gods have a stake in this
15. An official or criminal wants a cut
16. A more tempting goal is within reach
17. The enemies actually serve a good cause
18. Something or someone is now far away
41. Normal means of travel are impossible
42. The opposition is the PCs, from the future!
43. Discretion is paramount
44. Someone's in trouble for another reason
45. An enemy has an unexpected weakness
46. Someone needs to be seduced
47. A lot of innocent lives are at stake
48. Someone must be kept in the dark

21. Unrelated opposition abducts someone
22. Planar travel is involved
23. One of the PCs has the solution already
24. An item is possessed or haunted
25. It is all happening in a dream...
26. A prophecy foretells the heroes' failure
27. The time to succeed is very scarce
28. An ally gets cold feet
51. A massive sacrifice is required
52. A third party spies on the characters
53. Someone is killed by mistake
54. A guild offers sponsorship
55. The victim is a willing one
56. An enemy falls in love with a PC
57. Party must protect a vital item or person
58. A new religion changes an NPC

31. The PCs are actually clones of themselves
32. Someone ends up somewhere different
33. A coup d'état is in progress
34. An enemy has to become an ally
35. It's a trap (intended for the party or not)
36. Someone's reputation is at stake
37. An earthquake, hurricane, or other calamity
38. The party have to betray an ally
61. Someone gets poisoned
62. A war or epidemic is going on
63. Wanted! Of course they're innocent...
64. The PCs' goal benefits their enemies
65. Someone important is terminally ill
66. It has to end where it all started
67. A follower is working for the opposition
68. Theft attempt: vital items could be stolen

d6<d8. wheels are in motion
d6>d8. tense or explosive situation
d6=d8. everything is in flames already

d6+d8: plan or action

- 2-5. steal/conquer/take
- 6-7. heal/help/ally with
- 8-9. rule/control/manipulate
- 10-11. learn/spy/mislead
- 12-14. deal/trade/profit

d6+d8: motivator or reason why

2. Sheer madness
3. A curse or blessing
4. Righteous revenge
5. Thirst for knowledge
6. Passion, anger or lust
7. Jealousy or spite
8. They need gold for a good reason
9. Friendship or love
10. Power over others
11. Plain, ugly greed
12. Fear or threat
13. Pure chance or bad luck
14. The gods made it happen

1. Rampaging killers 2. An evil sect 3. An actress 4. A ship's cargo 5. A sentient machine 6. The Cardinal 7. The world's future 8. Eldritch sorcery	1. A starving artist 2. A crimson cloud 3. Pixie pranksters 4. A coffee merchant 5. A magical invention 6. An alchemy lab 7. A desert princess 8. A fabled relic	1. A halfling notable 2. A warlord or lady 3. The spring fair 4. A wonder horse 5. A grisly murder 6. An enchanted tree 7. A failed burglary 8. The new vizier	1. A flea ridden beggar 2. Bugbear thugs 3. A knight errant 4. A busy workshop 5. A daring theft 6. A fortress of justice 7. A PC's follower 8. Eternal life	1. A glimpse of one's mind 2. Terrible weather 3. Gnoll raiders 4. A new and popular cult 5. Damn good ale 6. Exotic spice 7. A terrible addiction 8. A talking goat
1. A cleansing ritual 2. The portrait of a lady 3. The essence of fear 4. A hanged man 5. The wolf tribe 6. The serpent people 7. A new law 8. A state secret	1. A guild master 2. The queen's lover 3. A poor goldsmith 4. An ancestral sword 5. A character's parents 6. Love and passion 7. The road to the border 8. Fungus people	1. Buried treasure 2. A portal through time 3. A successful scam 4. The will of an ancestor 5. A trade deal 6. Barbarian invaders 7. The sahuagin embassy 8. The Idea of Thorns	1. A haunted river 2. A pack of wild beasts 3. The lost wilds 4. The next high priestess 5. A brick manufacturer 6. A monster's lair 7. Nomadic beetle-people 8. The fairy kingdom	1. Clueless bandits 2. The ghetto 3. Forbidden pleasures 4. Severed body parts 5. Crow goblin bandits 6. An abomination 7. An ancient standing stone 8. A curse spanning lives
1. A farmer's harvest 2. A dead guardian 3. A blessing in disguise 4. A flying chariot 5. A centaur caravan 6. A distant sun 7. Lycanthropy 8. A sentient spider	1. The Dusk Circus 2. A vampire prince 3. A travelling dwarf 4. A legendary battle 5. Blood and gore 6. A fisherman's boat 7. A corrupting devil 8. A font of miracle water	1. A roving dragon 2. A forgotten bloodline 3. A mime school 4. Unexpected visitors 5. A potent but legal drug 6. Smugglers 7. A symbol of peace 8. Riches beyond measure	1. A convicted murderer 2. A non-human crusader 3. A poisoned gift 4. An important letter 5. A reclusive wizard 6. An ivory statuette 7. Uneearthed arcana 8. The Eighth Oracle	1. A curse spanning lives 2. Revenged 3. A cursed ice medusa 4. A contested border 5. Famine and loss 6. Monsters raids 7. Three magic shoes 8. A creature from beyond
1. A cursed young queen 2. War and conquest 3. A trade council 4. A spell scroll 5. A messenger 6. A most unusual collection 7. People from the stars 8. A deal between enemies	1. A minor epidemic 2. A distant black sun 3. Chaos-frog in disguise 4. A loan shark 5. Hapless adventurers 6. A lone wanderer 7. A killer arrow 8. A serial murderer	1. A book of knowledge 2. A misty island 3. A human sacrifice 4. An undead army 5. A newly ordained cleric 6. A secret formula 7. Planar travellers 8. Death dust	1. A renowned paladin 2. The world below 3. A rebel faction 4. A modest shopkeeper 5. A necromancer 6. A close relative 7. The great desert 8. The will of the gods	1. The Inn of Two Heads 2. The burgmeister's son 3. Drunken acolytes 4. A coffee roaster 5. A band of outlaws 6. Power over others 7. An estranged uncle 8. Undead villagers

