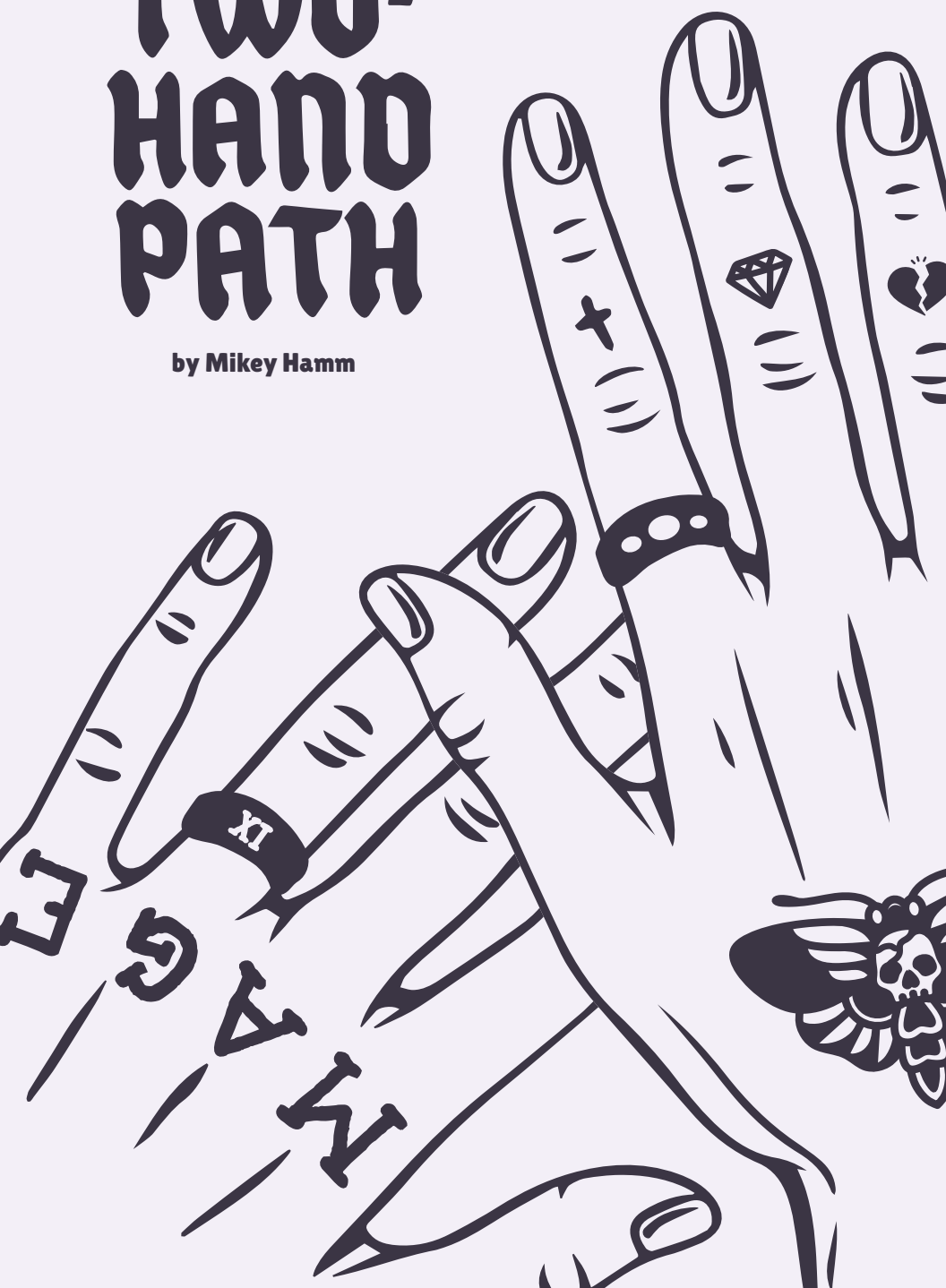


TWO- HAND PATH

by Mikey Hamm



FLINDERS

After the locusts and pits and
boiling seas. After the war in
heaven and feasting on earth.
After the seven years of blood
and forty years of night.

There is magic. Magic and bone.

Where streets grow weeds and
skyscrapers stand hollow. Where old
gods wake and new gods form in the
hearts of the wayward. Where cult and
banner flourish. Where the dead, they
walk. Where the stars disregard their
course and Jupiter's children are born
under powerful new signs.

Mages. Mages like you.

