

WARLOCK! COMPENDIUM 2





Written by Greg Saunders with Dom Mooney, Drew Gotobed, Eric Brimstin, Justin Wyatt, Lee Rimmer, Rob Barrett, Rodrigo Peralta, Sean Wills and Simon Widman

Cover art by Mustafa Bekir, design Paul Bourne
Internal art by Denis McCarthy and Greg Saunders
Referenced works 'The Seven Basic Plots: Why We Tell Stories' by Christopher Booker, 'Six Points of Story Structure' by Michael Hauge



FIRE RUBY
DESIGNS



CONTENTS

Part 1: Character

Options	4
Who are you?	5
Physical appearance	5
Cruel Misfortune	7
Mementos	10
Where are you from?	13
Why do you adventure?	14
How did we meet?	15
What's my dark secret?	15
The last you saw your sweetheart they were...	16
What's in a Name?	17
Talents many and varied	18
Who do you know?	26
Passions	28
Passions in Play	29
Changing Passions	29
Fame and Fortune!	30
Reputation	30
Reputation in Play	31

Part 2: No Rest for the Wicked

At the End of the day...	33
Experience	33
Agitator	33
Assassin (Advanced)	34
Beggar	34
Boatman	34
Bodyguard	34
Bounty Hunter	34
Bravo (Advanced)	35
Charlatan (Advanced)	35
Docker (Kingdom)	35
Dwarf Battlesmith (Advanced, Compendium)	35
Dwarf Inventor (Compendium)	37
Dwarf Runeforger (Advanced,	

Compendium)	37
Dwarf Slayer (Advanced, Compendium)	37
Dwarf Tunnel Fighter (Compendium)	37
Elf Agent (Advanced, Compendium)	38
Elf Astrologer (Compendium)	38
Elf Champion (Advanced, Compendium)	38
Elf Druid (Advanced, Compendium)	38
Elf Kin Guard (Compendium)	39
Entertainer	39
Explorer (Advanced)	40
Fish Warden (Kingdom)	40
Footpad	40
Freelance (Advanced)	40
Gambler	40
Grave Robber	41
Halfling Burglar (Advanced, Compendium)	41
Halfling Conjuror (Advanced, Compendium)	41
Halfling Gaffer (Advanced, Compendium)	41
Halfling Gong Farmer (Compendium)	41
Halfling Pie Master (Compendium)	42
Highwayman (Advanced)	42
Hunter	42
Initiate	42
Mercenary	42
Mercenary Captain (Advanced)	43
Merchant (Advanced)	43
Militiaman	43
Miner	43
Minstrel (Advanced)	43
Mudlark (Kingdom)	44



Night Watchman (Kingdom)	44	Readiness	69
Noble	45	Shooting	69
Outlaw	45	Misfire	70
Outlaw Chief		Boom!	70
(Advanced)	45	Damage	72
Pedlar	45	Criticals and Armour	72
Priest (Advanced)	45	Reloading	72
Publican (Kingdom)	46	Bombs	73
Raconteur	46		
Rat Catcher	46	Part 4: Adventure!	74
Road Warden	46	Writing Scenarios	75
Scholar (Advanced)	46	Seven plots to rule them all	75
Scout (Advanced)	47	The seven plot types	76
Servant (Kingdom)	47	Someone Else's Story	77
Soldier	47	Adventure Structure	78
Spy (Advanced)	47	Adventure Generator	83
Thief	47	Style of Adventure	83
Tomb Robber	48	Location	84
Veteran Soldier		Villain	85
(Advanced)	48	Villain's goal	85
Watch Captain		Villain's forces	87
(Advanced)	48	Story hooks	87
Wizard's Apprentice	48	Player character goals	88
Wizard (Advanced)	48	Complications	89
Earn your Crust	49	Gripping climax	91
To Whom Do You Owe Money?	51	Other entanglements	92
Been busy?	52	Sinister Cults of the Kingdom	92
Part 3: Cruel World	54	Kingdom Factions	93
Alas!	55	Items of Interest	94
Shock, Fear and Terror	55	Background Events	96
Pluck	56	Defining Civilised	
The horror!	56	Non-Player Characters	97
Recovering	59	NPCs and Careers	97
Permanent effects	59	Rogues Gallery	99
Sickness...	61	Count von Thurbeck	99
Infections	61	Etessa Halflight	99
Poisons	63	Farys of Finastrey	100
Flesh drop	63	Gilderf	100
Yellow guts	64	Grazzle	102
Tomb rot	64	Hargurn Three-eye	102
Diseases	66	Reena van Kleef	103
Black blood	66	Rufus Westcott	103
Goblin pox	67	Steppin' Shadow	104
Purple tongue rot	67	Swallowtail	104
Black Powder	68	The Iron Judge	105
Types of gun	69	The Prince of Thieves	105

PART 1: CHARACTER OPTIONS





WHO ARE YOU?

This section of the supplement introduces a number of random tables and optional rules that can be used to add some extra colour and flavour to characters and to help to invoke the myriad peoples of the Kingdom. Players can roll on any of these tables when characters are designed to help define the nature and history of their creations, or use the tables as inspiration for their own ideas, and the games master can adopt some of the optional rules as they see fit.

PHYSICAL APPEARANCE

The following tables can be used to randomly determine something of the physical appearance of a character. Feel free to use the tables as inspiration, but if you have an image in your mind of what your character looks like, stick with that! Note that in the Kingdom humans, dwarves, halflings and elves come with a wide variety of skin tones, from very dark brown to pale cream skin. The Kingdom contains people from across the known world who have intermingled for centuries, and the skin tones of the Kingdom represent that diversity.



HEIGHT, ROLL 2D6.

- | | |
|-------|-----------------|
| 1 | Tiny. |
| 2-3 | Short. |
| 4-6 | Average height. |
| 7-9 | Tall. |
| 10-11 | Towering. |
| 12 | Gigantic. |

HAIR, ROLL 1D6.

- | | |
|---|-----------|
| 1 | Matted. |
| 2 | Short. |
| 3 | Curly. |
| 4 | Wavy. |
| 5 | Straight. |
| 6 | Greasy. |

FRAME, ROLL 2D6.

- | | |
|-------|------------|
| 2 | Emaciated. |
| 3 | Skinny. |
| 4-6 | Slender. |
| 7-9 | Average. |
| 10-11 | Plump. |
| 12 | Heavy. |

HAIRSTYLE, ROLL 1D6.

- | | |
|---|-------------------|
| 1 | Tattooed Pate. |
| 2 | Pudding Bowl. |
| 3 | Tousled Ringlets. |
| 4 | Ornate Braids. |
| 5 | Earcurls Only. |
| 6 | Greasy Topknot. |

SKIN, ROLL 2D6

- | | |
|-------|-------------|
| 2-5 | Clear. |
| 5-6 | Freckly. |
| 7-8 | Spotty. |
| 9-10 | Pockmarked. |
| 11-12 | Wrinkled. |

FACIAL HAIR, ROLL 1D6.

If appropriate!

- | | |
|---|-----------------|
| 1 | Huge Moustache. |
| 2 | Chinstrap. |
| 3 | Oiled Goatee. |
| 4 | Neckbeard. |
| 5 | Mutton Chops. |
| 6 | Forked Beard. |

HAIR COLOUR, ROLL 1D6.

- | | |
|---|---------|
| 1 | Fair. |
| 2 | Auburn. |
| 3 | Red. |
| 4 | Black. |
| 5 | Grey. |
| 6 | White. |



CRUEL MISFORTUNE

Sadly, despite what your mother said, misfortune inevitably smiled on you. Roll 1d20 to see how the dark gods have laughed at you.

- 1 Death hunts you: you have an appointment with death, and it follows you wherever you go. You are restless, and find it hard to settle – you are constantly moving around, and if you live in a city, you never stay in the same place for long.
- 2 Your sibling is a disaster: you have at least one sibling who is a complete disaster, turning up at the wrong time, wasting your money, and getting you in trouble. Tell the games master who they are, and expect the worst. Family will be the death of you.
- 3 Born under a dark star: in the end, it always goes wrong. You have a tendency to cause your own undoing in the end. It is only a matter of time. The games master may remind you of this when all seems well...
- 4 A rival in love: you had a lover once, and a rival who fought you for love. The lover is long gone, but the rival remains a thorn in your side. Make a note of who they are, and denounce your rival to the games master.
- 5 A mistake: once, you made a mistake, and now you live with it. Decide on your mistake, and make a note with the games master how it haunts you.



- 6 Revenge is bitter: you were wronged, and that wrong hangs about your neck like a weight. Decide on the slight against you, and with the games master, plot your revenge.
- 7 You have seen things: as a child, you saw something, something bad. Now, sometimes things trigger those memories. Tell the games master what you saw, and they will tell you what triggers those terrible memories...
- 8 A rotten heart: you have a bad heart. Relationships you start do not tend to end well. People always find out what you are like in the end. Commiserate with the games master, who will surely not use this against you...
- 9 One big joke: the gods laugh at you - sometimes things go so disastrously wrong that it can only be a cosmic joke. Once per session, the games master will reveal the cosmic joke, but sadly, as always, the joke is on you.
- 10 Mistaken identity: you look like someone, someone famous. Decide who and tell the games master. Invariably, despite the best efforts of the games master and at the most inconvenient times, someone makes the connection.
- 11 Unfortunate tattoo: once, you hung out with the wrong crowd. Moreover, for some reason, you had a tattoo to show it. Now you have to keep it hidden, or you are in trouble. Describe your tattoo to the games master, and exactly what it means.



- 12 Bloodshot eyes: you look like you have had a drink, even when you have not. Many people assume you are drunk most of the time, and have trouble taking you seriously.
- 13 Fiery idealism: you believe in something, something most people do not really care about. It shapes your whole attitude and outlook on life, and often this idealism acts against your best interests. Explain your passion to the games master, and they will work your blind idealism into the story...
- 14 Love's lost: you were spurned by a lover, and now everything is grey. You are prone to telling everyone you meet about your lost love, and brooding at the worst times. Even your most glorious success is sadly tempered by your bitter loss...
- 15 Odd birthmark: somewhere relatively obvious (though luckily not your face), you have a birthmark. Sadly, it seems to represent whatever the locals fear most (a sign of witchcraft, a mark of the blight, the birthmark of the bandit king). Difficult times...
- 16 Fire draws you: there is something about fires, be they the tongues of flame from the campfire or the roaring of a freshly lit building. It is not that you set things on fire, but it is amazing how many times accidents happen...



- 17 Lame from birth: you have a limp, and it slows you down and makes you hobble at times. Somehow, when it is time to get away, you are always at the back...
- 18 Happy face: you look happy, all the time. Which is great. However, when people are upset, they always seem to take extra offence at you. When someone is raging, you take the worst of it. Which is bad.
- 19 Gift of the gab: you talk too much, either to hide your nervousness, because you like to hear your own voice or because you do not like those awkward silences... The games master will commiserate, and take a note...
- 20 Born to a bad end: you just seem to be a destined for something bad, and you know it. The games master will make a note of this, and be sure to point out during your escapades how badly things might turn out, and to who...

MEMENTOS

Home may be far away, but it still has a place in your heart. Roll 1d20 to see what memento from home you still carry about your person. You will guard this treasure with your life.

- 1 A miniature painting of a family member, held in a battered locket.
- 2 A statuette of the Thrice Blessed, a gift from your mother.



- 3 Pamphlets asking for volunteers to the King's army, with a note from your mother scrawled on it.
- 4 A wooden drinking cup carved by your father, with your name on the outside.
- 5 An eating-knife of burnished silver, a family heirloom.
- 6 A heavy ring with a carving of a death's-head, found near your home.



- 7 A wooden bowl with your likeness carved on the outside, a gift from your grandfather.
- 8 A love letter from your childhood sweetheart, folded into a small leather purse.
- 9 A set of loaded gambling dice that always come up ones.
- 10 A key to a box in your parent's cellar – no idea what is inside.
- 11 A scrap of parchment with the likeness of the man who killed a close family member.
- 12 A coin from your grandfather, with his most useful advice carved into the surface with a knife.
- 13 A pair of glasses that sit on the bridge of your nose and make distant things seem close.
- 14 A drinking horn, inlaid with fine metalwork, a family heirloom.
- 15 A handkerchief with your initials embroidered on by your grandmother.
- 16 A small snuff box of wood, carved by your grandfather.
- 17 A small figurine from your grandmother, which can be used to curse enemies, or so she said.
- 18 A beautiful but strangely compelling amulet of a falcon's eye, which your father found in the woods.
- 19 A finger bone of Saint Agrethe, carved with mystical runes, a gift from grandmother.
- 20 A small pipe, which your mother taught you to play.



WHERE ARE YOU FROM?