Factions

Drop d6 and d8 on the next page to get two factions (or combine rolls into one). If necessary, read d6-d8 on the table below to get a twist or trait. Add both results if you need a measure of their power. Compare dice for their *modus operandi*.

d6<d8. Direct and violent
d6>d8. Subtle and sneaky
d6=d8. Peaceful and law abiding

- | | | |
|---|---|---|
| 11. Blind faith necessary to join | 21. Know an ugly truth about another faction | 31. Hide a secret that could destroy them |
| 12. Destitute and desperate | 22. Led by utterly paranoid individuals | 32. Encrypt all written communication |
| 13. Faction leaders have disappeared | 23. On the verge of collapse | 33. Not serious; only in for the booze nights |
| 14. Pawns in a much larger faction struggle | 24. Cover serious crimes by members | 34. Very much involved in local politics |
| 15. Secretly answer to a foreign power | 25. Collect body parts of members | 35. Fairly new and inexperienced |
| 16. Users of a rare drug | 26. Only recruit people of a origin or gender | 36. Provides services to the powerful |
| 17. Strange sex practices between members | 27. Rank indicated by intricate tattoos | 37. Several members routinely take bribes |
| 18. Have uncanny food taboos | 28. Infiltrated by their main competition | 38. Have a ready source of extra gold |
| 41. Dangerous recruitment methods | 51. Have friends in unexpected places | 61. An offshoot from a larger organisation |
| 42. Unstable: regular coups and betrayals | 52. Fast growing in numbers | 62. Know a rare form of magic |
| 43. Have been taken over by demons | 53. Funded by unexpected patrons | 63. Illegal or immoral act required to join |
| 44. Especially good at disinformation | 54. Known blackmailers and crooks | 64. Exist only in opposition to their enemies |
| 45. Speak their own language or slang | 55. Secretly worship a murder goddess | 65. Ancient and almost legendary |
| 46. Origins are shrouded in mystery | 56. Lie to members about their true goals | 66. Have access to various magics |
| 47. Actually a front for a crime syndicate | 57. Keep a private and dangerous zoo | 67. Insist on members' anonymity |
| 48. Have lost a powerful magical item | 58. Inner circle is not what everyone thinks | 68. Keepers of an ancient artefact |

d6+d8: members, Power, or Δ

- 2-5. a handful, weak, d4
- 6-7. a couple dozens, noticeable, d6
- 8-9. a hundred, recognised, d8
- 10-11. several hundreds, powerful, d10
- 12-14. thousands, godlike, d12

d6+d8: immediate goal

- 2. learn the truth about something
- 3. find someone
- 4. have someone dead
- 5. conquer a territory
- 6. manipulate someone
- 7. get gold fast
- 8. acquire power
- 9. gain reputation
- 10. best another faction
- 11. steal an item
- 12. obtain an information
- 13. destroy something
- 14. appease a supernatural being