Who've touched God's face and
shaken hands with the devil. Held
the moon in their palm and squeezed
stars in their aching fists. Who blister.
Who bleed. Who search rubble for wa-
ter and hell for revenge. Who wrestle
angels and smash idols. Heal minds
and tame demons. Who'd die for their
families but fight for themselves. Who
are cursed with power and blessed
to suffer it until the end. Until black
turn the sun's beams and the archons
mourn. Until the last child cries and
the falcon cannot find the falconer.

Until we find homes on this new howl-
ing earth and can once again blow on
hope's dim coals.

Then. Until then.

RULES

Explore each dungeon, clearing rooms to find as much treasure (pg 6) and complete as many tasks as you can before you die or choose to leave.

You can leave a dungeon anytime between turns, but once you do, you can't return. So be wise, be brave, and above all be lucky.

BATTLES

To clear a room you will battle. Battles are tracked in turns and each turn has four phases:

- I. **Draw Forth.** Roll all five dice (d4, d6, d8, d10, d12) to fill your hands with arcane power.
- II. **Shape.** Gather any dice whose results you are unhappy with and reroll them all at once.
- III. **Unleash.** Sort the final results into spells (next page), using each result only once. Assign these spells to targets.
- IV. **Steel Thyself.** Any surviving foes attack! Reduce your hit points accordingly, reduce time by 1, then start a new turn.












The room is clear once you've cast every spell listed under each target, or one *Alternative* target. *Optional* targets don't need to be cleared, but may benefit you.

HP & TIME

You enter each dungeon with 16 hit points (HP) and 16 time, tracked with tick boxes on each dungeon page. If reduced to either 0 HP or 0 time, you surge.

Sometimes you'll *gain* HP or time. Don't erase used tick boxes. Instead, draw new ones. Use these bonus points before continuing to use your original ones.

LEGEND

- | | |
|---|--|
|  Black boxes show the amount of HP damage a foe does per turn. |  Key. Opens all locks in this dungeon. |
|  Entrance. If there's more than one, choose. |  Once room is clear, roll a Lesser Treasure (pg 10). |
|  Passage. Move between rooms with matching passage symbols. |  Once room is clear, roll a Greater Treasure (pg 10). |
|  Mystery Room. Roll on table (pg 11) to clear. |  Once room is clear, gain +5 HP. |
|  Lock. Requires key. |  Gain a scar (pg 6). |
| |  Must surge immediately. |

SURGES

Magic is hard to control. Eventually you lose hold of it, power overtakes thee, and for a brief and terrifying time you are as a god. This is called a "surge".

While surging, you roll a d20 along with your other five dice. You are *immune to all damage*, but vulnerable to your own arcane power.

If you roll a 5 during a Draw Forth phase, that die is immediately banished—unusable for the rest of this surge. (If you rolled multiple 5s, just pick one.) If you then roll *another* 5 on a subsequent Draw Forth phase, you die, torn apart by supernatural forces.

A surge only ends when you leave the dungeon.

THE END

Once you've seen every dungeon (or died), tally your final score—1 point per completed task. Write it on your character sheet and take a picture.

SPELLS



TOTAL

A Total is one or more results that add up to a target number *exactly*. These are precise attacks, like searing rays, diving ravens, or loosing Apollo's Arrow.



TOTAL+

A Total+ is one or more results that add up to a target number *or higher*. These are unbridled torrents of power, like storms, fireballs, or the Trumpet of Mars.



SET

A Set is a group of matching results. These spells are simple and effective, like a force blast, a smite, or drawing the Sword of Eden.



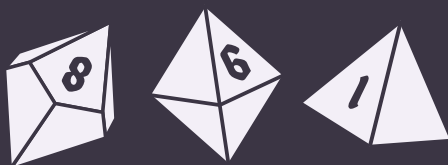
ROW

A Row is a group of sequential results. Rows represent complex spells like illusions, teleportation, twilight cleansing, or psalms to the Uranian moons.

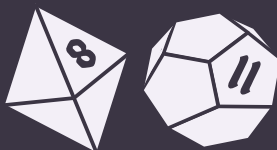


BRAID

A Braid is a group of results in which the die with the *fewest sides* has a result *higher* than the others. Braids represent exorcisms, counter-spells, and other deep arcana.



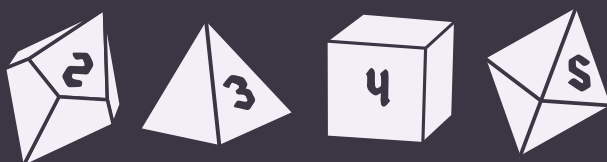
An example of a **Total 15** (or just a **15**, for short).



