

Fantasy Worldbuilding

Designing Your Campaign



W.O.I.N.
ROLEPLAYING GAME SYSTEM

**Requires the Use of a
WHAT'S O.L.D. Is N.E.W.
Core Rulebook**

Fantasy Worldbuilding

by Russ Morrissey

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ROLE-PLAYING GAME SYSTEM



SOME WORLDS ARE FORGED BY THE GODS; others have existed forever, while still more are created in a more traditional, astronomical way. One of the GM's most important tasks is to create the setting in which the player characters operate. The GM must design the universe, its inhabitants, its power structures and villains, and more. Every place the player characters go, every non-player character (NPC) they meet, every monster they fight, every dungeon they explore—it all begins with the GM.

That sounds like a monstrous task—and in some way it is. But the GM doesn't need to create an entire universe all at once. It's often enough to simply sketch a broad outline of the setting in a few paragraphs, and some detail around the PCs' starting circumstances, and expand from there as and when it's needed. You may know there's an underground civilization of frog-men, but you don't need to flesh out all the fine details until the player characters actually go there. Or unless you decide to have the frog-men invade the surface world!

In a medieval fantasy campaign, a common starting structure is to design a village and its environs, and

Open Gaming

Remember that WOIN is an “open gaming system.” You can read more about this on the official website, but the short of it is that you can use many of the game rules to create, publish, even sell your own WOIN compatible products. You don't even need to ask permission—just check out the terms on the website (www.woinrpg.com).

So if you do create a setting, why not publish it, either for free or for profit? And, of course, you are not limited to settings—you can produce books of careers, monsters, NPCs, exploits, organizations, equipment, and so much more! After all, like every toolkit, WOIN becomes more useful the more tools are added to it..

start the PCs there. The world around them is hidden by a kind of “fog of war”—though it's more a “need to know,” with pertinent details revealed when necessary. After all, as many GMs already know, it can be tough to persuade players to read and memorize a lengthy setting document before the first game begins.

WOIN is—more than many tabletop roleplaying games—a setting-neutral toolkit. In other words, it provides you with the tools to build your own setting rather than providing you with a pre-made universe. To that end, this section includes tools for building races, careers, organizations, monsters, and NPCs, along with discussions on genre and ideas for locations and events.

DESIGNING YOUR SETTING

You may well find that you need to create new content in order to accommodate your campaign setting. You are encouraged to do so, and this section is designed to help you in that process.

This section contains guidelines and rules for designing new fantasy races, new careers, organizations, and new monsters. You should feel free to use any of the parts of the following chapter in isolation as and when you need to.

Also, don't feel constrained by the charts on the following pages. They are intended as useful tools to provide inspiration when you need it, and hard answers when you want them, but you should always let your imagination guide you.

In a WOIN game, the world doesn't always need to be one of the GM's creation. It could be modeled after a favorite fantasy TV show, novel, or movie, or the GM could purchase a pre-published setting designed specifically to work with the game. In that case, much of the work has been done for you. However, should you need to create your own, the following checklist should help get you started. It is a list of important questions and issues you should address as you design your setting.

THE BIG PICTURE

How big is this setting? Does it encompass a small village, a country, a continent, or an entire world? Maybe it includes an entire multiverse, with other planes of existence. Some settings, including, perhaps, Arthurian, Ancient Greek, or Celtic themes, are based in our own world; others are based in fantasy worlds unconnected to ours.

THEME

The general theme and atmosphere of your setting is important. Is it high fantasy, horror, comedic, or militaristic? Is it dark, gritty, or political?

One tool you can use to help model your theme is "Cinematic Mode." Cinematic Mode is a way to play a WOIN campaign which is less deadly and consequently more "heroic" than the default rules. Cinematic mode gives PCs more HEALTH, amongst other things, and results in a game more akin to a heroic *Dungeons & Dragons*® setting where the heroes mow down dozens of enemies than a more gritty *Game of Thrones* setting. You should decide before you start play whether you are using Cinematic Mode. In Cinematic Mode, characters add their LUC dice pool to their HEALTH score.

GENRE: LOW/HIGH FANTASY

Many factors work together to make up a complete fantasy setting, but arguably the preponderance and power of magic is one of the fundamental things that help define its tone. In a particular setting, magic might encompass only minor rituals designed to ward off sickness, or it might include epic spells capable of destroying entire cities in great fiery conflagrations; it might be limited to enchantments which harden armor or heal minor injuries, or it might include complex rituals capable of summoning awesomely powerful archdevils from the depths of Hell. Some settings may eschew magic altogether, while in others, all PCs and many NPCs can use some magic.

The terms "low fantasy" and "high fantasy" mean different things in roleplaying games than they do in literature. In literature, "low fantasy" refers to a fantasy story set in the real world, while "high fantasy" means a story set in a fictional fantasy world. In RPGs, however, and in this rulebook, these terms are used to determine the prevalence and power of magic on a scale from the near-realistic to the mythical. This book is designed to handle a wide range of magical potency. None of this is iron-clad, of course—exceptions are, after all, often the rule of the day. The "default" Genre of this book is somewhere in the middle, near the Tolkien level.

Fantasy Worldbuilding

NO FANTASY

A no-fantasy setting has no magic in it. In O.L.D. it remains the Archaic Era (see the discussion on Advancement Level), but spells and magical items are absent. There may perhaps be one example of magic—maybe a single holy relic or other item—but this single example will be the only exception.

LOW FANTASY

Low fantasy emphasizes a more realistic worldview. While magic exists, it is not commonplace or overly flashy. The works of Robert E. Howard are low fantasy, as are the Arthurian myths and the *Game of Thrones* series. In a low-fantasy setting, magical items tend to be rare, even unique, and magic is deeply mysterious and generally feared.

MEDIUM FANTASY

Medium fantasy is best exemplified by the work of J. R. R. Tolkien. While powerful creatures such as balrogs and dragons exist in Middle-Earth, the use of magic there does not result in the appearance of giant fireballs or globes of many colors; it is more subtle, rarer, although it can still be powerful. For example, the greatest magical item in Middle-Earth is fairly low-key despite its mighty power.

HIGH FANTASY

High fantasy encompasses such settings as those portrayed in *Dungeons & Dragons*® and many other fantasy roleplaying games. Magic is widespread and powerful, gods and monsters walk the world, and magical items abound in great quantities. Other high-fantasy settings might include the *Shannara* series, or the novels of C. S. Lewis, as well as some Greek or Norse mythology.

TECHNOLOGY AND FIREARMS

Fantasy settings can range from Stone Age all the way through to the Renaissance. With that in mind you should select a typical technological level. This is a generalized description of the technology that the player characters can expect to interact with most of the time.

WOIN uses Advancement Level (AL) to denote the overall technological progress of a campaign world. O.L.D. settings are typically AL 2–3 (Medieval or Renaissance), though it's certainly possible to set a campaign in AL 0 or 1. ALs 0–3 are collectively known as the Archaic Era, which is broken down into four Ages.

ARCHAIC ERA

Age	AL	Earth Example
Stone and Bronze Ages	0	Until 1200 BC
Iron Age	1	1200 BC–400 AD
Medieval	2	5th–15th century AD
Renaissance	3	15th–17th century AD

N.O.W., EN Publishing's game of '80s action, covers game elements typical in the Modern Era, which is AL 4–5 (the Industrial through Information Ages), while N.E.W., EN Publishing's sci-fi game, picks up at AL 6+, the Future Era.

The GM can easily introduce exceptions to the overall AL if the plot of the campaign requires them, but by and large the campaign's AL circumscribes the technology that the players can expect to encounter. Some areas of a campaign world could easily feature lower ALs—Renaissance-style characters can stumble across isolated Paleolithic civilizations if the campaign calls for it.

With that in mind, one important decision the GM needs to make is whether or not firearms are present in the setting. While firearms do not particularly affect the power level of the game, they can make a big difference to the flavor. Of course, firearms in a strictly archaic setting will be primitive at best—flintlocks and muskets are the best firearms available at AL 3.



RACES

You will need to decide which races exist in your setting. While *WOIN Fantasy Careers* presents you with a selection of default races which you may choose to use, you are strongly encouraged to devise your own using the guidelines later in this chapter. Or perhaps there are no fantasy races in your setting, and only humans travel the world, like in the works of George R. R. Martin! Maybe there are hundreds of races, each more exotic than the last, as in many of the worlds published for *Dungeons & Dragons*®. Are fantasy races generally humanoid, or do you want to allow more unusual races?

MAGIC

A common feature of fantasy settings, magic is an optional element, and you should decide in advance whether magic is part of your setting, and if so whether it is limited in any way. If you choose to limit magic, some options on doing so are presented in *WOIN Elements of Magic*.

If your setting features magic, you also need to think a little about the flavor text around the subject. One setting might refer to magic as an omnipresent force accessed by magical formulae; another might consider it an innate power or an ability unique only to a certain race; while for others it may be the result of divine grace and favor—miracles performed with the help of a patron deity.

Alternatively, if you like to mix your fantasy with a dash of sci-fi or Eastern mythology, you might choose to use the PSIONICS system from *WOIN Future Careers*, or the CHI rules from *WOIN Modern Careers*.

GODS AND THE OTHER PLANES

Does your setting include a pantheon of gods? You should define these gods (and assign them magical secrets which form their portfolio—the secrets which their followers are allowed to access). Gods should have a name, brief description, and portfolio at the very minimum.

You will also need to decide where your gods reside. Do they walk the world, or are they distant entities on outer planes? Do they take an interest in mortal



affairs? What other planes exist—is there a fey realm, a realm of death, or a heaven? At the end of this chapter, you will find a sample fantasy cosmology.

When putting together your pantheon of gods (or other powers), you should ensure that each has a number of assigned secrets (see *WOIN Elements of Magic* for more information on how secrets work). This list of secrets tells you about the god's portfolio, or sphere of influence.

If a character is a religious one, and obtains magical powers from a divine source, this portfolio also defines the only secrets that character may use. While the character could—technically—learn additional secrets, a divine power source would not grant the miracle requested when she tries to cast it.

Usually, a character can only follow one god at a time. Even in the case of an allied pantheon of gods, she should choose a specific patron.

If a character falls out of favor with her patron deity, she loses access to those secrets. If she switches to another deity, she does not automatically gain new secrets—she still knows the same set of secrets, but the new deity is now the one which determines which of them will work for her.

SCIENCE FICTION AND MODERN ACTION

Other *WOIN* rulebooks contain a variety of races and careers from science-fiction and contemporary (modern) action, all of which are fully compatible with the rules in this book. So if you want to use lasers, tanks, machine guns, and computers in your fantasy setting, choose an AL higher than 3 and go for it. After all, modern fantasy (or urban fantasy) settings are popular, and science-fantasy settings wherein elves and wizards fly spaceships can be the foundation of an epic campaign.

Designing a New Race

New races are fairly straightforward to create. The most important thing is that you make the race a viable choice—not too powerful, and not too weak. That's not to say every race has to be perfectly balanced with every other—the world doesn't work like that, and a little imbalance will not hurt your game—but you are encouraged to aim for races of roughly equal power levels. Follow the process below. At each stage, an example new race will be developed.

CONCEPT

The first stage in designing a new race is to devise your concept. How similar is it to humankind? Is it a plant-based species with bark for skin? Or is it pretty much a human with pointy ears? The races presented in the WOIN character creation books are all roughly humanoid (although one is much larger than the average human) but that is by no means a requirement! You should also select the race's size at this time.

Our example new species is a small-sized species called a Feychild. It's a magical, agile little species with the ability to turn invisible.

TYPE & SIZE

You should also determine the race's type and size. Many races are humanoid, but that is not a requirement by any means, and many are medium-sized, but again that is not a requirement. Generally speaking, sticking within the small, medium, or large range makes for simpler gameplay. Races can be of any of the creature types found in the monster creation guidelines later (fey, beast, goblinoid, insectoid, automaton, and so on). A race gains all of the properties of its type.

Races are always considered to be sentient. Semi-sentient or non-sentient races do not make for fun gameplay!

Feychildren are small (2'–3' tall) fey humanoids.

ATTRIBUTES

Once you've got the concept for your species, you need to assign adjustments to each of its attributes. You should select two or three attributes to increase. An increase should generally be in the region of +1 to +2, with +3 in extreme cases.

Here are the total attribute adjustments for the core species: Human +5, Ogre +6, Grand Elf +5 (includes a –2 penalty), Sylvan Elf +6, Mountain Dwarf +4, Orc +7, Smallfolk +7.

Generally speaking, you should not assign penalties to a species intended for use as player characters—while there are undoubtedly many creatures in your campaign world with attributes of 1, they don't make good playable species in a roleplaying game. That's not to say you *can't* assign penalties, but you should consider them carefully; for example, in the core rules, only one race, Grand Elf, has a penalty (–2 to LUC).

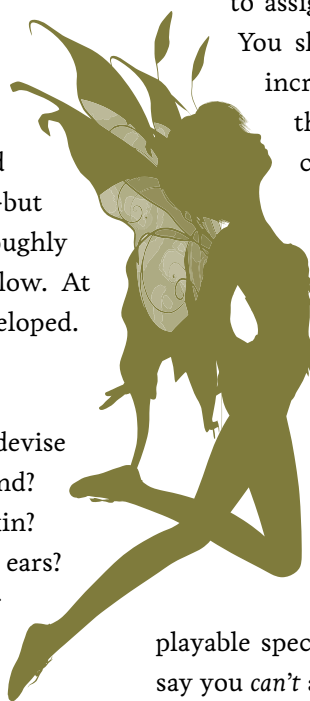
MAGIC is an optional attribute depending on the campaign. MAG begins at 0, so if you want your species to be magical, you will need to assign a bonus.

Feychildren are much smaller than humans and are much more nimble. They have keen senses and innate magical ability. The starting attributes for a Feychild look like this: AGI +2, INT +1, MAG +3.

SKILLS

Your race's skill list helps differentiate it from other races. Select 3–5 skills which are especially relevant to your race. Remember that characters will be choosing three of these skills, not all of them. The more skills you list, the more varied your race will be. Conversely, a small list of only 3 skills makes for a much more homogeneous, uniform race.

Feychildren are agile creatures, great at climbing, and are skilled thieves. Their skill choices are *climbing*, *perception*, *thievery*, *stealth*, and *illusion*.



EXPLOITS

Next you need to create a few unique exploits possessed by every member of your new race. You should aim for three to five exploits. This part of the process is more art than science. You can have negative exploits, but try not to assign too many of these.

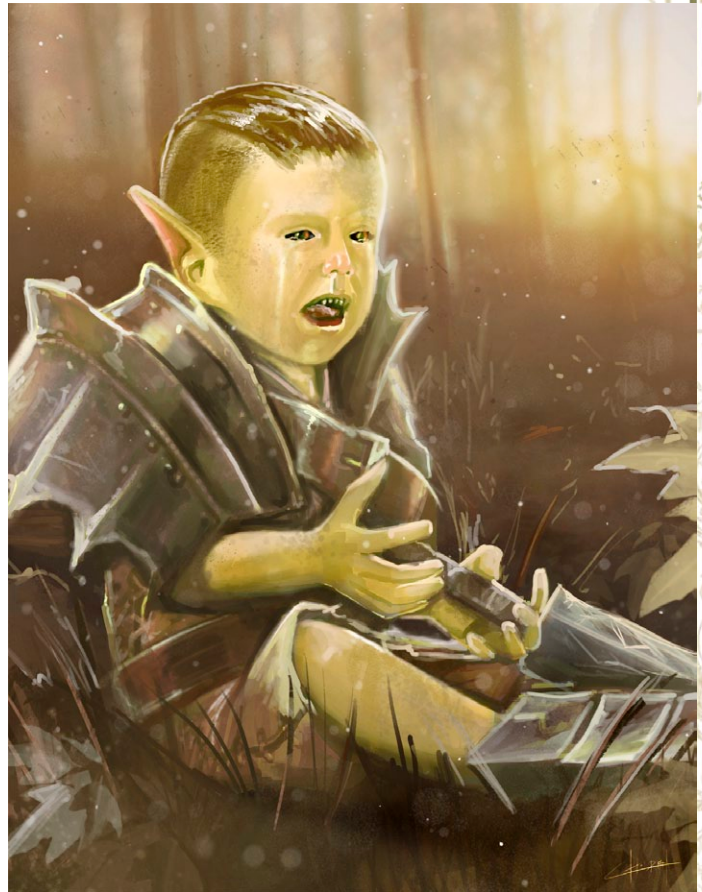
You can use the existing races for ideas. Following is a short list of suggestions that you might use as inspiration to create species traits of your own. It is important to bear in mind that many traits—such as strong, magical, agile, etc.—are better reflected directly via attribute assignments than by traits.

Sample new exploits:

- › **Camouflage.** A race whose skin changes color to match its surroundings gets a +2d6 bonus to any attempts to hide or sneak.
- › **Four-legged.** Four-legged species have a great speed advantage. They get a +2 bonus to SPEED. Additionally, enemies take a -2d6 penalty to any attempt to knock down or trip a four-legged creature.
- › **Plant-based.** A plant-based species might be tough to damage but vulnerable to fire damage. They gain SOAK 5, but take an additional 1d6 damage from fire.
- › **Poison breath.** A creature might possess the ability to breathe a poisonous gas into the face of its foes as a standard attack action. This is an END vs. MELEE DEFENSE attack, doing 3d6 poison damage.
- › **Winged.** Flight is a fairly powerful ability. It is recommended that races only be able to fly for short distances (for one turn at a time, having to land at the end of each turn). If you wish to have a race that can fly indefinitely, you should compensate for this with a major weakness—perhaps the species is very light and delicate, and has only half HEALTH.

LIFESPAN

Determine your race's typical lifespan. You will need to divide this lifespan between the three age categories (young, adult, and old). Most species should divide their lifespan equally between the age categories, but



this is not a rule—there's no reason a species might not stay young for 80 years before aging quickly and dying within a decade.

Feychildren don't live as long as humans. A typical Fey-child lifespan is about 60 years, divided into 20-year age categories.

DESCRIPTION

Finally, you will need to describe your species. Note its appearance, culture, and suitable careers. Also note a selection of typical names.

DEVELOPING THE RACE

To fully realize your new race, there are other things you should consider creating. You should create at least one career unique to your race, some unique weapons (a melee and a ranged weapon), armor, and perhaps a new item of equipment. All these things together can help make your species stand out.

Feychildren

Feychildren are small, humanoid fey creatures, agile and adept at thievery.

STATISTICS

- **Size:** Small
- **Attributes:** AGI +2, INT +1, MAG +3
- **Skill choices:** *Climbing, perception, thievery, stealth, illusion.*

EXPLOITS

- **Fey.** As fey creatures, Feychildren can sense the presence of magic within 10', and are vulnerable (1d6) to cold iron weapons.
- **Darksight.** Feychildren can see in darkness as though it were normal light.
- **Fast Healing.** Feychildren heal double the normal amount after a night's rest.
- **Invisibility.** Once per day a young Feychild can turn invisible for one minute. An adult Feychild can do this twice per day, and an old Feychild can do it three times per day.

Feychild Refugee [1d6 years]

You escaped your burning world, and learned to survive in this one.

Prerequisites: Feychild

Attribute: AGI +1, END +1, INT +1, MAG +!

Skill Choices: *running, survival, stealth, perception, insight.*

Looking over your shoulder. A Feychild refugee is preternaturally alert and aware, and cannot be ambushed.



And there's your new race (see sidebar). Try creating a typical member of the race in the form of a monster stat block for convenient use as an NPC or enemy.

If you are stuck for ideas, try randomly selecting a species feature on the following table.

RACIAL FEATURES

1d66 Feature

11	Natural armor
12	Camouflage
13	Chameleon
14	Breath weapon
15	Innate magical ability
16	Four-legged
21	Natural weapons (claws, teeth, tusks, etc.)
22	Tail
23	Eyestalks
24	Winged
25	Acidic blood
26	Fast healing
31	Darksight
32	Adonis
33	Automaton
34	Long-lived
35	Floating
36	Sonic attack
41	Hypnotic
42	Tentacles
43	Odor
44	Third arm
45	Strong
46	Emotionless
51	Defensive spikes
52	Slippery
53	Jumper
54	Climber
55	Cold blooded
56	Good hearing
61	Double-jointed
62	Thick fur
63	360-degree vision
64	Short-lived
65	Empathic
66	Technophile

Designing a Career

If you create a new species, you should create at least one career unique to that species. However, you may need to create careers irrespective of any species design you've done. Perhaps your setting has a particular tradition of gladiators, an order of mage-knights, or a particular type of assassin.

Designing a career is a lot like designing a race. The following steps will take you through the process of designing a new career for your setting. Alongside the guidelines, an example Refugee starting career will be designed for the new Feychild species.

CONCEPT

Decide on your concept. What role does this career fulfil in your setting? Can that role be filled by another career? Don't confuse skill selection with full careers—for example, the loremaster career allows you to choose, via skills, what type of expert the character is; additional careers aren't needed for history, law, engineering, and astrology students.

Feychildren are not natural to this world; they are refugees from another place, which died in fire. As such, they rely on their invisibility to hide from their foes; it can take a long time to gain the trust of a Feychild.

LENGTH

Decide how long this career should take. If you're not sure, the standard is 1d6 years. Some careers—in particular educational careers—have a set length of 1, 2, or maybe 4 years. Occasionally something might last longer than 1d6 years. Origins are longer, as they take a character through childhood and adolescence—they are typically 2d6+6 years, but can vary.

The Feychild Refugee will have a standard starting career length of 2d6+6 years.

ATTRIBUTES

Assign 4 points in attribute adjustments. Remember that a character might take this career four times during character creation, so a bonus of +2 means that he will have a total of +8 added to his starting attributes.

So you should be hesitant to give any individual attribute an adjustment of +2, although origins are less restrictive in that regard as they are only taken once.

It can be tempting to assign large attribute adjustments to a career in order to emulate a perceived high level of ability. It is important to remember that just signing up to a career doesn't magically make a member part of the elite—high levels of ability are achieved by repeating the career (effectively “leveling up” in that career).

The attribute adjustments for the Feychild Refugee career are: AGI +1, END +1, INT +1, MAG +1.

SKILLS

List some skills offered by that career. Remember that the character will only be selecting two of these skills. As with species design, this list is what determines how varied that career is—a short list creates a more uniform career, while a larger selection creates one which is more varied. Also remember that this skill selection is a specialization—the character will be getting better at a wide range of things simply by virtue of the attribute bonuses.

The skills offered by the Feychild Refugee career should reflect hiding and survival: *stealth, survival, running, perception, insight*.

EXPLOITS

Finally, create exploits unique to that career. These should be ones that can't just be replicated with a good attribute check (with or without a skill or equipment bonus). If you can, try to give the career at least five exploits; more powerful exploits can require other exploits within the career as prerequisites. Origins, on the other hand, need only one exploit.

The primary characteristic of a refugee is survival. A Feychild refugee is preternaturally alert and aware, and cannot be ambushed.

Having followed this process, you should now have created a new career (see sidebar, previous page).

CREATING AN ORGANIZATION

WOIN Fantasy Equipment contains details on organizations and how to use them to requisition gear.

Not only player characters have REP scores; so do evil princes, powerful cult leaders, and barbaric warlords. What sorts of resources do they have at their disposal, and how does this increase the challenges set against the adventurers? How fast can one of these agencies respond to an attack on one of their interests, and how viciously can they do so? When push comes to shove, how far will the party have to go to dismantle an agency or organization?

An organization's size represents the number of agents within it. Destroying an organization requires ridding the world of its agents, or the leader(s) of the organization (removing a leader cuts the organization's number of agents in half as they splinter into factions or seek prosperity elsewhere).

Becoming a member of an organization costs one exploit (Organization Member). The exploit is not recovered if the organization is left, or ceases to exist. In some campaigns, player-characters may be required to all be members of the same organization, in which case they will use their starting free exploit on Organization Member unless a career grants them that exploit.

The organization's size includes those *directly employed* in the service of the organization; it does not include affiliated peasants, families, passengers, and so on, or to regional populations. For example, a country with a population of 500 million might have an Administration as its government: only, say, 3,000,000 people are Administration employees.

Note that in archaic eras of lower population, a country's government can be of only Brigade size. In 1600 the entire population of England and Wales was only around 4,000,000, and London had a population of around 250,000.

The size category names in the table below are military themed, but your organization does not have to be military or militarized in any way. A large corporation is a non-military organization that can have many thousands of employees and would use the same classifications. A single wizard's school may have 100 employees, making it a Company, while a wealthy trading enterprise like the real world's historical Dutch East India Company may have 80,000, making it a Corps. The organization itself will not use these terms (unless it actually is military—and even then, it might use terms drawn from different military structures); your organization might call itself a trading coster, a cell, a gang, a league, a church, an inquisition, a militia, or whatever you deem appropriate.