Roll 1d20 to see where you were dragged up...

- 1 Fesselburg, the capital. Where all the best people come from.
- 2 The village of Selbek in the Evening lands, small and missing from most maps.
- 3 Under the eaves of Helmsby, where dark things roam.
- 4 Grim Biskerstaf, born to the sound of the gulls and the smell of water.
- 5 Fair Marenese, where the exotic is every day and spices fill the air.
- 6 On the Wreckers Coast, where relatives scuttled ships for plunder.
- 7 In a village now burned and ruined, best forgotten.
- 8 Ruined Honheim, but you don't tell people.
- 9 Lake Gossenham, awash with pirates and worse.
- 10 Pomperburg, before the tragedy.
- 11 A farm in midst of nowhere, good for nothing.
- 12 The glorious rock of Rebeck, carved by magic.
- 13 The trading city of Tresselback, under the sway of cutthroats.
- 14 On the mighty river Vessen, born on a rolling deck.
- 15 The village of Gronniz, on the edge of the Royal Forest.
- 16 Westerboss, where justice caught up with you.



- 17 Westerlan, seat of crime and
dishonesty.
- 18 The town of Offenhest, famed for its
pies and music.
- 19 The gutters of some city or other, you
cannot remember.
- 20 None of your business! To be honest, I
cannot remember.

WHY DO YOU ADVENTURE?

Roll 1d6 twice and pick one result.

- | | | |
|---|---|--|
| 1 | 1 | Money - what else is there? |
| | 2 | Glory - your name shall go down in
history, and forever be on the
minstrel's lips. |
| | 3 | Escape - home was pretty terrible,
anywhere else has got to be better. |
| | 4 | Revenge - you seek to become powerful
enough to have your vengeance. |
| | 5 | Boredom - there's got to be more to
life than this, surely? |
| | 6 | Exile - they kicked you out, and now
the open road is your only home. |
| 2 | 1 | Routine - it's all I've ever known. |
| | 2 | Skill - it's just what I am good at. |
| | 3 | Destiny - the hands of fate guided me
on this path. |
| | 4 | Rage - my family was slain and I seek
revenge on those who did it. |
| | 5 | Grace - my god demands that I do this. |
| | 6 | Guilt - redemption for what I have
done. |



HOW DID WE MEET?

Roll 1d6 twice and pick one for the whole party.

- | | | |
|---|---|--|
| 1 | 1 | In a tavern - where else would you meet? |
| | 2 | In a cell - best not mention why you were there... |
| | 3 | On the road - it is safer in numbers... |
| | 4 | In the market - amongst the press of humanity. |
| | 5 | At the entrance to the lair - we decided best not go in. |
| | 6 | In the drunk pit - comrades in alcohol. |
| 2 | 1 | In a stable, got to sleep somewhere. |
| | 2 | You were hired to kill me, but didn't. |
| | 3 | We met in a dungeon following the same fake map. |
| | 4 | On a boat at sea. |
| | 5 | We've been friends since childhood. |
| | 6 | It's best we don't talk about it... |

WHAT'S MY DARK SECRET?

Roll 1d6 twice and pick one result.

- | | | |
|---|---|--|
| 1 | 1 | I steal from my friends. |
| | 2 | I once killed my best friend. |
| | 3 | I always betray those that love me the most. |
| | 4 | I'm not who I say I am. |
| | 5 | I was sent to kill you. |
| | 6 | I don't have any secrets, honest... |



- 2 1 I killed my lord, but no one knows the true reason I had to do it.
- 2 2 My father attacked me and I defended myself the only way I could. I haven't been home since.
- 3 3 I'm in exile for 'crimes' they say I committed.
- 4 4 I escaped the noose for crimes I didn't commit!
- 5 5 My weapon has the blood of an innocent on it.
- 6 6 Only I am smart enough to understand my god's true will, and it's down to me to see it come to pass.

THE LAST YOU SAW YOUR SWEETHEART THEY WERE...

Roll 1d6.

- 1 Constructing a clocktower for a dwarven Queen in the Black Spine Mountains.
- 2 Riding with a band of ex-Knights turned brigands on The Great Way.
- 3 Taken on as a servant to the merchant Johannes to pay off a family debt.
- 4 Waving from a ship bound for Far Hissain, leaving to make their fortune.
- 5 Cursing your name as they were dragged away by the Red King's priests.
- 6 Marching to Pomperburg with passion and purpose, never to return.



WHAT'S IN A NAME?

Can't think of a name? Choose one of these...

Adelma, Aileron, Alfana, Ambrosio, Arazmis,
Ariana, Artemesia, Arthus, Dewkel, Dianne, Digus,
Dogbert, Drem, Dukel, Elmira, Falkir, Ferdimund,
Fezzel, Follis, Gelbon, Gilderby, Gizelby, Greedle,
Grut, Helenne, Hildebrint, Hogry, Hokel, Hustoff,
Igmund, Ingela, Isorn, Ivadia, Kallri, Klemley,
Ladri, Lam, Landrel, Lianne, Lin, Lindus, Lort,
Lortha, Lus, Oanni, Oeanne, Oimu, Olma, Olmer,
Omund, Ookla, Orlo, Otho, Oziman, Ploon, Prim,
Quintana, Shara, Smenk, Telken, Valern, Walkor,
Walkri, Wanbu, Wendelur, Wiborn, Wik, Wilke,
Worley, Yarn





TALENTS MANY AND VARIED

Player characters have unique talents that set them apart from everyday folk. At character creation, roll 1d20 on table 1 and 1d20 on table 2, and pick whichever of the two talents best suits your character.

TALENT TABLE 1

Roll 1d20.

- 1 Ambidextrous: You may use either hand with equal skill and as such can wield two weapons. When armed with a dagger and a one-handed weapon, you may roll to hit once without the +5 bonus. If you successfully hit, you roll both damage dice and add them together.
- 2 Armour Training: You know your pauldron from your vambrace. You may add 1 to the protective quality of any armour you wear.
- 3 Beast friend: You have a rapport with normal animals. Unless you or an ally attacks or provokes an animal, it will regard you as a friend and not attempt to hurt you, even if hungry or aggressive.
- 4 Consummate Professional: You strive to be the best at what you do, whether that's collecting dung or peddling wares. You add 2 to all of your Career Skill ratings.



- 5 Dark Sight: You may see as well by moonlight as in day, like a dwarf or elf. If you are a dwarf or elf, you can see as well as day even in pitch darkness.
- 6 Deadly Aim. Your aim is true and you strike with accuracy. Add 1 to all damage inflicted with ranged weapons.
- 7 Born Hagglers: You are always looking for the best deal possible and are loathe to give up those shiny coins. You may subtract 1 from each d6 rolled to determine the price of anything you purchase. If this generates a result of zero, the Game Master must roll again on the next lowest coin (Gold to Silver, Silver to Pennies) down to a minimum of 1 Penny.
- 8 Eyes of a Hawk: Your keen senses are able to spot detail from great distances. As such, you may ignore the penalty of shooting at a target far away from you.
- 9 Fists of Stone: Perhaps you have ogre blood coursing through your veins, or have spent years smashing your fists into blocks of hardened wood. Either way, you inflict 1d6 damage with your bare hands.
- 10 Hard to Kill: 'Tis but a scratch!'. Owing to your hardened physique or sheer force of will, you may subtract 2 from all Critical hit rolls you take. Any result of 1 or less is ignored.
- 11 Ill-gotten Gains: You have acquired some stolen loot. Perhaps you found it buried in a ditch, won it at cards,



- purloined it from a noble's bedchamber or prised it from the hands of your last victim. Either way, you start the game with two items worth 1d6 gold, or a single item worth 2d6 gold.
- 12 Innate Sorcery: You have the natural ability to cast one random spell. This still requires an incantation test and the expenditure of Stamina, but you can always cast it, without the need of a scroll. However, any roll of 1 on a failed Incantation test produces a miscast.
- 13 Lightning Reflexes: You possess the reflexes of a cat. Unless surprised, you may always act first in a round.
- 14 Luck of the Gods: You are blessed with good fortune, or perhaps are destined for greater things. Increase your Luck by 2.
- 15 Natural Talent: Choose one adventuring skill. That skill may always be improved, no matter what career you are in, but only up to 10 if you are in a Basic Career, or 14 if you are in an Advanced Career.
- 16 Strong Arm: You strike with powerful, savage blows. Add 1 to all damage inflicted with melee weapons.
- 17 Thick-skinned: You certainly know how to take a beating. Reduce the damage inflicted upon you from crushing weapons by 1.
- 18 Tough as Nails: You possess incredible reserves of endurance and hardiness. Increase your Stamina by 4.
- 19 Uncanny Sense: You have a natural



- ability to avoid danger, be it a latent psychic ability, exceptional paranoia or perhaps dark whispers from beyond the veil. Regardless of its source, you cannot be surprised.
- 20 Witch-sight: You have the innate ability to detect supernatural forces and phenomena. You may make a Spot roll to detect the presence of magic, ghosts and demons.



TALENT TABLE 2

Roll 1d20.

- 1 Highly attractive: You dazzle others with your chiselled features or luscious locks. You may automatically succeed at a Bargain or Persuasion test each session if a target would find you attractive (game master's call, but if in doubt, roll 1d6. On a 4-6, an NPC finds you attractive).
- 2 Cast Iron Stomach: You are immune to all ingested poisons including alcohol. You may even derive nutrition from spoiled or rotting food, much to the repulsion of your fellow adventurers.
- 3 Jack-of-all-Trades: You can pick up skills quickly or perhaps have had experience in a few trades before settling on your current career. You are treated as having a Career skill rating of at least 4 in three Basic Careers you choose.
- 4 Light Sleeper: You sleep with one eye open. You may make a Spot test to detect an ambush, even when sleeping. You may also instantly awake in such circumstances and be ready to take an action.
- 5 Arcane Resistance: You have an innate ability to resist sorcery. You may make an Incantation test to negate any spell cast directly at you. But when making an Incantation test to cast spells, any failed test creates a miscast.



- 6 Acute Hearing: You may make a Spot test to hear whispers and quiet conversations, even when several yards from you. You can also make such tests to hear normal conversations on the other side of doors.
- 7 Prophetic Dreams: You are plagued by strange dreams, which can warn you of things to come. Once per session, if you fail a test, you may test your Luck. If successful, you succeed at the test instead. You were clearly just remembering when you failed the attempt in your dream...
- 8 Killer Instinct: You want to see your foes die, often in the most grisly way possible. You may add 2 to the value of any Critical Hit you inflict.
- 9 Sense of Direction: You have an instinctive ability to detect north and so never get lost.
- 10 Double-Jointed: Your body is extremely flexible. You may squeeze into the smallest places, easily escape from manacle or restraints and even fit through small gaps such as iron bars.
- 11 Dark Destiny: Some entity is looking out for you. If you should die, for whatever reason, you miraculously survive. However, the entity will reveal its plans to you with whispers of dark desires. Should you decide to act against its wishes, you must lose 1d3 Stamina permanently, unless you successfully test your Luck.
- 12 Fleet Footed: You are exceptionally fast on your feet and in combat may



move one Range category and still perform an action, although you suffer -2 when doing so. You may also take a move action to move two range categories, instead of one. Outside of combat, you may add 4 to your Athletics to all tests involving sprinting.

- 13 Natural charm: Unless they have reasons to act differently, most people take a shine to you; people find it easy to get along with you. Whenever you meet someone, if they would



- normally be ambivalent toward you, now they like you, and those that would normally dislike you instead are ambivalent.
- 14 Sleep anywhere: You have a talent for sleeping anywhere – you always get a good rest no matter where you are, and always wake up happy and refreshed, even if sleeping outside in the rain.
- 15 Well Connected: You have a wide circle of acquaintances who you may draw upon for aid. Once per session you may make a Luck test. If successful, you have bumped into an old friend who owes you a favour.
- 16 Perfect Recall: You have an amazing memory and never forget anything you have seen or read. This means that you can attempt to cast any spell you have already cast successfully, without the scroll at hand. However when doing so, any failed Incantation roll results in miscast.
- 17 Slink Away: Somehow, you always manage to slink away from danger. Whenever you are caught in a large melee with multiple combatants and have some warning (i.e. are not surprised), test your luck. If you succeed, you somehow escaped notice...
- 18 Nondescript: For some reason, you just do not stick in the mind. People tend to forget what you look like, and are often quite hard-pressed to recall anything remarkable about you at all.



- 19 Scarred: You obtained a scar on your face in your childhood. It makes it easier to intimidate people (+2 bonus) and generally to look mean and impressive, but makes it harder to charm people (-2 penalty to charm and persuasion tests).
- 20 Evil Eye: You have the uncanny ability to hex opponents with your gaze. Once per game session, when an opponent succeeds at a simple or opposed test, you can test your luck. If you are lucky, they failed the test or if it was opposed, you won, not them.