An example of a **Total 17+** (or just a **17+**, for short).



An example of a **3-Set**.



An example of a **4-Row**.



An example of a **3-Braid**.

BLESSINGS

THOU ART BLESSED

You'll gain treasure, scars, and other blessings as you play. When you do, draw them on your mage's hands (pg 12–13). This is your character sheet.

BRACELETS

Of plastic or pearl, of wood or mammoth bone—bracelets stabilize and ground you.

Each full bracelet grants 1 additional reroll during the Shape step of your turn.

Bracelets are made by collecting beads. Eight beads complete a bracelet.

RINGS

Rings are arcane conduits, each attuned to specific ley lines, domains, and entities.

Each ring has a number associated with it. Before you Unleash, you can substitute a die for that number. For example, a Ring of Locusts (5) could turn the 3 you rolled on your d4 into the 5 you need for your 3-Set.

You can't use rings in place of the smallest die of a Braid, but you could use them for the other results.

AURAS

But rings and bracelets were not the only arcana left from the war. Amulets, talismans, canvas jackets scrawled with scripture—all have power, and that power displays as auras.

Auras grant unique effects, detailed on page 10. Some let you spend results to do things. Spent results can't be used to cast spells that turn.

SCARS

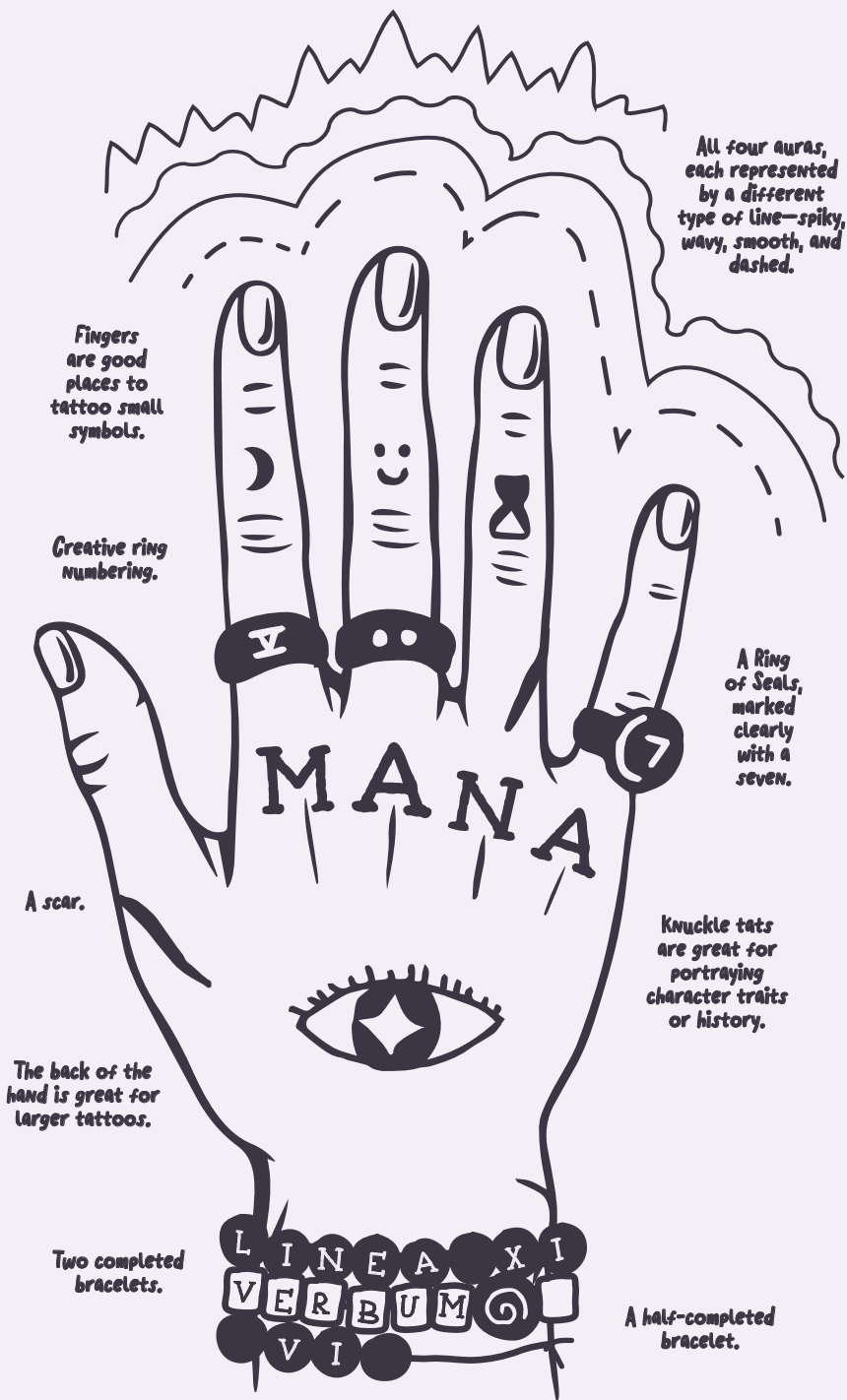
These same hands that perform great wonders shall also blister as the carpenter's and bleed as the Nazarene's.