1. A writers circle 2. Doppelgänger artists 3. Masked murderers 4. Warmongering nobles 5. The coffee traders guild 6. Retired soldiers 7. Dwellers from below 8. The heroes' siblings	1. City hall clerks 2. A famous inventor 3. A prominent clergy 4. The monarch's heir 5. A group of brewers 6. A cast of eunuchs 7. A cannibalism circle 8. The dracolich empress	1. A gang of cutpurses 2. A group of torchbearers 3. A jacquerie of serfs 4. The sultan's wives 5. Followers of a madman 6. The ancient duck people 7. Second class citizens 8. Renegade dark elves	1. The royal gardeners 2. The ministry of War 3. A fake messiah 4. Slave traders 5. The cult of the Fish God 6. A sorcerer and a demon 7. Stranded time travellers 8. The spider sultans	1. A group of actors 2. Corrupt legal clerks 3. An extended family 4. An archery club 5. Manufacture owners 6. Court plotters 7. Visitors from the stars 8. Immortal martial artists
1. Unaligned thieves 2. Fans of a dead poet 3. Creatures from beyond 4. Warrior nuns or monks 5. Rival fencing masters 6. Hermit seers 7. Peacemaking wizards 8. Immortal watchers	1. Half-orc activists 2. Local militia 3. Former adventurers 4. A military family 5. Cavemen workers 6. Mushroom citizens 7. Astral smugglers 8. Ghost ancestors	1. Religious extremists 2. The Explorers' Club 3. A coalition of farmers 4. Ogre indentured fighters 5. Retired pirate lords 6. Barbarian migrants 7. Undead inquisitors 8. A titan in hiding	1. A union of stevedores 2. Elf war sailors 3. The local gazette 4. A pack of white wolves 5. Political agitators 6. A merchant's venture 7. A cabal of automators 8. Psi-squid investors	1. A lich-queen in exile 2. Old knights on a quest 3. A troop of musketeers 4. Mountain men 5. A brotherhood of druids 6. A travelling theatre 7. A starfaring intelligence 8. Half a major pantheon
1. Vicious thugs 2. A school of alchemy 3. A college of bards 4. A warlord and his mom 5. The goblin courts 6. A legion of deserters 7. The Leviathan God 8. A demonic house	1. Monster hunters 2. Elf impostors 3. A noble house 4. A prince and a unicorn 5. Dragon enthusiasts 6. Underworld syndicate 7. A vampire couple 8. A rodent hive mind	1. A council of weretigers 2. Street urchins 3. An army of bandits 4. A knightly order 5. Jealous little brothers 6. A local temple 7. Living statues 8. Escaped homunculi	1. Self-harming fanatics 2. A gnome community 3. The Blue Bell Templars 4. The beggars' council 5. A pilgrimage committee 6. The Ophidian Gathering 7. Three intelligent weapons 8. The princes of Faerie	1. A club of war widows 2. Allied robber barons 3. Moneylenders 4. A band of outlaws 5. A secret university 6. The Abbess of Pain 7. Malcontent officers 8. A dead priest-king
1. A lamia matriarch 2. A priestess and her lover 3. Just concerned citizens 4. Former partners in crime 5. The daughters of Sin 6. Shipwreckers 7. A sentient dungeon 8. A dragon brotherhood	1. Local fishermen 2. Nine cambion siblings 3. A student society 4. A mad vizier & sons 5. The praetorian guard 6. The queen's rangers 7. A vengeful demigod 8. An elemental monarch	1. A bishop and his sister 2. Survivors of a pogrom 3. The duke's secret police 4. A guild of assassins 5. Freedom fighters 6. The weavers of fate 7. Characters from books 8. A banished avatar	1. Sewer subhumans 2. A group of apprentices 3. A vivimancer's creations 4. A gladiatorial school 5. A mail delivery company 6. Children of the murdered 7. Seven fallen angels 8. Killer ghost parasites	1. The red dryad council 2. A trade guild 3. A primitive tribe 4. Errant shield maidens 5. Former mutineers 6. Star-crossed lovers 7. Yak-men shamans 8. A saint & their followers

Adventure Locales

Drop d6 and d8 on the next page to get two details about the location. Read d6-d8 on the table below to find out what kind of place it is. Add both results if you need to know how dangerous it is or how to get there. Compare dice if occupancy is important.

11. A bottomless pit
12. Salt mines
13. An embalmer's shop
14. A harem or bordello
15. A digger rocket
16. A dragon's bank safe
17. The tomb of a god
18. A nest-village
41. A witch's kitchen
42. A cave complex
43. A charred forest
44. The cliffs of Reality
45. A hall of mirrors
46. A tiny castle
47. An unusual shop
48. A keep on some borderland

21. A trapper camp
22. A busy harbour
23. A remote prison
24. A library of secrets
25. A secret tunnel
26. The debtor's jail
27. A holy grove
28. The sewers
51. The bog of the Dreamer
52. An insular paradise
53. A gigantic hollow tree
54. An inn on a bridge
55. A well-groomed forest
56. A tea or coffee house
57. A forgotten battlefield
58. A trade counter or caravanserai

31. A family home
32. A gallery of ancestors
33. The night market
34. A petrified garden
35. The city baths
36. Military barracks
37. An underground tower
38. A plane-faring ship
61. A soldier's grave
62. A plagued town
63. A laboratory
64. A pocket plane
65. A temple to the gilded goddess
66. A statue of crystal and silver
67. A lady's chambers
68. The bishop's palace

d6<d8. Expected occupants
d6>d8. Inhabited by strangers
d6=d8. Empty

d6+d8: danger level

- 2-5. very dangerous; avoid!
- 6-7. dangerous; make allies
- 8-9. mostly safe; no one should die
- 10-11. perilous; gather information
- 12-14. special precautions needed

d6+d8: ways in or out

2. the nightmares of a mad artist
3. a ritual or spell
4. a condemned main entrance
5. a hidden doorway
6. a secret way, used by criminals
7. a modest road or corridor
8. a door, plain as day
9. an open, indefensible entrance
10. a magnificent gate, old or new
11. a forgotten secret passage
12. a magical portal
13. only with a certain person or creature
14. a one-sided mirror