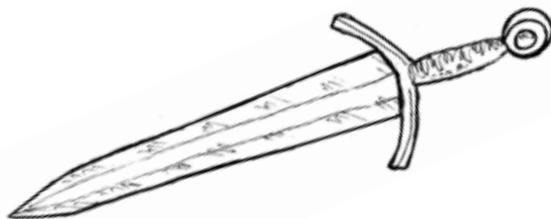
WHO DO YOU KNOW?

Roll 1d20 to see who you know.

- 1 Captain Aldwus of the Town Guard, happy to look the other way for the right price.
- 2 Bali, owner of Bali's General Goods, who is always on the lookout for a good deal.
- 3 Heora, she knows everyone who is anyone in the area.
- 4 Lord Thelrey who I did a favour for one time.
- 5 Nelaser, she has robbed, swindled and pissed off most people in town.
- 6 Wyna, who still owes me a drink.
- 7 Rellik, a spell-slinger who once saved



- me.
- 8 Thamath, the local innkeeper who tells
me all the local gossip.
- 9 Anet, the less said about her, the
better.
- 10 Cyna, she once robbed me, I caught her
and took pity.
- 11 Hildo, a halfling who bested me in a
drinking contest.
- 12 Bellia Bairnell, who made me the best
food I ever had after I saved her dog.
- 13 Grakar, the dwarf who works at the
blacksmith who repairs my weapons.
- 14 Nimlothel, I owe her for saving my
life.
- 15 Galorfing, the local wizard with whom I
enjoy conversing.
- 16 Willan, a child who I tell about my
adventures and sees me as a hero.
- 17 Olbeard, a bard who tells my story,
sometimes he even tells the truth.
- 18 Tharder, who taught me how to fight and
how to drink.
- 19 Lady Baldga, whose dark secret I know...
- 20 Hilde, The local cleric to whom I
confess my sins.





PASSIONS

A character's beliefs, motivations, and emotions are represented by their Passions. At character creation, they will have two passions, one positive and one negative. These can be generated randomly on the following two tables by rolling 1d6 twice.

1d6 Negative Passion

1-2	Vice
3-4	Hate
5-6	Fear

1d6 Positive Passion

1	Desire
2	Loyalty
3	Love
4	Uphold
5	Respect
6	Devotion

Each passion is then related to something - an ideal, object or person. For example, vice (gambling), or hate (elves). Player with the assistance of the games master should pick two objects for their two passions. The following list gives some examples of the objects that could be chosen.

Clergy, Deity, Drinking, Elves, Family, Freedom, Gambling, Goblins, Guild, Home Town, Justice, Magic, Mercy, Renown, Rival, Royalty, Status, Undead, Wealth.



This is a non-exhaustive list, so feel free to come up with your own Passions.

PASSIONS IN PLAY

Both the player of the character and the games master get to use their passions during play, each having the option to invoke either of a player character's two passions once during a session.

Players can invoke a passion by arguing that character is acting in such a way as to reinforce one of their character's passions. If the games master agrees, the character gains a +5 bonus to any one related skill test. If the games master points out that another time a player character is acting in such a way as to directly oppose a passion, the character suffers a penalty of -5 to any one related skill test result. Note that the player and games master are restricted to one use of passions during a single game session.

For example, if a character had hatred (goblins) as a passion, a player could invoke that passion in combat to receive a +5 bonus to one attack. However, if they had to negotiate with goblins at another time in the session, the games master could inflict a -5 penalty to the skill test.

CHANGING PASSIONS

At the end of a session passions can also be lost entirely, or even flip towards the other extreme. Love turns to Hatred, Loyalty to Contempt. This can happen if a narrative situation occurs whereby this



makes sense, and the games master and player agree. For example; upon discovering deep-seated corruption within the entirety of the church, Selma's Devotion (Thrice Blessed) turns to Hatred (Thrice Blessed).

FAME AND FORTUNE!

Connections, notoriety, status, fame - these are the lot of an adventurer. As player characters travel across the Kingdom, their fame spreads as word of their deeds becomes the gossip of towns and cities. Be careful though - sometimes being famous helps a character, sometimes it does not.

REPUTATION

Fame and popularity is measured in Warlock using reputation. All player characters begin the game with zero reputation. As they adventure and commit famous and hopefully noteworthy deeds, their reputation grows.

Whenever they complete some goal, typically at the completion of an adventure, the games master will award the characters with some reputation, especially if the deed is interesting or has been widely witnessed. This is added to their current reputation score. Of course for reputation to be gained others have got to know of the character's deeds, and of their involvement. For example, the characters may thwart a lich in a rotten crypt as the culmination of a long adventure, but if no one knows that happened, they may not be awarded reputation.



Goal completed

Award

Minor, local import	1 reputation
Significant, well-known events	2 reputation
Major, very well-known events	5 reputation

Reputation can be both positive and negative, i.e. fame from noble deeds or infamy for notorious crimes. Players should note down why their character is known throughout the land. For example, a character might have reputation 5 (noble deeds) or reputation 7 (swindler). They may also have reputation linked to an event, for example reputation 6 (the Gottleburg murders). The term used to describe the character's reputation will change during play as they become known for new events and activities – the games master and player may agree to change the term whenever reputation is gained. People tend to only remember your most recent exploits after all!

REPUTATION IN PLAY

When a character meets somebody, the games master may ask the player to roll their character's reputation as a standard skill test. If they pass the test, the player character has been recognised, with whatever consequences that brings. This may or may not be beneficial to the character, such is fame. The games master can apply bonuses and penalties to the roll depending on circumstances. For example, a -5 penalty to the roll might reflect fame gained in a distant city, whereas a +5 bonus might reflect that a character's reputation 5 (burglar) is well-known by the city watch.

PART 2: NO REST FOR THE WICKED





AT THE END OF THE DAY...

These optional rules give flexibility and more granularity in the 'end of session' events, such as awarding advances and downtime between adventures.

EXPERIENCE

Here are some alternative suggestions for awarding player characters advances after a session's play.

1 - Mark one advance if you learned something new from your adventure

2 - Mark one advance if you followed your character's traits or passions even if they got you into trouble.

3- Mark one advance if you progressed your career in a way such as those shown below (or if the games master agrees your action has been in line with your career).

AGITATOR

1. Mark an advance when you stir people up to act against authority.
2. Mark an advance when you manipulate others to your agenda.



ASSASSIN (ADVANCED)

1. Mark an advance when you get a reward for killing someone.
2. Mark an advance when you get away scot-free.

BEGGAR

1. Mark an advance when you get a soft touch on tap for you and your friends.
2. Mark an advance when the way people ignore you gives you an advantage.

BOATMAN

1. Mark an advance when you get everyone pulling together as one.
2. Mark an advance when you secure a great deal for money.

BODYGUARD

1. Mark an advance when you put your life on the line for someone you're protecting.
2. Mark an advance when you get the person you're protecting to safety.

BOUNTY HUNTER

1. Mark an advance when you capture your target.
2. Mark an advance when you get paid for finding someone or something.



BRAVO (ADVANCED)

1. Mark an advance when you get the respect you deserve.
2. Mark an advance when you show them you are the Boss!

CHARLATAN (ADVANCED)

1. Mark an advance when you profit from them believing your lies.
2. Mark an advance when they respect you as someone you're not.

DOCKER (KINGDOM)

1. Mark an advance when you make some profit on the side.
2. Mark an advance when you get one over on the Fish Wardens.

DWARF BATTLESMITH (ADVANCED, COMPENDIUM)

1. Mark an advance when your enemies are defeated through your actions or the actions of those who bear your weapons.
2. Mark an advance when someone proves worthy of your training.





DWARF INVENTOR (COMPENDIUM)

1. Mark an advance when you profit from your inventions.
2. Mark an advance when you build something dangerous and it doesn't kill you and your mates.

DWARF RUNEFORGER (ADVANCED, COMPENDIUM)

1. Mark an advance when your runes underpin great works.
2. Mark an advance when you discover secrets of magical power.

DWARF SLAYER (ADVANCED, COMPENDIUM)

1. Mark an advance when you get closer to your enemy.
2. Mark an advance when you add another tattoo to mark vengeance completed at your hands.

DWARF TUNNEL FIGHTER (COMPENDIUM)

1. Mark an advance when you lead the way through dangerous terrain.
2. Mark an advance when you endure because you're hard as nails.



ELF AGENT (ADVANCED, COMPENDIUM)

1. Mark an advance when you complete your mission and your cover remains intact.
2. Mark an advance when you perform successfully for those with power and influence.

ELF ASTROLOGER (COMPENDIUM)

1. Mark an advance when you tell the fortunes of the rich and powerful and they believe you.
2. Mark an advance when you take a step towards building your own observatory.

ELF CHAMPION (ADVANCED, COMPENDIUM)

1. Mark an advance when you relentlessly hunt down your quarry even when it is at personal cost and risk.
2. Mark an advance when you champion your Queen and people with the other communities.

ELF DRUID (ADVANCED, COMPENDIUM)

1. Mark an advance when you educate the younger races about the wonder of nature and they act on it.
2. Mark an advance when you help return land to nature.



ELF KIN GUARD (COMPENDIUM)

1. Mark an advance when you protect a home from danger.
2. Mark an advance when you learn something new about humans.

ENTERTAINER

1. Mark an advance when your performance entertains the crowd.
2. Mark an advance when people recognise your talent for what it truly is.



EXPLORER (ADVANCED)

1. Mark an advance when you discover something new.
2. Mark an advance when you share your discoveries with others to delight them.

FISH WARDEN (KINGDOM)

1. Mark an advance when you keep the river and estuary safe.
2. Mark an advance when you get one over on the Dockers.

FOOTPAD

1. Mark an advance when you rob someone and leave them alive.
2. Mark an advance when you spend your ill-gotten gains to celebrate.

FREELANCE (ADVANCED)

1. Mark an advance when the job is enough to keep you to a knightly standard.
2. Mark an advance when your reputation grows.

GAMBLER

1. Mark an advance when you lose big, but stylishly.
2. Mark an advance when you fleece a mark.



GRAVE ROBBER

1. Mark an advance when you make a profit from the dead.
2. Mark an advance when you do something to atone for your sins.

HALFLING BURGLAR (ADVANCED, COMPENDIUM)

1. Mark an advance when you prove you are the best burglar.
2. Mark an advance when you outwit your enemies (or at least the Watch).

HALFLING CONJURER (ADVANCED, COMPENDIUM)

1. Mark an advance when you fool them with magic.
2. Mark an advance when your plan comes together beautifully.

HALFLING GAFFER (ADVANCED, COMPENDIUM)

1. Mark an advance when they respect your authority, no matter your size.
2. Mark an advance when you keep your lads out of trouble and deal with it yourself.

HALFLING GONG FARMER (COMPENDIUM)

1. Mark an advance when you find something valuable but soiled.
2. Mark an advance when you hear information you profit from.



HALFLING PIE MASTER (COMPENDIUM)

1. Mark an advance when you make a meal when supplies are limited.
2. Mark an advance when your pies are celebrated by the great and influential.

HIGHWAYMAN (ADVANCED)

1. Mark an advance when you profit from highway robbery.
2. Mark an advance when your fame brings complications.

HUNTER

1. Mark an advance when you show your skill in the wild.
2. Mark an advance when you find your target.

INITIATE

1. Mark an advance when you convince the common people to worship.
2. Mark an advance when you promote your religion whilst putting yourself at risk.

MERCENARY

1. Mark an advance when you get paid for the fight.
2. Mark an advance when you carry out a deed which will get you to the right place when you die.



MERCENARY CAPTAIN (ADVANCED)

1. Mark an advance when your forces respect your authority even if it puts them at risk.
2. Mark an advance when your band of brothers come through alive.

MERCHANT (ADVANCED)

1. Mark an advance when you close that trade deal for a profit.
2. Mark an advance when you make a new contact.

MILITIAMAN

1. Mark an advance when you intervene to keep the peace when you could have walked on by.
2. Mark an advance when others respect your authority to keep the peace.

MINER

1. Mark an advance when you make a profit with something you've dug out of the ground.
2. Mark an advance when you persuade your comrades to unite against the rich.

MINSTREL (ADVANCED)

1. Mark an advance when you mingle and perform to nobility.
2. Mark an advance when you take advantage of your reputation.



MUDLARK (KINGDOM)

1. Mark an advance when you find something hidden that makes a big profit.
2. Mark an advance when people look at you as a person, not mudlark scum from the Dredge.

NIGHT WATCHMAN (KINGDOM)

1. Mark an advance when you intervene to keep the peace.
2. Mark an advance when you make it through adversity without injury.