You gain a scar when you mark the scar box on your HP track. When you enter a dungeon, you start with +2 HP for each scar you have.

TATTOOS

As you explore dungeons you'll gain tattoos. Tattoos have no mechanical effect—they tell your story.

Tattoos come in all sizes and styles. These next pages offer examples you can copy, trace, and be inspired by. (Or roll 1d100 to let fate decide.)



All four auras, each represented by a different type of line—spiky, wavy, smooth, and dashed.

Fingers are good places to tattoo small symbols.

Creative ring numbering.

A Ring of Seals, marked clearly with a seven.

A scar.

Knuckle tats are great for portraying character traits or history.

The back of the hand is great for larger tattoos.

Two completed bracelets.

A half-completed bracelet.

A B C D E F G H I J K L M N O P
Q R S T U V W X Y Z



A B C D E F G H I J K L M N O P
Q R S T U V W X Y Z

Q R S T U V W X Y Z A B C D E F
R I D Z N F J W B S Q K A M O G



Q R S T U V W X Y Z A B C D E F
W X Y Z A B C D E F G H I J K L

LESSER TREASURE*Roll 1d6.*

- | | |
|---|-------------------------------------|
| 1 | One bead. |
| 2 | One bead and a map. +4 time. |
| 3 | Two beads. |
| 4 | Two beads and a key. |
| 5 | Three beads. |
| 6 | Three beads and clean water. +2 HP. |

GREATER TREASURE*Roll 2d12 and choose one.*

- | | |
|-----|---|
| 1 | Broken bracelet (5 beads). An inscription you'll obsess over. |
| 2 | Europa's Aura (smooth). Spend 1s to gain 1 HP each. |
| 3 | Io's Aura (spiky). -1 HP to shift one die result up/down by 1. |
| 4 | Callisto's Aura (dashed). Spend a die result to reroll another. |
| 5 | Ganymede's Aura (wavy). Surges banish 7s instead of 5s. |
| 6 | Ring of Matthias (12) or Ring of Companions (11). |
| 7 | Ring of Perfection (10) or Ring of the Hermit (9). |
| 8 | Ring of Unmoving Stars (8) or Ring of Seals (7). |
| 9 | Ring of the Seraph (6) or Ring of Locusts (5). |
| 10 | Ring of Horsemen (4) or Ring of Fates (3). |
| 11 | Ring of Mirrors (2) or Ring of Self (1). |
| 12 | Cursed Ring. Burns your flesh, leaving 1 scar. |
| 13? | Ring of God (any result needed, from 1-12). |

MYSTERY ROOMS

Roll any one die. Choose wisely!

1	Clutter or barricade. -1 time.			
2	Shortcut. +2 time.			
3	Falling wires, collapsing ceiling, or other hazard. -1 HP.			
4	Painkillers and peroxide. +3 HP.			
5	Trip wire, landmine, hex rune, or other trap. -3 HP.			
6	Sacred graffiti containing healing prayers. +5 HP.			
7	Something starving and hollow.	2-Set	Total 10	1
8	Secret room. Roll again twice (with any die) and pick one.			
9	Things feeding on a demon's carcass.	2-Set	2-Set	2
10	Untouched salvage. -1 time if you wish to search it.			L
11	A hulking foe, born of the thirteenth harvest.		Total 25+	2
12	Hidden supply cache.			L
13	A fast foe, pact-bound to the earth serpent.		Total 25	2
14	Hell Gate. A Passage to one room you choose. -2 HP per trip.			
15	Horrors waiting in dark corners.	2-Set	3-Braid	2
16	Locked safe. -2 time if you wish to crack it.			G
17	A dead angel and the thing that killed it.	4-Set		3
18	Cursed graffiti from a broken mind. -4 time.			
19	Witch hunters. <i>Immune to your d8.</i>	2-Set	3-Row	3
20	A dead mage, hands inked and scarred like yours. What killed them? Add a tattoo that represents who they were to you. Now loot the corpse.			G



TW
HA
PA

JO-
NO
TH



/ 20

Tasks Completed

THE SUPERMARKET

In the ruins of a district not far from yours is a store scavengers don't enter. A place where the dead hunger for flesh and the living drink from Pluto's well.