ORGANIZATION SIZES

Size	Members	REP	Locate Info	Requisition Cap (gc)
Team	1–8	4 (2d6)	<i>Superhuman</i> [37]	700
Squad	8–12	6 (3d6)	<i>Herculean</i> [33]	1,100
Section	12–25	8 (3d6)	<i>Severe</i> [29]	1,100
Platoon	25–50	12 (4d6)	<i>Strenuous</i> [25]	1,400
Company	50–250	16 (5d6)	<i>Demanding</i> [21]	1,800
Battalion	250–1,500	20 (5d6)	<i>Difficult</i> [16]	1,800
Regiment	1,500–3,000	25 (6d6)	<i>Challenging</i> [13]	2,100
Brigade	3,000–5,000	30 (7d6)	<i>Routine</i> [10]	2,500
Division	5,000–25,000	40 (8d6)	<i>Easy</i> [7]	2,800
Corps	25,000–100,000	50 (9d6)	<i>Trivial</i> [—]	3,200
Service	100,000–500,000	60 (10d6)	<i>Trivial</i> [—]	3,500
Force	500,000–1,000,000	70 (11d6)	<i>Trivial</i> [—]	3,900
Administration	1,000,000–5,000,000	100 (13d6)	<i>Trivial</i> [—]	4,600
Empire	5,000,000+	130 (15d6)	<i>Trivial</i> [—]	5,200

REPUTATION

An organization's REPUTATION score indicates a number of things—its wealth, the resources at its disposal, how easy it is to find the organization, how likely people are to recognize its name or importance, and more. Larger organizations are better known, and depending on its exploits, an organization may only have a reputation among certain circles like investigators, criminals, wizards, and occultists, and so on—but remain hidden from the public at large (it can be a bit hard to attain world domination when anybody can find and foil your schemes, after all).

Any creature, NPC, or character may belong to an organization—a navy, a spy agency, a college or school, or a sinister cult. Membership gives the creature access to the organization's REP attribute rather than its own once per day, along with appropriate resources (which remain the property of the organization and cannot be kept indefinitely). An organization may also provide access to specific careers or exploits. Note that an individual has access only to the REP of its sub-group, not the organization as a whole.

Locate Info. When attempting to gain information about or locate an organization, characters make an attribute check (typically LOG or CHA, depending on the methods used); the difficulty of the check is noted in the Locate Info column in the organization table.

Requisition Cap. This is the maximum amount by which an organization can outfit all its members for missions.

SUB-GROUPS

Large organizations are composed of multiple smaller organizations—one does not normally encounter the entirety of a kingdom at once, or an entire army. The sub-groups have REP attributes according to their size, which tend to escalate in larger and larger sub-groups until the final group is the whole organization.

COMMANDERS

Every organization (or sub-group) has someone in charge. That person, whether a knight commander or a spymaster, has a *leadership* skill equal to the organization's REP attribute, and may use it in the same way

as a PC's *leadership* skill, donating LUC dice to allies. A commander has access to the REP of the sub-group she is commanding, not the whole organization—the head of the Navy has access to far greater resources than the commander of a small village watch has. This only applies to NPCs—player characters must earn their *leadership* skills the hard way!

TRAITS

Organizations have one or more traits: exploits which members who have taken the Organization Member exploit gain automatically. Any benefits gained by being a member of an organization are lost if the character leaves the organization.

Advanced Tech. The Advancement Level of technology available to the organization increases by one level. Organizations with this trait must have mystics, alchemists, or some other means to justify their impressive gear.

Clandestine. The organization is extremely secretive, a cabal as devoted to silence and mystery as they are to their cause. Only individuals in the same line of business or of similar interests (criminals, mystics, cultists, and so forth) treat the organization's REP score as the normal value when seeking information about the organization; all others treat it as one-third its actual value.

Combat Training. All of the organization's agents receive a specific free combat-related exploit.

Criminal. The organization is able to handle illicit goods, allowing members to access items which would otherwise be restricted or illegal.

Disciplined. The organization has a strong chain of command, and good unit cohesion. In combat, organizations members gain +1d6 to INITIATIVE as long as they are accompanied by at least 3 other members of the organization.

Excellent Equipment. All of the organization's agents receive a single piece of equipment that is one stage of quality higher than normal. Most of the time these have magical fail-safes that destroy the item after it leaves the agent's possession, or at least render it of mundane quality after combat ends. The item is clearly identifiable as the organization's property.

Expertise. All of the organization's agents receive a basic curriculum of one rank in four organization-specific skills. This does not increase the rank of any of these skills above one rank.

Fearsome. The organization's reputation is one which instills fear in those who hear it. Members can make a REP vs. MENTAL DEFENSE attack against one target who can hear and understand them. This attack can only be made once per day, and no single target can be affected by it more than once. If successful, the attack stuns the target until they shake the effect off.

Gadgets. Each agent of the organization receives a gadget that functions for 1d6 rounds (minimum 1 round; except the commander agent, in which case the gadget functions until the end of combat). (Gadgets are found in *WOIN Modern Equipment*.)

Mental Training. All of the organization's agents receive a bonus +1 to a specific mental attribute.

Physical Training. All of the organization's agents receive a bonus +1 to a specific physical attribute.

Traditional. The organization is very old, and pre-dates the current era. This gives it access to certain ancient secrets, allowing members to use its REP attribute in place of a LOG check once per month to access information about a subject.

Wealthy. The organization has the REP attribute of an organization one size classification larger.

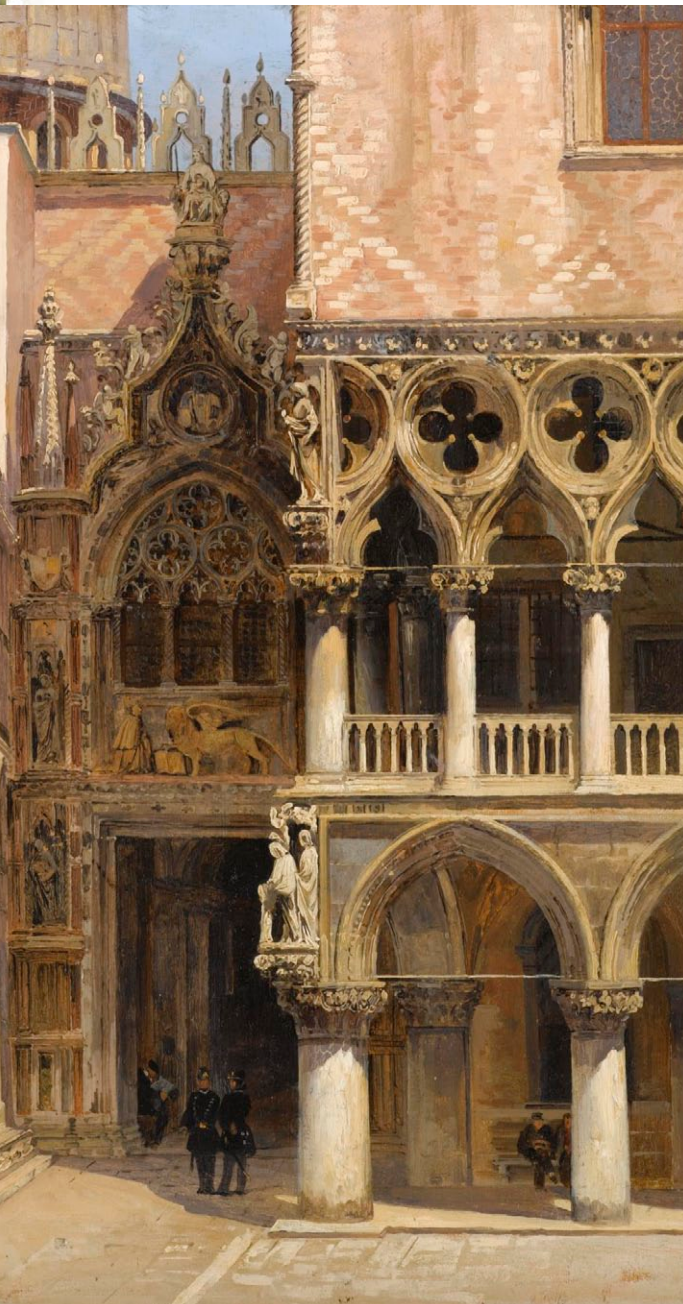
Types of Organization

Organizations can be as abstract or concrete as you like, as strange as a hive mind that's embodied in an abandoned dungeon to a worldwide conglomerate of ne'er-do-wells bent on domination!

Each organization type below includes one or more recommended traits; however, these should be viewed as guidelines only. As always, you are encouraged to think up creative and interesting organization types of your own to complement the suggestions below. You only need worry about two things: defining the group's purpose and knowing how the PCs might come to care about it.

Academies. Academies include all educational or research institutions—colleges, universities, alchemical laboratories, and so on. Academies often have access to knowledge or experimental technologies. Advanced Tech and Expertise are recommended traits.

Companies. Companies make great enemy organizations. They can be filled with so much bureaucracy that not only can executives potentially get away with murder, but also many of their accomplices have lawyers able to get them well away from legal trouble. Player characters that decide to take on a company should be wary of law enforcement, however, along with the sort of deadly talent that wagon loads of gold can purchase. Wealthy is a recommended trait.



Criminal Syndicates. The Yakuza, Triad, Mafia, and any other form of mundane organized crime qualifies as a criminal syndicate. These organizations specialize in illicit activity, often with a focus on drugs, vice, and racketeering, though their operations can range far wider. Often members are incredibly loyal, sometimes having familial ties. Recommended traits are Fearsome and Criminal.

Cults. Steeped in mysticism and dangerous beliefs, cults are another common type of organization. Led by charismatic individuals that indoctrinate their follower, they can appear everywhere in the world, and have operations as simple as robbery to pursuits as esoteric as demonic summoning. More often than not, their agents are fanatically loyal (often bringing their families into the fold). Clandestine and Wealthy are recommended traits.

Law Enforcement. There are no better team players than law enforcement, and the vast majority of settings feature authority figures of some kind that keep the peace. The organization rules are not meant to be implemented with police as a whole, but specific divisions like a order of inquisitors, a town watch, and so forth. Of all the different types of organizations, they are by and far the most responsive and easiest to instigate. Disciplined is a recommended trait.

Mercenaries. Some soldiers keep on fighting well after the war ends, and they don't particularly care whom it is they fight for. These mercenary groups are one of the most dangerous types of organizations and not to be underestimated; each of their agents is a trained combatant that has experienced warfare. Unlike other organizations, their loyalty is not overwhelmingly strong and they can be bribed or coerced into abandoning an operation with relative ease. A recommended trait is Combat Training.

Military. Military organizations may come in the form of armies and navies. They tend to be well-equipped, with strong loyalty and structured chains of command and sub-groups. Disciplined and Combat Training are recommended traits.

Shadow Services. Who cleans up the bodies piled up by assassins, and who supplies their poisons or sells the artwork stolen by cat burglars? Commonly

Sample Organization

Royal Homeland Constabulary

Size Company (120 members); **REP** 16; **Locate**

Demanding [21]; **Subgroups** —

Type Law Enforcement; **Traits** disciplined

Requisition Cap 1,800 gc

RHC constables are law enforcement officers tasked with protecting Risur from serious threats, usually in the form of foreign plots, magically equipped criminals, and various supernatural foes everyday police are not capable of handling. Approximately 20 constables are active in the Royal Homeland Constabulary's Flint directorate, supported by almost a hundred researchers, office assistants, laboratory technicians, security guards, carriage drivers, and the like.

neglected, organizations that support the shadowy underside of society are essential to its workings. Because they're so important, only the most stubborn and vengeful would choose to dismantle an organization that offers support to criminals. Clandestine is a recommended trait, as is Criminal.

Spy Agencies. Spies work for agencies of covert operatives which are, more often than not, directly affiliated with a national power. While some of these individuals are steadfastly loyal to their country, many are too willing to trade state secrets for a plush life of luxury, and double agents are not uncommon. Recommended traits are Clandestine and Gadgets.

Vessel. A ship (even an airship) can operate as an organization of its own. The crew requirement of a vessel can indicate the size organization it carries. Recommended traits are Excellent Equipment and Expertise.

Vigilantes. When heroes or villains team together, they can become truly potent forces that can affect change on a national or even global level. Fortunately, power seems to come with no small bit of egotism and most larger groups fail to remain united for long, splintering into smaller organizations that aren't nearly as disastrous for society. Recommended traits include Fearsome, and Physical and Mental Training.

Historical Populations

The table below is for reference purposes only, and gives the historical population of an average country through archaic modern eras. 10% of a population is usually employed by government and is counted for organizational size purposes. 5% of a government is usually the military (or 0.5% of the population),

which is often divided into two thirds (one part navy, two parts army).

How these figures extend into the future is entirely up to you! If you have created a world, you already know its population, and you can easily determine the size of its administration and military.

REAL WORLD HISTORICAL POPULATIONS

Year	Country	Capital City*	Administration	Military
43 AD (Roman Britain)	4M	35K	400K (Service)	20K (Division)
500 AD (Dark Ages)	2M	15K	200K (Service)	10K (Division)
1066 AD (Middle Ages)	2M	18K	200K (Service)	10K (Division)
1300 AD (Middle Ages)	4M	45K	400K (Service)	20K (Division)
1600 AD (Tudors)	4M	250K	400K (Service)	20K (Division)
1700 AD (Enlightenment)	6M	600K	600K (Force)	30K (Corps)
1750 AD	7M	750K	700K (Force)	35K (Corps)
1800 AD (Industrial Revolution, Victorian)	9M	1M	900K (Force)	45K (Corps)
1900 AD (Edwardian)	41M	1M	4.1M (Administration)	205K (Service)

* ¼ this value for other cities



CREATING MONSTERS OR NPCs

The following section contains guidelines on how to create a monster or creature. The process is a mixture of art and science—some aspects follow derived rules and calculations, while others are pure assignments.

NAMED AND UNIQUE NPCs

Ideally, unique NPCs should be created with the regular character creation rules.

For a quicker, more flexible NPC creation process, the following freeform method is available. This is useful for GMs creating NPCs and allows for some exception-based design while retaining a balanced grade value.

1. Start all attributes at 3, except REP and MAG which start at 0.
2. Select a species as normal and apply species attributes and exploits.
3. Select additional attributes, skills, and exploits according to the table below.
4. Create a descriptor by choosing a trait and hook.

An average completed grade 5 NPC should have 44 attribute points, 13 skill ranks, and 7 exploits. For each grade thereafter, the average NPC will have an additional 4 attribute points, 2 skill ranks, and 1 exploit.

An NPC or monster may select any exploits, including monster and career exploits, as long as they meet the prerequisites.

MONSTERS AND GENERIC NPCs

Monsters tend to be more arbitrary. Follow these steps to design a monster. However, these should only be viewed as guidelines. Monster design is exception-based, and you should feel free to deviate from these guidelines at any time. This method is also used to create generic NPC stat blocks (such as “Knight” or “Cutpurse”) rather than unique, named NPCs.

1. Select a size, sentience, and classification, plus an optional Virtue.
 - a) Assign physical attribute scores based on size.
 - b) Assign mental attribute scores based on sentience.

EXPECTED ABILITIES AT EACH GRADE

Grade	Attribute	Skill	Max Dice	
	Points	Ranks	Exploits	Pool
0	24	3	2	3d6
1	28	5	3	3d6
2	32	7	4	3d6
3	36	9	5	3d6
4	40	11	6	4d6
5	44	13	7	5d6
6	48	15	8	6d6
7	52	17	9	6d6
8	56	19	10	7d6
9	60	21	11	7d6
10	64	23	12	7d6
11	68	25	13	8d6
12	72	27	14	8d6
13	76	29	15	8d6
14	80	31	16	8d6
15	84	33	17	9d6
16	88	35	18	9d6
17	92	37	19	9d6
18	96	39	20	9d6
19	100	41	21	9d6
20	104	43	22	10d6

2. Assign skill ranks based on creature type according to guidelines.
3. Note classification exploits for creature type if appropriate.
4. Add additional exploits. Ensure that the creature has at least one unique exploit.
5. Calculate derived statistics.
 - a) Adjust statistics for size and classification.

DESCRIPTOR

A creature’s descriptor includes its size, sentience, and any classifications (e.g. *medium sentient automaton*). Each of these is described below.

Additionally, a descriptor may include the word “unique” (e.g. *gigantic unique sentient insectoid*). This indicates that it is a singular named creature.

Note that abilities and traits derived from the descriptor are not always specifically called out as exploits, but should be numerically incorporated into

Fantasy Worldbuilding

a monster's stat block where appropriate. Keep in mind the standard descriptor abilities when using the monster. For example, it is not necessarily called out that an aquatic creature can breathe underwater; this information is derived from the aquatic classification in the descriptor and the underwater breathing ability that all aquatic creatures have.

SIZE

The following table can be used as a guideline for size-based physical attributes, but monsters may vary greatly from this. There is no need to give larger creatures particularly low AGI attributes, as they are already penalized for DEFENSE. Therefore, only give them lower than 4 AGI if you need them to be particularly clumsy.

Note that Tiny creatures include those up to the size of a house cat. The 20 AGI score can be exceeded greatly for very small or fast creatures, including many flying insects, small birds, and the like.

On the other end of the scale, very large creatures have multiple actions available to them each round beyond the 2 typically available to player characters. These are used for tail swipes and other abilities which enable them to fight a group of enemies. Creatures with multiple actions still cannot move more than twice or repeat any other action more than twice in a round. Additionally, larger creatures have a longer reach with regular melee attacks.

Actions. While large creatures have multiple actions available to them, particularly agile creatures may also have additional actions beyond the basic two actions. For every full 10 points of AGI beyond 10, grant a creature an additional action. However, this is not added to additional actions for large size—if a creature qualifies for both (a large and agile creature) then use whichever of the two methods is better. For example, an Enormous creature with AGI 30 would have 4 actions (3 for being Enormous, or 4 for 30 AGI, taking the better of the two).

BASELINE SIZE-BASED PHYSICAL ATTRIBUTES

Size	Example	STR	AGI	END
Tiny	Mouse, cat	1 (1d6)	20+ (5d6)	1 (1d6)
Small	Dog	3 (2d6)	10 (4d6)	3 (2d6)
Medium	Human	6 (3d6)	6 (3d6)	6 (3d6)
Large	Tiger, ogre	10 (4d6)	4 (2d6)	10 (4d6)
Enormous	Elephant, giant, tree	20 (5d6)	4 (1d6)	25 (6d6)
Gigantic	Whale, large dinosaur, building	50 (9d6)	4 (1d6)	60 (10d6)
Colossal	Kaiju, ship	80 (8d6)	4 (1d6)	100 (13d6)
Titanic	Titan, castle	120+ (15d6)	4+ (1d6)	200+ (19d6)

BASELINE SIZE-BASED COMBAT STATISTICS

Size	HEALTH	SOAK	SPEED	DEFENSE*	Damage	Reach	Actions**	CARRY
Tiny	—	0	−1	+8	1d6	5'	2	×¼
Small	—	0	−1	+4	1d6	5'	2	×½
Medium	—	0	0	+0	1d6	5'	2	—
Large	—	0	0	−4	2d6	5'	2	—
Enormous	×1.5 (70)	5	+1	−8	3d6	10'	3	—
Gigantic	×2 (150)	10	+2	−16	4d6	15'	4	×2
Colossal	×3 (250)	20	+4	−32	5d6	20'	5	×5
Titanic	×5 (800)	30	+4	−32	6d6	30'	6	×10

* This applies to MELEE and RANGED DEFENSE only. No DEFENSE score can ever be lower than 10.

** No action may be performed more than twice, and an action which costs more than one action cannot be performed more than once.

HEALTH. Large creatures should have significantly higher HEALTH. The table above gives suggested multipliers, and in some cases, suggested average HEALTH values are also noted in parenthesis.

DEFENSE. No DEFENSE score can ever be reduced below 10. It's easy to accidentally create a creature or NPC that PCs cannot touch. In general, no DEFENSE score should exceed four times the creature's Maximum Dice Pool (a 6d6 creature should have a DEFENSE cap of 24). You can exceed this, but you should think carefully before doing so.

Heavy. Some creatures may be designated as heavy for their size. These creatures move at half SPEED, and cannot jump. This should be noted in the SPEED line, with the modified speeds already calculated:

SPEED 4; CLIMB 2; JUMP —; heavy

ACTIONS BY AGILITY

AGI	ACTIONS
1–19	2
20–29	3
30–39	4
40–49	5
50–59	6

SENTIENCE

Sentience typically comes in the following categories.

Non-sentient. Non-sentient does not necessarily mean non-intelligent. Non-sentient creatures are immune to mental attacks. Lacking a sense of “self,” natural insects and arachnids, as well as most natural fish and crustaceans, fall into this category.

Semi-sentient. Many creatures with a rudimentary sense of “self” fall into this category, including dogs, wolves, bears, and other animal-intelligence creatures. Semi-sentient creatures have 1–2 (1d6) LOG (carnivores are usually more intelligent than herbivores), and may often have INT attributes as high as their AGI attributes. INT represents senses, perception, and animal cunning. Note that creatures known for specific senses (such as owls) can also have extremely high skill ranks in those specific abilities. CHA tends to be 1 (for ugly critters) or 2 (for attractive critters).



WIL will tend to be around average (4) unless there is a compelling reason to do otherwise.

Sentient. Most living creatures with LOG attributes of 2 or more, including player character races, have a developed sense of “self” and so fall into this category. Sentient creatures should be assigned mental attributes normally.

Super-sentient. Generally with LOG and INT attributes of 20 or more, creatures in this category are profoundly self-aware, and in addition they are supra-geniuses far beyond even the greatest of humans. Super-sentient creatures automatically have the power of truesight, which enables them to see through illusions, invisibility, and disguises. They can also see in the dark, and through obscuring effects like smoke, although not through cover. Additionally, super-sentient creatures can automatically speak and understand any language.

SENTIENCE, WITH TYPICAL INT AND LOG

Sentience	INT	LOG
Semi-sentient	10+	1–2
Sentient	3–19	3–19
Super-sentient	20+	20+

CLASSIFICATION

Creatures can have multiple classifications (a fey insectoid, for example). The qualities below are listed briefly, but see the rulebooks for longer explanations of creature types and qualities. The classification is found in the creature's descriptor, and the creature has all the indicated abilities associated with that classification unless otherwise noted. If a classification is a subset of another, the creature has the traits of both.

- ▶ **Angels.** Angels have the Good virtue and can automatically sense Evil to a distance of 5' per point of INT. They also have truesight. Angels are ancient and immortal and cannot be killed. Destroying an angel banishes it from that realm for 99 years.
- ▶ **Aquatic.** The creature gains a SWIM speed equal to its regular SPEED. It can breathe underwater. Swimming is a natural movement mode for aquatic creatures.
- ▶ **Automatons.** Automatons are immune to mental attacks, and vulnerable (1d6) to electricity damage. They are usually immune to the Bleeding, Nausea, and Tiredness status tracks.
- ▶ **Avian.** The creature gains a FLY speed equal to its regular SPEED. Flying is a natural movement mode for avians.
- ▶ **Beasts.** These are normal animals such as dogs, bears, and dinosaurs.
- ▶ **Changeling.** A rare creature type, changelings are able to alter their shape and appearance. The exact details of this varies.
- ▶ **Crystalline.** Crystalline creatures are resistant to heat damage (SOAK 5 heat), but vulnerable (1d6) to sonic damage due to their brittle nature. They are immune to the Bleeding status track.
- ▶ **Demons.** Demons also have the following qualities. Demons include devils, fiends, daemons, succubi, and more. Demons are usually unique.
 - ▶ Demons have the Evil virtue and can automatically sense Good within 5' per point of INT. They also have truesight.
 - ▶ Demons are ancient and immortal and cannot be killed. Destroying a demon banishes it from that realm for 99 years.
 - ▶ Demons are immune to fire and heat damage.
 - ▶ Demons are immune to weapons which do not do holy damage or which are not made of silver.
 - ▶ A demon can use all its actions for the turn to possess a victim within 5' per point of WIL; to do so, it makes a MAG vs. MENTAL DEFENSE attack.
 - ▶ Demons can cause seeming accidents which do their natural damage. This is a LOG attack with a range of line-of-sight.
 - ▶ Any sentient or super-sentient creature can sell its soul in the presence of a demon. Doing so merely requires the creature to make a clear, non-coerced agreement, either verbal or written. Selling one's soul to a demon is an irreversible diabolical pact and gives the seller the Evil virtue.
- ▶ **Fey.** Fey creatures are automatically able to sense magic within 10' of them. Fey not native to the real world are vulnerable (1d6) to cold iron and tend to be highly magical.
- ▶ **Insectoids.** Climbing is a natural movement mode for insectoids. The creature gains a CLIMB speed equal to its regular SPEED and does not need to make checks to climb. Such creatures can move on walls and ceilings normally.
- ▶ **Humanoids.** Humanoids gain no special advantages. They are bipedal, mammalian creatures.
- ▶ **Gaseous.** Gaseous creatures are immune to non energy-based physical attacks, and have SOAK 20 to energy-based attacks.
- ▶ **Goblinoids.** These include goblins, orcs, and ogres. They have darksight. Goblinoids are a subset of humanoids, and usually have green or yellow skin.
- ▶ **Lycanthropes.** Lycanthropes are victims of a curse that causes them to change into the form of a beast. They have the following qualities.
 - ▶ Lycanthropes involuntarily transform during the full moon. This process takes one minute and destroys any clothing or armor the lycanthrope is wearing.