NOBLE

1. Mark an advance when people treat you with the respect you deserve.
2. Mark an advance when you act with the kind of honour that you were brought up to show.

OUTLAW

1. Mark an advance when you steal from the rich to give to the poor.
2. Mark an advance when you escape from the law to live on your ill-gotten gains.

OUTLAW CHIEF (ADVANCED)

1. Mark an advance when you make a decision and the gang approves.
2. Mark an advance when you get the fear you deserve.

PEDLAR

1. Mark an advance when you get a good deal that benefits everyone.
2. Mark an advance when your actions help a community to prosper, or at least survive the winter.

PRIEST (ADVANCED)

1. Mark an advance when you show your god's power.
2. Mark an advance when you bring new worshippers to your god.



PUBLICAN (KINGDOM)

1. Mark an advance when you stop trouble before it escalates.
2. Mark an advance when you share juicy gossip to delight others.

RACONTEUR

1. Mark an advance when you step into the limelight and the audience embraces your performance.
2. Mark an advance when you escape the punters you've been freeloading on.

RAT CATCHER

1. Mark an advance when you get paid for dealing with vermin.
2. Mark an advance when your knowledge of the places to avoid in town benefits you and your friends.

ROAD WARDEN

1. Mark an advance when you keep the peace on road.
2. Mark an advance when you bring an outlaw to justice.

SCHOLAR (ADVANCED)

1. Mark an advance when you find a book you use to your benefit.
2. Mark an advance when you publish a book and you use this to your advantage.



SCOUT (ADVANCED)

1. Mark an advance when you guide them safely to their destination.
2. Mark an advance when you observe a threat and escape to tell the tale.

SERVANT (KINGDOM)

1. Mark an advance when the great and good don't notice you and you get the job done.
2. Mark an advance when you profit from the toffs but don't get caught.

SOLDIER

1. Mark an advance when you survive a battle where you were seriously at risk of injury or worse.
2. Mark an advance when your fighting experience saves the day.

SPY (ADVANCED)

1. Mark an advance when your deceptions advance a greater agenda.
2. Mark an advance when you get away with it.

THIEF

1. Mark an advance when you successfully 'redistribute' wealth.
2. Mark an advance when they never realised that you did it.



TOMB ROBBER

1. Mark an advance when you make money from the dead's possessions.
2. Mark an advance when you find and enter a tomb.

VETERAN SOLDIER (ADVANCED)

1. Mark an advance when your tactics mean your party escape without serious injury.
2. Mark an advance when protecting your comrades puts you at risk.

WATCH CAPTAIN (ADVANCED)

1. Mark an advance when you command and others follow even when it puts them at risk.
2. Mark an advance when you make an example of the greenhorn.

WIZARD'S APPRENTICE

1. Mark an advance when you impress people with your magical prowess.
2. Mark an advance when you find a way to bolster your magic skill.

WIZARD (ADVANCED)

1. Mark an advance when others are intimidated by your power.
2. Mark an advance when you successfully cast a spell which could put your life in peril.



EARN YOUR CRUST

Sometimes between the adventures, it helps to know just how well player character grave robbers, entertainers, and thieves are doing in the Kingdom. The following system is designed to use the career skill to give a rough idea at how player characters are getting along between the 'action'.

During downtime, a player should decide how their character is trying to maintain themselves. Typically, this will be by exercising their career skill, which typically represents them utilizing their career for monetary gain. The career skill can also reflect other aspects of that profession however, such as a thief laying low after a big score. Other factors like the season or the poverty of the location may come into play at the games master's discretion and events in the campaign.

The player should decide how their character is maintaining themselves during this time using Warlock's three price categories - pennies for the lower class, silver for the middle class and gold for the upper class. Living as a commoner is going to be cheaper than living as a member of the middle classes, and living as the upper crust will be the most expensive of all.

A character may only maintain themselves at a level they can possibly afford, that is to say to live as a middle class person you need at least one silver, and to live as the upper class you need to have at least one gold. Everyone can attempt to live as a commoner. There should be narrative consequences to this choice, as the player and games master feel



is appropriate. For example, a merchant living as a commoner is likely to not be taken very seriously by their peers.

Once this has been decided, the player then makes a standard career skill check. On a success, the character has been able to maintain themselves at their career and has no change to the money on their sheet. With a success where the die roll is an even number, the player can add 1d3 coins of the appropriate price category to their sheet. Finally, if the player fails their career skill check, they lose 1d6 coins of the appropriate price category. If the player doesn't have sufficient funds to pay for their maintenance, they pay what they can and now have a debt story hook or some other complication ready for the next session!





Optional: The above system provides a quick and easy way to track how downtime has gone and treats all downtime periods as the same for ease and simplicity. It also abstracts how things have gone simply into a gain or loss of wealth, and is intended that in general, maintenance costs more than it grants - you need to get out there and go on an adventure to change your lot in life! For a slightly more nuanced approach, one might split a narratively long downtime into multiple periods using the same rules or one might give a player the option of instead of having a gain/loss of wealth have some other effect. A failure as a commoner may mean a sickness, a failure as middle class may mean a new rival, or a success with a gain as wealthy may mean a new and useful contact in the establishment in lieu of just more coins.

TO WHOM DO YOU OWE MONEY?

1. An agent of the van Kleef's of Westerlan, and they would like a favor.
2. Greta the Halfling Pie Master, she has her fingers in many pies.
3. Bertold the barkeep, your tab is full-up.
4. Your well-off cousin, there are rumors in the family.
5. Grigoriy the loan-shark, it'd be pity if you had unfortunate accident.
6. Archibald the fop, isn't he so generous with the pathetic little people?



BEEN BUSY?

After each adventure is over, during downtime, as well as trying to earn coin you can also try some specific activities. Each section of downtime gives you the opportunity to engage in one of several activities as listed below. This is not an exhaustive list, so feel free to come up with your own.

Whenever an activity recommends some skill tests, feel free to replace them with other skill tests if it makes sense in the context. Intimidate could be used when haggling for example.

The following are examples of downtime activities your characters can engage in. Each of these takes one session of downtime to complete. For more complicated activities, the games master may decide it takes two or more sessions are required.

You are encouraged to come up with your own and use these as guidelines.

Relax: You go carousing to take the edge off. This costs 1d6 pennies, and increases your pluck and renown by 1.

Change Career: If you fulfil all the requirements to change career, you may do so.

Obtain Equipment: Take your time to buy a piece of equipment. Attempt either an appraise or bargain test; on a success, roll the price dice twice and pick the lower result. Alternatively, you can use intimidate, sleight of hand, or streetwise instead,



but gain 1 reputation.

Lay Low: Attempt either a disguise, stealth, or streetwise test. On a success, reduce your reputation by 1d3.

Repent: Visit a temple of your choice and pray your sins away. Gain a special one off +2 bonus that can be applied to any one test in the next session after the dice have been rolled.

Repair: On a successful repair test you fix something that broke during the adventure. This may take several downtime sessions depending on what is being fixed.

Investigate: You gather information by some means. You might be spying on someone or researching at a library for example. On a successful appropriate skill test you may ask the games master to provide a piece of information or clue related to the next adventure.

Combat Training: Test any weapon skill, on a success gain a special one off +2 damage with any one attack in the next session, applied after the dice are rolled.



PART 3: CRUEL WORLD





ALAS!

The Kingdom is a dangerous place, and shocks and horrors abound! This section of the supplement introduces optional rules for shock and horror, nasty infections, diseases, illnesses and firearms. It's a dangerous world...

SHOCK, FEAR AND TERROR

Pluck is a measure of what effect these sights can have on a player character, and what they do when confronted by something shocking, fearsome or terrifying.

A shocking sight is if the player character witnesses something deeply unsettling. Examples would be witnessing a murder, stumbling upon a corpse, seeing a massacre, watching a monster eat someone, etc.

A fearsome sight is witnessing something that generates a deep feeling of fear and loathing. Examples would be a horde of enemies charging, some monsters and creatures, a ghost, undead, etc.

A terrifying sight is witnessing something that causes fear that it is incredibly hard to face, like a huge dragon, a demon, a vampire, etc.



PLUCK

They say that the luckiest people are so used to things going their way that they don't know how to deal with the harsh miseries everyone else has to put up with. Each character begins the game with a pluck score equal to 20 minus their starting luck score.

$$\text{Pluck} = 20 - \text{luck}$$

Anytime a character witnesses a shocking, fearsome or terrifying sight, they must make a pluck test - a standard skill test using their pluck value as the skill level. If they pass the test, they have steeled themselves against adversity and can carry on as normal. If they fail the test, they must roll on the appropriate table overleaf for the type of event that caused the roll. To make the roll, the player rolls 2d6 and adds their pluck value, correlating the result.

THE HORROR!

The following results can be obtained on the tables.

Unaffected - the character carries on as if nothing had happened. Hard as nails.

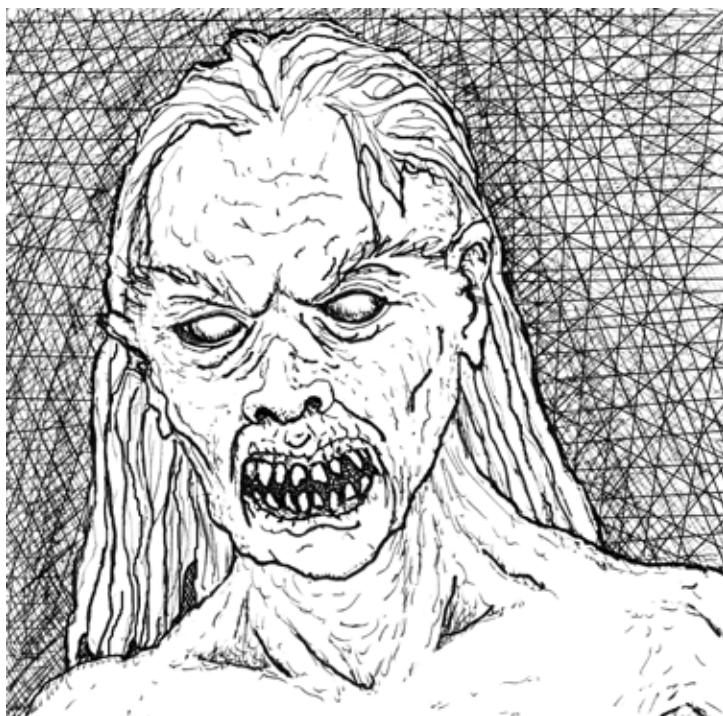
Screams but keeps control - the character lets out a scream, shouts, or swears violently, but otherwise maintains a grip and can keep acting as normal.



Screams and flees in horror! - the character screams as above but then turns tail and flees, running away until the cause of the disturbance is well out of sight. Make a luck test to see if they've kept hold of whatever was in their hands.

Frozen to the spot! - the character is rooted in place by fear. They may not move or act for 1d3 rounds, before this result changes to screams and flees in horror!

Catatonic! - the character swoons from the shock and horror. They are out cold for 1d6 rounds, after which they recover with a groggy memory of what happened. Should the object that caused the fear test still be present, then another test will be required.





SHOCK

2d6 + pluck

Effect

2-6	Screams and flees in horror! Lose 1d3 pluck
7-11	Screams but keeps control, lose 1 pluck
12-16	Visibly shaken
17+	Unaffected

FEAR

2d6 + pluck

Effect

2-6	Frozen to the spot! Lose 1d6 pluck
7-11	Screams and flees in horror! Lose 1d3 pluck
12-16	Screams but keeps control, lose 1 pluck
17-19	Visibly shaken
19+	Unaffected

TERROR

2d6 + pluck

Effect

2-6	Catatonic! Lose 2d3 pluck.
7-11	Frozen to the spot! Lose 1d6 pluck
12-16	Screams and flees in horror! Lose 1d3 pluck
17-19	Screams but keeps control, lose 1 pluck
20-21	Visibly shaken
22+	Unaffected



RECOVERING

A character recovers from the effect of losing a pluck test after a few moments rest away from whatever caused the test, but it may linger in the mind. Full recovery takes a good night's rest in a safe and secure environment. However, pluck itself is only restored by a major story elements taking place, such as defeating a great evil, restoring a beacon of civility etc., as determined by the games master. These kind of events restore 1d6 pluck, which may take pluck above its starting level.

PERMANENT EFFECTS

Should pluck ever reach zero, then the character suffers a permanent effect, which becomes part of their character. Roll on the table below to see what affliction the character has acquired. After this, their pluck increases by 1d3 as their new coping mechanism takes effect.

If a character is reduced to zero pluck a second time and rolls the same result on this table, then the severity of the effect increases considerably. Curing these effects is a long-term goal, and makes for an excellent adventure seed...