- Find crucial medications in the Pharmacy.
- Stop a friend from mutating.
- Pay respects in the Office.
- Clear the entire dungeon.

HIT POINTS



TIME



I = Radiation Leak. -1 HP at the end of each turn.
II = Mutants can no longer be healed.



LOADING DOCK

Where trucks turn to rust, cardboard turns to mulch, and glowing spirits screech and flock, foaming out from the overflowing Styx.

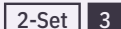
PHANTOMS



STOCKROOM

Pallets warp, paint bubbles on the walls, and nausea finds you. Prayers to The Pale Horse poison this temple.

NECROMANCER



ALTAR (OPTIONAL)



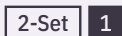
Radiation Leak is fixed if you destroy Altar before killing Necromancer.

BREAKROOM



A paper sign that reads "Wash Your Mug" hangs above a sink filled with dirty mugs.

FLUORESCENT CORPSE



BACK

?



A

OFFICE



Where a family bunkered until the food ran out or the ghouls ran in.

PHANTOM





FRONT ENTRANCE

Automatic doors shudder open as you near, panes long since smashed out. Glass crunches beneath your feet. A pack of ghouls huddle in self-checkout, gnawing on old bones.

GHOULS

2-Set 2-Set 1

After, add a tattoo that represents how you got your arcane powers.



PHARMACY



He sleeps with open eyes, dreams of rot, and grips a radioactive axe responsible for a hundred deaths.

THE MUTANT KING

2-Set 2-Set 15+ 2

HIS AXE (OPTIONAL)

10 2

Now, add a tattoo of a commitment (on your right hand), or desire (on your left hand).

AISLE 5

Fluorescents flicker on. Muzak crackles to life and echoes down cluttered aisles. Carts piled into barricades long ago. Shelves mostly bare. Moths cover what remains, chewing the paper from cans.

GHOULS

2-Set 2-Set 1

PHANTOM

10 1

PRODUCE

They lurch forward—ill and twisted, crazed and starving. Not yet ghouls, but barely men.

MUTANTS

2-Set 2

HEAL (ALTERNATIVE)

3-Row

If healed, the men stop attacking. Tattoo your right hand.

DAIRY

?

A

MEAT DEPARTMENT

Piles of cold, grey flesh untangle and rise, woken from famine-sleep by the smell of your blood.

GHOULS

2-Set 2-Set 1

GLUTTON

19+ 2

FREEZER

G

Cold like death.

GAMMA WRAITH

4-Braid 2

?

THE SUBWAY

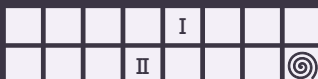
Smoke and vaporized mercury run up from the grates of these old train tunnels—the epicenter of a recent rash of abductions by a cult of marauders.

- Search the Cage Car for your missing friend.
- Survive a locust attack.
- Rid the earth of Apollyon.
- Clear the entire dungeon.

HIT POINTS



TIME



I = Train passes. II = Locusts mature in the Hatchery (if uncleared) and join Apollyon in the Bottomless Pit.

COLD STAIRS



A masked man wiping off his tools of worship.

SADIST

13	1
----	---

CONCOURSE

Zip-ties and cattle prods. Surface-raiders herd fresh victims down broken escalators.

SADIST MARAUDERS

2-Set	13	13	2
-------	----	----	---

After freeing the captives, tattoo a source of anger (left hand), or a source of hope (right hand). You'll need it.

TRACKS

Rushing towards you from the dark, a monster of scorpion and man. A perfect organism with oily black armor and wings beating like four chainsaws.

LOCUST

20+
3-Set

A

PLATFORM

More captives, guarded by novice disciples in clown makeup who vibrate with excitement as they wait for the meat train to roll in.

SADIST NOVICES

13	2-Set	2
----	-------	---

LEAP (OPTIONAL)

4-Row

If you can leap onto the train before it passes (event I), move immediately to Storage Car.

STORAGE CAR

Knives and pliers.
Bleach and gauze.
A tarp draped over
an old couch so
tired maniacs can
take a fiver.