- ▶ Lycanthropes can voluntarily transform, but only at night.
- ▶ Lycanthropes are immune to all damage except that from silver weapons when in beast form.
- ▶ Lycanthropes pass on the curse when they reduce a victim to 0 HEALTH.
- ▶ **Plants.** Plant creatures vulnerable (1d6) to fire, but have an additional 5 SOAK. Plants usually cannot wear armor. They are usually immune to the Bleeding and Tiredness status tracks. They ignore natural difficult terrain, unless it is fire or heat-based.
- ▶ **Reptiles.** Reptiles are cold-blooded and are vulnerable (1d6) to cold damage. They usually have scales granting +5 natural SOAK.
- ▶ **Spirits.** Spirits have the following qualities. Spirits include incorporeal entities like banshees, ghosts, poltergeists, and wraiths.
 - ▶ Spirits have the Evil virtue.
 - ▶ Spirits are incorporeal. This makes them immune to physical weapons unless they do holy damage; they can pass through physical barriers.
 - ▶ Spirits cannot be killed; reducing them to 0 HEALTH simply disperses them for one day. To be destroyed a spirit must be permanently banished.
 - ▶ Spirits' natural damage is cold damage.
 - ▶ Spirits can freely fly, although many are locked into old habits and do not.
 - ▶ Spirits have superior darksight and lifesense to a distance of 5' per point of INT.
 - ▶ Spirits have a chill aura (1d6 cold damage).
 - ▶ Spirits are usually immune to any END-based status tracks.
- ▶ **Titan.** A titan is a titanic-sized creature. Titans are not affected by difficult terrain, and can only be flanked by enormous or larger foes. Titans are also unaffected by things which would hinder their movement (such as slows, immobilization, restraining, etc.) Creatures of size enormous or smaller can climb on top of a titan. This requires an AGI check vs. the titan's

MELEE DEFENSE. The check must be made at the start of each round to remain on board, or fall for 3d6 falling damage. A creature on top of a titan can hit it automatically with attacks, but the creature's SOAK still applies. A titan gets one free natural attack per round against any creatures aboard it. Titans can spend all of their actions in a turn to shake all attackers off, making a STR attack vs. MELEE DEFENSE; any who are successfully hit are thrown 30' through the air in a random direction and land prone, taking the titan's natural damage as blunt damage.

- ▶ **Undead.** Undead have the following qualities. Undead include corporeal animated corpses such as vampires, liches, mummies, skeletons, and zombies.
 - ▶ Undead have the Evil virtue.
 - ▶ Undead gain +5 SOAK due to lacking vital organs.
 - ▶ Undead have superior darksight and lifesense to a distance of 5' per point of INT.
 - ▶ Undead are ageless, and continue forever unless destroyed.
 - ▶ Undead are Vulnerable (1d6) to holy damage.
 - ▶ Undead cannot heal, although some may have regenerative powers.
 - ▶ Undead are usually immune to the Bleeding, Intoxication, and Tiredness status tracks.

VIRTUE

Creatures of a given Virtue are immune to damage of that Virtue (e.g. Evil creatures are immune to Evil damage). These creatures can usually sense their opposing Virtue automatically within a distance of 5' per point of INT. Creatures' Virtues are detectable.

IMMUNITIES

The immunities given above are only suggestions; you can ignore or add immunities as you deem appropriate. If you think a particular approach would not unduly affect a particular creature, then you should consider whether the creature is immune or merely resistant to that approach. The onus is on you to be consistent, especially in encounters with similar creatures.



MOVEMENT & SPEED

Calculate a creature's **SPEED** the same way you would a PC's. **SPEED** is land movement; other movement modes include **FLY**, **CLIMB**, **SWIM**, and more. Non-natural movement modes are half regular **SPEED** (as for PCs) and require attribute checks; natural movement modes require no attribute checks, are at full **SPEED**, and are designated with a "+" symbol. If a creature can fly, its **FLY** speed tends to be double its ground speed. If a flying creature can hover, you should make a note of this in parentheses in the **FLY** speed entry; a flying creature that can't hover must maintain half its speed to stay aloft.

JUMP. Check **JUMP** scores at the end, and reduce any which seem inappropriate—in particular, tiny creatures with 20+ **AGI** shouldn't automatically get to jump 40' horizontally. Applying the creature's **CARRY** modifier to its **JUMP** values is appropriate.

Example **SPEED** entry:

SPEED 8; FLY 4 (hover); CLIMB +8; JUMP —

SKILLS

Assign skills based on the monster type. The monster equivalent of unarmed combat is simply called *combat*.

Creatures can be naturally much better than

humans at certain things, especially senses, movement, and fighting. Don't be afraid to give them 10 or more ranks in something. If in doubt, compare the creature to an exceptional human (a professional athlete, for example), who would have 10 ranks or so. If the creature would be better than a trained athlete at a skill, then give it 10 or more ranks.

- Carnivores should have high (10+) **INT** and 10+ ranks in *combat*. They are also likely to have ranks of 10+ in at least one sense, such as *scent*. Finally, carnivores will usually do 1d6 more damage than their size would indicate, due to claws, teeth, and other natural weaponry.
- Most animals should have at least several ranks in *running* or another movement mode.
- Some carnivores may have ranks in *tactics* (but not many); herbivores which tend to be prey will more likely have ranks in *reactions*.
- Always give creatures a defensive skill of some kind (*dodging* or *hardy* are good choices).
- Four-legged creatures gain +2 to their **SPEED**.
- Four-legged herbivores suitable for use as beasts of burden often have ranks in *carrying*.
- Flying creatures will tend to have higher **INT** and **AGI** scores than equivalent ground-based ones, but lower **STR** and **END** scores.

Skills Checklist (pay attention to all of these): *hardy, running/climbing/swimming, carrying, tactics/reactions, [defensive], combat.*

Mental Defenses. Skills useful for MENTAL DEFENSE include *bravery, concentration, conviction, discipline, leadership, meditation, psychology, religion, and rulership.*

Magical Skills. Denote magical skills with an asterisk. For example: *evocation* 3 (2d6).*

EXPLOITS

Adding exploits to a creature is more art than science; you can create exploits to cover any ability or trait that a creature might have.

Creatures can have any universal or career exploits for which they qualify.

- › Enormous or larger creatures should get Knockdown automatically.
- › Enormous or larger creatures with four or more legs should get Trample automatically.

UNIVERSAL EXPLOITS:

Bear Hug. The creature grabs its target with both arms, squeezing it. It can only bear hug a target of its size category or smaller. Once established, it causes its natural damage each round for free, and can move at half speed, moving the victim with it. It takes a STR or AGI attack action to escape the bear hug.

Charge. When making a melee attack, the creature moves its speed in a straight line and then attacks at the end of it. This costs 2d6 and grants +1d6 damage to the attack.

Death from on high. The creature pays 2d6 and drop downs on its opponent from at least 5' above him. This works much like a Charge but knocks the target prone and does 2d6 extra damage instead of 1d6.

Knockback. The target is pushed back 5' for a cost of 1d6. For 2d6, this can be increased to 10'.

Knockdown. The target is knocked prone for a cost of 2d6. Creatures cannot Knockdown targets two sizes or more larger than them.

Opportunist stomp. The creature can stomp on an adjacent prone opponent as a free action.

This is an unarmed attack and uses its natural damage value.

RACE/SPECIES/HERITAGE EXPLOITS:

Acid blood. The creature has acidic blood. In addition to gaining an additional 5 SOAK (acid), melee attackers which cause more than 10 slashing or piercing damage in a single blow take 1d6 acid damage from the blood splash.

Berserker. The creature can enter a berserker rage by tasting its own blood when they are below half HEALTH. This grants it a +1d6 bonus to all attack rolls. The rage only ends when all foes are dead, or the creature is rendered unconscious or restored to above half HEALTH.

OTHER PARTICULARLY SUITABLE EXPLOITS:

A number of exploits particularly suited to monsters can be found below. Feel free to use or modify these for use with a new monster, or to create your own.

Amorphic. The creature possesses no vital organs. It is immune to exploits such as Deadly Strike which require striking precise locations.

Aura. The creature has an aura (see the Other Size-Based Statistics table below). Creatures who begin their turn in or enter the aura take damage of the specified type (fire, cold, etc.).

Breath weapon. A breath weapon deals the creature's natural damage to all creatures and objects in a cone (see Other Size-Based Statistics table, below). The damage type should be specified; common damage types are fire/heat, cold/cryo, poison, and electricity.

Chitinous shell/exoskeleton/hide. The creature gains +5 or more SOAK above that granted by its size.

Crush. An already Grabbed creature automatically takes the creature's natural damage at the beginning of the grabbing creature's turn. The crush might be in a creature's jaws, tentacles, or a hug, and may be blunt or piercing damage. Write Crush into the Grab description.

Disease. Those damaged by the creature are inflicted with a disease. The disease should be noted. Alternatively, the disease might be

inflicted upon reducing a victim to 0 HEALTH (even if the victim recovers the HEALTH).

Diseases don't take effect until combat is over.

Dive [requires flight]. When making a melee attack, the creature can swoop down at a foe and make the melee attack before swooping up again. This works like a Charge (cost 2d6, +1d6 damage), but carries the creature onwards afterwards. This attack knocks the target prone.

Grab. Many creatures can grab their opponents, often with claws or teeth, or sometimes with a ranged attack like a lasso or spider's web. A grab is an attack with a -2d6 cost. A creature struck by the grab attack is *grabbed* and remains so until escape. It cannot leave the attacking creature's square or use weapons larger than size small. An escape requires a STR or AGI attack against the grabbing creature's MELEE DEFENSE and is an action which places the victim free from the grab in an adjacent square. It costs a creature an attack each round to maintain the grab, but it does not need to make any further checks.

Impale. An impaling attack is performed with a horn or similar natural weapon. The creature moves its speed in a straight line, and makes an attack. If successful, the target takes damage as normal and is considered impaled. This is similar to a Grab, except that it automatically does 2d6 damage every round until escape, and the attacker cannot use it to crush its victim.

Immunity. The creature is immune to a specific damage type.

Pack attack. Creatures with the pack attack exploit work together well. Any allies adjacent to the victim count as flanking, gaining the +1d6 bonus to attack. When 4 or more attackers with the pack attack exploit are adjacent to the victim, the victim is pushed one step along the Tiredness status track at the start of its turn.

Poison. Poison is usually a secondary effect of a bite or sting and pushes the target along a status track (Nausea for regular poisons or Mobility for paralysis poisons, etc.). These attacks do the poison damage type in addition to their regular damage type, and the type of effect is noted in the attack. Further detail is provided in the corresponding exploit entry; for example:

Bite 4d6 (2d6 piercing/poison damage; paralysis)

Pounce. With a single leap, the attacker leaps upon its victim, bearing it to the ground and inflicting its regular natural damage. The target must be within the attacker's horizontal jump distance. This costs 2d6.

Regeneration. The creature regains 1d6 or more HEALTH at the start of each of its turns. If the creature is vulnerable to any type of damage, it cannot regenerate that damage.

Roar. Some creatures can unleash a roar so loud that its victims are stricken with fear. The roar uses two actions. A roar uses END as its attack, and attacks any creature within its aura (see table, below). Victims successfully attacked are pushed one step along the Fear status track.

Tail swipe. Some creatures have tail swipe attacks. These attacks affect all targets in a cone to the rear of the creature. The cone is half the size that a breath weapon would be for a creature of that size (with a minimum of 1 square). See the Other Size-Based Statistics table. Damage is usually blunt damage unless the tail has edges or spikes, and is equal to the regular base damage with a two-die reduction.

OTHER SIZE-BASED STATISTICS

Size	Damage	Tail	Aura/Breath	
		Swipe	Weapon	Reach
		Cone	Cone	
Tiny	1d6	—	5'	5'
Small	1d6	5'	5'	5'
Medium	1d6	5'	5'	5'
Large	2d6	5'	10'	5'
Enormous	3d6	10'	20'	10'
Gigantic	4d6	20'	40'	15'
Colossal	5d6	30'	60'	20'
Titanic	6d6	60'	120'	30'

Trample. With a trample attack, a creature can move directly through a target's square, attacking the target as it goes. This is a single action, and the attacker moves its full speed in a straight line. The attacker must be at least one size category larger than the target. If the attack misses, the attacker stops in its tracks. If it hits, the attacker continues moving, inflicts natural damage, and the target is knocked prone. This costs 2d6.

PERCEPTION-BASED EXPLOITS:

All-round sight. The creature is not affected by crossfire or flanking. Many multi-headed creatures have this ability.

Darksight. The creature can see in the dark to a distance of 10' per point of INT. **Superior darksight** allows the creature to see in the dark normally to any distance. Some abilities, like a bat's sonar, vibrosense, or websense, can mimic darksight.

Lairsense. The creature is always aware of everything that happens within its lair.

Lifesense. The creature can sense and effectively see living creatures to a distance of 5' per point of INT even through darkness, cover, concealment, etc. Some abilities, such as bloodsense and mindsense, can mimic lifesense, although they detect blood and sentience, respectively.

Feysense. Some creatures can sense the presence of (but not the exact location of or type of) magic within 5' per point of INT. **Superior feysense** determines the exact presence of magic within range.

Truesight. Truesight enables a creature to see through illusions, invisibility, disguises, and to clearly see a creature's virtue. They can also see in the dark, and through obscuring effects like smoke, although not through cover.

BASIC MAGIC

Instead of using the full PC spellcasting rules, which are more complex, you can simply give a monster appropriate magical powers. Devise individual themed magical abilities for the monster to use and list them as exploits. Magical effects typically (but not always) take 2 actions to use. For example:

Confusion (2). Ashima-Shimtu can whisper magical words of confusion and lies, making a MAG vs. MENTAL DEFENSE attack against a creature within 30'. If successful, the target is pushed one stage down the Cognition status track.

These are magical abilities, but they are not actually spells in the strict rules sense. If the monster uses the full PC spellcasting rules, see *Advanced Magic*, below.

ADVANCED MAGIC

PCs have a daily budget of Magic Points. Monsters aren't used all day (in game time) in this fashion; because they are only "on stage" for short periods of time, they do not need a daily MP budget. Monsters effectively cast spells for free, although the creature's total MP expenditure per spell is still limited by its MAG attribute.

Record the monster's MAG attribute as normal. You do not need to determine its Magic Point total.

For ease of use, the stat blocks of spellcasting creatures include spellcasting information in two columns to the right of the creature's MAG attribute. The left column contains the creature's known skills, and the right column contains its known secrets. This makes it easy for GMs to spot skill-secret combinations. Use the verb form of the skill in the spellcasting matrix. For example:

EXAMPLE SPELLCASTING MATRIX

MAG 8 (3d6)	<i>evoke 6 (3d6)</i>	<i>fire</i>
	<i>create 3 (2d6)</i>	<i>light</i>
	<i>abjure 3 (2d6)</i>	

Also include magical skills in the creature's skill list. Denote magical skills with an asterisk (*) for clarity.

CalLED SHOT LOCATIONS

Many tough creatures have a way to hurt or kill them. The folkloric wooden stake through the heart of a vampire, or mythological Achilles' heel, are good examples. These features are described in the stat block. The entry should describe the called shot and its effects. Unless otherwise noted, a called shot costs $-2d6$ to make; a creature can only make one called shot per turn. Typically, a called shot requires that the attacker hit the target with an appropriate weapon and cause at least 25% of the creature's HEALTH in damage in one attack. An example is given below.

Called shot. When reduced to zero HEALTH, a vampire is not slain. Instead, it is paralyzed. In order to slay a vampire, it must either be beheaded or staked in the heart. A vampire can remain paralyzed for centuries, returning to unlife with a drop of nourishing blood. A called shot to the heart with a wooden stake can paralyze a vampire instantly.



DETERMINE MAXIMUM DICE POOL

Grade is a tool for use with PCs (and NPCs who use the PC creation rules). For monsters, the important value is its maximum dice pool. Simply identify the largest dice pool in the monster's finished stat block; that is its maximum dice pool. You can use a lower maximum dice pool to constrain a creature if necessary. This value is simply used to establish an approximate suitable grade range for encounters.

MAX DICE POOL FOR CREATURES

Max Dice Pool	Grade Range	Max Dice Pool	Grade Range
1d6	1	11d6	26–32
2d6	2	12d6	33–40
3d6	3	13d6	41–49
4d6	4	14d6	50–59
5d6	5	15d6	60–70
6d6	6–7	16d6	71–82
7d6	8–10	17d6	83–95
8d6	11–14	18d6	96–109
9d6	15–19	19d6	110–124
10d6	20–25	20d6	125–140

SIMPLE SCALING

Existing creatures can be quickly scaled on the fly by adjusting their maximum dice pool up or down. If a creature is scaled down, none of its dice pools can exceed the new lower dice pool. Scaling provides the following adjustments for each die of difference. Scaling adjusts final dice pools rather than core attributes and skills:

- › ± 4 to all DEFENSES (minimum 10)
- › ± 4 HEALTH (minimum 10)
- › $\pm 1d6$ to all dice pools (minimum 1d6)

You can also change the creature's size (not common with humanoid species). This grants it per size category change:

- › ± 4 to all DEFENSES (if larger, apply a penalty; if smaller, apply a bonus)
- › ± 2 SOAK (if larger, apply a bonus; if smaller, apply a penalty; minimum 0)
- › ± 8 HEALTH (if larger, apply a bonus; if smaller, apply a penalty; minimum 10)

Scaled creatures can be referred to in shorthand in the format *Creature Name* ($\pm xd6$; size). Note that scaling a creature in this way does not distinguish between changes due to attributes, skills, or equipment. If this information is specifically needed, the GM will need to adjudicate based on the creature itself and what its key traits are. A creature known for size and strength will likely gain the bonus from improved attributes, while a more highly trained operative might gain it from higher skills or equipment.

For example, a Goblin chieftain might be a Goblin ($+2d6$; medium). If the creature's size doesn't change, it's not necessary to record it.

Creating Items

Designing new weapons, armor, and other equipment is a much easier task than designing a world. There are no strict rules, but the following guidelines may prove useful. The best, and most interesting items are the ones you design on your own, and you can surely come up with more evocative names and item types than any tables can, but you can use random tables for some or all of the process if you need to.

The most important caveat here is that, more than most things, equipment design allows for very much more latitude than most game elements. The guidelines which follow are not only merely guidelines, but they should be regarded as “soft” guidelines—if you need or want an item in your game which falls outside these parameters, then go right ahead. You can use or ignore as much of the following material as you wish.

The following guidelines are designed to build a standard version of an item. You can design higher quality items by applying the quality modifiers in the

following table to a standard item. That doesn't mean that every item has a version at each quality level—a specific weapon or armor type might exclusively be an exceptional quality item.

The following notes apply to the Item Creation table, below.

Dice Pool. This indicates the contribution to a dice pool that high quality equipment grants (subject to minimum skill limits).

Rarity. This is an indication of how common high quality equipment is.

Min. Skill. Effective equipment quality is limited by skill level. This applies to all equipment, including gear, weapons, and armor. If the user does not have the minimum skill level required to benefit from equipment's quality, reduce the effective quality of the equipment to match the user's skill level.

Upgrades. Weapons and armor can be upgraded, adding new features. The upgrade capacity is given by size (for weapons) or type (for armor). Higher quality weapons and armor gain additional upgrade slots.

WEAPONS

History contains an uncountable number of different weapons, and each of them needs statistics! And that's not counting any new fantasy weapons you might devise. Assigning a weapon's statistics is more art than science. There is no intention that all weapons be equal in effectiveness—just like in the real world, some are clearly better choices than others (although not all may be available at a given time).

The damage of a weapon a PC can carry and wield should usually fall in the $2d6$ to $4d6$ range. The average person's unarmed attack does $1d6$ damage, so weapons tend to start at $2d6$ —although some ranged

ITEM CREATION

Quality	Cost (gc)	Dice Pool	Rarity	Min. Skill	Armor	Upgrades
Standard	Normal	—	Common	—	—	—
High	$\times 3$ then +100	+1d6	Uncommon	1 (1d6; proficient)	+2 SOAK	+1
Exceptional	$\times 5$ then +250	+2d6	Rare	3 (2d6; skilled)	+4 SOAK	+1
Mastercraft	$\times 10$ then +500	+3d6	Very rare	6 (3d6; expert)	+6 SOAK	+2
Artisanal	$\times 100$ then +1,000	+4d6	Very rare	10 (4d6; mastery)	+8 SOAK	+2
Legendary	$\times 1,000$ then +2,500	+5d6	Unique	15 (5d6; authority)	+10 SOAK	+3

Fantasy Worldbuilding

weapons with exotic damage types might fall below 2d6. Only a couple of weapons, such as the *zweihänder*, do 4d6 damage. Higher amounts of damage are usually accessed by allowing the character to pay for damage dice with her attack pool.

As a point of reference, it is useful to look at the HEALTH of some common objects. A chair has 15 HEALTH, so a 3d6 weapon might completely destroy it, and will almost certainly break it, with one hit. A wagon has 70 HEALTH, so while it's unlikely to be destroyed with a single arrow from a crossbow, 35 damage is enough to break it. On average that's 10d6, or just over three hits from a 3d6 weapon; with a lucky shot, it's two hits.

If you want to completely randomly generate a fantasy weapon, use the tables below. First, determine the weapon's size. You should choose this, ideally, based on the weapon type (if you used the random weapon name table, the recommended size is noted in parenthesis), but the table below is available to randomly determine the size of an item.

RANDOM ITEM SIZE

1d6	Size
1-2	Small
3-4	Medium
5-6	Large

Next, using the size, determine the weapon's statistics.

DEFAULT WEAPON STATISTICS BY SIZE

Statistic	Small	Medium	Large
Weight	1d6	2d6 + 2	3d6 + 10
Range	1d6 + 6	2d6 + 6	3d6 + 6
Damage (ranged)	See below	See below	See below
Upgrade slots	1	2	3
Price	See below	See below	See below

The damage and the price of the weapon are linked. Roll 2d6 once to determine the damage and price rolls for the weapon (average price noted in parentheses).

RANDOM WEAPON DAMAGE

2d6	Damage	Price (gc)
2	1d6	1d66 (35)
3	1d6 + 2	1d66 + 100 (135)
4	2d6	2d66 + 200 (270)
5	2d6 + 2	2d66 + 300 (370)
6	2d6 + 4	2d66 + 400 (470)
7	3d6	3d6 × 25 (250)
8	3d6 + 2	3d6 × 50 (500)
9	3d6 + 4	3d6 × 100 (1,000)
10	4d6	2d6 × 1000 (7,000)
11	4d6 + 2	3d6 × 1,000 (10,000)
12	4d6 + 4	5d6 × 1,000 (17,500)



You can use quality levels in the normal way to create superior versions of specific weapon types (perhaps a traditional Grand Elf musket is an exceptional quality weapon). This affects the weapon's statistics as shown in the quality table at the beginning of this section.

OTHER WEAPON STATS

There is no need to assign additional range or damage to a higher quality version of a weapon—the effect of the larger dice pool already trickles down into both of those statistics during play.

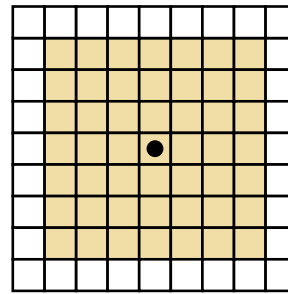
You can adjust the target area. Is it a single target weapon, does it affect an area of effect? A grenade type weapon might affect a radius burst at range, while a fantastical alchemical flamethrower might cover a cone emanating from the weapon. Weapons that affect multiple targets cost twice as much as single-target weapons.

Bursts. A burst affects all squares within a given distance from the target square. The diagram shows a 15' burst, which affects the origin square and everything within 15' of the origin square.

Lines. A line affects all squares in a straight line that extends to one range increment from the origin. The diagram shows a 30' line, which affects the origin square and a line of squares extending 30' from the origin square. The line need not be orthogonal, so long as it is straight; each square counts 5' distance, just like movement. Line areas limit the range of a weapon to one range increment.

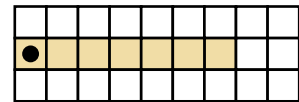
AREAS OF EFFECT

15' BURST

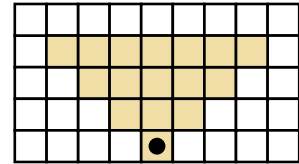


● ORIGIN SQUARE

30' LINE



15' CONE



One square = 5 feet

Cone. A cone affects all squares in a 90° arc within a given distance of the origin square, with the origin square as the apex. A 15' cone is illustrated in the diagram; the cone affects the origin square and everything in the arc up to 15' from the origin. Cone areas limit the range of a weapon to one range increment.

You can also add new properties you devise.

ARMOR

Just like with weapons, there are many types of armor in the world just waiting for stats. You can determine the SOAK of a new fantasy armor by simply rolling 2d6 (allow sixes to explode). The cost of the armor is then based on the SOAK (see the Default Armor Values table, below).