1. No entrance 2. Risks of a cave-in 3. Threatened by monsters 4. Escapees hide here 5. Secret marks 6. Hidden behind waterfall 7. A nest of chaos beasts 8. It is a maze	1. A wishing well 2. Most things here are fake 3. A pool of lava 4. An altar to unknown gods 5. The scene of a crime 6. Brand new or very clean 7. Holy to local cult 8. Temporal anomalies	1. Bickering hag sisters 2. Rare or precious resource 3. Several pit traps 4. Underground 5. Guarded by golems 6. Family pictures 7. It's bigger inside 8. A door leading to Hell	1. A large, carved wall 2. Taboo to the locals 3. All entrances are blocked 4. Haunted by animal spirits 5. Bloodstained altar 6. Children play here 7. It leads to another time 8. It is in the sky	1. Poisonous gas 2. Owned by known enemy 3. A name written in blood 4. Many people died here 5. Guarded by knights 6. Ghouls have meals here 7. Insane looking art 8. Dimensional cell
1. Unguarded treasure 2. A warlock lives there 3. Allies bar entry 4. Unstable floors 5. Pillaged by bandits 6. Obscene statuary 7. Secret society hideout 8. Endless stairs	1. Odd traditions 2. Mutants hide here 3. Origins lost in antiquity 4. Living painting 5. Lost travellers 6. Demons worshippers 7. It is underground 8. Moves about the worlds	1. Smells of brimstone 2. Illegal brewery or lab 3. Marauding adventurers 4. Used as neutral ground 5. Illegal meetings 6. Trapped treasure 7. A crystal ball 8. Supernatural fog	1. Intricate traps 2. Huge red women 3. Pornographic graffiti 4. Haunted by former locals 5. Used for legit trade 6. Stashed loot here 7. Demonic influences 8. A portal to the planes	1. Covered in fungus 2. Drugs stashed here 3. Hidden runes 4. Slimes on the ceiling 5. Pilgrims camp here 6. Warding runes 7. Built aeons ago 8. Gilded with gems
1. Squatters just evicted 2. Used as a hospital 3. Frequented by thieves 4. Recently rebuilt 5. A herd of shield goats 6. Must answer a riddle 7. Animals can talk here 8. Has a teleportation circle	1. It is a resting place 2. Millions of tiny spiders 3. Magic mirror 4. An army was here 5. Used in recent war 6. Druidic cult site 7. Magic is unstable here 8. An infectious disease	1. Expensive looking 2. Used for fertility rituals 3. Giant insects 4. A paladin's journal 5. Hides esoteric knowledge 6. Used by smugglers 7. Gravity trap 8. A river of blood	1. Goblins everywhere! 2. Miners camp here 3. Illusory monsters 4. Reputedly haunted 5. A pit of acid 6. Fake treasure 7. Planewalkers meet here 8. Magic is dead here	1. Contested grounds 2. Many people buried here 3. Petty nobles live here 4. Thugs or assassins 5. Lovers hide here 6. Mushroom people 7. This place is cursed 8. Contagious sadness
1. Frequented by scholars 2. Hidden treasure 3. Cursed inhabitants 4. Buried bodies 5. Pleasantly warm 6. Hidden murder weapon 7. From another world 8. A demon is bound here	1. Unclaimed treasure 2. Has religious significance 3. Colonised by fungus 4. Carpets and rugs 5. Carvings in lost tongue 6. Evidence of a fire 7. Entrance to fay realms 8. Exists in two places	1. Lots of weapons 2. In shocking disrepair 3. The air is poisonous 4. Statue of a Chaos Duke 5. Evocative tapestries 6. The rats here are white 7. Sentient furniture 8. Gods can't see this place	1. High risk of fire 2. Horribly damp and stinky 3. Well-stocked 4. Invisible, prankster fairies 5. Mundane animal lair 6. Claimed by rival factions 7. The dead rise here 8. About to be destroyed	1. Squatted by adventurers 2. For sale sign 3. The tomb of a hero 4. Small magical lab 5. Shrine to a petty god 6. Besieged by enemies 7. Gremlin droppings 8. Death ray traps

Creatures

Drop d6 and d8 on the next page to get two traits or abilities. If necessary, Read d6-d8 on the table below to get a creature type. Add both results if you need to know its HD or what it is doing now. Compare dice to get an alignment.