SADIST NOVICES

13

2-Set

1



TORTURE CAR

A sanctuary of pain.
Where men seek
death but shall not
find it.

SADIST FRENZY

2-Set

2-Set

13

2

NIGHT SURGEON

3-Braid

2

CAGE CAR

All empty.

WARDEN

20

2

*But, of course,
neither anger nor
hope can replace
grief. Tattoo some-
thing you mourn.*

SERVICE TUNNEL

?

A

MAINTENANCE

Where paralyzed prey is
cocooned for freshness.

LOCUSTS

3-Set

25+

3

HATCHERY

Born of violence, nursed on
suffering. Apollyon rebuilds
his once mythic army.

NYMPHS

17

2-Set

2

LARVA SWARM

20+

1

?

BOTTOMLESS PIT

G

The smoldering impact site of a fallen angel, forty
cubits tall, who tormented mankind during the
First Woe. Devotees sustain what's left of him.

APOLLYON'S SEVERED HEAD

15

4-Braid

15

3

HELM (OPTIONAL)

3-Row

20+

LOCUSTS

3-Set

25+

3

*If Apollyon's Helm is
destroyed, he can be slain with*

20+

OFFERING ROOM

L

One more weak man who can
only win when his opponent
is tied to a chair.

SADIST HIGH PRIEST

6

1

THE HOTEL

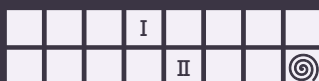
The war that broke us made them rich. The more they took, the worse they got. Now they steep in luxury, hedonistic ronin souring into things inhuman.

- Save a wayward friend in the Ballroom.
- Interrupt a ritual in the Pool.
- Confront Mammon.
- Clear the entire dungeon.

HIT POINTS



TIME



I = Lockdown. Can't use Passage **A**

II = Endless backup. -1 HP at the end of each turn.

EXECUTIVE SUITE



Silk robes and tropical fruit. French wine and classical art. He's amused, and he's sorry to say he doesn't know who you even are. But he's about to.

MAMMON

4-Row	1	20	3
-------	---	----	---

CUT A DEAL (ALTERNATIVE)

20

If you cut a deal, tattoo your left hand.



AQUARIUM

Mesmerizing shoals of gleaming silver.

GUARDS

3-Set	2
-------	---

HALL

?



MEN'S ROOM

Lots of sinks and tile to get your face smashed into by the head of security.

GOLIATH

30+	3-Set	3
-----	-------	---

VIP LOUNGE

Drunk from the flaming sword, warlords slosh chalices and toast The Red Horse while taking in a stunning view of the decimated cityscape.

FIENDS

3-Row	20	3
-------	----	---

NEPHILIM

3-Set	25+	2
-------	-----	---

BALLROOM



Strobe lights, music, more food than you've ever seen. A decadent party where warlords "recruit" the sinful.

HOST FIEND

15

3-Row 2

THRALLED REVELERS

5

2

Revelers flee if Host Fiend dies.

Add a tattoo representing a bittersweet victory (right hand) or unpleasant reality (left hand).

ELEVATOR



Bossa nova plays. A bell dings. Polished silver doors open to reveal the world's largest bouncer.

NEPHILIM

3-Set

25+

2

LOBBY



Revolving doors. The sound of your boots on marble. The mural across the domed ceiling tastefully depicting the Slaughter of Libra. Two guards stop you for ID.

GUARDS

10

3-Row

1

Add a tattoo of your greatest teacher.

MEZZANINE

A devil in a splattered white suit enjoys a glass of red at the cafe.

BODYGUARD

3-Set

1

SANGUINIST

15

2

ATRIUM

Firefight at the atrium waterfall.

SECURITY TEAM

3-Row

2

?

STAIRWELL



Thirty-three flights of hell. Hot brass casings rain down from a dozen submachine guns.

DEFENSE FORCE

4

1

20+

2

3-Row

3

POOL



Gurgled prayers. Gurgled cries. Blood where once there was water.

SANGUINISTS

15

2

BLOOD PRIEST

4-Braid

1

?

THE CARGO SHIP

This container ship survived the second trumpet and the piercing of Neptune. It's now a den of thieves, a habitation for devils, and the hold of every foul spirit.

- End an old feud in Quarters.
- Kill a god in the Pump Room.
- Secure food and supplies guarded by The Unsealed.
- Clear the entire dungeon.

HIT POINTS



TIME



I = Cursed Fog. You can't use your d4.

II = Sour Winds. Regain the d4, but lose your d12.

CONTAINER

A door that should have stayed closed.

THE UNSEALED

4-Braid

25+

3

CONTAINER

?