As with weapons, quality can affect armor. See the quality table at the beginning of this section.

DEFAULT ARMOR VALUES

SOAK	Type	Weight (lb)	DEFENSE	Upgrades	Cost (gc)
2	Light	2d6	—	1	1d6 × 10
3	Light	3d6	—	1	1d6 × 10
4	Light	2d6 × 2	—	1	2d6 × 5
5	Medium	2d6 × 5	−2	2	3d6 × 10
6	Medium	3d6 × 3	−2	2	3d6 × 20
7	Medium	3d6 × 4	−2	2	3d6 × 100
8	Heavy	3d6 × 5	−4	3	3d6 × 200
9	Heavy	3d6 × 5	−4	3	3d6 × 300
10	Heavy	3d6 × 5	−4	3	3d6 × 1,000
11	Heavy	3d6 × 6	−4	3	4d6 × 1,000
12	Heavy	3d6 × 7	−4	3	3d6 × 2,000

GENERAL EQUIPMENT

Regular items of equipment are much easier to design. Generally, they only need a cost, weight, and description which describes the item's function and any abilities or effects it has. Avoid the temptation to create items which simply give a bonus to an activity—bonuses should come from quality levels, with the item enabling the user to avoid the improvisation penalty.



The Gamemaster's Job

The previous sections guided you through the process of building places and creatures for your setting. This section concentrates on actually creating adventures and running the game. As such, it is made up of advice, suggestions, guidelines, and ideas to an even greater degree than the foregoing.

CAMPAIGNS

A campaign is a sequence of adventures designed to last multiple—often many—sessions of play. Some take a month or two to complete; others can take years.

Some campaigns are published in the form of “adventure paths”—these pre-published collections of adventures take the player characters through a long story arc. Adventure paths are common to many games, and are popular with GMs who have little time to prepare. They sometimes run for 10 or more adventures, although shorter versions with only 3–4 adventures are more common.

The heart of every campaign is an adventure—or a series of adventures. The GM is responsible for designing and running adventures for the player characters. The level of preparation needed will vary from GM to GM—some use a collection of notes on scrap paper, while others prepare detailed binders covering every contingency. Some GMs are comfortable with improvisation, while others enjoy planning and preparation.

An adventure, in its most basic form, is a plot or environment in which the PCs can participate. As an analogy, an adventure might be an episode of a television show. A number of adventures, strung together, form a campaign, which is roughly analogous to a season of a TV show.

There's no strict rule on what might constitute an adventure. Generally speaking, the PCs need a goal or objective—whether that be to simply survive a haunted castle, to find a lost artifact, to rescue a princess, or defeat a mighty dragon. Indeed, the length of an adventure may vary, too—some are designed as “one-shots,” to be played through in a single session of four hours, while others may take multiple game sessions to complete.

It's up to you whether you want a long, overarching plot or to focus on individual "episode of the week" style adventures. Both styles of game (or, indeed, a mix of each) can be very rewarding.

PUBLISHED ADVENTURES

At the back of this rulebook, you'll find a short excerpt from an adventure. This is an example of a published adventure. Designing adventures can be very rewarding, but it can also be a lot of work- and published adventures are there to save you time or give you ideas. There are adventures available for the *O.L.D.* roleplaying game, and you are encouraged to avail yourself of them.

CREATING AN ADVENTURE

Creating an adventure is part art and part science. The GM will need to devise a plot, create antagonists, and prepare locations. The process is somewhat akin to writing a novella, except that the GM only controls *most* of the cast.

Start by outlining the basic premise or plot. This is the most important step, because everything else springs from there. In fact, that can be your whole preparation—there are resources and creatures and more available in this very book to help you run things on the fly—but it can help to detail important NPCs, locations, and events.

NPCs and creatures can be created from scratch, or you can borrow pre-published ones. You don't need to individually craft every guard or bandit; a standard stat block will do. You should, however, take the time to individually create important, named NPCs. You can do this by modifying an existing stat block, or by creating an NPC from scratch using the character generation process.

Locations also form an important part of adventure design. Whether it's a castle, a ship, a dusty frontier town, a dwarven mine, or a wizard's tower, it often helps to prepare a map of important locations in advance. You don't need to map out every shop and house, but notable locations certainly benefit from this treatment—especially if you expect combat to take place there.

Again, there are pre-published "generic" locations that you can use and plug in to your game if you wish to. This is a useful way to handle common places such as taverns, shops, market squares, and the like.

PREMISE

You only need to look to history, or to popular fantasy shows and movies, for inspiration on a wide range of basic premises for your setting. Here are some you might recognize:

- › Driven from their ancestral homeland by a great fire dragon, a party of heroes travels to reclaim what was theirs.
- › A dark lord is gathering his forces in the East. The only hope is to sneak into his infernal realm and destroy the source of his power.
- › Great families vie for the throne after the tragic death of a beloved king.
- › A band of outlaws lives in the woods, fighting for freedom from a tyrannical Sheriff.
- › An order of holy knights, united under a new king, seeks an ancient religious artifact.
- › The Royal Homeland Constabulary seeks to protect the world from those who would change it.
- › A great civil war tears the world apart as a plucky resistance fights back against an oppressive empire.
- › A neutral cosmopolitan island sits between five major powers.
- › Evil entities from distant planes try to corrupt and influence the world.
- › Victorian investigators seek monsters and demons in the gas-lit streets of London.
- › A thieves' guild ekes out a living in a great city, preying on the rich.
- › The discovery of a portal that can access multiple alternate worlds prompts a mighty government to commission a team of explorers.

If you use other WOIN books, you can also include contemporary or medieval elements for a time-travel campaign, one in which advanced technology permeates the modern world, or where different planets have wildly different advancement levels.



LOCATIONS

The panoply of locations available to the discerning fantasy GM is vast indeed. This list is merely a few examples designed to fire your imagination.

- › An island populated by dinosaurs.
- › A great, hidden, elven city in the mountains, where art and song are venerated.
- › A deep, abandoned dwarven mine where evil now lurks.
- › A fey forest, home to capricious or mischievous entities.
- › A great wizard's college, where magic-users meet to gather, learn, and exchange ideas.
- › An eternally burning forest, kept alive by the power of a strange undying entity.
- › A city besieged by a great orc army.
- › An icy fortress under which is imprisoned subversive and dangerous enemies of the state.
- › A mile-long living airship.
- › A mountain monastery where live the reclusive, mysterious Monks of the Two Winds.
- › A haunted castle, jealously guarded for eternity by a malevolent restless spirit.
- › An underwater city, where merfolk rule.
- › An island which is secretly the nexus of the planes and the source of all planar magic.
- › A steam train known for its luxury.
- › A great library, wherein is housed a collection of writings rumored to encompass all the world's knowledge.



EVENTS

A setting is a living, breathing thing, and you should consider events to be as crucial to your adventures as locations are. An event can provide a colorful backdrop, or it can be the focus of an adventure.

- › A city's crime bosses meet in secret.
- › A peaceful culture suffers a hostile takeover.
- › A great war breaks out.
- › Mighty magicians assemble in a great conclave.
- › A prisoner who was an infamous thorn in the side of the King is tried and executed.
- › Hostile powers negotiate a vital treaty which could usher in an age of peace.
- › A previously unknown race appears.
- › A great threat unifies previously hostile races.
- › A massive gladiatorial game draws contestants from all around the world.
- › A god dies.
- › A Great Inquisition begins purging those with wrong beliefs.
- › Games are played, contests are held, and wine is drunk at a grand festival.

STARTING the Game

When beginning play, it is important to establish why the PCs are working together. WOIN is a game which very much encourages teamwork and cooperation. There are many reasons for characters to work together, and unless the plot specifically requires otherwise, the assumption should be that they already know each other and have worked together before.

If your characters are the crew of a ship, or members of a town watch, or soldiers, or part of some other specific organization, this task virtually accomplishes itself. Otherwise, the players should all agree on their recent history and reasons for being together.

THE ONE-SHEET

You should design a single-page summary of your setting to your players. While you can, of course, make more detailed information available, your “one-sheet” should provide quick pertinent details which are enough to convey the premise and any particular rules or materials in use. An eye-catching name and piece of art can round this off very quickly. Think of it like a movie poster, but with more information, like an advertising brochure complete with “hook” text and “selling points.”

The one-sheet engages your players and provides them with enough information to get started without deluging them with too much data. Try to include information on the key overall setting points discussed earlier in this book: where and when; technology (especially gunpowder); races; religion. You should keep it to one sheet of paper (thus the name), preferably to a single side of the page, and ensure that you have a copy for each player.

An example one-sheet appears on the next page.

DESCRIPTORS

Each player should read his or her character descriptor out loud to the rest of the group before play commences. The descriptors succinctly summarize what is immediately obvious about the characters, and they help players by providing a “first impression” of the other characters in the group.

ORGANIZATIONS

If the player characters are all in the same organization, they gain the Organization Member exploit for free. They must all be members of the organization to get the exploit for free (although they can individually take the exploit the usual way).

As part of an organizations, player character not only have an iron-clad reason to work together, but they are also able to requisition equipment and use the organization's REP attribute as described in *Fantasy Equipment*.

The GM will need to design an appropriate organization, possibly with the help of the players. There are rules for creating organizations earlier in this book.

ZEITGEIST

THE GEARS OF REVOLUTION



Characters.

In the ZEITGEIST™ campaign saga, your characters serve in the Homeland Constabulary of the nation of Risur, protecting the country and its citizens from foreign threats lurking within Risur's borders. During missions of espionage and assassination, your duty will be to root out hostile spies and pursue international conspiracies. As you learn more of your homeland's own secrets, however, your loyalties may be tested, may even be turned, and you may find that it is you whose hand controls the gears of the turning age.

Technology.

The setting allows the use of gunpowder, muskets, and other archaic firearms.

Steam and soot darken the skies above the city of Flint, and winds sweeping across its majestic harbor blow the choking products of industrial forges into the fey rainforests that dot its knife-toothed mountains. Since the earliest ages when the people of Risur founded this city, they feared the capricious beings that hid in those fog-shrouded peaks, but now as the march of progress and the demands of national defense turn Flint into a garden for artifice and technology, the old faiths and rituals that kept the lurkers of the woods at bay are being abandoned.

The Unseen Court, the Great Hunt, and the many spirits of the land long ago conquered by Risur's kings no longer receive tribute, but they cannot enter these new cities of steam and steel to demand their tithe. The impoverished workers who huddle in factory slums fear monsters of a different breed, shadowy children of this new urban labyrinth. Even their modern religions have no defenses against these fiends.

Times are turning. The skyseers—Risur's folk prophets since their homeland's birth—witness omens in the starry wheels of heaven, and they warn that a new age is nigh. But what they cannot foresee, hidden beyond the steam and soot of the night sky, is the face of this coming era, the spirit of the age. The *zeitgeist*.

Join the Royal Homeland Constabulary and protect the city of Flint!

Appendix 1: Example Cosmology

The following is an example of a fantasy cosmology—specifically, that of the ZEITGEIST campaign setting. Of course, this is only one example—it's up to you what your world's cosmology looks like.

Everyone knows that the fey live in the Dreaming, and that spirits of the dead can linger in the Bleak Gate, but most people are unclear on just what they are. They disagree on whether you can physically go to these realms by walking, or if you would need magic, and if you went there just what you'd see.

The Clergy states that the Dreaming, which they call the Green Temptress or Hell's Garden, is where people's minds go when they sleep, and that the beings called the fey are dreams given flesh by evil magic. Folk religion in Ber proclaims that the moon is a looking glass, and the Dreaming is what we look like reflected in it, while many Drakrans believe it's a trap between this world and the afterlife, meant to trick people from their just ends.

As for the Bleak Gate, common lore of the Clergy calls it Purgatory, and envisions it as a hollow copy of this world lying just underground, a place where the dead pass through on their way to their reward or punishment in the afterlife. The dwarves of Drakr know better, and believe that it is a vision of the distant future, of what the world will look like when everyone has died. Berans believe it lies on the dark side of the moon.

In Risur, folk tales say that once the beings of the Dreaming lived here in our world, and then King Kelland defeated the fey titans and split the world in two, giving the fey and humanity each their own homes, though the titans would exist in each. The Bleak Gate was thought to be a darker, more malevolent part of the Dreaming, a belief reinforced of late. As industry has narrowed the streets of Flint and darkened its alleys with soot, more and more people have begun to speak of disappearances, and of strange black beings that walk in the shadows.

Four religions dominate the ZEITGEIST campaign setting. Unlike many settings, there is no planar travel, magic to summon extraplanar creatures is

exceedingly rare and brief, and only once in recorded history has a god actually physically appeared in the world—and then she was killed. While powers and forces beyond this world demonstrably do exist, their shapes cannot be proven, and must be taken on faith.

The Clergy. Organized religion based in Crisillyir. Every mortal can empower himself, even reach godhood, if he confronts the challenges of the world. Beyond this world exist many planes, each a more perfect manifestation of some aspect of our reality, and they are presided over by powerful gods, angels, and spirits that can be entreated for power.

Guerro. Folk religion of Ber. Every tribe has its own gods, conquered from the tribes who were not strong enough to stand alone. As the tribes battle, so do the gods. For now, it seems, the gods are at peace, and so we make peace, but all good things die in battle. A syncretic combination of Clergy and Guerro is enjoying a popular surge in Drakr.

The Old Faith. Folk religion of Risur. Honor the spirits of the land, and draw power from nature. The stars above trace patterns that predict events on our world, but the only other worlds are the ones we can visit: the Dreaming and the Bleak Gate.

Seedism. Folk religion of Elfaivar. Our actions are seeds, and will shape the face of the world, though it may take ages. Elves and eladrin have long memories. Before the rise of Man, the gods spoke to us, and we still remember their names and teachings. Srasama, the three-faced mother-warrior-queen, was slain by human treachery, but it is our duty to endure and outgrow this injury. The archfey of the Dreaming were once vassals of the gods, and so we revere and respect them.

PLANETS AND PLANES

Common lore in Risur claim the heavens are a massive distant dome, and that the planets of the night sky move in reaction to the unseen hand of fate. According to the skyseers, each star is a source of magic, and the planets in particular are the source of key elemental powers.

Each planet and star is conceived of as an empty garden that only comes alive when an outsider enters, and which has no permanent existence. Skyseer myths say ancient men once traveled freely to these worlds, where they could tap directly into powerful magic, but that the stars grew distant. Even today, though, wise men can look skyward and see clues to the course of fate.

The Clergy, by contrast, believe that the heavens are a black sea, and that every star and planet is a physical world, each with its own people and gods. Danoran astronomers, usually loathe to agree with the Clergy, claim that they have seen the surfaces of the planets through their finely-crafted telescopes, though they cannot confirm any civilizations.

Meanwhile, the modern celebrity Rock Rackus tells wild tales of using magic to visit these worlds, meet the strange locals, and return with treasure as proof. Skyseers dismiss his claims as a fool being tricked by fey, but Rackus's shows sell out as audiences delight at his bawdy and bold adventures.

Below is listed most prominent objects in the sky, along with the myths and theories associated with each. These myths aren't necessarily consistent with each other.

Vona. The sun, source of pure arcane force and magical radiance, but too bright to observe the surface. It influences revelations and discoveries.

Av. This ancient name for the moon comes from a legend about a sleeping queen of the fey, cursed to slumber after her soul was captured in her reflection on a bottomless pool. Influences nothing, but reflects subtle clues of people's desires.



Jiese. The plane of fire, home to serpent men whose skin glow like coal. Ancient myths claimed this was a dragon, which chased Avilona. Influences war and strife, as well as notable births.

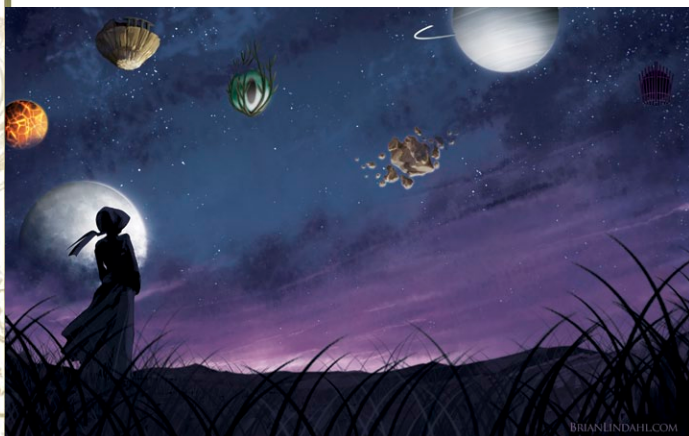
Avilona. The plane of air, where desolate islands of rock float amid the clouds, covered in long-abandoned ruins. Ancient myths claimed this world was a titanic eagle, constantly fleeing the ravenous Jiese. Influences weather, notable deaths, and animals.

Mavisha. The plane of water, home to krakens lurking beneath the waters and leviathans swimming rippling liquid columns that writhe above the sea like the tentacles of a living world. Legend states that a drowned bride long ago cursed sailors to join her in the lightless depths of this endless ocean. Influences the seas, great movements of people, and conflicts within families.

Urim. The plane of earth, or rather a scattered, shattered belt of relatively tiny shards of metal, which sometimes fall from the sky bearing precious ores and accursed worms. Influences the earth, the rise and fall of fortunes, and random meetings of strangers.

Apet. The distant plane, said to be a permanent storm of sand and dust on a featureless plane, with the only point of reference being an arc of silver an unknowable distance above. Influences subtle nuances of distance and time, as well as the grand cycle of ages.

Nem. The plane of ruin, this planet is a myth among the skyseers, who say it sheds no light, and can only be seen as it glides silently through the heavens, devouring stars and leaving nothing but a hole in the night. Influences secrets and the dead.



Appendix 2: Monsters and Foes

This short appendix contains a small selection of monsters and other foes for use in your game. For more detail, or for a larger selection of creatures and enemies, see the *Fantasy Bestiary*.

Attercop			
Medium uncommon semi-sentient insectoid (5d6)			
<i>Giant spiders which lurk in forest and cave.</i>			
STR 4 (2d6)	AGI 15 (5d6)	END 6 (3d6)	
INT 6 (3d6)	LOG 2 (1d6)	WIL 2 (1d6)	
CHA 1 (1d6)	LUC 0 (0d6)	REP 7 (3d6)	
HEALTH 16			
MELEE DEF 18; RANGED DEF 18; MENTAL DEF 11			
SOAK 0; VULN —			
STATUS IMMUNITIES —			
INITIATIVE 3d6			
PERCEPTION 3d6 (<i>websense</i> 4d6)			
SPEED 7; CLIMB + 7; JUMP 30'/4'			
CARRY 100 lb. (max lift 200 lb.)			
ACTIONS 2			
NATURAL DAMAGE 2d6+2			
REACH 5'			
Bite 5d6 (2d6+2 piercing/poison damage; paralysis)			
Web 5d6 (restrains damage; range 3)			
Skills stealth 6 (3d6), websense 1 (1d6)			
Gear —			

Poison. The attercop's bite attack contains a paralytic poison, as they like to cocoon victims before consuming them. Each successful bite renders the victim Hindered [17].

Web (1). An attercop's web attack is a ranged attack which restrains a medium sized target or smaller. Escape is a Challenging [13] STR check and requires one action. The web is flammable and can be burnt off, but this causes 2d6 heat damage to the trapped creature.

Death from on high (m). Attercops can pay 2d6 and drop down on their opponent from at least 5' above him, making a bite attack. This counts as a charge but knocks the opponent prone and does 2d6 extra damage instead of 1d6.

Several of the foes in this appendix appear in the sample adventure in Appendix 3, Brightblade Dungeon. Permission is granted to photocopy the pages of this appendix for home game use.

Bandit			
Medium common sentient humanoid (5d6)			
<i>Thieves and ruffians of the wilderness.</i>			
STR 8 (3d6)	AGI 6 (3d6)	END 6 (3d6)	
INT 4 (2d6)	LOG 4 (2d6)	WIL 4 (2d6)	
CHA 4 (2d6)	LUC 0 (0d6)	REP 7 (3d6)	
HEALTH 20			
MELEE DEF 20; RANGED DEF 14; MENTAL DEF 10			
SOAK 4 (leather armor); VULN —			
INITIATIVE 2d6			
PERCEPTION 3d6			
SPEED 8; CLIMB 4; JUMP 12'/8'			
CARRY 140 lb. (max lift 400 lb.)			
ACTIONS 2			
NATURAL DAMAGE 1d6+3			
Scimitar 4d6 (2d6+3 slashing damage)			
Light crossbow 5d6 (1d6+2 piercing damage; range 10)			
Skills tracking 1 (1d6), swords 1 (1d6), survival 1 (1d6), stealth 1 (1d6), thievery 3 (2d6), perception 1 (1d6), running 3 (2d6), climbing 1 (1d6), dodging 3 (2d6), crossbows 3 (2d6)			
Gear light crossbow, scimitar, leather armor			

Centipede, Monstrous

Large common semi-sentient insectoid (4d6)

Disgusting centipedes whose bite causes insanity.

STR 6 (3d6) **AGI** 4 (2d6) **END** 6 (3d6)

INT 2 (1d6) **LOG** 1 (1d6) **WIL** 1 (1d6)

CHA 1 (1d6) **LUC** 0 (0d6) **REP** 5 (2d6)

HEALTH 28

MELEE DEF 10; **RANGED DEF** 10; **MENTAL DEF** 10

SOAK 5 (chitinous shell); **VULN** —

STATUS IMMUNITIES nausea

INITIATIVE 1d6

PERCEPTION 1d6 (hearing 4d6)

SPEED 6; **CLIMB+** 6; **JUMP** 8'/6'

CARRY 180 lb. (max lift 450 lb.)

ACTIONS 2

NATURAL DAMAGE 2d6+3

REACH 10'

Bite 4d6 (2d6+3 piercing/poison damage; madness)

Skills *hearing* 6 (3d6), *hardy* 6 (3d6), *combat* 1 (1d6)

Gear —

Madness poison. Each successful attack from the centipede's bite pushes the victim one step towards insanity, rendering them Muddled [14].

Light sensitivity. In bright light, giant centipedes suffer -1d6 to all dice pools.

Rotting stench. The overpowering stench of a giant centipede — rotting carrion — can be smelled easy by anyone within 60'. Identifying it requires a *Challenging* [13] LOG check.

Cloaked Rider

Medium very rare sentient evil humanoid spirit (9d6)

Ancient wraith lords who do their master's bidding.

STR 4 (2d6) **AGI** 8 (3d6) **END** 8 (3d6)

INT 18 (5d6) **LOG** 8 (3d6) **WIL** 8 (3d6)

CHA 6 (3d6) **LUC** 0 (0d6) **REP** 22 (6d6)

MAG 6 (3d6) *compel* 3 (2d6) shadow

divine 3 (2d6) humanoids

HEALTH 32

MELEE DEF 21; **RANGED DEF** 11; **MENTAL DEF** 18

SOAK 0 (incorporeal); **VULN** 1d6 (fire); **IMMUNE** physical damage except good and fire

INITIATIVE 8d6

PERCEPTION 5d6; *lifesense* 90'; superior darksight

SPEED 5; **CLIMB** 3; **JUMP** 16'/4'

CARRY 120 lb. (max lift 200 lb.)

ACTIONS 2

NATURAL DAMAGE 2d6+2 cold

Icy touch 3d6 (2d6+2 cold)

Mastercraft longsword 9d6 (3d6+3 slashing/evil damage; wailing sickness)

Skills *riding* 6 (3d6), *tracking* 10 (4d6), *history* 3 (2d6), *hardy* 3 (2d6), *tactics* 6 (3d6), *swords* 8 (3d6), *compulsion** 3 (2d6), *divination** 3 (2d6)

Gear mastercraft longsword

Invisible. Cloaked riders are naturally invisible. They typically cover themselves with dark robes, which gives them form, but if they shed those robes they cannot be seen unless magical means or truesight are employed.

Fear aura. Cloaked riders have an aura of chilling fear which radiates from them to a distance of 40' in all directions. Those who enter or begin their turn in the aura suffer a MAG (3d6) vs. MENTAL DEFENSE attack or are made Apprehensive [10]. The aura also automatically inflicts 1d6 cold damage to all creatures within 5' of the cloaked rider.

Wailing sickness. Those who suffer a critical hit from a cloaked rider's weapon contract wailing sickness.

Incorporeal. Like all spirits, cloaked riders are incorporeal. They are immune to physical attacks (except those which do good or fire damage).