- | | | |
|--|--|--|
| 11. Werebeast: wolf, tiger, fox, rat | 21. Ape: sentient, four-armed, or man-eating | 31. Chimera: minotaur, hippogriff, bearowl... |
| 12. Lizardfolk, croc-people, or frog-men | 22. Low undead: zombie, skeleton, or ghoul | 32. Predator pack: wolves, lions, bat-piranhas |
| 13. Elfkin: wood elf, fay knight, meinelibonean | 23. Ophidian: naga, snake people, medusa... | 33. Giant eagle or owl, roc, phoenix... |
| 14. Effreet, salamander, or fire elemental | 24. Sea people: sahuagin, triton, bullywug... | 34. Marid, nymph, or water elemental |
| 15. Giant sea creature: serpent, crab, octopus | 25. Troll: swamp, cave, snow, or bridge | 35. Slime: gelatinous cube, ooze, jelly, etc. |
| 16. Living statue, golem, or automaton | 26. Djinn, sylph, or air elemental | 36. Basilisk, gorgon, or catoblepas |
| 17. Radioactive mutants from the future | 27. Underdark: duergar, drow, morlock, flayer | 37. Ghost, phantom, wight, or shadow |
| 18. Deva, lammasu, angel, or ascended being | 28. Gollum, demigod, titan, or avatar | 38. Demon, devil, or other denizen of Hell |
| 41. Flying insect: wasp, mosquito, or bee | 51. Crawling insect: beetle, ant, or centipede | 61. Spider: sentient, giant, or venomous |
| 42. Giant: hill, frost, desert, jungle, volcano... | 52. Gnome, chthonian, or earth elemental | 62. Mundane or adventuring human |
| 43. Snake: constrictor or venomous | 53. Shark: sea variety or bullette | 63. Haunt, poltergeist, or cursed doll |
| 44. Halfling: city, country, or cannibal | 54. Dungeon pest: mimic, roper, styrgie, etc. | 64. Dwarfkind: gnome, dwarf, halfpint. |
| 45. Mad sorcerer, ogre mage, or hag | 55. Goblinoid: orc, hobgoblin, bugbear, thoul. | 65. Abomination: manticore, hydra,... |
| 46. Beastfolk: dog-kobold, gnoll, pigface orc | 56. Forest dweller: dryad, satyr, pixie. | 66. Dragonkin: draconian, halfbreed, or newt |
| 47. Giant worm, tendrilworm, or remorhaz | 57. Dinosaur or prehistoric beast | 67. Plant monster: shambling mound, treant |
| 48. Apocalypse beast: tarrasque, Fenrir, etc. | 58. Dragon, wyvern, drake, or winged snake | 68. High undead: vampire, lich, mummy |

- d6<d8. Dishonest or Evil/Chaotic.
d6>d8. Self serving or Neutral
d6=d8. Altruistic or Good/Lawful

d6+d8: hit dice

- 2-5. 2-4 HD
6-7. 2-4 HD
8-9. 1-2 HD
10-11. 5-7 HD
12-14. 8-10 HD

d6+d8: current activity

2. Stealing someone's soul
3. Lost, looking for the way home
4. Looking for trouble/mischief
5. Seeking revenge
6. Sleeping or resting
7. Looking for sustenance
8. Patrolling, guarding, looking for intruders
9. Running away from an enemy or predator
10. In a tense stand off
11. Protecting an ally
12. Hunting for sport
13. Looking for a new lair
14. Taking part in some evil magick