CARGO BAY



Picked over by generations of looters. Bits of immortal plastic packaging all that's left from the age of abundance.

BLOOD WRAITHS

4-Braid

3

2-Set

20+

Add a tattoo of something you've sacrificed (right), or something you've taken (left).

CONTAINER

?

ENGINE ROOM

A hateful thing born of hateful water.

DEMON

2-Set

2-Set

20+

3

TAME (ALTERNATIVE)

4-Braid

If you choose to tame it, tattoo your left hand.

FLOODED STAIRWELL

A

?

Fix pump to enter.

BRIDGE

G

Red waters part for a mountain of claws and teeth and horns and crowns. A great beast of the sea, fatally wounded, kept alive by an ocean of blood. Two of its seven blasphemous heads remain.

SIXTUS

3-Set 2-Set 3

Immune to odd results.

CALIGULA

17 3

Immune to even results.

GANGWAY



You walk up blood-slick grating bent by the ship's steep angle. Bullets ricochet off the metal.

GUNMAN

1 2

CONTAINER

Pale, hungry.

EYELESS

3-Braid

3-Set 3

L

QUARTERS

A fiercely territorial gang hides here, surrounded by warding circles and their ill-gotten stockpile.

GUNMEN

10 10 2

PEACE (ALTERNATIVE)

4-Row

If you make peace, tattoo your right hand.



PORTSIDE DECK

This narrow walkway runs the length of the ship. Foul waters crash over the railing, foul spirits brought with them.

FOUL SPIRITS

3-Braid 1

BLOOD WRAITH

4-Braid 2

CONTAINER

?

TOP DECK

A trail of white crabs and black vertebrae winds through a haunted maze of steel containers until it reaches a car-sized skull. "Herod" is carved into the forehead.

FOUL SPIRITS

3-Braid 1

Add a tattoo of who you once were.

PUMP ROOM

A sea god gestates here, hissing in a dissonant chorus, swelling into a mass of tentacles.

FIX PUMP

3-Row

DAGON (OPTIONAL)

4-Set 4

35+

CONTAINER

?

THE CHURCH

An old mega church in the center of an active conflict zone, where White Horseman cultists bunker to twist what was holy. Angels into monsters. Worship into war.

- Put an old friend to rest in the Fellowship Hall.
- Face the Seventh Messiah.
- Sanctify the Nursery.
- Clear the entire dungeon.

HIT POINTS



TIME



I = Artillery. "X" halls collapse. II = False Prophet finishes his work, gains a 5-Braid. III = Angel dons the Black Halo, gains a Total 35+.



OUTREACH

You climb rubble and razor wire. The front desk is covered in concrete dust and bullet shells. Undead swarm, speaking in broken tongues.

HALF-RISEN MARTYRS

20+	3-Set	2
-----	-------	---

FELLOWSHIP HALL

What once served as a space for potlucks and wedding receptions eventually served as a refugee camp, then a bomb shelter, then a tomb.

HALF-RISEN MARTYRS

20+	3-Set	2
-----	-------	---

MALFORMED ANGEL

35+	13	3
-----	----	---

Add a tattoo of what you've become.

X

STAIRS

?

A

KITCHEN

L

The starving dead gather before bare cupboards thrice trampled by famine's black hooves.

GAUNT SAINTS

30+	3
-----	---

COMMUNITY CLINIC

You wade through waist-deep runoff. Old trash and dead frogs cover the surface of the dark water. Something grabs your ankle.

SOMETHING

5-Row	3
-------	---



DONATION CENTRE

?



FOYER

No stained glass, no doors—just half a roof, a broken cross, and a shot-up “All Welcome” sign in a puddle by the wall of sandbags.

FANATIC CHECKPOINT

4 5 6 7 3

BLESSINGS BOOKS



Moldy pages and worthless money carpet the floor of this bombed-out bookstore. Overturned tables provide cover.

FANATIC GUN NEST

3-Row 1 3

GATHER COFFEE

Where church moms would gossip over oat milk lattes.

FANATIC BLOCKADE

20+ 3-Row 3

PASTOR'S OFFICE

Walls papered with notes. A man goes mad trying to rewrite scripture.

FALSE PROPHET OF MAGOG

5-Braid 3-Braid 25+ 3

X

SANCTUARY



A great deceiver inflames his parish from atop a stage heaped with dead prophets and lamb bone, screaming spells down from the pulpit.