Firemage**Medium rare sentient humanoid (6d6)***Quick, fiery wizards with a taste for battle.***STR** 4 (2d6) **AGI** 6 (3d6) **END** 4 (2d6)**INT** 8 (3d6) **LOG** 8 (3d6) **WIL** 6 (3d6)**CHA** 8 (3d6) **LUC** 3 (2d6) **REP** 10 (4d6)**MAG** 8 (3d6) *evoke* 6 (3d6) fire
create 3 (2d6) light
abjure 3 (2d6)**HEALTH** 20**MELEE DEF** 24; **RANGED DEF** 18; **MENTAL DEF** 21**SOAK** 5 (fire); **VULN** 1d6 (cold)**INITIATIVE** 5d6**PERCEPTION** 3d6**SPEED** 5; **CLIMB** 3; **JUMP** 12'/4'**CARRY** 80 lb. (max lift 200 lb.)**ACTIONS** 2**NATURAL DAMAGE** 2d6+2 fire**Dagger** 5d6 (2d6+2 piercing damage)**Flaming touch** 6d6 (2d6+2 fire damage)**Firebolt** 6d6 (2d6 fire damage; range 6)**Skills** *bluffing* 3 (2d6), *concentration* 6 (3d6), *reactions* 3 (2d6), *dodging* 3 (2d6), *knives* 3 (2d6), *evocation** 6 (3d6), *creation** 3 (2d6), *abjuration** 3 (2d6)**Gear** dagger, high quality wand of fire**Firesculptor.** The firemage can "sculpt" fire easily; any non-magical flame within 30' can be shaped or enlarged as a single action and a mere effort of will as long as it remains within 30' (things outside can catch fire as normal, but the firemage has no control over them).**Firebolt.** The firemage can throw a bolt of fire as a single ranged attack (using her MAG attribute) which has a range increment of 30' and does 2d6 fire damage.**Flaming touch.** The firemage's touch becomes hot enough to injure others, causing an additional 1d6 of heat damage beyond her natural damage.**Ghost****Medium rare evil sentient humanoid spirit (7d6)***Spectral figures who haunt the living.***STR** 4 (2d6) **AGI** 12 (4d6) **END** 5 (2d6)**INT** 10 (4d6) **LOG** 4 (2d6) **WIL** 10 (4d6)**CHA** 6 (3d6) **LUC** 0 (0d6) **REP** 14 (4d6)**HEALTH** 24**MELEE DEF** 28; **RANGED DEF** 25; **MENTAL DEF** 14**SOAK** 0; **VULN** 1d6 (good); **IMMUNE** physical damage except good damage (incorporeal)**INITIATIVE** 7d6**PERCEPTION** 4d6; *lifesense* 50'; superior darksight**SPEED** 6; **FLY**+ 6 (hover); **CLIMB** —; **JUMP** —**CARRY** 90 lb. (max lift 200 lb.)**ACTIONS** 2**NATURAL DAMAGE** 1d6+2**Icy touch** 6d6 (1d6+2 cold damage)**Telekinesis** 4d6 (1d6 blunt damage; range 6)**Skills** *stealth* 10 (4d6), *thievery* 4 (2d6), *religion* 3 (2d6), *lifesense* 6 (3d6), *reactions* 6 (3d6), *dodging* 6 (3d6), *combat* 3 (2d6)**Gear** none, although gear may appear to be present**Banishment.** Like most spirits (see spirit traits for more details), ghosts are extremely hard to damage; and even when dispersed, they return the following day. However, every ghost has unfinished business—a task which, if fulfilled, permanently destroys the ghost. That task can be something trivial, or it might be almost impossible, but the task always exists.**Chill aura.** Ghosts have a chill aura that can be felt out to 60'. Within 10' the aura causes 1d6 cold damage to any who enter or start their turn in it.**Telekinesis (1).** A ghost's telekinesis attack allows it to fling nearby objects at its foes.**Unearthly keen (2).** A ghost can emit an unearthly wailing keen which attacks CHA (3d6) vs. MENTAL DEFENSE to all who can hear it. Those successfully hit by the attack are made Apprehensive [10]. For each victim successfully attacked in this way, the ghost recovers 1d6 HEALTH.

Goblin

Small common sentient fey goblinoid (4d6)

Cunning fey creatures known for their cruelty.

STR 3 (2d6) **AGI** 6 (3d6) **END** 4 (2d6)

INT 6 (3d6) **LOG** 3 (2d6) **WIL** 3 (2d6)

CHA 2 (1d6) **LUC** 0 (0d6) **REP** 5 (3d6)

HEALTH 16

MELEE DEF 16; **RANGED DEF** 16; **MENTAL DEF** 11

SOAK 3 (hide armor); **VULN** —

STATUS IMMUNITIES —

INITIATIVE 4d6

PERCEPTION 3d6; spellsense 30'

SPEED 4; **CLIMB** 3; **JUMP** 12'/3'

CARRY 70 lb. (max lift 150 lb.)

ACTIONS 2

NATURAL DAMAGE 1d6+2

REACH 5'

Shortsword 4d6 (1d6 slashing damage)

Shortbow 3d6 (1d6+2 piercing damage; range 12)

Skills *thievery* 1 (1d6), *climbing* 3 (2d6), *reactions* 1 (1d6), *dodging* 3 (2d6), *shortsword* 1 (1d6)

Gear shortsword, shortbow, hide armor

Light sensitive. Goblins suffer –1d6 to all checks during bright light.

Feint (1). Goblins can take a feint action which grants them +1d6 to a subsequent melee attack made in the same turn.

Headless

Medium very rare semi-sentient undead (5d6)

Headless zombies who just keep on coming.

STR 10 (4d6) **AGI** 4 (2d6) **END** 10 (4d6)

INT 10 (4d6) **LOG** 2 (1d6) **WIL** 2 (1d6)

CHA 1 (1d6) **LUC** 0 (0d6) **REP** 7 (3d6)

HEALTH 32 (regeneration 1d6)

MELEE DEF 14; **RANGED DEF** 10; **MENTAL DEF** 14

SOAK 5; **VULN** 1d6 (good)

INITIATIVE 4d6

PERCEPTION 5d6; lifesense 100'

SPEED 5; **CLIMB** 3; **JUMP** 8'/6'

CARRY 160 lb. (max lift 300 lb.)

ACTIONS 2

NATURAL DAMAGE 1d6+3

Brawling 4d6 (1d6+3 blunt damage)

Skills *perception* 6 (3d6), *hardy* 6 (3d6)

Gear —

Unstoppable. Headless zombies keep attacking even after reduced to zero Health. Zero Health simply incapacitates the headless until its Health has regenerated to 1 or more Health. However, a headless can be permanently destroyed by cremating the corpse completely so that nothing but ash remains. This takes 30 minutes in a normal fire.

Insect Swarm**Medium semi-sentient insect swarm (4d6)***A buzzing, whirling cloud of bites and stings.***STR** 1 (1d6) **AGI** 12 (4d6) **END** 1 (1d6)**INT** 4 (2d6) **LOG** 1 (1d6) **WIL** 1 (1d6)**CHA** 1 (1d6) **LUC** 0 (0d6) **REP** 0 (0d6)**HEALTH** 16**MELEE DEF** 14; **RANGED DEF** 14; **MENTAL DEF** immune**SOAK** 0; **VULN** —; **INVULN** all except area attacks**INITIATIVE** 4d6**PERCEPTION** 2d6**FLY**+ 5 (see *swarm* exploit); **CLIMB** —; **JUMP** —**CARRY** —**ACTIONS** 1**NATURAL DAMAGE** 1d6*Swarm* (special; see *swarm* exploit)**Skills** —**Gear** —

Swarm. A swarm is immune to all attacks except for area attacks. When it attacks, it simply moves into the target's square. Any creature which starts its turn in or enters the insect swarm's square suffers 1d6 piercing damage automatically. Swarms can move through gaps of any size.

Iron Golem**Large rare non-sentient automaton (8d6)***Metal witchoil-powered constructs which follow simple commands.***STR** 18 (5d6) **AGI** 3 (2d6) **END** 20 (5d6)**INT** 4 (2d6) **LOG** 2 (1d6) **WIL** 4 (2d6)**CHA** 1 (1d6) **LUC** 0 (0d6) **REP** 18 (5d6)**HEALTH** 40**MELEE DEF** 24; **RANGED DEF** 10; **MENTAL DEF** immune**SOAK** 10 (metal skin); **VULN** 1d6 (electricity)**INITIATIVE** 2d6**PERCEPTION** 2d6; superior darksight**SPEED** 4; **CLIMB** 2; —; **JUMP** —; *heavy***CARRY** 660 lb. (max lift 1,800 lb.)**ACTIONS** 2**NATURAL DAMAGE** 2d6+5*Iron fist* 8d6 (2d6+5 blunt damage)*Hurl object* 5d6 (2d6+5 blunt damage; range 3)**Skills** *hardy* 6 (3d6), *carrying* 6 (3d6), *combat* 6 (3d6)**Gear** —**Witchoil leakage.** Iron golems are powered by witchoil.

This necrotic substance starts to leak from the golem's body once it is reduced to half (20) HEALTH, and splashes onto targets hit by the golem for an additional 1d6 acid damage. When the golem is destroyed, witchoil sprays everywhere, doing 1d6 acid damage to everyone within 10' of the golem.

Hurl object (2). The golem can pick up a nearby object of size large or smaller and fling it at a target, doing its natural damage.

Knight

Medium rare sentient humanoid (6d6)

Noble, armored warriors who honor courage and chivalry.

STR	8 (3d6)	AGI	4 (2d6)	END	6 (3d6)
INT	6 (3d6)	LOG	4 (2d6)	WIL	6 (3d6)
CHA	6 (3d6)	LUC	3 (2d6)	REP	10 (4d6)

HEALTH 24

MELEE DEF 24; **RANGED DEF** 14; **MENTAL DEF** 11

SOAK 9 (platemail, helm); **VULN** —

INITIATIVE 5d6

PERCEPTION 3d6

SPEED 5; **CLIMB** 4; **JUMP** 8'/8'

CARRY 140 lb. (max lift 400 lb.)

ACTIONS 2

NATURAL DAMAGE 1d6+3

REACH 5'

High quality longsword 6d6 (3d6+5 slashing damage)

Skills lances 3 (2d6), riding 3 (2d6), heraldry 3 (2d6), heavy armor 3 (2d6), climbing 3 (2d6), tactics 3 (2d6), swords 3 (2d6)

Gear high quality longsword, platemail, helm, dagger

Deadly strike. The knight inflicts an additional 1d6 damage with a successful hit.

Honorable. The knight's courage and honor are such that he automatically succeeds in attempts to shake off Fear status track effects.

Living Statue

Medium non-sentient automaton (7d6)

Stone guardians of ancient tombs.

STR	15 (5d6)	AGI	3 (2d6)	END	10 (4d6)
INT	3 (2d6)	LOG	1 (1d6)	WIL	1 (1d6)
CHA	1 (1d6)	LUC	0 (0d6)	REP	0 (0d6)

HEALTH 36

MELEE DEF 28; **RANGED DEF** 10; **MENTAL DEF** 10

SOAK 10 (stone skin); **VULN** —

INITIATIVE 2d6

PERCEPTION 2d6

SPEED 4; **CLIMB** 4; **JUMP** —; heavy

CARRY 250 lb. (max lift 750 lb.)

ACTIONS 2

NATURAL DAMAGE 1d6+5

Bash 5d6 (1d6+5 blunt damage)

Longsword 7d6 (3d6+7 slashing damage)

Skills hardy 10 (4d6), swords 3 (2d6)

Gear longsword, shield

Remorseless. Living statues are immune to all status tracks.

Mountain Troll**Enormous rare sentient fey goblinoid [life] (7d6)***Dull-witted, ugly, giant, vicious mountain dwellers.*

STR 18 (5d6) **AGI** 4 (2d6) **END** 30 (7d6)
INT 3 (2d6) **LOG** 3 (2d6) **WIL** 3 (2d6)
CHA 3 (2d6) **LUC** 0 (0d6) **REP** 14 (4d6)

HEALTH 72 (regenerate 1d6)**MELEE DEF** 17; **RANGED DEF** 10; **MENTAL DEF** 10**SOAK** 5; **VULN** —**INITIATIVE** 2d6; **spell sense** 15'**PERCEPTION** 2d6 (*scent* 4d6); *darksight* 30'**SPEED** 9; **CLIMB** 5; **JUMP** 8'/18'**CARRY** 960 lb. (max lift 1,800 lb.)**ACTIONS** 3**NATURAL DAMAGE** 3d6+5**REACH** 10'**Claws** 5d6 (3d6+5 blunt damage)**Large club** 7d6 (3d6+5 blunt damage)**Skills** *scent* 3 (2d6), *hardy* 6 (3d6), *clubs* 3 (2d6)**Gear** large club

Regeneration. All trolls regenerate 1d6 HEALTH at the start of their turn. Trolls can be reduced to less than zero HEALTH, but their regeneration power continues, and they wake up again when their HEALTH rises above zero. If dismembered, the troll still regenerates from the largest of the remaining body parts.

Turned to stone. If trolls are exposed to sunlight, they immediately turn to stone. This is the only way to permanently kill a troll.

Charge. Trolls charge eagerly into battle, confident in their regeneration powers. Once per turn, when making a melee attack, the troll can move its speed in a straight line and then attack at the end of it. This costs 2d6 and grants +1d6 damage to the attack.

Knockback. The target is pushed back 5' for a cost of 1d6. For 2d6, this can be increased to 10'.

Knockdown. The target is knocked prone for a cost of 2d6. Trolls cannot Knockdown targets two or more sizes larger than them.

Night Elf**Medium very rare sentient evil fey humanoid (7d6)***Pale, wicked elves steeped in treachery.*

STR 4 (2d6) **AGI** 10 (4d6) **END** 6 (3d6)
INT 10 (4d6) **LOG** 6 (3d6) **WIL** 6 (3d6)
CHA 10 (4d6) **LUC** 3 (2d6) **REP** 14 (4d6)

HEALTH 24**MELEE DEF** 25; **RANGED DEF** 25; **MENTAL DEF** 14**SOAK** 6 (high quality leather); **VULN** —**INITIATIVE** 7d6**PERCEPTION** 7d6; *superior darksight***SPEED** 9; **CLIMB** 5; **JUMP** 20'/4'**CARRY** 100 lb. (max lift 200 lb.)**ACTIONS** 2**NATURAL DAMAGE** 1d6+2

High quality rapier 7d6 (2d6+3 piercing damage; blinding poison)

Skills *stealth* 10 (4d6), *bluffing* 6 (3d6), *perception* 6 (3d6), *running* 6 (3d6), *climbing* 6 (3d6), *reactions* 6 (3d6), *dodging* 6 (3d6), *swords* 6 (3d6)

Gear high quality rapier, high quality leather armor

Poison. Night elves poison their rapiers with a blinding poison. Any target hit by the rapier is pushed one stage down the Blindness status track.

Orc

Medium common sentient fey goblinoid (6d6)

Tribal, warlike goblinoids.

STR	9 (3d6)	AGI	4 (2d6)	END	8 (3d6)
INT	6 (3d6)	LOG	3 (2d6)	WIL	3 (2d6)
CHA	3 (2d6)	LUC	0 (0d6)	REP	10 (4d6)

HEALTH 28

MELEE DEF 21; **RANGED DEF** 10; **MENTAL DEF** 11

SOAK 3 (hide armor); **VULN** —

INITIATIVE 3d6

PERCEPTION 3d6 (*scent* 4d6); *superior darksight*

SPEED 7; **CLIMB** 3; **JUMP** 8'/9'

CARRY 200 lb. (max lift 600 lb.)

ACTIONS 2

NATURAL DAMAGE 2d6+3

Brawling 3d6 (2d6+3 blunt damage)

Battleaxe 6d6 (3d6+3 slashing damage)

Skills *tracking* 3 (2d6), *scent* 1 (1d6), *hardy* 3 (2d6), *running* 3 (2d6), *carrying* 3 (2d6), *axes* 6 (3d6)

Gear battleaxe, hide armor

Goblinoid. Goblinoids have darksight.

Battlerage. When an orc falls below half (14) HEALTH, it enters a battlerage and gains +1d6 to all attack rolls until it is either killed or raised above half HEALTH again.

Plant, Carnivorous

Large rare semi-sentient plant (6d6)

Large, hungry plants which devour their victims alive.

STR	12 (4d6)	AGI	2 (1d6)	END	12 (4d6)
INT	6 (3d6)	LOG	1 (1d6)	WIL	3 (2d6)
CHA	1 (1d6)	LUC	0 (0d6)	REP	10 (4d6)

HEALTH 24

MELEE DEF 17; **RANGED DEF** 10; **MENTAL DEF** 11

SOAK 10 (barkskin); **VULN** 1d6 (fire)

INITIATIVE 6d6

PERCEPTION 3d6

SPEED 6; **CLIMB**+ 6; **JUMP** —

CARRY 360 lb. (max lift 900 lb.)

ACTIONS 3

NATURAL DAMAGE 3d6+4

Leaftrap 6d6 (3d6+4 piercing/poison damage; mobility)

Vine 5d6 (2d6+2 blunt damage; range 6)

Skills *combat* 3 (2d6)

Gear —

Called Shot. An individual vine can be targeted with a called shot. The vine does not have any SOAK, and 10 slashing damage is enough to sever it, freeing any victims. The plant has many vines, so severing one does not otherwise reduce its capabilities.

Many vines. A carnivorous plant has an extra action for its size; unlike most creatures who cannot use an action more than once per turn it is able to use all three of its actions to attack, although no more two attacks can be directed at a single target, and no more than one leaftrap at a single target.

Paralyzing poison. The leaftrap's bite contains a paralyzing poison which renders the victim immobile while the plant slowly devours it alive. Each successful bite from the leaftrap renders the target Hindered [21].

Grab (m). Carnivorous plants can grab their opponents with a ranged attack using a vine. A grab is an attack with a -2d6 cost. A creature struck by the grab attack is grabbed and remains so until escape. An escape requires a STR or AGI attack against the plant's MELEE DEFENSE and is an action which places the victim free from the grab in an adjacent square. It costs the plant an attack each round to maintain the grab, but it does not need to make any further checks; however it can use that action to make an opposed STR check and drag the victim 5 squares closer. Victims adjacent to the plant which are already grabbed are automatically hit by any attacks from leaftraps.

Shaman**Medium rare sentient humanoid (6d6)***Primitive practitioners of spirit magic.*

STR 4 (2d6)	AGI 6 (3d6)	END 6 (3d6)
INT 6 (3d6)	LOG 8 (3d6)	WIL 6 (3d6)
CHA 4 (2d6)	LUC 1 (1d6)	REP 10 (4d6)
MAG 6 (3d6)	<i>summon</i> 3 (2d6) person <i>hex</i> 6 (3d6) beast <i>enchant</i> 6 (3d6)	

HEALTH 24**MELEE DEF** 14; **RANGED DEF** 11; **MENTAL DEF** 21**SOAK** 3 (hide); **VULN** —**INITIATIVE** 3d6**PERCEPTION** 3d6**SPEED** 5; **CLIMB** 3; **JUMP** 12'/4'**CARRY** 100 lb. (max lift 200 lb.)**ACTIONS** 2**NATURAL DAMAGE** 1d6+2**Club** 4d6 (2d6+2 blunt damage)**Blowgun** 3d6 (1d6 piercing/poison damage; range 6)

Skills *nature* 6 (3d6), *herbalism* 6 (3d6), *enchantment* 6 (3d6), *summoning* 3 (12d6), *hexes* 6 (3d6), *medicine* 3 (2d6), *meditation* 6 (3d6), *clubs* 1 (1d6)

Gear blowgun, club, hide armor, totem

Spirit companion. The shaman is accompanied by an incorporeal spirit companion which takes the form of a wolf, bear, or similar animal. While the spirit cannot directly attack, it can form a flank and can serve as the origin point for any spells the shaman casts.

Spirit healing (2). All allies within 30' of the shaman or its spirit companion heal 2d6 HEALTH.

Dire hex (2). The target of the shaman's dire hex must be within 30'. If the shaman's *hex* (6d6) vs. MENTAL DEFENSE attack is successful, the target suffers a -1d6 die penalty to all checks for the next five minutes. This is cumulative; if multiple hexes reduce the target to a zero maximum dice pool, it falls into a coma until the hex expires.

Skeleton**Medium uncommon evil non-sentient undead humanoid (3d6)***Mindless skeletal minions.*

STR 4 (2d6)	AGI 4 (2d6)	END 4 (2d6)
INT 3 (2d6)	LOG 2 (1d6)	WIL 2 (1d6)
CHA 1 (1d6)	LUC 0 (0d6)	REP 3 (2d6)

HEALTH 12**MELEE DEF** 12; **RANGED DEF** 12; **MENTAL DEF** 10**SOAK** 5; **VULN** 1d6 (good); immune poison, piercing weapons**STATUS IMMUNITIES** pain, bleeding**INITIATIVE** 2d6**PERCEPTION** 2d6; *lifesense* 15'**SPEED** 4; **CLIMB** 2; **JUMP** 8'/4'**CARRY** 80 lb. (max lift 200 lb.)**ACTIONS** 2**NATURAL DAMAGE** 1d6+2**REACH** 5'**Scimitar** 3d6 (slashing damage)**Skills** *swords* 1 (1d6)**Gear** scimitar, small shield

Watchman

Medium common sentient humanoid (4d6)

Peacekeepers and investigators of the medieval era.

STR 6 (3d6) **AGI** 6 (3d6) **END** 6 (3d6)
INT 6 (3d6) **LOG** 4 (2d6) **WIL** 4 (2d6)
CHA 4 (2d6) **LUC** 4 (2d6) **REP** 5 (2d6)

HEALTH 20

MELEE DEF 16; **RANGED DEF** 16; **MENTAL DEF** 11

SOAK 5 (ringmail); **VULN** —

STATUS IMMUNITIES —

INITIATIVE 4d6

PERCEPTION 5d6

SPEED 8; **CLIMB** 3; **JUMP** 12'/6'

CARRY 120 lb.

ACTIONS 2

NATURAL DAMAGE 1d6+3

REACH 5'

Brawling 3d6 (1d6+3 blunt damage)

Shortsword 4d6 (1d6+3 slashing damage)

Light crossbow 3d6 (1d6+2 piercing damage; range 15)

Skills *swords* 1 (1d6), *light armor* 1 (1d6), *law* 1 (1d6),
thievery 1 (1d6), *interrogation* 1 (1d6), *perception* 4
(2d6), *running* 3 (2d6), *local knowledge* 3 (2d6), *tactics* 1
(1d6), *dodging* 3 (2d6),

Gear shortsword, ringmail, light crossbow

Water Spirit

Large rare sentient fey spirit (6d6)

Minor spirits of lakes, lochs, and seas.

STR 10 (4d6) **AGI** 8 (3d6) **END** 6 (3d6)
INT 5 (2d6) **LOG** 5 (2d6) **WIL** 6 (3d6)
CHA 5 (2d6) **LUC** 0 (0d6) **REP** 10 (4d6)

HEALTH 24

MELEE DEF 17; **RANGED DEF** 10; **MENTAL DEF** 11

SOAK 10 (fire, blunt, piercing, slashing); **VULN** 1d6
(electricity, cold); immune poison

INITIATIVE 2d6

PERCEPTION 2d6; blindsight

SWIM 8; **CLIMB** —; **JUMP** —

CARRY 240 lb. (max lift 750 lb.)

ACTIONS 2

NATURAL DAMAGE 2d6+4

Wave 6d6 (2d6+4 blunt damage; reach 10'; constrict)

Skills *combat* 3 (2d6), *stealth* 6 (3d6)

Gear —

Fey. Fey creatures can sense magic within 10' of them. Fey creatures are highly magical.

Amorphous. Water spirits are made of water, and as such are immune to critical hits, any attacks or exploits which require targeting a specific hit location, and flanking, and cannot be grabbed or restrained.

Constrict. A medium or smaller creature hit by a water spirit's wave attack is grabbed. The spirit can only grab one target at a time. Grabbed targets can be pulled into the spirit with a second attack, at which point the victim starts drowning and must form a drowning countdown pool.

Immersion. When immersed in water, a water spirit is completely invisible.

Wolf**Medium common semi-sentient beast (4d6)***Pack-based animals which cooperate to hunt their prey.***STR** 4 (2d6) **AGI** 10 (4d6) **END** 6 (3d6)**INT** 10 (4d6) **LOG** 2 (1d6) **WIL** 2 (1d6)**CHA** 3 (2d6) **LUC** 0 (0d6) **REP** 5 (2d6)**HEALTH** 16**MELEE DEF** 16; **RANGED DEF** 14; **MENTAL DEF** 14**SOAK** 0; **VULN** —**STATUS IMMUNITIES** —**INITIATIVE** 6d6**PERCEPTION** 4d6 (*scent* 8d6)**SPEED** 12; **CLIMB** 6; **JUMP** 20'/4'**CARRY** 100 lb. (max lift 200 lb.)**ACTIONS** 2**NATURAL DAMAGE** 2d6+2**REACH** 5'**Bite** 4d6 (2d6+2 damage)**Skills** *tracking* 10 (4d6), *scent* 10 (4d6), *running* 10 (4d6),
swimming 4 (2d6), *tactics* 4 (2d6), *combat* 5 (2d6)**Gear**—

Pack attack. Wolves work together well. Any wolves adjacent to the victim count as flanking, gaining the +1d6 bonus to attack. When 4 or more wolves are adjacent to the victim, the victim becomes overwhelmed, and is pushed one step down the Tiredness status track at the start of its turn.