1. Wields shadow magic 2. Unspeakable pact/master 3. Last of its clan/race 4. Looking for revenge 5. Walks on walls/ceiling 6. Feeds on warmth 7. From another time 8. Blessed by the gods	1. Acidic skin 2. Unusually strong 3. Has perfect memory 4. Can create illusions 5. Strange eating habits 6. Obsessed with bells 7. Human hybrid 8. Has a clockwork heart	1. Actually a fungus 2. Paralyzing touch 3. Unusual skin/fur colour 4. Product of an experiment 5. Drawn by vivid colours 6. Speaks strange tongues 7. Doesn't need to breathe 8. Guided by a parasite	1. Blinks or teleports 2. Friendly but very shy 3. Burrowing appendages 4. Sticky, extensible tongue 5. Has hypnotic powers 6. Yucky see-through skin 7. Feeds on souls 8. Commands to weather	1. Adapted to new terrain 2. Spits chemical mark 3. Cave dwelling 4. Crows in the dark 5. Caring for weak allies 6. Mind of something else 7. Fuelled by moonlight 8. Can summon fog
1. Respects authority 2. Regenerates 3. Allergic to wood 4. Unusual number of heads 5. Allergic to sunlight 6. Has symbiotic ally 7. Two-dimensional 8. Uses advanced science	1. Staunch defender of Law 2. Extra tentacles 3. Only in it for the gold 4. Amphibious 5. Wounded and angry 6. Belongs to powerful NPC 7. Actually a nature spirit 8. Corrupted by evil	1. Disguised by an illusion 2. Very fast on its feet 3. Impervious to fire 4. Sentient or very smart 5. Knows how to set traps 6. Possesses/controls its kills 7. Has a hive mind 8. Eyes are magical gems	1. Willing to help or assist 2. Glides long distances 3. Belongs to evil priestess 4. Religiously significant 5. Petrifying stare 6. Cowardly or scared 7. Of gigantic size 8. Sees the dead	1. Has contagious disease 2. Wears a collar 3. Produces toxic gas 4. Changed by a god 5. Throws thorns/spines 6. Mimicry ability 7. Craves coffee 8. Carries invaluable item
1. Very young 2. Takes a liking to a PC 3. Can walk on water 4. Raised from the dead 5. Smaller than normal 6. Has to feed on blood 7. Telepathic powers 8. Feeds on magic	1. Flying or levitating 2. Extra limbs 3. Sensitive to music 4. Organised in pack/clan 5. Extremely stupid 6. Lays eggs in victims 7. Can summon others 8. From another dimension	1. Camouflage powers 2. Adopted by different kind 3. Slow movement 4. Has second sight 5. Exile or outcast 6. Immune to fire/acid/cold 7. Has breath weapon 8. Explodes on death	1. Herbivore / Carnivore 2. Imitates other creature 3. Mutated by nature 4. Blind or deaf 5. Unexpected enemies 6. Feeds on metal or stone 7. Impossibly ancient 8. Demonic in origin	1. Heat vision 2. Good at ambushes 3. Collects victims bodies 4. Actually an automaton 5. Astral traveller 6. Deadly venom 7. From another planet 8. Turns into mist
1. Very good tracker 2. Addicted to mushrooms 3. Insane/illogical behaviour 4. Exotic/foreign origin 5. Dressed as a person 6. Has no memory 7. Actually a living statue 8. Wields unique magic	1. Taste for human flesh 2. Prehensile tail 3. Angry: attacks on sight 4. Demonic features 5. Casts lightning bolts 6. Long silky fur 7. Metamorphosis powers 8. Simulacrum of itself	1. Entirely hairless 2. Knows many secrets 3. Produces blinding light 4. Hoards unusual things 5. Parts prized by alchemists 6. Powerful pheromones 7. Has power over dreams 8. Made of stone/magma	1. Has runic marks/tattoos 2. Created by wizard-kings 3. Part of local folklore 4. Vulnerable to iron 5. Wants a PC dead 6. Exists in two planes 7. Cursed: was normal once 8. Magnetic powers	1. Thick skin or scales 2. Has a cute, quirky name 3. Weapons grafted to limbs 4. Produces silk 5. Bloodthirsty rage 6. Looking for a friend 7. Possessed by a spirit 8. Has a familiar face

Items and Treasure

Drop d6 and d8 on the next page to get two details or powers. If needed, read d6-d8 on the table below to get an item type. Add both results if you need an idea of its power or of its value. Compare dice results for ownership.

11. A bag of finger bones
12. A door handle or lock
13. A barrel of wine
14. A bow or crossbow
15. A wooden or ivory toy
16. A small chest full of coins
17. A rug or tapestry
18. A hammer or maul
41. Bags of spices or herbs
42. A brooch or pin
43. A sword, sabre, or rapier
44. A banner, standard, or flag
45. A mirror or orb
46. A hat, helm, or cowl
47. A suit or metal armour
48. A gunpowder weapon or raygun

21. A dagger or knife
22. A scroll or codex
23. A few heads of cattle
24. A pole, spade, or pitchfork
25. A pot of wax or unguent
26. A rod, staff, or wand
27. A length of rope and grappling hook
28. A suit or leather or hide armour
51. A pot, cauldron, of cafetière
52. A bag of clothes
53. A pair of boots or slippers
54. A figurine or statuette
55. A shield or buckler
56. A crown, tiara, or circlet
57. A lance or spear
58. An imp or sandestin

31. A pen or quill
32. A potion or elixir
33. A trumpet, flute, or horn
34. A candle or lantern
35. A set of tools
36. A single, perfectly cut gem
37. Dice, cards, or chess pieces
38. A bunch of seeds, nuts or beans
61. A cloak, cape, or robe
62. A belt or girder
63. An egg, natural or man-made
64. An axe or mace
65. A ring or bracelet
66. A poem, song, or saga
67. An amulet or fetish
68. A crown or sceptre

d6<d8. No other owner
d6>d8. Belongs to someone
d6=d8. Belongs to someone powerful

d6+d8: hit dice!