HIS HOLINESS, FIRST SON OF SATURN, SEVENTH MESSIAH OF OUR AGE

5-Braid 30 4

PULPIT (OPTIONAL)

3-Row 2

FANATIC MOB

35+ 3

You can't use your d6 in this room until the pulpit is destroyed.

?

?

SUNDAY SCHOOL ROOM

A thousand yellowing eyes curse God for a thousand yellowing ages.

UNDEAD SERAPHIM

4-Braid 20 3

NURSERY

Quiet as ever it was.

SILENT ONES

5-Braid 3

PRAYER ROOM

?

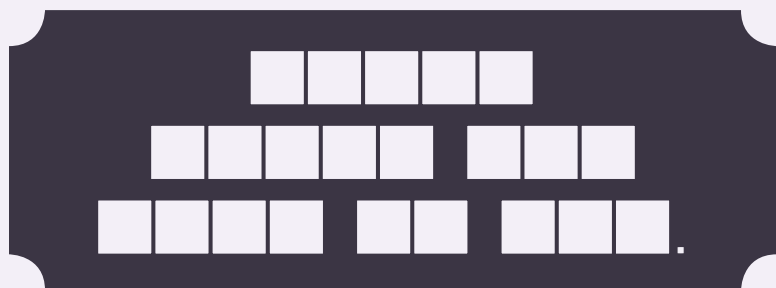
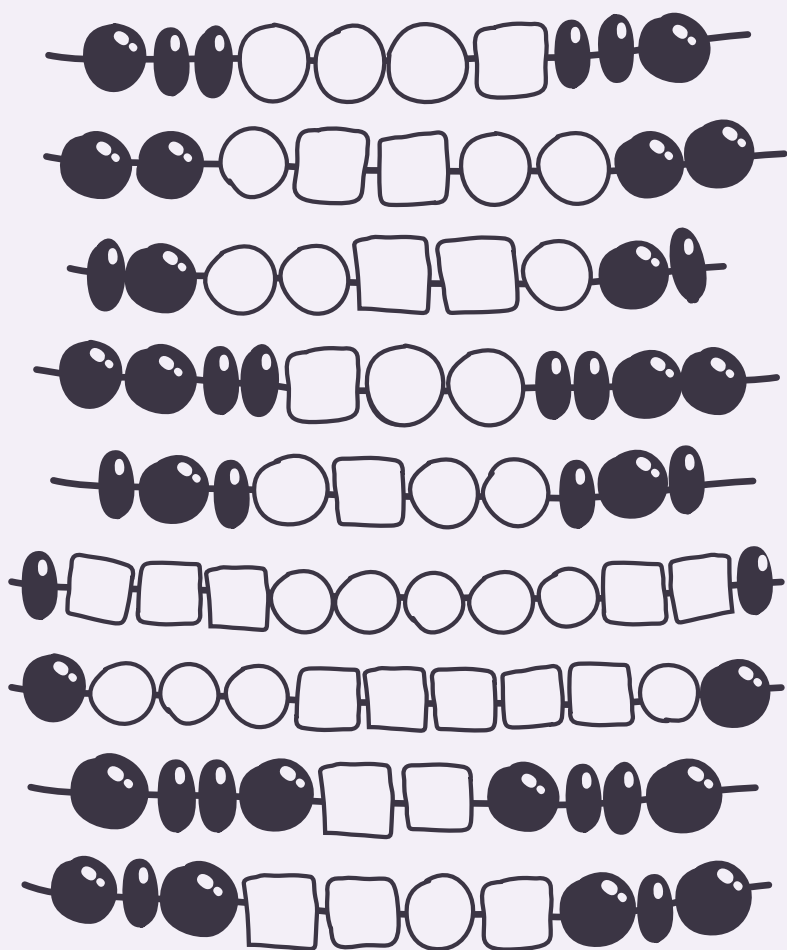
YOUTH ROOM



This room has caved in. Here the dead crawl on all fours.

HUNCHED SAINTS

30+ 3 3



LEVINSTEIN

A ROLL-AND-WRITE DUNGEON CRAWLER FOR ONE PLAYER.

MODERN DUNGEONS.

You're a mage searching the cursed ruins of a post-fall city—the ghoul-infested strip malls and subway tunnels left after a supernatural war.

YAHTZEE COMBAT.

You'll fight hard to survive, using a heart-racing “polyhedral-yahtzee” combat system to slay foes with precise spell combinations. Make tough decisions, push thy luck, and leave a trail of arcane destruction.

DRAWING.

Level up by drawing rings, bracelets, tattoos, and scars right on your character's hands. This is your entire character sheet, and everyone's sheet ends up unique.

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