Pounce (m). The wolf can jump half its horizontal jump distance (10') from a standing start when making a bite attack. This counts as a charge (pay 2d6; +1d6 damage), and also knocks the victim prone on a successful attack.

Woodland Creature**Tiny common semi-sentient animal (1d6)***Cats, foxes, badgers, rabbits, weasels, and other small animals.***STR** 1 (1d6) **AGI** 8 (3d6) **END** 2 (1d6)**INT** 12 (4d6) **LOG** 1 (1d6) **WIL** 3 (2d6)**CHA** 3 (2d6) **LUC** 0 (0d6) **REP** 1 (1d6)**HEALTH** 12**MELEE DEF** 10; **RANGED DEF** 10; **MENTAL DEF** 10**SOAK** 0; **VULN** —**INITIATIVE** 4d6**PERCEPTION** 8d6**SPEED** 3; **CLIMB** varies; **JUMP** 16'/1'**CARRY** 15 lb. (max lift 25 lb.)**ACTIONS** 2**NATURAL DAMAGE** 1d6+1**Bite** 1d6 (1d6+1 piercing damage)**Skills** *running* 10 (4d6), *perception* 10 (4d6), *dodging* 3 (2d6)**Gear**—

Woodland senses. Woodland creatures can have

INITIATIVE and PERCEPTION scores higher than their maximum dice pool would normally allow.

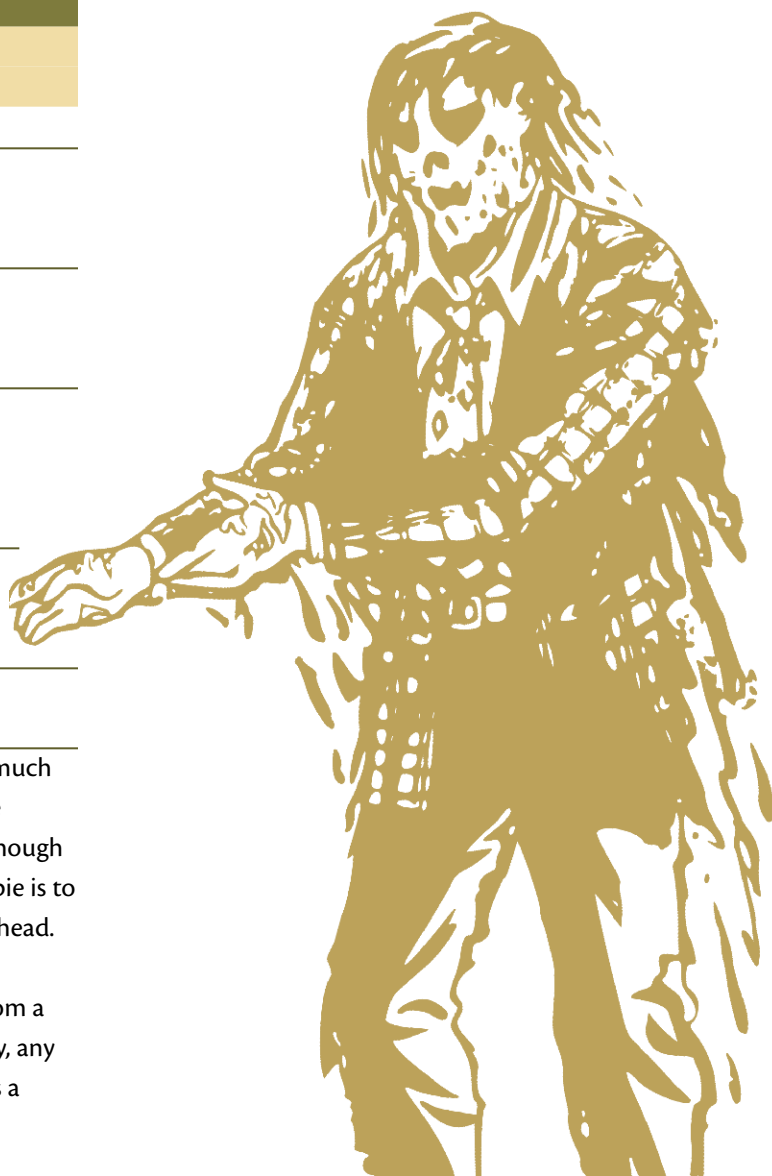
Movement. Depending on the creature, the animal may have a CLIMB, SWIM, BURROW, or FLY speed as a regular movement mode.

Dash (2). Small woodland critters can use both actions to dash at twice their normal SPEED.

Medium uncommon evil non-sentient undead humanoid (3d6)

Gear —

Zombie fever. Creatures who suffer a critical hit from a zombie's bite contract zombie fever. Additionally, any creature slain by a zombie rises one hour later as a zombie itself.



Appendix 3: Brightblade Dungeon

Brightblade Dungeon is a short, location-based dungeon crawl designed to be very simple and easy to run. It is a suitable challenge for a party of starting grade 5 characters, and a perfect starter dungeon for a new GM. While detailed adventures with intricate plots and complex NPCs make for fantastic and memorable gaming, it can help to start small.

You can locate this dungeon anywhere you wish. It is suggested that you ask the players to explain why they are here, at the entrance to the dungeon (perhaps award 1 XP for good explanations—they don't have to be complex; something as simple as "I heard rumors of treasure from some drunkards in the tavern at Inkwick" is fine). Alternatively, you may wish to start the PCs in Inkwick, the nearby village, and have an NPC give them rumors about treasure in Brightblade Dungeon. If you do that, it is suggested that you insert an encounter with a band of orcs (one for each PC) en route.

Optionally, if your party contains a noble or knightly character, consider making him/her a Brightblade seeking the ancestral family sword.

This small dungeon was once a stronghold owned by the noble Brightblade family. It has been abandoned for over a hundred years, since the Brightblades were almost wiped out and are now scattered across the lands. The small village of Inkwick lies about 5 miles north of the dungeon, which is situated under a low hill.

It is not hard to find the entrance; a *Routine* [10] INT check reveals the old pathway leading up to the entrance, which looks like an old cave entrance obscured by undergrowth. Clearing away the weeds will reveal that the entrance is worked stone and leads straight into the entrance hall; the ancient iron doors have been twisted and ripped away from the walls, and lie broken on the ground just inside the cave. Tracking checks near the entrance will reveal the existence of the mountain troll's comings and goings (remember that each successful check allows the tracker to ask one simple question).

Tone. Think of this dungeon as though the heroes are exploring an ancient tomb in an Indiana Jones movie. The traps, the bugs, skeletal bones and corpses, the cobwebs, the flickering torchlight, the suspense. Various rooms have the remains of previous adventurers; play these up to increase the sense of danger and dread.

Lighting. There is no lighting inside the dungeon. Characters without darksight will need to bring torches or lanterns.

Doors. Most doors throughout this complex (other than the broken entry doors and the doors to the treasury) are ironbound oak. For each door, roll 1d6:

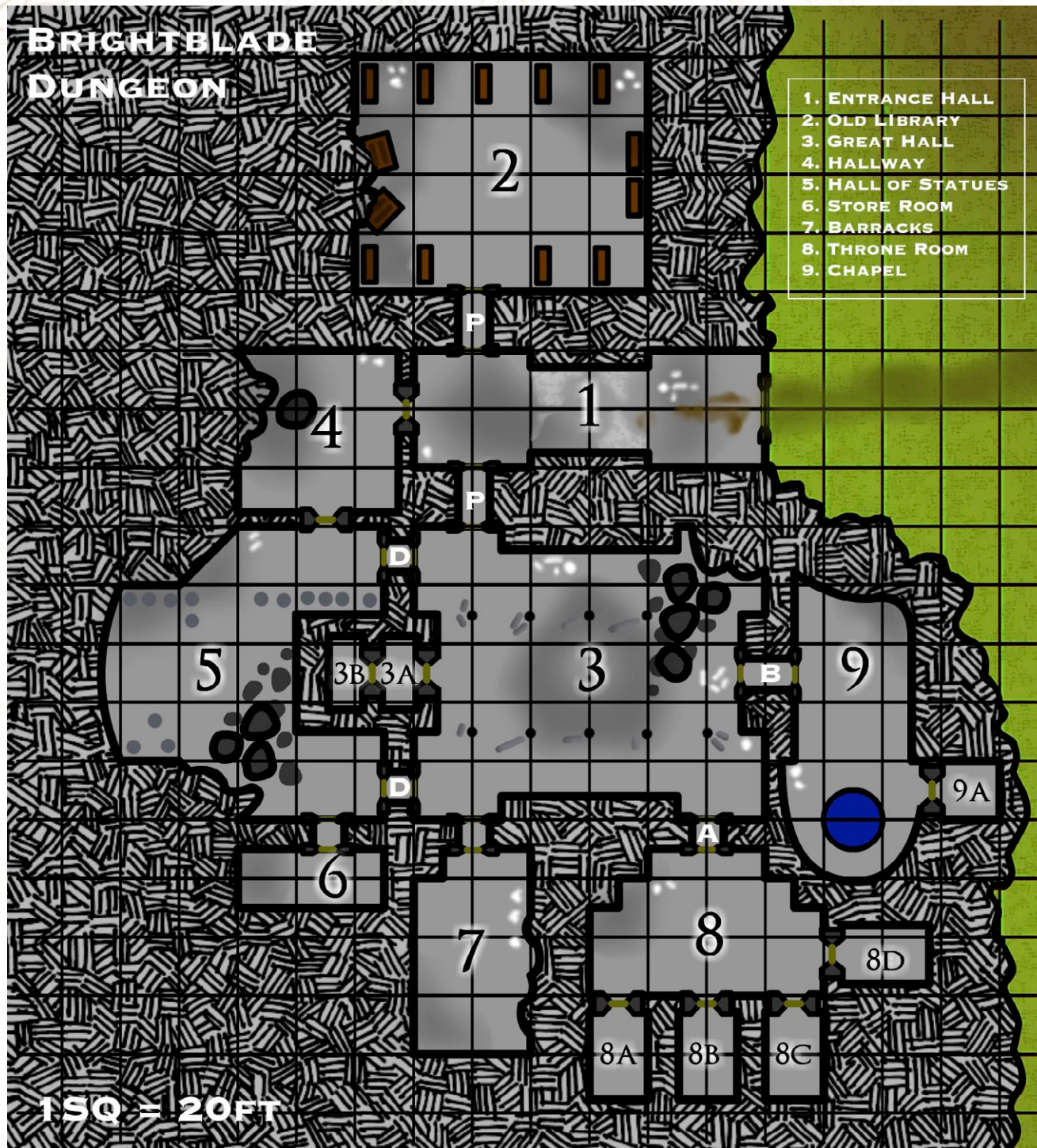
1d6	Result
1	1d6
2	1d6
3	1d6
4	1d6
5	1d6
6	1d6

1-3	Opens easily
4-5	Stuck; requires a <i>Difficult</i> [16] STR check to break through
6	Locked; requires a <i>Difficult</i> [16] AGI check to pick or a <i>Demanding</i> [21] STR check to break

Monsters. Monsters are highlighted in **bold**. You will find the statistics for these monsters in this book. Creatures do not tend to move about in the complex, and once a room has been cleared, it should be considered safe for the PCs. The party may need to camp and rest at least once. All monsters in this complex—with the exception of the ghost in the throne room—are automatically hostile to the party.

Traps. Some areas on the map are marked with the letters P, D, A, and B; these locations contain a trap. The traps in the dungeon are all non-magical (with the exception of the fireball trap on the door to the treasury). They can be spotted with a *Difficult [16]* INT check, and disabled with a *Difficult [16]* AGI check. If a trap is set off (by someone walking through the square where it is located), the unfortunate victim must make a *Difficult [16]* AGI check to avoid the trap (grab the side of the pit, duck the shining blade, etc.) Each trap will only go off once.

Remember that a trap counts as a challenge or encounter, and is worth experience points.



Letter Trap

- P Pit trap (20' fall casing 2d6 blunt damage)
- D Deadfall trap (falling rocks do 3d6 blunt damage)
- A Arrow trap (arrows from both sides do a total of 3d6 piercing damage)
- B Blade trap (swinging scythe does 4d6 slashing damage)

1. ENTRANCE HALL

This dark entryway is made of worked stone; the great iron gates to the complex lie broken and twisted on the ground. Uneven, worn flagstones line the ground, and a vaulting arched tunnel divides the long hallway into two. The archway is filled with cobwebs, blocking any view of

what lies beyond. Rubble lies underfoot, along with the occasional skeletal corpse of an unfortunate adventurer. Water oozes down the walls, leaving damp tracks in the long faded suggestions of once colorful images. The inside is notably chill.

There are three **attercops** here. The area under the archway is difficult terrain for anybody except the attercops. High in the webs is a corpse wrapped in webbing, practically mummified; on it, the PC can find 22 gc, a gold ring worth 70 gc, and a high quality dagger. The rest of its possessions—including its leather armor—are decayed beyond repair.

2. OLD LIBRARY

This large room was clearly a library in times long past. Shelves line the walls, some collapsed, and one end of the room is caved in with rubble. Skeletons lie scattered on the floor, amongst the rubble and wood splinters, covering an old mosaic, cracked and broken. The mosaic depicts the Brightblade family crest—a vertical sword surrounded by a wreath of roses.

This room is populated by 6 **skeletons** which stand and attack any intruders.



Searching amongst the shelving rubble, the following can be found depending on the INT check:

Check Result

- 10 *A Compendium of Astrology* by Kell the Poisonous. On the inside cover, somebody has scrawled a note which says “Vimi tangus damen pveathr”. [Uncommon; 50 gc; 174 pages]
- 13 *Discovering the Solar Caverns of the Whispering Cult* by Charles Davison the Awful. A gold clasp holds this illustrated encyclopedia closed. [Uncommon; 80 gc; 184 pages]
- 16 *Transmutation and Flower Arranging: A Manuscript* by Queen Dwanor the Terrible. This slim guide contains an afterword by Bruenor Stormbane. [Common; 10 gc; 179 pages] This book also contains the *secret of ice*.
- 21 Mithrelbrimbor the Eldritch’s *Mystagogical Vade Mecum of Great Diabolism*. The text “Oppress thee; no, not even if thou name” is just about visible. [Common; 8 gc; 117 pages]

3. GREAT HALL

This enormous chamber is lined with broken pillars; none of them are still standing. Rubble fills one end of the room. Hallways lead off in various directions. The floor is strewn with gnawed bones, and snorting sounds can be heard from the depths of the hall, followed by crunches.

The Great Hall is now the lair of a **mountain troll** who found his way here by accident and decided to stay. He’s big enough that the spiders don’t bother him, and so he is able to enter the complex unimpeded. The snorting and crunching was the troll chewing away on the leg bone of an unfortunate adventurer.

3A, 3B. LATRINES

Though long disused, there is a repellent stench here—anybody entering the latrines must make a *Difficult* [16] END check or be pushed one step down the Nausea status track. An **insect swarm** lives in what’s left of one latrine; deep within the sewage of the other is a skeletal hand clutching a small red ruby worth 250 gc.

4. HALLWAY

This room is fallen in at one end. Wooden doors lead out to the East and South. A number of rotting barrels lie admit the rubble, and water drips from the ceiling. A particularly large boulder lies on the floor, some 4 to 5 feet across.

Those who move the boulder, which takes a *Demanding* [21] STR check, find the body of a deceased adventurer below. It is wearing a high quality chain shirt, and has a longsword and shield.

5. HALL OF STATUES

This room is lined with ancient statues. Two of them are **living statues** which attack intruders on sight.

6. STORE ROOM

This room has long rotted and decayed barrels and crates. A hole in the floor in one corner leads to a nest of two **monstrous centipedes**. The nest contains the corpse of a previous adventurer; its flesh has been eaten away by the centipedes.

7. BARRACKS

These crumbling barracks contain two rows of decayed wooden cots, enough for a dozen soldiers or so. The room is now home to a hungry **carnivorous plant** which has long since eaten the remains of any guards stationed here. If the plant is killed, a **headless** bursts out of its remains and stumbles towards the PCs.

8. THRONE ROOM

This room contains a large throne atop a crumbling dais. Seated on the throne is the **ghost** of Lord Brightblade. The ghost is not hostile at first; it requests that the heroes recover the Brightblade, the family's ancestral sword, from the treasury, and return it to a descendant of the Brightblades. However if they are disrespectful, it will attack them. The ghost can only be laid to rest by a Brightblade coming into possession of the sword.

8A, 8B, 8C. SERVANTS' QUARTERS

The three servants' quarters are furnished with 4 beds each. Each of these rooms contains 1d6 zombies.

8D. NOBLE'S QUARTERS

This room is where Lord Brightblade once slept. It was clearly once well decorated, but the furnishings are now rotting and the wood decaying. In a chest in one corner, which is locked and needs a *Difficult* [16] AGI check to pick or the same difficulty STR check to break, is 100 gc and a gold circlet worth 100 gc.

9. CHAPEL

This old chapel contains a stagnant pool of water and a long-broken fountain. At one end, the remains of an altar are now smashed; rats can be seen scurrying about.

The pool contains a **water spirit**; because of the stagnant water, the water spirit's damage is poison damage.

The water once had healing properties; no longer, sadly. If anybody drinks from the water, roll 1d6 on the table below; any given creature can get each result only once, after which the same result is just unpleasant stagnant water.

1d6 Result

- | | |
|---|---|
| 1 | You take 2d6 poison damage. |
| 2 | You are aged by 2d6 years. |
| 3 | Your age is reduced by 1d6 years. |
| 4 | You gain a terrible stench; flies buzz around you for 24 hours. |
| 5 | Undead may not touch you for 1 hour. |
| 6 | You are healed for 2d6 HEALTH. |

9A. TREASURY

The locked door to this room is iron, requires a *Demanding* [21] AGI check to pick or a *Strenuous* [25] STR check to break. Unfortunately, it is also trapped with an ancient spell which creates a ball of fire every time the door is touched without the correct password; the fireball does 3d6 fire damage to anybody within 10' of the door. The password to bypass the trap is "Vimi tanguis damen pveathr".

Appendix 4: Stocking Your Adventure

This section includes various lists of items you can use to quickly stock a dungeon or adventure. The lists include books, mundane treasures, tavern names, and so on. You can use them for inspiration, grab something from them at random in a pinch, or populate your world with them.

ONE HUNDRED BOOKS AND TOMES

1. *The Large Manuscript of Satyrs and Divinity*. The cover of this weighty palimpsest is dominated by an illustration of a mermaid. [Uncommon; 40 gc; 247 pages].
2. *The Small Guide of Monsters and Hexes*. Red ribbons are used to mark pages throughout this faded manual. [Uncommon; 80 gc; 121 pages].
3. *The Vade Mecum of Unknown Monsters* by Colin Turner the Elegant. The title of this waxed charcoal manual is emblazoned in silver. [Uncommon; 30 gc; 15 pages].
4. *Abjuration and Fishing: A Creed* by Duke Nofur the Umbral. This gargantuan, ancient guide is charcoal in color. [Common; 6 gc; 229 pages].
5. *Charting the Villainous Oubliette of Demons* by Abbess Be'Elanna the Numinous. A large octagon dominates the cover of this ancient grey manual. [Common; 8 gc; 180 pages].
6. *The Gargantuan Scroll of Rituals and Chronology*. Artwork by the famous Dofur Thunderbeam decorates the cover of this waxed book. [Uncommon; 30 gc; 297 pages].
7. *Evocation and Thaumaturgy: A Compilation* by Sir Magdor the Hidden. A large hexagon dominates the cover of this old yellow palimpsest. [Common; 8 gc; 226 pages].
8. *The Enchantment Folio*. You can see the words "Hakon moipar kair idish estivas!" inscribed on the inside cover. [Common; 10 gc; 70 pages].
9. *The Vade Mecum of Hallowed Divinity* by Sandra Turner the Black. Blue ribbons are used to mark pages throughout this weighty book. [Common; 3 gc; 181 pages].
10. Alison Chapman the Draconic's *Numinous Pamphlet of Resonant Astrology*. This embossed lexicon contains an afterword by Thobur Redlock. [Common; 1 gc; 59 pages].
11. *Black Pudding Recipes: A Palimpsest* by Sir D'Ciq the Obscene. This handwritten compilation contains a foreword by Thobur Steelaxe. [Common; 6 gc; 219 pages].
12. *The Large Tome of Flower Arranging and Alchemy*. The cover of this leatherbound lexicon is burnished with bronze. [Common; 6 gc; 196 pages].
13. *Queen Stormhold the Luminous's Olde Vade Mecum of Planar Sorcery*. The cover of this illustrated tome is dominated by an illustration of a satyr. [Uncommon; 100 gc; 298 pages].
14. *The Chaos Libram*. The cover of this illustrated journal is dominated by an illustration of a manticore. [Common; 7 gc; 15 pages].
15. *The Coins and Tokens Compendium*. This ancient folio contains a foreword by Thrain Silverbeard. [Common; 2 gc; 199 pages].
16. *Oliver Young the Scioptic's Luminous Folio of Unequalled Summoning*. You can see the words "Tsaran locitum tsaran xaquin!" inscribed on the inside cover. [Uncommon; 80 gc; 61 pages].
17. *The Athletics Guide*. This handwritten creed contains a foreword by Dolin Greyhold. [Common; 9 gc; 200 pages].
18. Duchess Thrabur Deepmace the Alabaster's *Insidious Manuscript of White Illusion*. This bejewelled compendium contains a foreword by Bomnor Warbrow. [Common; 2 gc; 188 pages].
19. *The Divinity Vade Mecum*. You can see the words "Kali digas ast!" inscribed on the inside cover. [Uncommon; 10 gc; 213 pages].
20. *Emperor Nofur Warforge the Boundless's Monstrous Tome of Celestial Astrology*. The cover of this ancient compendium is burnished with adamantium. [Uncommon; 40 gc; 17 pages].
21. *Basil Baker the White's Monstrous Vade Mecum of Elegant Demonology*. The cover of this faded scroll is burnished with steel. [Common; 6 gc; 152 pages].

22. *Delving into the Dark Pits of Chaos* by Marquise Aredglor the Trifold. The title of this bejewelled purple compilation is emblazoned in adamantium. [Uncommon; 50 gc; 32 pages].
23. *A Codex of Demonology* by Russell Harris the Solar. The cover of this well-preserved folio is burnished with adamantium. [Rare; 100 gc; 66 pages].
24. *A Libram of Demonology* by Grilka the Demented. You can see the words “Jistrathar vinaquirem jalaran kiranann igira!” inscribed on the inside cover. [Common; 9 gc; 285 pages].
25. *The Gargantuan Lexicon of Porcelain, China, Crystal, and Legends*. Iron rivets punctuate the cover of this waxed crimson compendium. [Common; 8 gc; 106 pages].
26. *Detailing the White Dungeons of Shadows* by Earl Dwain Fireforge the Accursed. The text “Of lambs or goats unblemish’d, he may yet” is just about visible. [Common; 9 gc; 31 pages].
27. Kiri Thunderhorn the Hidden’s *Gilded Vade Mecum of Hermetic Evocation*. A large circle dominates the cover of this illustrated crimson scroll. [Common; 9 gc; 204 pages].
28. *The Pamphlet of Olde Transmutation* by Gimlin Stormmine the Terrible. This embossed guide is Volume 6 of a 9-part set. [Common; 9 gc; 88 pages].
29. *Trophies, Skins, and Necromancy: A Folio* by Emperor Kargan the Resplendent. Adamantium rivets punctuate the cover of this crumbling yellow compendium. [Common; 4 gc; 78 pages].
30. *The Medium Libram of Mermaids and Transformation*. There are clearly pages missing from this bejewelled ivory palimpsest. [Common; 4 gc; 71 pages].
31. *The Troll Scroll*. There are clearly pages missing from this well-preserved yellow folio. [Common; 1 gc; 179 pages].
32. *Mathir Redforge the Hallowed’s Magnificent Creed of Illuminated Minerals*. The cover of this waxed book is burnished with iron. [Very Rare; 10,000 gc; 117 pages].
33. *Evocation and Coins and Tokens: A Codex* by Abbess Gimfur the Illuminated. Green ribbons are used to mark pages throughout this leatherbound tract. [Rare; 400 gc; 89 pages].
34. *Discovering the Insidious Mines of Sorcery* by Abbess Bobur Stonequarry the Solar. This slim compendium contains a foreword by Babur Copperfist. [Common; 8 gc; 145 pages].
35. *Escape from the Black Caverns of Blood* by Tuormo the Numinous. The text “In Tenedos and Cilla the divine,” is just about visible. [Common; 4 gc; 20 pages].
36. *A Handbook of Magicks* by Countess Stormfist the Forgotten. You can see the words “Jalaran nal tangus ya!” inscribed on the inside cover. [Common; 10 gc; 128 pages].
37. *Discovering the Gilded Catacombs of Shadows* by King Celeriel the Umbral. A silver clasp holds this weighty manual closed. [Common; 7 gc; 233 pages].
38. Bomli Slatebane the Lunar’s *Hidden Creed of Alabaster Conjuration*. The pages of this slim compilation are lined with crimson hexagons. [Common; 7 gc; 155 pages].
39. *The Libram of Dark Porcelain, China, and Crystal* by Emperor Thralin Firebrow the Monstrous. This crumbling palimpsest contains an afterword by Birin Goldbeard. [Common; 3 gc; 69 pages].
40. *Hunting and Armor: A Tract* by Princess Biri the Mystagogical. This well-preserved journal contains an afterword by Thoin Redmine. [Common; 1 gc; 205 pages].
41. *A Vade Mecum of Transmutation* by Arthur Jones the Black. The title of this embossed tan vade mecum is emblazoned in steel. [Common; 7 gc; 290 pages].
42. *The Libram of Telestic Chronology* by Queen Thrafur the Volatile. The title of this waxed charcoal guide is emblazoned in steel. [Common; 3 gc; 120 pages].
43. *The Fine Codex of Shields and Drugs*. You can see the words “Hakon du dolibix korilath!” inscribed on the inside cover. [Common; 8 gc; 286 pages].