Roll 1d6

Permanent Effect

- 1 Nervous tick - the character gains an involuntary twitch or movement that they can't control, and which gets worse in stressful situations.
- 2 Inappropriate giggling - when they are nervous or under pressure, the character can't stop giggling. Most other people find this very off putting and rude, and some could take particular offense.
- 3 Muttering and babbling - the character is prone to muttering or carrying out a whispered conversation to themselves. They can't stop this, even when they really, really need to be quiet...
- 4 Violent temper - the character becomes very aggressive and violent when they are put under pressure. It seems they can only conquer their fears by lashing out, no matter how inappropriate that might be.
- 5 Whimpering when afraid - the character's stresses and fears coalesce when they are under stress, and they involuntarily whimper and moan.
- 6 Nightmares - the character is troubled by nightmares they can't shake, and wake up sweating and screaming. When the character sleeps roll 1d6 - on a 5 or a 6 they suffer nightmares, and regain none of the lost stamina they would normally recover due to the poor quality of their sleep.



SICKNESS...

For a grim and gritty approach to Warlock, the games master and players can agree to use the following rules for infections, poisons and diseases. Don't say we didn't warn you...

INFECTIONS

When a character suffers a critical hit, there is a chance that the wound will become infected. To stop an infection and stabilise a wound, another character must perform a medicine skill check using any negative value of stamina as a penalty to the roll (i.e. the same bonus as applied to the critical table, but this time taken as a negative penalty to the medicine skill roll). If suitable bandages and the like are available, then a bonus of +5 is added to the roll. The patient can attempt this task themselves, but suffer a -5 penalty if they do so. This test can only be tried once - in order to retry the test, the circumstances of the healing attempt must change notably (i.e. if the test fails in the aftermath of battle, further first aid isn't possible and the character needs to get to a healer fast).

If the test is passed, the wound has been cleaned and stabilised, and no infection occurs. If the test is failed or is not attempted at all, the patient risks deadly infection.

A character at risk of infection must make an immediate endurance skill test. If they pass, they



have fought off infection themselves. If the test is failed, their wound becomes infected. While infected, their maximum stamina value immediately drops by half rounding up (i.e. they can never heal beyond half their original total stamina). If they do not get the wound treated, each day after this their maximum stamina is reduced by a further 1d3. When their maximum stamina reaches zero, the character dies from their infection.

For example, a character with 16 stamina is critically wounded and the attempt to stabilise the wounds fails. The character tests their endurance to resist infection and this also fails. Their maximum stamina therefore immediately drops to 8, and drops further by 1d3 every day until the wound is treated or they die at zero stamina.

A medicine test in a suitable environment can be used to stabilise an infected wound (this isn't possible 'in the field'). The test gets harder with time however - every day that the wound isn't stabilised applies a -1 penalty to the medicine skill test to stabilise the wound.





POISONS

Adventurers may encounter all manner of poisons in the Kingdom. These nasty substances are made by many to deal with vermin, pests and of course, to silence their enemies. When a character is in contact with a poison, they must pass an endurance test. If they pass the test they are unaffected, if they fail the poison takes and produces the stated effects. Each poison has a potency that acts as a negative modifier to the endurance test, making some poisons very hard to shrug off.

FLESH DROP

Potency 3

Appearance - a clear liquid with the viscosity of water and a faint odour of cloves.

Use - this poison can be added to food and drinks, a few drops is all it takes. It can however be detected by the faint smell.

Effect - the targets gets the sweats accompanied by a debilitating nauseous feeling. If the poison isn't countered, two days later flesh begins to wither and even come away from extremities and the face. The poison is not fatal, but it typically leaves the target severely disfigured.

Obtained - from the black spider orchid, which grows in the Cragtop Mountains.

Antidote - the crushed shell of the axe beetle, after removal of the deadly venom glands.



YELLOW GUTS

Potency 5

Appearance - a thick honey-coloured oil, odourless but with a metallic taste of blood.

Use - coated onto blades, this poison is a favourite of goblins and other unsavoury types.

Effect - the target is doubled up with gut-wrenching pain 1d3 rounds after contact with the poison, and can do nothing but crawl about moaning. If the poison is not countered, the target must pass another endurance test with a penalty of -5 to the roll or die within 1d3 days. If they pass the test they recover, but with forever weakened bowels.

Obtained - from the saliva glands of the swamp drake. Remove with care!

Antidote - a mixture of the white sickle flower mashed into a bowl of milk can alleviate the pain and allow the target to automatically pass the endurance test to survive.

TOMB ROT

Potency 2

Appearance - a fine dusty powder that reeks of old bones and decay.

Use - often coats sharp edges in old tombs and is therefore common on the blades of undead.

Effect - the target's skin greys and deadens around the affected wound. Once a day until the poison is neutralised the target must make an endurance test, if they fail the rot spreads, inflicting a cumulative penalty of -2 to all tests (so -2 for the first day, -4 for the second etc.). After four days it



is so debilitating the victim cannot walk, talk or do anything else requiring effort. After a further 1d6 days they die, consumed by the rot, destined to return as undead. If at any time the character passes the endurance test, the poison is overcome and the effects fade.

Obtained - can be collected from infected blades and metallic surfaces in old tombs. Good luck with that!

Antidote - clean, fresh water imbued with the essence of the red snow blossom can end the effects of the poison.





DISEASES

Likewise folk may encounter all manner of deadly diseases throughout the crowded slums of the Kingdom. These diseases cause disfigurement and death. When a character is in contact with a carrier of a disease, they must pass an endurance test. If they pass the test they are unaffected, if they fail the disease takes hold and runs its course. Each disease has a virulence that acts as a negative modifier to the endurance test, making some diseases extremely dangerous.

BLACK BLOOD

Virulence 4

Transmitted - consuming infected blood, either through malicious actions or the effect of flea bites.

Effect - this disease causes the blood to thicken and grow sluggish. It makes those suffering from its effects become increasingly dazed and confused over 2d6 days. If it is not dealt with after this time, sufferers become bed-ridden and finally die, their blood oozing like a black tar.

Cure - ingesting ground silver powder can reverse the effects of the disease, for those who can afford it.



GOBLIN POX

Virulence 3

Transmitted - by bite. Many of the more feral goblins carry this disease, so being bitten by one is to be avoided!

Effect - the goblin pox breaks out as a collection of small pustules over the skin of the head, which are very itchy and eventually swell and burst painfully. The long-term effect is a scarring of the face and neck, which is very visible.

Cure - Fenfallow root that grows in the depths of swamps when crushed can alleviate the swellings and reduce scarring.

PURPLE TONGUE ROT

Virulence 5

Transmitted - by coughing and sneezing.

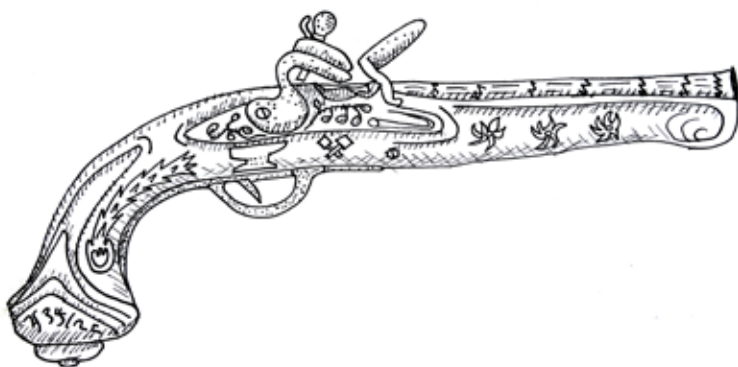
Effect - a nasty disease that causes the tongue to swell and distend such that it protrudes from the mouth, purple and swollen. If not treated, the tongue begins to rot, and after a couple of weeks the infected are rendered mute as their tongue falls away.

Cure - the elves are said to have a healing balm that reduces the effects of purple tongue rot, but to get it means a journey to their hidden lands.



BLACK POWDER

There is some argument between dwarf and goblin inventors as to who came up with the first firearm or gun. Black powder (or 'Dragon's breath') has been known by goblins for years, who used it to blast out their mines and expand their realms, and also to make bombs to throw at their enemies. The dwarves have for a long time harboured a more refined technology, combining science and their metallurgic and artistic skills to create fine weapons capable of firing shot, typically metal balls. Such weapons are becoming increasingly familiar in the Kingdom, and are often the sign of authority and command among soldiers and the nobility. These weapons are however rather unreliable, and prone to catastrophic failures. Some say this is the will of Dragon manifest. Others call it bad luck.





TYPES OF GUN

Guns come in two general types. Goblin weapons are fired by the user touching a lit taper or flame to a pan of powder. This is the simplest type of weapon, but also the most cumbersome to use - but goblins like fires and flashes, so they really don't care. Goblin weapons are long, with an extended barrel opening (often shaped like a mouth) that fire a spray of shot over a wide area, typically stones, nails, bits of rubbish and anything else laying around. Dwarven weapons involve more complex matchlock and flintlock designs, which are easier to use but are harder to maintain. Dwarven guns are either pistols or rifles that fire single shots, and are typically very beautiful.

READINESS

All guns require careful setup. Goblin weapons and matchlocks cannot be carried 'primed', so they must be carefully loaded immediately prior to use. Dwarven flintlocks can be carried primed for a short while - too long and you risk the powder attracting moisture and failing to light. For example, a character armed with a flintlock could set the weapon up if they were expecting an ambush, but for other types of gun they would have to load the weapon once the ambush was sprung - good luck with that!

SHOOTING

Attacks with all guns requires the use of the cross-bow skill, as the action of firing is pretty much



the same. Attacks are resolved in the same way as with normal ranged attacks, a contest between the attacker's crossbow skill and the target's dodge skill, with a few notable differences.

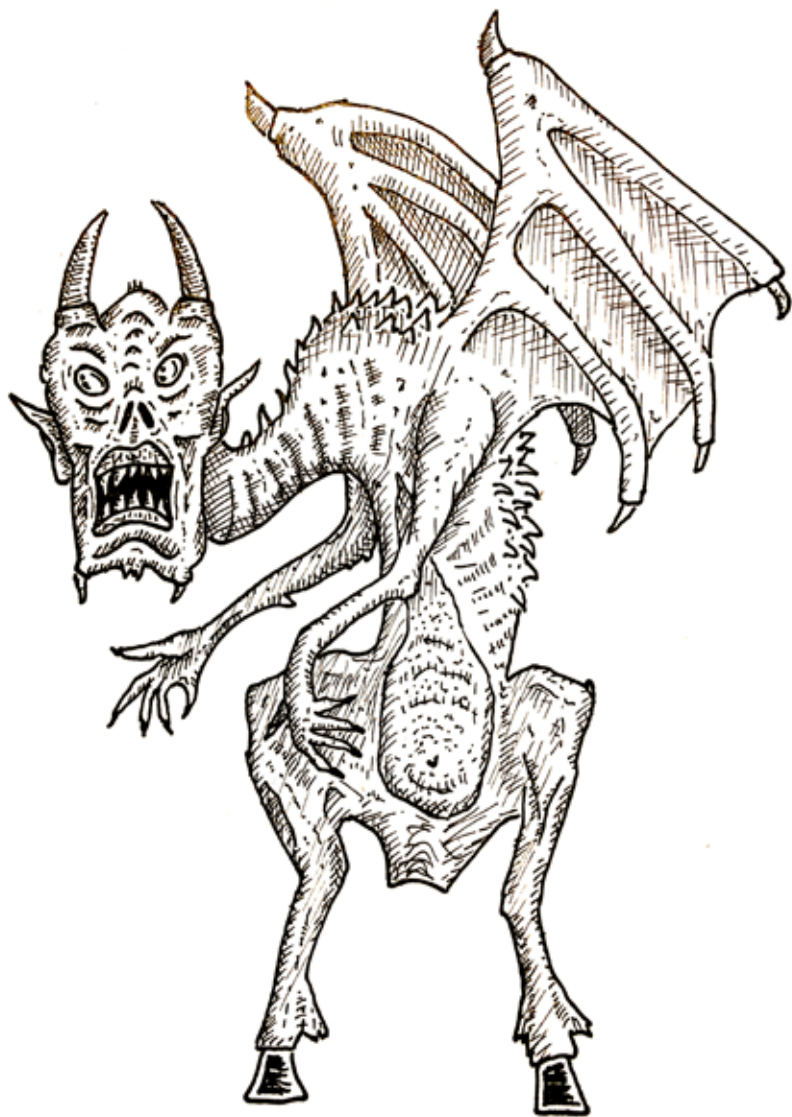
MISFIRE

All guns are unreliable, especially goblin weapons. When a character rolls their crossbow skill to hit a target with a gun, On a roll of 3 or lower on the firing test for dwarven guns or 5 or lower for goblin weapons, the gun doesn't fire correctly. Roll on the table to see what happens...