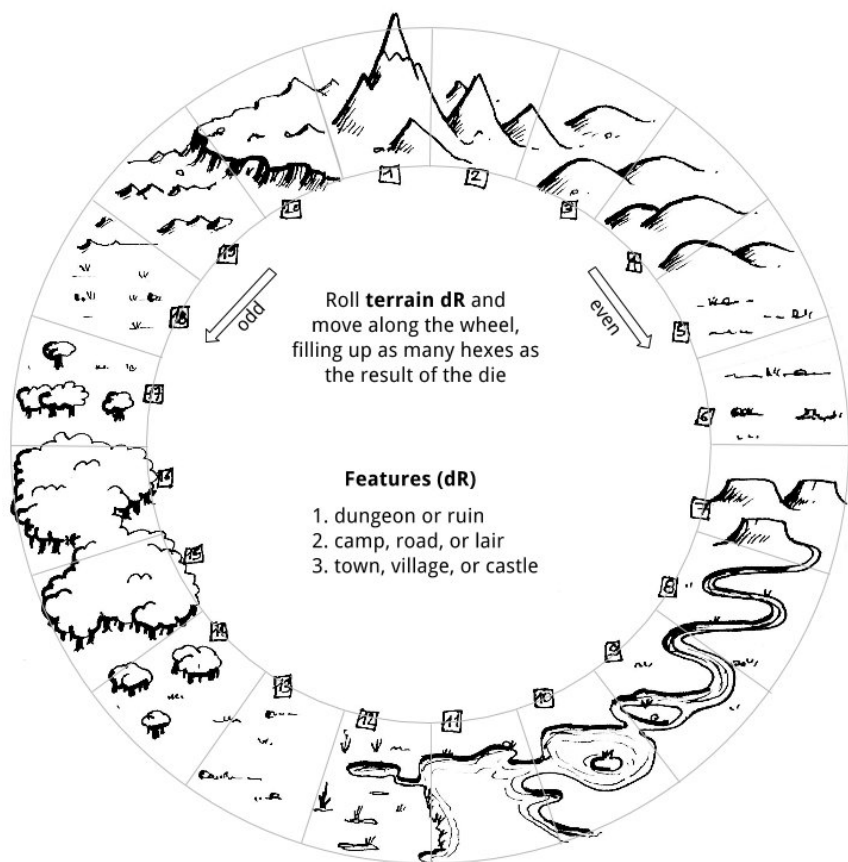
- 2-5. A small number of charges (Δ6)
- 6-7. A large number of charges (Δ12)
- 8-9. Once a day
- 10-11. Several times a day (d4+1)
- 12-14. At will or permanently

d6+d8: monetary value

2. A beggar's fare (copper Δ4)
3. A labourer's wages (copper Δ8)
4. A witch's mattress (copper Δ12)
5. A peddler's purse (silver Δ8)
6. A bandit's cache (silver Δ12)
7. A merchant's strongbox (electrum Δ6)
8. A burgher's savings (electrum Δ8)
9. A baron's coffers (electrum Δ10)
10. A temple's treasury (gold Δ6)
11. A bishop's regalia (gold Δ10)
12. A dragon's hoard (platinum Δ6)
13. A queen's jewels (platinum Δ12)
14. A god's ransom (mithrium Δ8)

1. Communicates with fish 2. User allergic to light 3. Overly ostentatious 4. Makes you faster 5. Excellent but fragile 6. Gives you a bad rash 7. Makes you ethereal 8. Sentient and benevolent	1. One finger turns into dust 2. Gaudy appearance 3. Makes you deaf 4. You can't see the sun 5. Used in a famous battle 6. Motivated academic feud 7. Cursed by faeries 8. Turns you into a bat	1. Carved with runes 2. It can read the stars 3. Attracts insects 4. Has clues to a mystery 5. Gives immunity to disease 6. Hauntingly sings 7. Made from dragon scale 8. Former owner knows you	1. Has no value here 2. You spit copper coins 3. Fake magical aura 4. Made by elven maidens 5. Lose short term memory 6. Moves when not watched 7. Your face changes 8. Makes you younger	1. Exudes sea salt 2. Links to a PC's family 3. Broken but useable 4. Gives you the flu 5. Way too big 6. Shines by moonlight 7. Haunted by a ghost 8. Is actually a demon
1. Made of giants' bones 2. Has a ritual use 3. Deceptively plain looking 4. You can't walk; you run 5. From a far away land 6. Resists to all magic 7. Your skin becomes scaly 8. Protects against evil	1. User has night vision 2. Detects gems 3. Of orich origin 4. Lose one tooth per use 5. Makes you smelly 6. Lost by a traveller 7. Turns target into a tree 8. Animates on command	1. Stolen from a warlock 2. Contains hidden message 3. Fake, but exact replica 4. Causes thunderclaps 5. Warns from danger 6. See through others' eyes 7. Attracts bad weather 8. From another time	1. Very cold to the touch 2. Makes people giddy 3. Created by dwarves 4. You are agoraphobic 5. Wanted by rival factions 6. Wounds heal slower 7. Brings nightmares 8. Is actually edible	1. Everyone wants you 2. Makes you aggressive 3. Pass without trace 4. Is the key to a rare spell 5. Bad shape – not broken 6. Of miniature size 7. You sprout feathers 8. Exists in another plane
1. Is a symbol of power 2. You broadcast emotions 3. Roars like a lion 4. Causes fear of wearer 5. Gives the power of flight 6. From the underworld 7. Casts lightning bolts 8. Turns user slowly to stone	1. Of sentimental value 2. Protects from Chaos 3. Famously used by a god 4. Radiates light like a torch 5. Attracts the undead 6. Really just a prop 7. Sentient & dominating 8. Summons goats	1. Doubles load capacity 2. Soothing to the touch 3. Is a magic focus 4. Lightens carrier's load 5. Detects oozes and jellies 6. Makes user invisible 7. Has insectoid legs 8. Is a murder weapon	1. Helps plants grow faster 2. Of religious importance 3. Exotic guild mark 4. Confuses user's brain 5. User is more attractive 6. Improved action 7. Gives you Tourette's 8. Corrosive to the touch	1. You can walk on walls 2. Old and worn 3. You are afraid of the dark 4. Gives perfect memory 5. Lose 1 HP per use 6. Can change its size 7. Made for an empress 8. Wanted by the Ant Cabal
1. User looks important 2. You can talk to doors 3. Makes you fearless 4. User immune to alcohol 5. Points north if thrown 6. You lose your hair 7. Shows the future 8. You breathe underwater	1. You can see ghosts 2. Has hidden compartment 3. Controls temperature 4. Repairs broken objects 5. Gives false visions 6. Poisoned 7. You scream spells names 8. Your skin turns emerald	1. Reverses your personality 2. Made of rare alloys 3. Can store one spell 4. Approximate polyglot 5. Locates water 6. Absorbs blood 7. Turns steel to gold 8. A soul is trapped inside	1. Gives you an earworm 2. Made by insane goblin 3. Has great medical value 4. Used in a famous robbery 5. You are afraid of blood 6. Dogs bark at it 7. Made of space ceramics 8. Predicts catastrophes	1. You are always hungry 2. Makes a lot of noise 3. Produces strong coffee 4. Created by an archmage 5. Elves do not see it 6. Animals go into heat 7. You understand clouds 8. Translates languages