44. Lord Firebeam the Whispering's *Black Manuscript of Great Light*. The cover of this embossed lexicon is burnished with gold. [Rare; 1000 gc; 238 pages].
45. *Discovering the Trifold Tower of the Dead* by Koloth the Infernal. The cover of this illustrated book is burnished with bronze. [Common; 10 gc; 138 pages].
46. *The Small Compilation of Gambling and Summoning*. Artwork by the famous Bombur Rockbeam decorates the cover of this faded manuscript. [Common; 10 gc; 180 pages].
47. *The Encyclopedia of Mystagogical Trolls* by John Thomas the Black. The text "Dog unabashed, and yet at heart a deer!" is just about visible. [Common; 4 gc; 188 pages].
48. *Treasures of the Volatile Isle of Bones* by Queen Fifur Stiffhorn the Accursed. The title of this old burgundy doctrine is emblazoned in gold. [Uncommon; 60 gc; 145 pages].
49. *The Small Compendium of Demonology and Engineering*. Purple ribbons are used to mark pages throughout this well-preserved creed. [Common; 4 gc; 131 pages].
50. Sir Erestglor the Wonderful's *Resplendent Codex of Monstrous Evocation*. There are clearly pages missing from this faded yellow lexicon. [Common; 9 gc; 221 pages].
51. Argorm Stoneheart the Alabaster's *Revised Encyclopedia of Great Exotic Animals*. The cover of this handwritten folio is dominated by an illustration of a centaur. [Uncommon; 60 gc; 80 pages].
52. Countess Gimri the Scioptic's *Poisonous Manuscript of Hidden Artwork*. This slim manual is Volume 6 of an 8-part set. [Common; 10 gc; 60 pages].
53. *A Libram of Light* by Prioress Gudag the Dark. You can see the words "Vi moipar xaquin soth!" inscribed on the inside cover. [Rare; 600 gc; 179 pages].
54. *The Sorcery Scroll*. A gold clasp holds this crumbling pamphlet closed. [Common; 7 gc; 108 pages].
55. *Engineering and Enigmas: A Pamphlet* by Queen Noin the Mystagogical. This illustrated manuscript contains a foreword by Bruenor Ironbeard. [Common; 3 gc; 237 pages].
56. Jennifer Carter the Solar's *Luminous Codex of Trifold Conjuraton*. Gold rivets punctuate the cover of this bejewelled blue pamphlet. [Uncommon; 70 gc; 297 pages].
57. *The Enchantment Scroll*. The title of this leather-bound crimson creed is emblazoned in iron. [Rare; 800 gc; 168 pages].
58. *The Creed of Shadowed Engineering* by Queen Nobur Battlehorn the Telestic. The title of this embossed purple encyclopaedia is emblazoned in bronze. [Common; 4 gc; 139 pages].
59. Rose Butler the Telestic's *Illuminated Lexicon of Mystagogical Engineering*. You can see the words "Aran a xaquin kyrnawi!" inscribed on the inside cover. [Rare; 900 gc; 174 pages].
60. Glorli Longbeam the Wonderful's *Dangerous Palimpsest of Black Transmutation*. This illustrated manual contains a foreword by Dori Stiffbane. [Uncommon; 20 gc; 190 pages].
61. *The Gargantuan Codex of Chronology and Demonology*. The title of this illustrated orange doctrine is emblazoned in iron. [Common; 7 gc; 210 pages].
62. *Divinity and Demonology: A Doctrine* by Roger Brown the Lost. This handwritten folio is Volume 4 of a 9-part set. [Common; 5 gc; 177 pages].
63. *A Folio of Transformation* by Mark Green the Veiled. The text "Thy word, which to obey is always best." is just about visible. [Common; 10 gc; 141 pages].
64. *The Vade Mecum of Illuminated Rituals* by Barbara Thatcher the Lost. The cover of this illustrated handbook indicates that it was edited by Barin Whiteheart. [Common; 5 gc; 200 pages].
65. *The Fine Manual of Chronology and Artwork*. The cover of this old creed is dominated by an illustration of a hydra. [Uncommon; 100 gc; 110 pages].

66. Finor the Poisonous's *Inscrutable Encyclopaedia of Celestial Drugs*. Artwork by the famous Gimfur Waraxe decorates the cover of this handwritten pamphlet. [Uncommon; 10 gc; 298 pages].
67. *The Guide of Numinous Drugs* by Lady Imtor the Luminous. The text "Which we have taken, hath already passed" is just about visible. [Common; 8 gc; 158 pages].
68. *The Child's Tome of Summoning and Rituals*. The pages of this bejewelled doctrine are lined with green circles. [Uncommon; 50 gc; 128 pages].
69. *A Compilation of Rituals* by Emma Price the Great. The text "And a whole hecatomb in Chrysa bleed." is just about visible. [Rare; 400 gc; 258 pages].
70. *Escape from the Hallowed Ruins of the 6 Geases* by Dolin the Resonant. This diminutive, leather-bound journal is grey in color. [Common; 9 gc; 40 pages].
71. *A Manual of Enchantment* by Sir Orodril the Onymatic. Artwork by the famous Bruebur Firehorn decorates the cover of this recent palimpsest. [Common; 4 gc; 83 pages].
72. *The Thaumaturgy Palimpsest*. You can see the words "Igira xaquin miopiar!" inscribed on the inside cover. [Common; 10 gc; 67 pages].
73. *The Conjuration Palimpsest*. You can see the words "Sula kiranann aran tsaran!" inscribed on the inside cover. [Common; 2 gc; 72 pages].
74. Askade the Resplendent's *Lost Manual of Trifold Secrets*. You can see the words "Sinur a ithiki-talkus khetsaram!" scrawled on the back. [Common; 10 gc; 62 pages].
75. Archbishop Thorin the Dark's *Hermetic Encyclopaedia of Gilded Abjuration*. You can see the words "Pveathr xaquin akula gadurm!" inscribed on the inside cover. [Common; 4 gc; 222 pages].
76. *The Large Folio of Knives and Daggers*. The pages of this leather-bound codex are lined with purple squares. [Common; 9 gc; 98 pages].
77. Sir Bombur Longhold the Villainous's *Olde Lexicon of Wonderful Secrets*. Artwork by the famous Kibur Battlebrow decorates the cover of this embossed encyclopaedia. [Uncommon; 30 gc; 38 pages].
78. *Wines, Spirits, and Hexes: A Doctrine* by Empress Dwari the Dangerous. The title of this leather-bound white vade mecum is emblazoned in copper. [Common; 3 gc; 179 pages].
79. *The Enchantment Book*. The cover of this well-preserved manuscript indicates that it was edited by Banor Ironforge. [Uncommon; 60 gc; 41 pages].
80. Lady Dwanor Greyaxe the Resonant's *Resonant Scroll of Draconic Politics*. The cover of this ancient compilation is burnished with gold. [Uncommon; 100 gc; 48 pages].
81. *The Legends Palimpsest*. This medium, illustrated tome is white in color. [Common; 2 gc; 56 pages].
82. *The Manual of Demented Eagles* by Abbess Kandel the Enchanted. The cover of this embossed doctrine is dominated by an illustration of a devil. [Common; 9 gc; 267 pages].
83. *A Lexicon of Sorcery* by Duchess Biri the Lunar. This slim tome contains a foreword by Banor Deepmine. [Common; 9 gc; 65 pages].
84. *The Heraldry Manual*. The cover of this recent lexicon is burnished with adamantium. [Common; 9 gc; 164 pages].
85. *The Manuscript of Lost Sorcery* by Kagga the Forlorn. A large triangle dominates the cover of this embossed amber vade mecum. [Uncommon; 100 gc; 123 pages].
86. *The Manual of Telectic Astrology* by Countess Nimromoth the Inscrutable. Orange ribbons are used to mark pages throughout this faded folio. [Common; 9 gc; 210 pages].
87. *The Large Scroll of Invocation and Weapons*. You can see the words "Pakliol akula korilath digas jis-trah!" inscribed on the inside cover. [Common; 5 gc; 163 pages].
88. *A Handbook of Witchcraft* by Archbishop Gistad the Volatile. There are clearly pages missing from this embossed grey creed. [Uncommon; 30 gc; 131 pages].

89. *Husbandry and Illusion: A Lexicon* by Viscount Gimfur Redjaw the Resplendent. Adamantium rivets punctuate the cover of this ancient burgundy creed. [Uncommon; 30 gc; 33 pages].
90. Baron Dofur Stonefist the Hidden's *Hermetic Creed of Shadowed Summoning*. The title of this crumbling white encyclopaedia is emblazoned in silver. [Common; 9 gc; 105 pages].
91. *The Transformation Lexicon*. You can see the words "Khetsaram utzilah shirak shirak!" inscribed on the inside cover. [Common; 2 gc; 36 pages].
92. *The Doctrine of Infernal Zoology* by Kilin the Black. Gold rivets punctuate the cover of this leather-bound yellow pamphlet. [Rare; 900 gc; 23 pages].
93. *The Diminutive Creed of Hexes and Rituals*. The title of this bejewelled purple handbook is emblazoned in steel. [Uncommon; 60 gc; 60 pages].
94. *What Became of the Onymatic Vault of Ichor?* by Oromakil the Alabaster. The title of this old tan libram is emblazoned in adamantium. [Common; 7 gc; 221 pages].
95. *A Manual of Athletics* by Catherine Thatcher the Gilded. The cover of this recent palimpsest indicates that it was edited by Doin Surefist. [Uncommon; 70 gc; 242 pages].
96. *Thaumaturgy and Summoning: A Handbook* by Thomas Tyler the Mystagogical. There are clearly pages missing from this weighty tan lexicon. [Uncommon; 50 gc; 134 pages].
97. *The Fishing Tome*. You can see the words "Tagopar ta vi a locitum!" inscribed on the inside cover. [Common; 8 gc; 133 pages].
98. Kili Deephorn the Olde's *Forgotten Guide of Ancient Angels*. The cover of this illustrated compendium indicates that it was edited by Norin Surebreaker. [Common; 9 gc; 34 pages].
99. *Nature and Enigmas: A Guide* by Queen Bruelin Rockshield the Elegant. The pages of this old palimpsest are lined with charcoal triangles. [Rare; 1000 gc; 92 pages].
100. *The Divination Palimpsest*. A large hexagon dominates the cover of this faded tan journal. [Common; 5 gc; 174 pages].

FORTY UNIQUE COINS

1. A new-looking bronze octagonal coin of demonic origin, engraved with a hydra; this coin is dated 329 years ago and has an image of a god of armorers on the reverse side [common; 7 gc]
2. A battered steel square coin of demonic origin, engraved with an angel; this coin is dated 234 years ago and features runes related to the fundamental forces of law [common; 3 gc]
3. A colossal gold octagonal coin of smallfolk origin, engraved with a minotaur; this coin is dated 407 years ago and depicts Kagga the Dangerous on the reverse side [common; 8 gc]
4. A small copper triangle coin of gnomish origin, engraved with a nymph; this coin is dated 490 years ago and has the words "Kalipar ta pilif nal khetsaram!" around its edge [common; 3 gc]
5. A shabby silver circle coin of demonic origin, engraved with a satyr; this coin is dated 93 years ago and has an inscription from The Dangerous Hare Assembly [uncommon; 10 gc]
6. A tiny copper star coin of unknown origin, engraved with a monster; this coin is dated 95 years ago and features runes related to the fundamental forces of chaos [common; 3 gc]
7. A gigantic silver rectangle coin of night elf origin, engraved with a devil; this coin is dated 371 years ago and has a octagon-shaped hole in the middle [common; 9 gc]
8. A tiny adamantium rectangle coin of unknown origin, engraved with a centaur; this coin is dated 53 years ago and has the words "Norn boli igira tangus pilif!" around its edge [uncommon; 80 gc]
9. A gigantic steel hexagon coin of elven origin, engraved with a dragon; this coin is dated 468 years ago and has an image of a god of bowyers on the reverse side [common; 4 gc]
10. A massive adamantium triangle coin of demonic origin, engraved with a troll; this coin is dated 89 years ago and has a octagon-shaped hole in the middle [common; 7 gc]
11. A flimsy bronze octagon coin of smallfolk origin, engraved with a unicorn; this coin is

- dated 11 years ago and has an image of a god of bartenders on the reverse side [common; 4 gc]
12. A weathered adamantium triangle coin of fey origin, engraved with a snake; this coin is dated 268 years ago and depicts Baroness Thrabur the Revised on the reverse side [uncommon; 10 gc]
13. A flawless adamantium rectangle coin of night elf origin, engraved with a manticore; this coin is dated 358 years ago and has an image of a god of carpenters on the reverse side [common; 4 gc]
14. A pristine gold triangle coin of gnomish origin, engraved with a dragon; this coin is dated 464 years ago and has an inscription from The Lunar Alchemy League [uncommon; 60 gc]
15. A small iron square coin of elven origin, engraved with a snake; this coin is dated 174 years ago and features runes related to the fundamental forces of good [common; 9 gc]
16. A beautiful steel star coin of human origin, engraved with a centaur; this coin is dated 48 years ago and has the words "Ta a korilath korilath shirak!" around its edge [common; 10 gc]
17. A flimsy adamantium octagon coin of night elf origin, engraved with a monster; this coin is dated 234 years ago and features runes related to the fundamental forces of chaos [common; 2 gc]
18. A filthy adamantium square coin of human origin, engraved with a troll; this coin is dated 487 years ago and has the words "Tangus soth sinur locitum kyrnawi!" around its edge [common; 8 gc]
19. A huge adamantium octagon coin of orcish origin, engraved with a troll; this coin is dated 451 years ago and has the words "Ne ne nal hakon digas!" around its edge [uncommon; 90 gc]
20. A small silver star coin of dwarven origin, engraved with a demon; this coin is dated 449 years ago and has the words "Damen ya akula!" around its edge [uncommon; 80 gc]
21. A little adamantium triangle coin of night elf origin, engraved with a hydra; this coin is dated 420 years ago and has an image of a god of traders on the reverse side [uncommon; 10 gc]
22. A miniature bronze circle coin of orcish origin, engraved with a minotaur; this coin is dated 116 years ago and has the words "Hakon kini a vigis!" around its edge [common; 4 gc]
23. A gigantic iron triangle coin of elven origin, engraved with a angel; this coin is dated 467 years ago and has an inscription from The Numinous Exotic Animals School [uncommon; 70 gc]
24. A huge gold star coin of gnomish origin, engraved with a dragon; this coin is dated 124 years ago and has a hexagon-shaped hole in the middle [common; 5 gc]
25. A filthy silver star coin of night elf origin, engraved with a minotaur; this coin is dated 403 years ago and has a star-shaped hole in the middle [common; 5 gc]
26. A filthy gold triangle coin of unknown origin, engraved with a snake; this coin is dated 118 years ago and has an image of a god of fishers on the reverse side [common; 4 gc]
27. A pristine adamantium octagon coin of unknown origin, engraved with a unicorn; this coin is dated 84 years ago and depicts Prioress Babur the Forlorn on the reverse side [common; 7 gc]
28. A bulky gold circle coin of orcish origin, engraved with a unicorn; this coin is dated 256 years ago and has a rectangle-shaped hole in the middle [common; 6 gc]
29. A flawless steel star coin of smallfolk origin, engraved with a mermaid; this coin is dated 65 years ago and depicts Prince Bomfur Redshield the Forgotten on the reverse side [uncommon; 80 gc]
30. A massive silver circle coin of night elf origin, engraved with a satyr; this coin is dated 25 years ago and has the words "Utzilah tasarak moiparran vi vi!" around its edge [common; 6 gc]

31. A pristine gold triangle coin of dwarven origin, engraved with a eagle; this coin is dated 226 years ago and features runes related to the fundamental forces of chaos [common; 8 gc]
32. A bulky adamantium hexagon coin of fey origin, engraved with a manticore; this coin is dated 216 years ago and has an inscription from The Scioptic Alliance of the Whispering Wench [uncommon; 90 gc]
33. A little bronze rectangle coin of demonic origin, engraved with a centaur; this coin is dated 343 years ago and has the words “Tagopar pilif pilif tsaran!” around its edge [very rare; 6000 gc]
34. A new-looking bronze triangle coin of orcish origin, engraved with a minotaur; this coin is dated 489 years ago and depicts Sir Blackshield the Wonderful on the reverse side [uncommon; 90 gc]
35. A weathered gold hexagon coin of fey origin, engraved with a dragon; this coin is dated 432 years ago and has an inscription from The Resonant Coterie of the Unknown Veteran [common; 6 gc]
36. A small copper square coin of gnomish origin, engraved with a eagle; this coin is dated 175 years ago and has a triangle-shaped hole in the middle [common; 9 gc]
37. A miniature silver rectangle coin of demonic origin, engraved with a nymph; this coin is dated 486 years ago and has an image of a god of painters on the reverse side [common; 3 gc]
38. A weathered silver square coin of fey origin, engraved with a minotaur; this coin is dated 324 years ago and depicts Baroness Drex the Unknown on the reverse side [common; 8 gc]
39. A damaged steel hexagon coin of smallfolk origin, engraved with a troll; this coin is dated 32 years ago and depicts Lewis Butler the Luminous on the reverse side [common; 1 gc]
40. A big silver hexagon coin of dwarven origin, engraved with a troll; this coin is dated 211 years ago and has the words “Vimi nal a moiparran pilif!” around its edge [common; 4 gc]

ONE HUNDRED MUNDANE TREASURES

1. A damaged embroidery depicting a large troll [common; 10 gc]
2. A small ash carving depicting Countess Bali Greyhorn [rare; 900 gc]
3. A beautiful copper hairbrush [common; 9 gc]
4. A miniature gold footstool [common; 2 gc]
5. A new-looking willow bookends [common; 3 gc]
6. A fancy adamantium dice [common; 3 gc]
7. A new-looking bronze bracer with a furious minotaur motif [uncommon; 10 gc]
8. A filthy box of tar [rare; 900 gc]
9. A dirty painting depicting Colin Chapman [uncommon; 50 gc]
10. A tiny rosewood figurine depicting a cuddly centaur [common; 3 gc]
11. A little chestnut figurine depicting a wounded hydra [common; 8 gc]
12. A new-looking tapestry depicting Inglor [common; 3 gc]
13. A miniature steel music box [common; 9 gc]
14. A shabby adamantium ring with a detailed eagle motif [common; 1 gc]
15. A well-preserved iron puzzle box [common; 10 gc]
16. A damaged pine figurine depicting Emperor Kessum [uncommon; 40 gc]
17. A weathered painting depicting a detailed troll [common; 3 gc]
18. A filthy copy of *The Tract of Dangerous Flower Arranging* by Queen Kibur Longbane the Telestic [common; 8 gc]
19. A bulky steel tiara with a tiny manticore motif [uncommon; 80 gc]
20. A small adamantium tiara with a cuddly snake motif [common; 9 gc]
21. A magnificent orange robe with brown octagons [rare; 900 gc]
22. A small copy of *Escape from The Magnificent Manse of Torment* by Abbot Kaden the Accursed [uncommon; 50 gc]
23. A dirty chest of glass [rare; 1000 gc]

24. A huge gold figurine depicting a cuddly satyr [common; 5 gc]
25. A big copper tea set [common; 10 gc]
26. A flawless steel bookend [common; 4 gc]
27. A new-looking gold torc with a tiny centaur motif [common; 2 gc]
28. A damaged box of sugar [common; 5 gc]
29. A beautiful selection of weapons [common; 10 gc]
30. A tiny lavender robe with turquoise triangles [rare; 1000 gc]
31. A little beech eyepatch [rare; 300 gc]
32. A big copper cup [common; 6 gc]
33. A beautiful chestnut puzzle box [common; 10 gc]
34. A miniature copy of *The Chaos Tract* [common; 6 gc]
35. A flawless pine tray [common; 3 gc]
36. A filthy copy of *Transformation and Rituals: a Guide* by Pennor the Infernal [common; 6 gc]
37. A well-preserved adamantium figurine depicting Dezhe [uncommon; 80 gc]
38. A little gold handled razor [rare; 600 gc]
39. A flimsy rosewood vial [common; 8 gc]
40. A fancy plain indigo dress [common; 9 gc]
41. A battered silver box [common; 7 gc]
42. A gigantic silver anklet with a cuddly hydra motif [common; 5 gc]
43. A magnificent fresco depicting a detailed centaur [common; 7 gc]
44. A big bag of food [common; 10 gc]
45. A filthy plain black carpet [common; 8 gc]
46. A filthy adamantium framed eyeglasses [uncommon; 90 gc]
47. A shabby embroidery depicting a detailed monster [common; 7 gc]
48. A miniature fresco depicting Viscount Stormfist [uncommon; 50 gc]
49. A tiny birch bottle [common; 9 gc]
50. A bulky gold compass [uncommon; 60 gc]
51. A small copper needle [common; 1 gc]
52. A weathered pine music box [common; 9 gc]
53. A beautiful bronze scabbard [uncommon; 40 gc]
54. A pristine maple cane [common; 8 gc]
55. A damaged gold statue depicting a happy eagle [common; 7 gc]
56. A tiny iron string of prayer beads [common; 6 gc]
57. A fancy bronze anklet with a furious eagle motif [uncommon; 30 gc]
58. A fancy oak carving depicting Elthor Broadsmith [common; 4 gc]
59. A weathered turquoise carpet with yellow hexagons [common; 9 gc]
60. A bulky bag of precious metals [rare; 1000 gc]
61. A fancy plain white curtain [common; 2 gc]
62. A battered walnut bookends [common; 7 gc]
63. A miniature adamantium tiara with a sleeping eagle motif [common; 9 gc]
64. A pristine iron statue depicting Mabgolfin Copperfist [common; 9 gc]
65. A bulky silver figurine depicting a furious satyr [common; 10 gc]
66. A beautiful fresco depicting Sharon Bond [common; 3 gc]
67. A pristine painting depicting the ship *The Good Hind* [uncommon; 10 gc]
68. A magnificent rosewood flute [common; 7 gc]
69. A flawless plain charcoal dress [common; 5 gc]
70. A big chestnut barrel [uncommon; 80 gc]
71. A big pine carving depicting a cute satyr [rare; 400 gc]
72. A big chestnut ball [common; 7 gc]
73. A new-looking tapestry depicting a wounded demon [uncommon; 60 gc]
74. A little adamantium holy symbol [common; 3 gc]
75. A flawless box of fish [common; 2 gc]
76. A small copper inkpen [common; 8 gc]
77. A bulky birch carving depicting Amelia Hoyle [common; 5 gc]
78. A little charcoal blanket with brown centaurs [very rare; 2000 gc]
79. A shabby box of rum [common; 3 gc]
80. A new-looking plain amber tunic [common; 5 gc]
81. A huge chest of spices [common; 5 gc]
82. A miniature steel birdcage [common; 6 gc]

83. A tiny tapestry depicting the ship *The Happy Flower* [common; 7 gc]
84. A huge crimson cushion with white rectangles [common; 7 gc]
85. A colossal iron chest [common; 7 gc]
86. A magnificent fresco depicting Empress Thrain Rocklock [common; 2 gc]
87. A filthy brown carpet with crimson spots [common; 3 gc]
88. A huge copy of *Treasures of the Revised Panopticon of Madness* by Marquise Egallung the Great [common; 3 gc]
89. A pristine tapestry depicting Alfred Collins [common; 2 gc]
90. A pair of well-preserved maple bookends [uncommon; 80 gc]
91. A tiny bag of weapons [common; 4 gc]
92. A small tapestry depicting Francine Thomas [uncommon; 50 gc]
93. A miniature painting depicting Sir Mablung [common; 9 gc]
94. A dirty painting depicting the ship *The Burgundy Fortune* [common; 1 gc]
95. A miniature ash comb [common; 7 gc]
96. A magnificent oak canoe [common; 9 gc]
97. A bulky bronze barrel [common; 9 gc]
98. A gigantic bronze ring with a furious dragon motif [common; 3 gc]
99. A well-preserved elm bookmark [common; 3 gc]
100. A massive cedar comb [rare; 400 gc]