Roll 1d6	Misfire result
1-2	Damp powder, nothing happens. The attacker looks a bit silly.
3-4	Fizzles and pops, but that's it. Not impressive
5	Boom! The shot is fired from the gun but only weakly. Halve the rolled damage.
6	Boom! The barrel explodes and is destroyed, inflicting 2d6 stamina damage to the wielder and 1d6 damage to anyone nearby.

BOOM!

If fired successfully (or on a result of 5 or 6 on the misfire table), guns create a very loud noise which can be intimidating if you're not used to



them. If you are using the rules for shock elsewhere in this book, this results in an immediate shock test for those nearby.



DAMAGE

Guns inflict stamina damage depending on their type and make, as shown below. Goblin blunderbuses do less damage, but they inflict that damage on anyone close to the target. Roll one attack and use the resulting value in conflict with the dodge rolls of all those affected.

Type	Damage
Goblin blunderbuss	1d6+2, hits anyone close to the target
Dwarven pistol	2d6
Dwarven rifle	2d6+3

CRITICALS AND ARMOUR

All guns cause piercing criticals except when they blow up, when they inflict blast criticals. All armour is effective as normal, but a single shot dwarven gun will put a hole through armour if not all of the damage is stopped by the armour.

RELOADING

Once fired, all guns take at least a round to reload, i.e. the user must stand still and concentrate on reloading the weapon. You can't do this while you are engaged in melee, or otherwise occupied. At the end of an action spend reloading, the user must make a sleight of hand skill test. If they are successful, the gun is ready for use. If not, then something went wrong (they dropped some-



thing, got the order of shot and powder mixed up in the confusion of battle, etc.), and the weapon is not reloaded. If the user wants, they may try again on their next action.

BOMBS

Goblins make bombs, while the dwarves sneer at such crude 'toys'. Bombs are tossed at an area rather than at a target, using a standard test of the thrown skill. If the destination of the bomb is nearby, the thrower gets a +5 bonus to their skill test. If the throw attempt fails, use 1d6 to determine in which direction the bomb went (in a clock face, with 3 is toward the thrower, 6 is directly away), and 1d6 to determine how far it travelled in feet.

Bombs misfire on a roll of 5 or under, using the same misfire table as for other guns. Should a bomb detonate, they damage everyone close to the target. Bombs use the blast critical table.

Type	Damage
Bomb	2d6+4, hits anyone close to the target area



PART 4: ADVENTURE!





WRITING SCENARIOS

For the games master, writing scenarios (or creating them on the fly as play unfolds) is the most challenging part of the job. Coming up with interesting and exciting plots and events that maintain player interest and survive the crazy decisions players often make is no mean feat. Luckily, there are lots of tools to help the games master structure and plan adventures, and to bring them back on track if plans go awry. This part of the compendium discusses some of the narrative tools used by storytellers and authors to construct their plots, and gives some random tables that can be rolled on to give the germ of adventure ideas and to stir the imagination.

SEVEN PLOTS TO RULE THEM ALL

In fiction writing, some suggest that all stories can be deconstructed into one of seven basic plot archetypes. The games master can use these definitions when constructing their own adventures to keep in mind what the overall picture of an adventure they create will be – the starting goal and the end game. There is no need to be rigid and rigorous in this approach, but it often helps to consider how a scenario might fit one of these archetypes, always keeping the end goal of the scenario in mind. The seven plots are presented below in terms of adventures that player characters could undertake.



THE SEVEN PLOT TYPES

Overcoming the Monster - the adventurers set out to overcome a monster or evil force that threatens them, their loved ones or safe places. They must overcome this adversary or themselves be destroyed.

Rags to Riches - the adventurers are presented with power or wealth (or both); they then promptly lose or are denied it, but then manage to get it back, growing as people as a result of the challenge. Such a scenario might work better with the rags to riches story effecting another protagonist than the player characters directly, instead they are agents of that change.

The Quest - the adventurers set out to acquire an important object or to get to a location. They face temptations, forces arrayed against them and barriers to their progress that they must overcome. This is a common archetype for roleplaying scenarios.

Voyage and Return - the adventurers are sent to a strange and dangerous place and, after overcoming the threats it poses unique to that location, they return with experiences and a story to tell.

Comedy - the adventurers are mired in a series of light but confusing and humorous events that seem utterly disconnected, only for the whole pattern of events to become clear after a single clarifying event or discovery.

Tragedy - the flaws, past or decisions of the adventurers lead to tragedy of their own doing which impacts all they hold dear and makes them question themselves and their choices.



Rebirth - an event forces the adventurers to engage with a flaw in their past or their characters, change their ways and progress to become better people. Again, this archetype is often used with another protagonist as a focus of the tale.

Not all of these plots are so suitable for roleplaying games, especially given the agency that players have over actions and deeds of their characters that is not present in a novel. But most scenarios fall into these categories, so when writing your own scenarios it can be useful to scan your plot to see which archetype most likely applies.

SOMEONE ELSE'S STORY

Remember, in a roleplaying game the adventurers are the heroes, but that does not mean the whole plot has to centre around them. The seven plots could also be detailing occurring with respect to another protagonist, and the adventurers could be part of but not the focal point of the story. For example, an adventure might feature the fall of a noble house from glory to destruction, and the player characters could be part of that tale as pawns of the lord of the house. It is important however that the players feel they have agency in the plot, and aren't just spectators in someone else's story. Remember though that the players and their characters are the stars of the show - be careful not to make them powerless in an unfolding narrative they can't control - there's no fun in that.



ADVENTURE STRUCTURE

When it comes to structuring a scenario, this can be viewed in many ways like structuring a film or novel. It is possible to break most narratives into six points of story structure that can then be used as guides to help flesh out aspects of a plot. Not all of these six points are necessary, but it is worth considering these stages as a structural backbone to a narrative. Interspersed between these stages are six turning points - places where the narrative is significantly altered from the expectations of the narrative. Below are the six stages and turning points, presented in terms of a written roleplaying scenario rather than a story.

Stage 1: The setup - the first part of the story is the beginning of the plot and the setting, creating the opening to the story that is about to unfold. Much of the setup occurs before the player characters get involved - this is where the games master sets out the events, antagonists, locations and other details of the story that draw the characters in and eventually drive the narrative forward. There are tables later in this book that can be used to inspire the games master in creating these elements of a scenario. It is also a good idea at this point to think about which of the seven story archetypes this scenario represents, as this gives an idea of what the end game of the scenario will be.

Turning point 1: The opportunity - this is the hook or hooks that pull the player characters into the story. This can be one of the trickiest parts of



a scenario, as unlike the protagonist in a novel, player characters are controlled by players who are aware that something dangerous is about to unfold and tend to be very cautious, especially from the relative safety of the early stages of a scenario. The idea is that the hooks provide adventurers with opportunities that will create a new visible desire and will start them on their narrative journey. Remember that the desire created by the hooks is not the specific goal that defines the scenario, but rather a desire to move into the next stage of the adventure. One option is to begin 'in media res', in the midst of the action. Instead of roleplaying the scene where the player characters agreed to become guards on that caravan, instead cut to the scene where the caravan is under attack from unmen and the characters rue their choices as they fight.

Stage 2: The new situation - for the next part of the scenario, the adventurers react to the new situation that resulted from the story hooks (for example investigate the letter they received, or the job opportunity that has arisen etc.), and progress along the course that results. They become accustomed to any new surroundings, try to figure out what is going on, and formulate plans for accomplishing what they perceive to be the goals of the adventure. Typically, this might involve travel to a new location. Usually in this stage of the scenario, the player characters feel in control, thinking that they know what is happening. However, they soon realise things are not as straightforward as they at first seemed...



Turning point 2: The change of plans - it is here that the true goal of the scenario begins to take shape, and the player characters realise what is at stake and what is required of them. Now the players should begin to develop a visible plan of action with a clear end-goal. Importantly, the players must be engaged with their character's goals and motivations, as this drives the roleplaying experience forward. Nothing is worse than players thinking 'why bother?' at this point! If that is the case, then the games master needs to reassess the adventure and tailor it to the players at the table. If you have discussed in advance the kind



of game everyone wants to play as discussed in the core rules, then this should not happen.

Stage 3: Progress - during this stage, the adventurer's plans appear to be working and they move steadily toward their goal. There is conflict in this stage, but whatever the heroes face, they should be able to avoid or overcome them as they progress. For example, the plan to clear the caves of goblins with the local militia is working, or the location of the diadem of Fazule has been identified and plans are coming together to enter the ruined fortress...

Turning point 3: The point of no return - around the mid-point of the scenario, the adventurers have to commit to their plans. This typically means revealing them in some way, so that they are no longer able to just step away with no consequences. Maybe they begin the raid on the noble's house, or enter the catacombs beneath the monastery to the Thrice Blessed. Whatever they are doing, it is now too late to step away. The risk has escalated, but the players and their characters should still feel in control.

Stage 4: Complications and higher stakes - things steadily get worse, and control slips. Steadily the conflicts and obstacles become harder, and attrition takes its toll. Perhaps the catacombs are much larger and more active than anticipated, or the noble is not quite so innocent and his house not quite so unguarded as the informant promised. Conflicts build but progress is made, until...



Turning point 4: The major setback - something happens to escalate the danger or conflict to much higher levels, and it seems that all is lost. There is a demon in the house, the catacombs are full of ravenous undead, the crime lord has your family held hostage. The adventurers risk losing everything, but could make one last all-or-nothing, do or die attempt to achieve the final goal...

Stage 5: The final push - broken and beaten, seemingly lost, the adventurers must risk everything, and put every ounce of themselves to achieve their ultimate goal. At this point, they are on the edge of despair, the odds are hugely stacked against them, the plot pace has accelerated, and things are very tense. They push and push, until...

Turning point 5: The climax - at this point, many things are resolved. The obstacle is the largest that the player characters will face, their actions determine their own fate, and the motivation for the scenario must be resolved to a satisfactory end. This is the climax of the adventure; the part that players will discuss after the session is over and remember for a long while. Everything leads to this point.

Stage 6: The aftermath - here is the calm after the storm. The journey is complete for good or ill, and the adventurers must live with the consequences of their actions. Reward or punishment awaits...

Most scenarios follow these stages. It is not necessary to stick stringently to this pattern like a rote formula, but it can help to consider how each stage and turning point would work in your story. Players always have a habit of derailing careful-



ly constructed plots, but following these stages allows the games master to accommodate the change and still keep the spirit of the adventure flowing. For example, if your setback was to involve a rival gang of thugs but the player characters skilfully managed to defeat them earlier in the scenario, not a problem – just remember that you need a complication and introduce something else! The same is true of non-scripted scenarios – the games master can use the stages and turning points as a guide to what comes next in the story.

ADVENTURE GENERATOR

For the games master stuck for ideas, the following tables can be used to create basic adventure components which along with the structure laid out above can be formed into scenarios ready for play.

STYLE OF ADVENTURE

Roll 1d6 twice. First roll is the primary adventure type; second roll is the secondary focus (re-roll if the same result occurs).

1. Action – there will be many action scenes, chases, combat and all manner of related escapades.
2. Exploration – the adventure is built around exploration of a location, or of an organisation. Combat may occur but planning and strategy may be a more prominent part of the game.
3. Farce – comedic acts play a big part in the adventure, light-hearted moments to complement the shade.



4. Horror - something horrible and unsettling is the focus of the adventure, be that something that is happening or something that is discovered or encountered.
5. Intrigue - something or someone is moving directly against the player characters or those that they love, they must uncover their opponent before all is lost.
6. Investigation - the scenario will consist of investigations into the plot, combat may occur, but it is not the focus of sessions.

LOCATION

Where does the action take place? Roll 1d6 twice. First roll is the primary adventure location; second roll is the secondary focus (re-roll if the same result occurs).

1. City - scenes of the scenario centre on a large city, where the characters are just part of a seething mass of people.
2. Fortress - a grim fortress on the edge of the wild and surrounded by foes is the focus of the adventure.
3. Ruins - an ancient and forbidding ruin, perhaps lost to the wild, is the goal that the player characters seek.
4. Town - a bustling town is the backdrop to the scenario, perhaps hiding secrets best left undisturbed.
5. Underground - a dark and dismal underground awaits the player characters.
6. Wilds - the player characters find themselves somewhere in the wilds, far away from help and comfort.