Macchiato Map Generator



1. Start with a central hex on your map and a terrain type of your choice (or roll d20)
2. Choose a Terrain Δ : higher die types mean more hexes and less people.
3. Roll the Δ and move it clockwise (if even) or counter-clockwise (if odd).
4. This is your current terrain. Leave the die there as a reminder.
5. Fill as many hexes as the die result with the current terrain type.
6. You can mix terrain types such as hills and woods. Use common sense.
7. Roll again, filling adjacent hexes.
8. On a 1-3, the die is stepped down. Add a feature (look at the table in the centre).
9. When it is stepped down below $\Delta 4$, look at your map. Start again if you need more.

Walk-On Forest Exploration Table

1. Drop a dR12 on the table, or choose your starting square.
2. Roll an encounter for each half day of travel, and one more during camp. During camp ignore static encounters if they do not make sense.
3. After each roll, move the die. Read its result on the new square.
4. When the dR is stepped down below dR4, consult the event table below.
5. Start over at dR12.

As this table condenses explorations and encounters for the Green Forest you definitely want to replace most of its entries for other locations. Unless you want hypnotic roses, ember mists, and woodlice faeries elsewhere, of course.

TRAVELERS 4. Wolf tribe people 5. Werespiders 6. Hobgoblin envoys 7. Bear tribe hunters 8. Settler nuns 9+. Hobbit peddlers	DISCOVERIES 1. Monster camp 2. Cave entrance 3. Unholy grove 4. Dwarven milestone 5. Ruined tower 6+. Vantage point	PLANTS 4. Shrieker 5. Hypnotic roses 6. Poison willow 7. Snaring vines 8. Meat-pear tree 9+. Bloodberries
7-12	1-3	4-6
7-12	1-3	7-12
RESOURCES 1. Mushrooms 2. Trapped animal 3. Spring or stream 4. Good campsite 5. Nuts and berries 6+. Hiding place	MONSTERS 1. Green dragon or Moss-hide kobolds 2. Crowblin warriors or Owlbear goddess 3. Woodlice fairies or Rustcopters pets	TRAPS 1. Poison crossbow 2. Gas tripwire 3. Spring net 4. Spiked branch 5. Big game pit 6+. Alarm trap
1-6	1-3	1-6
4-6	7-9	7-12
ANIMALS 4. Killer bees 5. Wolves 6. Giant centipedes 7. Saberlynx 8. Red boars 9+. Unideer	VICTIMS 7. Dead travelers 8. Mugged merchants 9. Captured pilgrims 10. Butchered prey 11. Lost Keep patrol 12. Old giant bones	DANGERS 4. Poisoned water 5. Quicksand 6. Ember mist 7. Blighted corpse 8. Ghost settlement 9+. Chasm or cliff
7-12	4-6	7-12

Event (dR)

1. Forest fire. Animals and monsters alike run in the same direction.
2. Monster hunt. Who's being hunted, and by whom?
3. Battle. Two or more monsters get into a bit of a scrap.

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The following terms are designated as Product Identity as outlined in section 1[a]: art, logos, icons, the name Macchiato Monsters, and chaos.

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