FORTY TAVERN MEALS

1. Mouth-watering goat and scorpion casserole cooked in Fat Bird Stout (13 sc)
2. Sweet raspberries and blackberries stew cooked in Rude Rat Whiskey (18 sc)
3. Spicy steamed chicken (5 sc)
4. Cold unicorn and spinach pie (6 sc)
5. Peppery baked raspberries with a side of tomatoes cooked in Honest Rat Bitter (20 sc)
6. Spicy deep-fried vegetables cooked in Haughty Rock Cider (22 sc)
7. Tender melon soup (11 sc)
8. Our world-famous boiled goat (6 sc)
9. Local baked fish with a side of tree bark (10 sc)
10. Curried platter of lobster, rhubarb, and oyster (12 sc)
11. Marinated baked turnip with a side of turnip (4 sc)
12. Cold roasted satyr served with fish (10 sc)
13. Cold boiled shark (9 sc)
14. Seared roasted pasta served with potatoes cooked in Crooked Abbot Wine (19 sc)
15. Peppery platter of banana, blueberries, and oyster cooked in Bright Jake Bitter (15 sc)
16. Peppery cream of shark with crispy mud (13 sc)
17. Luscious steamed turnip cooked in Happy Jake Ale (19 sc)
18. Special apples and fungus casserole (10 sc)
19. Cold troll and pineapple pie (9 sc)
20. Saucy hawk and tomatoes pie (9 sc)
21. Aromatic roasted spinach served with chicken cooked in Honest Bill Gin (19 sc)
22. Delicious devil and beans pie (12 sc)
23. Special roasted turnip served with pasta cooked in North Hook Whiskey (20 sc)
24. Mouthwatering pork sausages and mashed eagle (8 sc)
25. Tender fish sandwich cooked in North Beard Spirits (16 sc)
26. Special spinach and fish broth cooked in Proud John Cider (20 sc)
27. Grandma's hydra and fish casserole (11 sc)
28. Battered turnip and melon pie (7 sc)
29. Aromatic deep-fried chicken (7 sc)



30. Seasoned grilled pasta and chicken (8 sc)
31. Spicy mud and pasta pie cooked in Rude Jake Grog (15 sc)
32. Delicious cock and banana stew (10 sc)
33. Honeyed oyster and pony casserole (10 sc)
34. Tangy fish and pineapple broth (7 sc)
35. Marinated fowl and squid broth (5 sc)
36. Pickled caremelized hydra stuffed with leech (6 sc)
37. Curried snake and squid pie (10 sc)
38. Battered roasted banana served with eel cooked in Cheerful Dancer Stout (21 sc)
39. Saucy fried wolverine on a bed of hog (13 sc)
40. Our acclaimed charbroiled mermaid and boar (10 sc)

SIXTY TAVERN DRINKS

1. Orcish Vomitshred Spirits [5 sc; grey, glowing, smells like walnut]
2. Greedy Emperor Port [7 sc; red, translucent, smells like spices]
3. Dwarven Longbeam Cider [3 sc; indigo, bubbly, smells like flowers]
4. Gnomish Buckgrin Brandy [4 sc; charcoal, glowing, smells like wine]
5. Gnomish Greasesharp Port [10 sc; brown, bubbly, smells like chicken]
6. Sea Blade Ale [9 sc; brown, translucent, smells like sage]
7. Elven Penbrimbor Bitter [2 sc; ivory, sticky, smells like roses]
8. Black Emperor Bitter [6 sc; purple, syrupy, smells like banana]
9. Proud Bishop Cognac [1 sc; green, glowing, smells like brimstone]
10. Lonely Eye Brandy [2 sc; orange, glowing, smells like pears]
11. Night Rover Grog [9 sc; orange, sticky, smells like caramel]
12. Elven Galaron Rum [4 sc; orange, fizzing, smells like butterscotch]
13. Dwarven Silverbreaker Cognac [9 sc; white, fizzing, smells like sewage]
14. Gnomish Geartoes Beer [4 sc; brown, sticky, smells like dew]
15. Humble Prince Grog [3 sc; turquoise, cloudy, smells like caramel]
16. Pretty Beard Wine [4 sc; red, syrupy, smells like brimstone]
17. Dwarven Greyhold Whiskey [6 sc; turquoise, cloudy, smells like pine]
18. Elven Ecthegon Wine [8 sc; ivory, sticky, smells like wet dog]
19. Pretty Hawk Spirits [4 sc; purple, bubbly, smells like herbs]
20. Jealous Rock Port [5 sc; amber, glowing, smells like fish]
21. Crooked Prior Ale [1 sc; lavender, bubbly, smells like mint]
22. Moody Bishop Spirits [4 sc; charcoal, glowing, smells like bonfires]
23. Big Jake Whiskey [1 sc; red, sticky, smells like pears]
24. Cheerful Hawk Grog [9 sc; amber, glowing, smells like coffee]
25. Good Snake Rum [1 sc; turquoise, glowing, smells like fruit]
26. Elven Galaborn Beer [4 sc; lavender, translucent, smells like pine]
27. Orcish Blackshadow Stout [10 sc; white, bubbly, smells like fish]
28. East Eye Spirits [5 sc; yellow, cloudy, smells like smoke]
29. Orcish Spinebane Gin [3 sc; purple, sticky, smells like coffee]
30. Gnomish Wizzbottom Brandy [1 sc; burgundy, glowing, smells like brimstone]
31. Gnomish Buckchuckle Rum [10 sc; green, syrupy, smells like coconut]
32. Halfling Gammidge Grog [3 sc; ivory, glowing, smells like pears]
33. Happy Dog Beer [7 sc; violet, translucent, smells like baking bread]
34. South Hand Ale [4 sc; grey, syrupy, smells like baking bread]
35. Amber John Beer [7 sc; yellow, syrupy, smells like brimstone]

36. Elven Eargolfin Mead [7 sc; lavender, glowing, smells like wine]
37. Gnomish Greasegrin Grog [6 sc; lavender, sticky, smells like vinegar]
38. Halfling Goodbody Lager [7 sc; white, glowing, smells like brimstone]
39. Haughty Dragon Rum [10 sc; violet, bubbly, smells like sulfur]
40. Halfling Hothran Rum [3 sc; blue, bubbly, smells like coconut]
41. Crazy Dog Beer [6 sc; lavender, bubbly, smells like leather]
42. Colpool Brandy [4 sc; amber, opaque, smells like cedar]
43. Gnomish Cogglesleeves Port [10 sc; purple, glowing, smells like fruit]
44. Elven Arwion Stout [7 sc; black, fizzing, smells like roses]
45. Happy Crow Beer [2 sc; brown, glowing, smells like rotting food]
46. Elven Turtimo Bitter [7 sc; burgundy, fizzing, smells like fruit]
47. Plypool Stout [7 sc; turquoise, sticky, smells like chicken]
48. Halfling Brandybuck Wine [6 sc; brown, syrupy, smells like garlic]
49. Fat Earl Grog [3 sc; turquoise, translucent, smells like coconut]
50. Dwarven Warhold Grog [5 sc; crimson, opaque, smells like chocolate]
51. Good Bill Wine [2 sc; purple, sticky, smells like bread]
52. Halfling Hothran Port [4 sc; ivory, bubbly, smells like citrus]
53. Dwarven Battlequarry Mead [4 sc; white, fizzing, smells like lamp oil]
54. Honest Hand Gin [9 sc; grey, fizzing, smells like chicken]
55. Cheap Dog Lager [3 sc; violet, glowing, smells like apples]
56. Good Hand Spirits [9 sc; black, opaque, smells like leather]

57. Saucy Abbot Ale [8 sc; yellow, bubbly, smells like wet dog]
58. Bright Hook Stout [9 sc; indigo, opaque, smells like brimstone]
59. Orcish Nightgouger Whiskey [2 sc; crimson, sticky, smells like flowers]
60. Elven Amlótë Beer [2 sc; charcoal, translucent, smells like coffee]

THIRTY INSULTS

1. You conceited, repellent ruffian!
2. You vulgar, artless whale-feed!
3. You brainless, foolish brute!
4. You spoiled, venomous son of a dragon!
5. You gross, beastly bass-herder!
6. You mewling, loathsome squid!
7. You misbegotten, ignorant fowl!
8. You odious, ignorant son of a hawk!
9. You rotting, snivelling toad-lover!
10. You vicious, odious blunderer!
11. You lumpish, beastly latrine feeder!
12. You lazy, loathsome bum!
13. You slimy, sickening pegasus-licker!
14. You unwashed, deformed trash stain!
15. You qualling, lazy pig!
16. You churlish, oafish gutter stain!
17. You unwashed, slovenly whale-licker!
18. You currish, diseased clod!
19. You nasty, venomous eagle-dropping!
20. You bitter, mewling dog-herder!
21. You brainless, vicious turnip feeder!
22. You slovenly, nauseating lizard-licker!
23. You stinking, toxic racehorse-face!
24. You filthy, odious greyhound-licker!
25. You vicious, qualling ram-dropping!
26. You gross, tedious beetle!
27. You ignorant, venomous gutter stain!
28. You uncouth, hateful ruffian!
29. You oafish, diseased fawn-licker!
30. You craven, snivelling wretch!

SIXTY TOWN NAMES

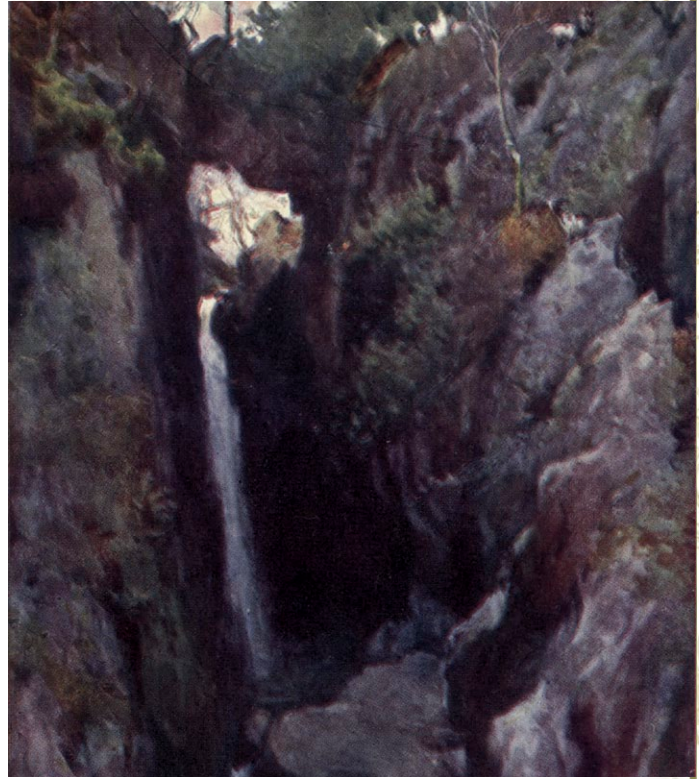
1. Downworth
2. Newstage
3. The Thorpe
4. Netherhill
5. Brimfield
6. Thakestage
7. Stonepool
8. Aldton
9. Uphill
10. Carford
11. Nottin gchurch
12. Berthorpe
13. Rochdon
14. Stockhall
15. Seldale
16. Davenbury
17. Whitewick
18. Souththorpe
19. Berford
20. Heyhall
21. Liverworth
22. Selby
23. Nottingworth
24. Brimstage
25. Shepmouth
26. Melkchurch
27. Sutpool
28. Ashford
29. Copchester
30. Stonepool
31. Appleby
32. Melkbury
33. Marksham
34. Thakeby
35. Huntshall
36. Selfield
37. Bourneton
38. Nottingfield
39. Worley
40. Brimchurch
41. Greenden
42. Thakepool
43. Bournethorpe
44. Berbury
45. Heybury
46. Westpool
47. Davenworth
48. Oakby
49. Shephall
50. Kedchester
51. Bersey
52. Seamouth
53. Hutwood
54. Greenbury
55. Inkdon
56. Whiteby
57. Rochpool
58. Marksbury
59. Selton
60. Sutchester

ONE HUNDRED FIFTY DUNGEON NAMES

1. The Olde Sea of Peril
2. The Calamitous Vault of Phantasms
3. The Ancient Hills of the Forlorn Cult
4. The Olde Island of Horrors
5. The White Caves of Peril
6. The Terrible Ruins of Shadows
7. The Villainous Mines of Death
8. The Alabaster Keep of Madness
9. The Awful Labyrinth of Frost
10. The Hidden Vault of Slaughter
11. The Wonderful Ruins of Mystery
12. The Boundless Labyrinth of the 8 Hells
13. The Revised Mountain of the Great Cult
14. The Great Panopticon of Chaos
15. The Unknown Halls of Mystery
16. The White Citadel of Mists
17. The Enchanted Halls of Monsters
18. The Forgotten Desert of Doom
19. The Inscrutable City of Gloom
20. The Obscene Catacombs of Oblivion
21. The Noxious Chasm of Torment
22. The Gilded Lake of the Dead
23. The Solar Dungeons of Secrets
24. The Draconic Mountain of the Unknown
25. The White Mines of the Mystagogical Idol
26. The Enchanted Temple of Shadows
27. The Calamitous Desert of the Terrible Cult
28. The Dark Haunts of Sorcery
29. The Infernal Manse of Necromancy
30. The Poisonous Forest of the Dead
31. The Poisonous Desert of Devilry
32. The Draconic Island of Chaos
33. The Revised Vault of the Dead
34. The Forlorn Vault of Peril
35. The Olde Fane of Mists
36. The Veiled Sea of Gloom
37. The Accursed Temple of Ichor
38. The Scioptic Labyrinth of Phantasms
39. The Solar Depths of Death
40. The Luminous Keep of the Unknown
41. The Hallowed Swamp of Despair
42. The Obscene Keep of Demons
43. The Vile Island of Chaos

44. The Olde Swamp of Blood
45. The Terrible Temple of Iron
46. The Unequalled Citadel of the 8 Masters
47. The Infernal Isle of Mists
48. The Resonant Catacombs of Phantasms
49. The Volatile Mountain of Peril
50. The Lunar Caves of the 6 Geases
51. The Boundless Panopticon of Peril
52. The Black Vault of Blood
53. The Unequalled Desert of Despair
54. The Celestial Desert of Shadows
55. The Calamitous Haunts of Gloom
56. The Lost Tower of Secrets
57. The Telestic Catacombs of the 8 Deaths
58. The Draconic Depths of the Shadowed Cult
59. The Resplendent Sea of the Dead
60. The Revised City of Ichor
61. The Dangerous Oubliette of Slaughter
62. The Lost Oubliette of Horrors
63. The Elegant Maze of the Unknown
64. The Dark Forest of Sigils
65. The Noxious Caverns of Iron
66. The Unknown Fortress of the 7 Queens
67. The Vile Dungeons of Ichor
68. The Draconic Mountain of Necromancy
69. The Telestic Catacombs of Ichor
70. The Unequalled Fane of Doom
71. The Vile Tower of the Dead
72. The Great Fane of Mirrors
73. The Lost Sanctum of Mirrors
74. The Numinous Mountain of Gloom
75. The Boundless Panopticon of Sorcery
76. The Accursed Desert of Doom
77. The Dark Caverns of Horrors
78. The Lost City of Sorcery
79. The Lunar Catacombs of the Unknown
80. The Vile Sanctum of Demons
81. The Great Forest of Mists
82. The Draconic Chasm of Blood
83. The Illuminated City of Ichor
84. The Infernal City of Monsters
85. The Planar Caverns of Sigils
86. The Resplendent Fortress of Iron
87. The Draconic Desert of Sorcery
88. The Dark Pits of Doom
89. The Accursed Valley of the 5th Season
90. The Alabaster Dungeons of Necromancy
91. The Hallowed Chasm of Devilry
92. The Obscene Valley of Doom
93. The White Citadel of the Forgotten One
94. The Olde Isle of Terror
95. The Veiled Dungeons of Shadows
96. The Obscene Temple of Slaughter
97. The Wonderful Pits of Mirrors
98. The Resplendent Hills of Slaughter
99. The Mystagogical Fane of Blood
100. The Numinous Labyrinth of Necromancy
101. The Magnificent Caverns of the 3 Hells
102. The Accursed Ruins of the Shadowed Idol
103. The Enchanted Panopticon of Ichor
104. The Boundless Chasm of Secrets
105. The Illuminated Dungeons of Sorcery
106. The Numinous Manse of Ichor
107. The Great Halls of Evil
108. The Noxious City of Sigils
109. The Obscene Catacombs of Fire
110. The Solar Caverns of the Onymatic Idol
111. The Insidious Ruins of Demons
112. The Enchanted Citadel of Peril
113. The Lost Sanctum of Despair
114. The Noxious Ruins of Blood
115. The White Forest of Sorcery
116. The Luminous Fortress of Gloom
117. The Resplendent Oubliette of Necromancy
118. The Eldritch Ruins of Iron
119. The Scioptic Temple of Sigils
120. The Elegant Vault of Fire
121. The Ancient Keep of Fire
122. The Vile Vault of Monsters
123. The Volatile Lake of Horrors
124. The Noxious Oubliette of Sigils
125. The White Forest of Curses
126. The Unequalled Forest of Death
127. The Elegant Hills of Monsters
128. The Draconic Manse of Doom
129. The Ancient Manse of the 13 Signs
130. The Resplendent Chasm of the Telestic Cult
131. The Boundless Manse of Despair

132. The Draconic Catacombs of Shadows
133. The Scioptic Mountain of Fire
134. The Great Isle of Terror
135. The Trifold Maze of Madness
136. The Gilded Pits of Doom
137. The Villainous Fortress of Fire
138. The Celestial Mountain of Frost
139. The Hermetic Lake of Doom
140. The Awful Forest of Frost
141. The Celestial Sanctum of Necromancy
142. The Awful Vault of Skulls
143. The Trifold Depths of Monsters
144. The Unequalled Abyss of Monsters
145. The Resonant Halls of Blood
146. The Hidden Fane of Sigils
147. The Lunar Manse of Death
148. The Shadowed Temple of the Shadowed Idol
149. The Wonderful Tower of Oblivion
150. The White Catacombs of Mystery



THIRTY GOBLIN TRIBES

- | | | |
|--------------------------|----------------------------|----------------------------|
| 1. The Pitshade Brigade | 11. The Rantrot Clan | 21. The Droolhunter Crew |
| 2. The Bonesnapper Clan | 12. The Pitburner Horde | 22. The Thiefshade Gang |
| 3. The Nightghost Boys | 13. The Spineshadow Tribe | 23. The Wormpuke Bunch |
| 4. The Damngouger Bunch | 14. The Tombbane Horde | 24. The Rantbasher Caste |
| 5. The Vomitshade Clan | 15. The Damnshadow Posse | 25. The Blackbreaker Posse |
| 6. The Tombsnapper Lads | 16. The Deathpuke Ring | 26. The Madrot Gang |
| 7. The Blackbreaker Crew | 17. The Tombghost Caste | 27. The Redsnapper Squad |
| 8. The Rantshadow Troop | 18. The Deathbreaker Caste | 28. The Screampuke Pack |
| 9. The Madchain Tribe | 19. The Boneburner Clan | 29. The Damnburner Caste |
| 10. The Bonesnapper Lads | 20. The Cavernghost Caste | 30. The Droolburner Mob |

THIRTY-SIX RUMORS

1. The towns of Marksworth and Updale are having a territorial dispute.
2. A new book, *Transmutation and Witchcraft* by Charles Tyler the Luminous, has everybody talking.
3. Madeleine Miller the fletcher has run away to join the crew of the *Black Revenge*.
4. A troupe of minstrels is in town.
5. The local hunters are planning a strike.
6. Mabtimo Firehorn has discovered the location of the Vile Halls of Despair.
7. The fireworks wizard is in town.
8. Sir Copperforge is dying of an incurable affliction.
9. The recent fair in Marespool was disrupted by the appearance of an angel.
10. The Dreadbasher Mob has gone to war with the Stinkpuke Tribe.
11. A snake guards the Mystagogical Abyss of Mystery.
12. The town of Milhall is suffering a locust infestation.
13. The food at *The Charming Delight* is better than here.
14. The ship *Haughty Treasure* has docked nearby.
15. Excitement about preparations for an upcoming fête.
16. The port is off.
17. A dragon has been spotted in the nearby swamp.
18. Thrannor, a local wizard, needs the heart of a satyr for “research purposes.”
19. Marquise Kiin Stormlock is visiting town very soon.
20. Rogriel is a pathological liar.
21. Kinor Suremace the fletcher has mysteriously disappeared.
22. The hiding place of the Deathrot Crew can be found in the the jungle.
23. A number of people have been complaining of fever and fatigue.
24. Sean “Lucky Crow” Harris and Phoebe Turner will be fighting a duel tomorrow.
25. Doin Goldhammer the bard has been accused of stealing a ironwood skull from Boli Battlebrow the trader.
26. Worbury was raided by the Pitbasher Brigade.
27. There’s treasure to be found at the Fu ruin.
28. Grumblings about crime rates.
29. A troll guards the Lunar Vault of Shadows.
30. Don’t go into the farmland at night unless you like being haunted.
31. Kiri Battlebeam the mason was attacked by a monster in the nearby desert.
32. Dysentery has struck the town of Oldhall.
33. Brueri Steelbeard has discovered the location of the Boundless Labyrinth of the Unequalled Idol.
34. There’s a reward of 8 gold for giant frog skins.
35. A star has fallen in the nearby fields.
36. A new book, *The Palimpsest of Inscrutable Conjuraton* by Archbishop Kellen the Illuminated, has everybody talking.

ONE HUNDRED DUNGEON DRESSINGS

1. Stale, fetid air.
2. Burnt torch stub.
3. Slight chill downdraft.
4. Distant hissing sounds.
5. Broken sword.
6. Half-drunk flask of dwarf spirits.
7. Mist up to waist-height.
8. Strong smell of urine.
9. Pile of fresh dung.
10. Icy, cold current.
11. Pile of small stones.
12. Water dripping from the ceiling.
13. Strange ooze coming out of the walls.
14. Necromantic sigil carved into the floor.
15. Charred corpse.
16. Distant screams.
17. Haze of smoke.
18. Strange whispers.
19. Footsteps behind you.
20. Floor filled with writhing insects.
21. Blocked by cobwebs.
22. Crudely dug grave.
23. A name scrawled in blood on the wall.
24. Wall manacles.
25. Chlorine smell.
26. Moaning wind.
27. Strangely hot.
28. Slime dripping from the roof.
29. Bangs or slams.
30. Faint giggling.
31. Vomit.
32. Muddy tracks.
33. Dented helmet.
34. Unbearable stench.
35. Mold on the walls.
36. Skeletal remains.
37. Scattered teeth or fangs.
38. Puddle of water.
39. Bloody footprints.
40. Rock and rubble.
41. Pottery shards.
42. Slippery floor.
43. Drapes or flags.
44. Rotting tapestry.
45. Strange archway.
46. Broken cage.
47. Pedestal.
48. Dais.
49. Statue.
50. Bedroll.
51. Hooks on the wall.
52. Trash or refuse.
53. Fire pit.
54. Rats.
55. Fresco.
56. Mosaic.
57. Pick axe.
58. Severed head.
59. Scratches.
60. Chains.
61. Pallet.
62. Chalk runes.
63. Stocks.
64. Bucket.
65. Broken glass.
66. Maggots.
67. Mushrooms or other fungus.
68. Rotting sacks of grain.
69. Animal skins and furs.
70. Collapsed ceiling.
71. Foot-high water.
72. Strangely angled walls.
73. Pool of water.
74. Pillars.
75. Eerie music.
76. Cracked breastplate.
77. Well.
78. Open pit trap.
79. Portcullis.
80. Gnawed bones.
81. Offal.
82. Human hand.
83. An iron key.
84. Feces smeared on the walls.
85. Icy floor.
86. Luminescent fungus.
87. Grate in the floor.
88. Two dozen dead rats.
89. Corpse on spike.
90. Strange echoes.
91. Torches go out.
92. Tremors.
93. Swarm of flies.
94. Ghostly figure (glimpse).
95. 3d6 gold coins.
96. Top half of an adventurer; bottom half is nowhere to be seen.
97. Torrent of water from hole in ceiling.
98. Strange green gas.
99. Maniacal laughter.
100. Parchment with the words "Help Me!" scrawled on it.



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Design Your Fantasy Campaign

This manual for the WHAT'S O.L.D. IS N.E.W. roleplaying game system guides you through the process of designing a fantasy game setting. With detailed rules for the creation of races, careers, monsters, and more, along with discussion on genre, theme, and magic, this book will help any GM create their own fantasy campaign!

Also included are guidelines on running a fantasy roleplaying game, creating campaigns and adventures, and ideas for exciting premises, exotic locations, and interesting events, along with an appendix containing lists of town names, tavern drinks, meals, mundane treasures, dungeon dressings, and other items to stock your world with.

Finally, you'll also find an example description of a fantasy cosmology, a small selection of monsters and foes, and *Brightblade Dungeon*, an introductory adventure for starting PCs.

This book requires the use of a WHAT'S O.L.D. IS N.E.W. core rulebook.



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