VILLAIN

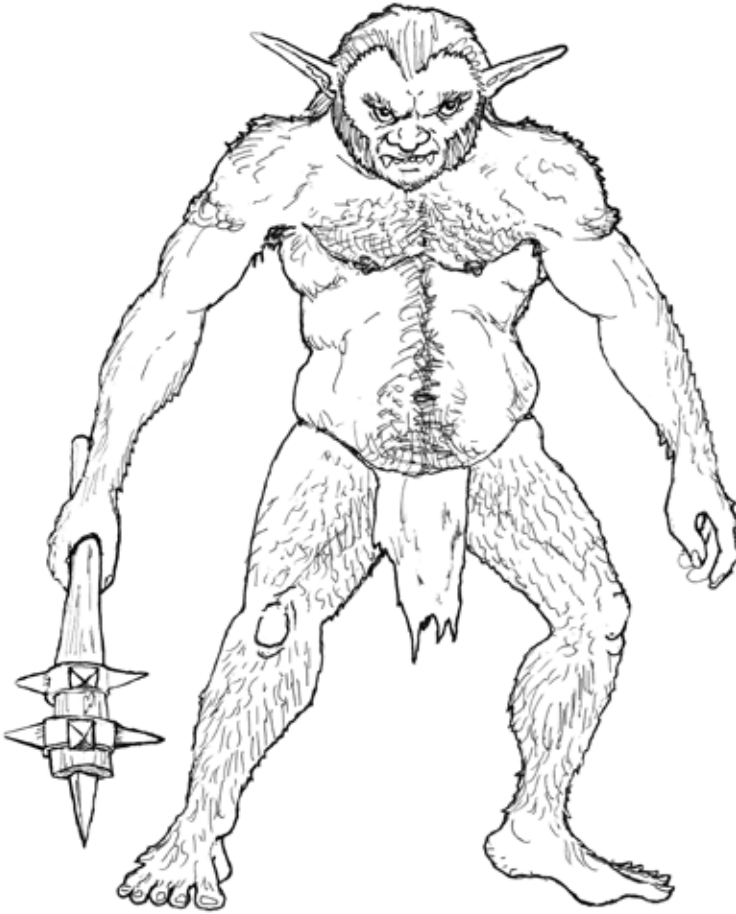
Who is the villain of the piece? Roll 1d6.

1. Corrupted soul - demonic forces have corrupted an innocent to advance their schemes, and sown the seeds of chaos and destruction.
2. Evil magician - driven by a quest for power, an evil sorcerer has thrown caution to the wind in the pursuit of their goals.
3. Monstrous commander - driven from the wild or a lair and intent on destruction, a powerful commander has drawn a monstrous legion to their cause.
4. Necromancer - a cruel master or mistress of death, a foul necromancer manipulates all for their dark designs.
5. Rotten official - corrupt and morally bankrupt, an official in authority risks all in a venture to gain power and wealth.
6. Traitor's follower - despite the disappearance of their master, this minion of the traitor carries on their leader's dark designs.

VILLAIN'S GOAL

Why is the villain setting their plans in motion? What nefarious drive pushes them to act now? Roll 1d6.

1. Chaos - the aim is to spread destruction and ruin for revenge or to forward some dark power's designs.
2. Discovery - something valuable has been hidden, and the villain seeks to gain control of it before anyone else.



3. Hate - driven by an abiding hatred, the villain lets this blind them to all reason.
4. Love - love of a person, place or thing can drive a person mad, and the villain shows this simple truth to be the case.
5. Magic - in a quest for power, the villain seeks to unearth magical powers long forgotten or fettered by more clear-minded magicians.
6. Power - purely and simply, power over lesser man drives the villain to complete their vile schemes.



VILLAIN'S FORCES

Who does the villain count on to help them achieve their foul goal? Roll 1d6.

1. Bandits - the villain has roped in some ne'er-do-wells to help them achieve their goals, be they human bandits, elven cutthroats or dwarven thugs.
2. Corrupt soldiers - the soldiers of the Kingdom are not all fighting for the same cause, and some have turned their back on all that is decent.
3. Goblins - whether they are in it for mad thrill of it all or truly black hearts, a band of goblins, hobgoblins or other community at the edge of civilised society obey the villain's commands.
4. Supernatural - employing entities from beyond the mortal realm usually involves dark pacts and rituals, something that the villain thinks is very much worthwhile.
5. Undead - raising the corpses of the dead is a sure-fire way of building your own utterly loyal army.
6. Unmen - the desperate and sick at the edge of society will do anything for those that help them, and the villain has cultivated a group of unmen as their own personal servants.

STORY HOOKS

How do the player characters get involved in the story? What draws them in? Roll 1d6. Remember, you can always start the adventure in media res and make accepting the story hooks part of the backstory!



1. Accidental discovery - the characters uncover something or someone that leads into a deeper plot.
2. Active goal - the adventurers actively seek to pursue their own goals, which brings them into conflict with the villain and their forces.
3. Coerced - the player characters owe someone or some organisation, and if they do this one little favour, all will be square.
4. Coincidence - some seemingly random incident serves to draw the characters into a plot, perhaps they look like someone...
5. Drawn in by a friend - a friend in need is a friend indeed, and sometimes helping is the worst thing that you can do.
6. Hired - money talks, and sometimes the pursuit of gold can lead to unforeseen consequences...

PLAYER CHARACTER GOALS

Once the plot is revealed, what is motivating the player characters to stay involved and see the story to its climax? Roll 1d6.

1. Artefact - something valuable or useful could belong to the player characters, if they see this through to the end.
2. Escape - something, someone or some organisation has the player characters in its clutches, and wriggling free is the party's main goal!
3. Fame - performing this task is going to make the adventurers famous, what more could they ask for!
4. Rescue - someone or something valuable to the player characters has been stolen and now is their chance to get it back.



5. Secrets - if the characters can see the scenario through to the end, there is a secret and valuable object or piece of information that will surely be theirs.
6. Wealth - money makes the world go round, and completing this scenario is going to make everyone rich!

COMPLICATIONS

It is never as easy as it looks. What is suddenly standing in the player characters way? Roll 1d6 three times to generate a result from each table and pick the one.

TABLE 1

1. Characters suspected - in the course of their adventures, the player characters are accused of something heinous; can they free themselves from blame?
2. Betrayal - you have to know who to trust, and it turns out that person or organisation was not to be trusted!
3. Coincidental acts - sometimes it is something completely out of the blue that throws the best laid plans to ruins.
4. Friend in danger - just when things were going well, a person, place or organisation that is a friend to the player characters is placed in jeopardy by their actions.
5. Invasion - a sudden appearance of a dangerous and potentially violent invading force, be they warriors, merchants or another faction, threatens the characters turf.



6. Red herring - something that seemed integral to the plot turns out to be a complete red herring, leading to a dangerous waste of resources and time.

TABLE 2

1. Increased monster activity in the area, perhaps linked to the villain, makes travel much more hazardous.
2. Innocents are endangered, and the player characters must make a choice to save them or further their own goals.
3. It is increasingly obvious that a side quest must be completed to progress, without which the goal of scenario is in jeopardy.
4. Party is being hunted by an assassin, and never know when they will be attacked.
5. Social unrest leads to riots, and a backdrop of unruly violence adds danger to events.
6. Terrain turns hazardous; the environment becomes a major factor in the success of the scenario.

TABLE 3

1. Ally/Patron is not what they seem, and will reveal themselves just when the player characters least expect it.
2. It is a trap; party will be scapegoats for crime and hunted by the law.
3. Third party intervenes with own agenda, seemingly out of the blue, now the party has another faction to deal with.



4. Villain disguises as an ally, accompanies party, and sabotages the adventurers just when their plan is about to succeed.
5. Villain serves an unexpected master, who either marks a new betrayal or moves the plot in new and dangerous directions.
6. Villain's goal is beneficial to characters, setting up a moral dilemma.

GRIPPING CLIMAX

What kind of climax seals the end of the scenario?
Roll 1d6.

1. Discovery - the player characters make a discovery, perhaps an artefact to aid their fight.
2. Escape disaster - the ruins collapse, the palace sinks beneath the waves, all is lost; but perhaps the characters have a chance of escape...
3. Hunters - in a deadly game of cat and mouse, the characters and their quarry hunt each other in desperation and dread.
4. Rebirth - the final confrontation leads to a rebirth and a new beginning, rising from the ashes of the old.
5. Revelation - a great mystery that has run throughout the scenario is solved, and all that was cloudy is now revealed.
6. Summons - the villain calls all of his minions to his aid; now the player characters must avoid an army to finish the job.



OTHER ENTANGLEMENTS

The following tables can be used to randomly generate or inspire other factors that may feature in an adventure...

SINISTER CULTS OF THE KINGDOM

Which evil cult is revealed as the scenario develops? Roll 1d6.

1. Canker - a name given by witch-hunters to several groups of desperate unmen hiding in the cities of the Kingdom, typically in the sewers, murdering and stealing to survive. Rumours persist that they are all linked, and following a prophet of sorts...
2. The Blight - worshippers of the dead, this cult and their necromantic leaders seek to spread chaos by spreading tomb rot and the undead in the crowded cities of the Kingdom.
3. The Red Night - fanatics driven by a love of flames and destruction, this cult is an offshoot of the religion of the Dragon that counts many crazed goblins and arsonists within its ranks.
4. The Rose - nobles and 'old money', the Rose dedicates itself to the destruction of the middle class and 'new money', and the continual oppression of the poor.
5. The Unseen Hand - there are magicians across the Kingdom that feel they are more important than the 'rabble' and that their quest for power justifies any means...

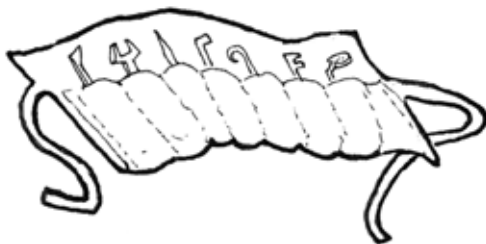


6. Wildfire - a group of elves dedicated to the wild, who hate the 'civilised' places of the Kingdom and seek to have revenge on those that have destroyed nature.

KINGDOM FACTIONS

There are many factions in the Kingdom that could have a stake in the actions of player characters. Roll 1d6 to see who is involved in the scenario.

1. Dragon - the followers of Dragon are involved, and their priests and adherents sow discord and ruin in accordance with the wishes of their god.
2. Merchant House - a powerful merchant family with fingers in many pies, legal or otherwise, is tied up in the adventure.
3. Red King - the vicious followers of the Red King, knives in hand, are mixed up in the affair.
4. The Army - they may protect the Kingdom, but not every member of the army has its interests at heart, and deserters are rife.
5. The King - the royal family have a stake in matters, most probably through their intermediaries, assassins or witch-hunters.
6. The Wild Wood - the elves of the forest seek to involve themselves for their own enigmatic ends.





ITEMS OF INTEREST

If a scenario needs an item of interest, consider these... Roll 1d6 twice for a result on each table and choose one.

TABLE 1

1. An inscription from an Elven ruin on the southern shore of Lake Gossenham.
2. A key to a wrecker lord's vault in Westerlan.
3. A banner from a company of Red Knights lost during the siege of Fair Marenese.
4. The official stamp of the Dwarf Gribbelhold clan who are now refugees in Rebeck.
5. An ancestral Mathomhedge-family recipe for a sublime baked bean pie.
6. The Peelingbirch hunting lodge deep within the royal forest, long since abandoned.

TABLE 2

1. The journal of one Magister Idris of Pomperburg.
2. The keystone of an arch from a temple in Honheim carved with a strange symbol.
3. The skull of Sir Percival the Mad.
4. An ivory sculpture of some terrible creature that looks like both a man and a serpent.
5. A diadem that is missing a stone of a very peculiar cut.
6. The egg of a phoenix. Is that even a thing?





BACKGROUND EVENTS

What's going on in the Kingdom at the moment? Roll 1d6.

1. The shores of Lake Gossenham have begun to mysteriously recede leaving long mud flats and many fishing communities far from their livelihoods. And the smell!
2. Goblin wolf riders from the north have begun ravaging the outlying farms and homesteads of Rebeck in great numbers, something is pushing them south.
3. Something is delaying ships from Far Hissain and the cost of pepper in the Kingdom is skyrocketing, leading to occasional violence in the streets of Fair Marenesse and a crisis for the Kingdom's pie masters.
4. An earthquake shakes Tresselback for the fifth time in as many days and the air is beginning to smell of sulfur.
5. A company of mercenaries, The Filthy Few, have taken control of Westerboss after their commander was found guilty of a crime (wrongly?) by the Court of Flowers. They are beginning to hold trials of the judges.
6. A drought has settled upon the center of the Evening Lands and looks ready to ruin the Autumn harvest. The wizards of Fesselburg are coming up with increasingly extreme ideas to bring the rain again before it's too late.



DEFINING CIVILISED NON-PLAYER CHARACTERS

Civilised non-player characters in Warlock can have careers and skills which define them. To create such denizens, the games master has a few things to consider. The process is quick and can be done 'on the fly', so a lot of forward planning isn't required.

NPCS AND CAREERS

Many of the denizens that player characters encounter will be in a career, for example the town guards, traders, dock-hands, pedlars etc., or will be unintelligent creatures capable of acting as such, for example a great feline behaving like a 'hunter'. To create such a denizen, especially if no combat is expected, all that is required is to determine the level of their relevant adventuring and careers skills. To do so, the games master is first advised to give the denizen a career skill for their relevant job at the following levels. Note that this doesn't have to be one of the careers from this book - it could be any career name that suitably sums up what the character does.

Career skill level	Description
0-3	Amateur
4-8	Professional
9-13	Expert
14+	Master



Then, the games master should pick one adventuring skill that represents the most iconic skill of that career, for example large blade for a soldier or bargain for a trader. That skill should be set at a level of the career skill +3. A couple of other skills that might feature in such a career (for example intimidate for the soldier) should be at the level of the career skill -1, and all other skills at the career skill level -3. Note that these skills don't have to be the skill associated with the career as defined for characters in the main rules - the NPC may have had previous careers and experience. The games master should feel free to mix things up! Also, the games master should feel free to change these rough 'rules of thumb' - for example we only define a couple of skills at career skill -1, not because the maths adds up, but because it is easier that way!

For example, a professional soldier might have a 'Merchant Guild soldier' career skill of 7. The games master determines that the large blade skill is iconic for this career, and sets it at a level of 10. Two other adventuring skills - brawling and command - the games master decides are important for the career and sets at level 6. All other skills are then at level 4.

There's no need to write this down to this level of detail, often all that's needed is the level of the one relevant skill to the situation at hand, which the games master can just eyeball using the list above as guidelines.



ROGUES GALLERY

The following are sample non-player characters of the Kingdom to act as inspiration for the games master.

COUNT VON THURBECK

The master manipulator, has made himself rich and (and gained a title) through his underworld connections. Always keen to keep himself separated from the crimes themselves, the count comes across as a typical suave if somewhat gullible noble. Nothing could be further from the truth.

Career and career skill: Criminal mastermind 9

Notable skills: diplomacy 12, lie 8, large blade 8

Passions: desire (gold), hate (the law)

Reputation: 5 (gullable noble)

ETESSA HALFLIGHT

An elven firebrand and radical, Etessa fights to bring about the end of the royal family and the destruction of the Kingdom. Considered dangerous, she somehow always manages to keep one step ahead of the law. Some say she is a sanctioned agent of the Lady of the wood, but that has never been proved... Recently Etessa has been searching for elves within the Kingdom – apparently, someone has induced the wrath of her superiors, or so the rumour goes.



Career and career skill: agitator 10

Notable skills: bow 9, intimidate 9, persuasion 13

Spells: dominate

Passions: love (the Lady), hate (the Kingdom)

Reputation: 3 (mad radical)

FARYS OF FINASTREY

A sickly elf clad in ragged finery, Farys claims to be the outcast heir to the Lady, who rules the elven realm deep within Helmsby. Based in the backstreets of Fair Marenese, his followers 'procure' magical resources for the coup to claim his birthright before his mother's agents track him down.

Career and career skill: Elf renegade (7)

Notable skills: command 10, incantation 6,

Spells: Beam

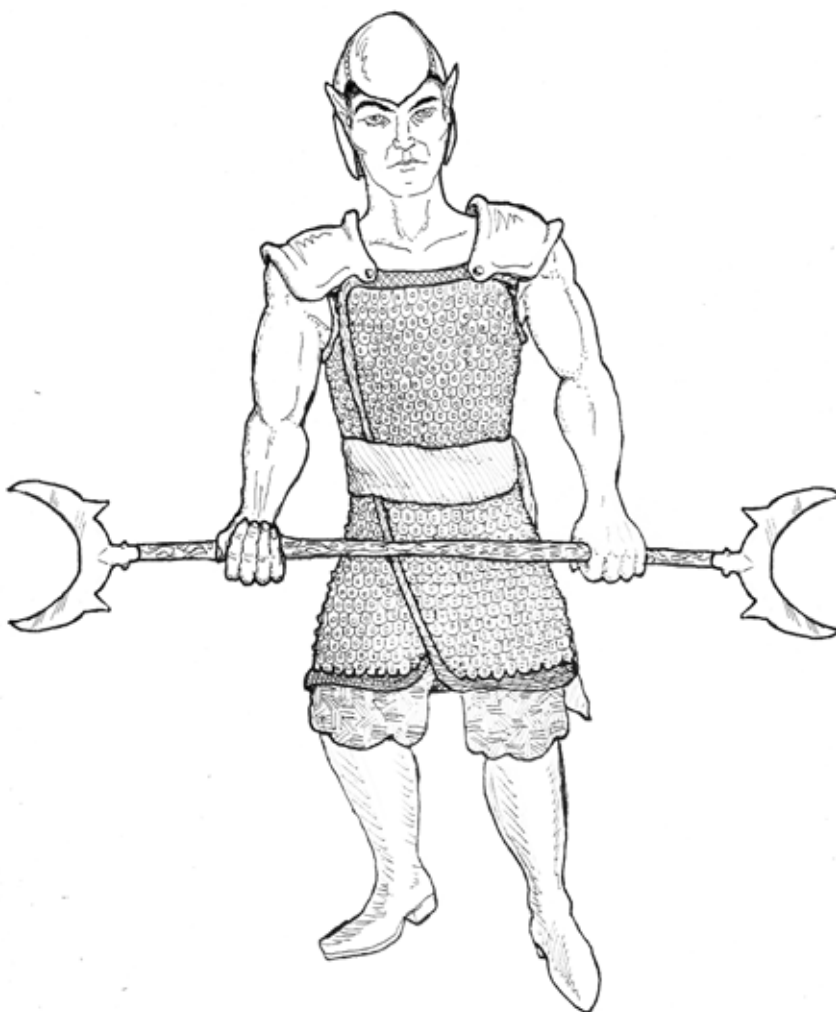
Passions: Desire (the elf throne), Fear (the Lady)

Reputation: 3 (creepy arrogant elf)

GILDERF

A kindly-looking robed greybeard, he is a con-artist who inveigles the valiant and credulous into elaborate schemes to foil the plans of rival wizards. This stems from his expulsion from a college of magic as a youth and being able to glimpse into the future via spellcasting. He is usually found trawling the taverns of the Kingdom looking for trustful halflings to assist him.





Career and career skill: magical charlatan 7

Notable skills: persuasion 6, sleight of hand 10, incantation 6

Spells: Armour, See

Passions: loyalty (thieves' guild), hate (Other wizards)

Reputation: 2 (wise, benevolent guardian)



GRAZZLE

A hobgoblin warlord, Grazzle commands a force of his kin and a multitude of goblins. Raiders, mercenaries and bandits, his legion spoken of in whispers in the less well-defended parts of the Kingdom. His agents are always afield, disguised as merchants, looking for weak targets that their master can 'exploit'.

Career and career skill: raider 10

Notable skills: command 13, large blades 9

Passions: love (chaos), vice (mushroom hallocinogens)

Reputation: 6 (destroyer of Delkirk)

HARGURN THREE-EYE

Son of a dark cultist and persecuted due to the weeping eye between his brows, the young Hargurn fell in with bandits prowling The Great Way. A decade later, this ruddy-faced dwarf reaver clad in vinegary leathers and armed with a brace of pistols stares down from many a wanted poster across the Evening Lands.

Career and career skill: corrupted outlaw 7

Notable skills: intimidate 10, spot 6, crossbow 6

Passions: love (himself), hate (dwarfs)

Reputation: 5 (scourge of the Great Way)





REENA VAN KLEEF

Youngest daughter of a noble house of Westerlan, This well-spoken, studious woman aims to make her parents proud as she travels the land as an errant scholar. A shrewd manipulator and spellcaster, Reena ruthlessly sows misinformation and creates friction amongst rival houses and guilds to further her family's power and riches.

Career and career skill: earnest scholar 10

Notable skills: lie 13, bargain 9

Spells: fade, king

Passions: uphold (her family's position), hate (violence)

Reputation: None as yet !

RUFUS WESTCOTT

A seemingly mild-manner human magician, Westcott is in fact corrupted, having made a pact with Delock long ago. Now he hides his twisted body with illusions and goes by the name of Malseus when dealing with his minions. His goal is the acquisition of magical artefacts, which he consumes to grow his power, and he has twisted many weak minds to his service.

Career and career skill: corrupted magician 12

Notable skills: incantation 15

Spells: burn, blacken, illusion, night

Passions: love (demonic masters), vice (consuming magic items)

Reputation: 4 (corrupted madman)





STEPPIN' SHADOW

An assassin with expensive tastes and many knives, the halfling known as Steppin' Shadow worked in anonymity for years until a minstrel penned a popular ballad to her after escaping the Feastday Massacre at Westerlan, much to the annoyance of her secret patron, Judge Avaren of Westerboss.

Career and career skill: assassin 10

Notable skills: small blade 13, thrown 9, stealth 9

Spells: shadows

Passions: devotion (Judge Avaren), fear (flames)

Reputation: 5 (Westerlan massacre)

SWALLOWTAIL

An agitator of some repute in the shadier circles of the Kingdom, the dwarf known as Swallowtail will do anything to keep her identity secret. She is a rabble-rouser, instigating worker riots, strikes and other forms of discontent to better workers' rights and get a fair deal for her comrades, typically by distributing seditious literature. If any should discover her true name, or come close to uncovering her, she will act swiftly to protect herself.

Career and career skill: agitator 11

Notable skills: disguise 10, language 10, persuasion 14

Passions: love (her comrades), vice (drinking)

Reputation: 3 (rabble-rouser)



THE IRON JUDGE

Once a rising star in the Kingdom's judiciary, Alenalter Sule's mind unravelled when presiding over the trial of Corrupted peasants. Roaming the hills, this cadaverous lunatic dispenses his frenzied justice to all he judges sinful, as evidenced by the blood that stains the chained ironbound tome he clutches. The tome drips with ichor and seems to echo Sule's muttering.

Career and career skill: madman 12

Notable skills: Endurance 15

Passions: uphold (the Law), hate (sinners)

Reputation: 8 (random rural executions)

Special: The Whispering Tome - any new owner who fails a daily Luck test goes mad within 1d6 days unless the book is prised away from them.

THE PRINCE OF THIEVES

A swaggering thief, bandit and some say killer, the Prince travels about the Kingdom and prides himself on the most daring and audacious robberies. He hides his biggest secret well - he is a she, Mardas Terrasel, a merchant of the wheelwrights, a lesser merchant guild, who uses her travel opportunities to steal from the greatest and most deserving of her prey.

Career and career skill: thief 11

Notable skills: crossbow 10, disguise 10, sleight of hand 14

Spells: feather, illusion

Passions: love (gold), vice (infamy)

Reputation: 4 (pilferer of the Baroness Colbreck)

NAME: _____

Community: _____

Career: _____

Past careers: _____

STAMINA: _____

Career advances mark:

☐ Lower max. level

ADVENTURING SKILLS

LEVEL

☐ Appraise _____

☐ Athletics _____

☐ Bargain _____

☐ Blunt _____

☐ Bow _____

☐ Brawling _____

☐ Command _____

☐ Crossbow _____

☐ Diplomacy _____

☐ Disguise _____

☐ Dodge _____

☐ Endurance _____

☐ History _____

☐ Incantation _____

☐ Intimidate _____

☐ Language _____

CAREER SKILLS:

POSSESSIONS: _____

BACKGROUND: _____

LUCK: _____

PLUCK: _____

☒ Higher max. level

LEVEL

☐ Large blade _____

☐ Lie _____

☐ Medicine _____

☐ Navigation _____

☐ Ostler _____

☐ Persuasion _____

☐ Pole arm _____

☐ Repair _____

☐ Sleight of hand _____

☐ Small blade _____

☐ Spot _____

☐ Stealth _____

☐ Streetwise _____

☐ Survival _____

☐ Swimming _____

☐ Thrown _____

WEAPONS: _____

TRAITS: _____

DESCRIPTION:

PASSIONS:

REPUTATION:

TALENT:

MISFORTUNE:

HISTORY:

SPELLS: _____



An expansion compendium in four parts for Warlock!

The old school roleplaying game inspired by the early days of British tabletop gaming.

Part 1 - Character Options

New options and random tables for players to make each and every character unique.

Part 2 - No Rest for the Wicked

Alternative advancement rules and between session actions.

Part 3 - Cruel World

Rules for sanity, sickness, diseases, poisons and firearms.

Part 4 - Adventure!

Advice on structuring adventures, a random adventure generator and a rogues' gallery.



FIRE RUBY
DESIGNS