

Maze Rabbits

A homebrewed Maze Rats expansion

Golden rules

Everything stacks, except Dis/Advantage.

Always round down and apply features retroactively.

Chargen dice rolls can't be affected by abilities.

I Character creation

I.1 Roll or choose abilities

Roll 1d6 on the first table OR roll 1d6 for each score on the second table.

Abilities can never be higher than +4 or become lower than -3. If any ever reaches -4, you die.

1d6	STR	DEX	WIL
1	+2	+1	+0
2	+2	+0	+1
3	+1	+2	+0
4	+0	+2	+1
5	+1	+0	+2
6	+0	+1	+2

1d6	Ability Score
1-2	+0
3-5	+1
6	+2

I.2 Record starting values

All PCs begin with 4 HP, level 1, 0 XP, Armor 6, and Attack Bonus (AB) +0.

I.3 Choose or roll for race

With d6: roll 1d6. 4- Human, 5+ roll 1d6 on the table:

d20	Race	Effects
1-15	Human	No changes
16	Elf	One spell slot, Armor +1, STR -1, HP -1/level
17	Dwarf	Advantage on checks vs magic, Darkvision, DEX -1, can't get spell slots
18	Half orc	AB +1, HP +1/level, WIL -1, Armor -1
19	Halfling	Rogue path, WIL +1, AB -1, may not use Heavy Weapons
20	-	+1 HP, choose or roll again

I.4 Choose a feature

All PCs begin with **one** of the following features:

- +3 HP
- +1 Attack Bonus (AB)
- One spell slot
- A path (optional path rolling table on backside):
 - **Warrior:** 2-in-6 chance of shields not being destroyed when shattering to avoid all damage. When attacking with a two-handed weapon, you may reroll one die. The "+1 AB" feature gives you +2 AB instead.
 - **Ranger:** Adv. on stealth (in the wild), tracking, foraging, survival, etc. Party initiative/stealth +2 in the wild.
 - **Rogue:** Adv. on stealth (in dungeons and settlements), tinkering, lockpicking, pickpocketing, disarming traps, etc. Party initiative +2 in dungeons or settlements.
 - **Acrobat:** Advantage on climbing, leaping, balancing, falling, etc. +1d6 on surprise attacks. +1 Armor. Can't use Heavy armor.
 - **Barbarian:** Adv. on trapping/hunting. +1 HP/level. Rage once/day/level: AB +3, Armor -2 for a fight. "+1 AB" feature grants +1,5.
 - **Cleric:** Adv. on religion, etc. Once a day/level, can either Turn Undead with a WIL check or Lay on Hands to heal 1d6 HP.

- **Paladin:** Once a day/level, can either Smite (add WIL to AB for an attack) or Lay on Hands (heal 1d3 HP on touch). Swear an Oath (Ex.: Bravery, Purity, Honor, Protection, Undead Destruction, Discovery...): you must uphold it or fall. **Fallen Paladin:** Cursed. No powers, and Disadvantage on everything until redeemed, if ever.
- **Mage:** Adv. on arcane, etc. One spell slot. When rolling a new spell, may roll twice and choose which to keep. -1 HP/level.
- **Blood hexer:** Can sacrifice HP to change the result of any roll by +/-1 for each 2 HP sacrificed. You need to be able to see the act/event.
- **Bard:** Adv. on song, lore, charismatic trickery, etc. Roll a d6 and keep the result: may swap this die with **any** other rolled at any moment and keep the stolen die result for the next swap. One swap/day/level. Party recovers +1d3HP on rest.
- **Druid:** Choose an environment you're familiar with. Once a day/level you can transform into any normal animal from there, *but only if you're unarmored*. If you would take any damage while transformed *which wouldn't be enough to bring you to oHP or less*, you can choose to revert back and take no damage at all instead. **Shapeshift:** use 4.1 rules for stats, except for HP, which doesn't change. Ex.: Bear STR+3, DEX+1, WIL+0, AB+2, Armor 8. GM discretion required.
- **Witch:** Once a day/level, during your rest, you can brew a potion: Poison (+1d3 to one attack that hits, or varied effects vs save), Healing (+1d3 HP), Speed (act faster, get two turns in combat), and similar effects (see 6.6 Potions), usually 1d3. The more powerful effects, such as reloading a spell slot, could require a save and result in a Mutation or Insanity if failed. Potions expire after roughly 24 hours. GM discretion required.
- **Enchanter:** You can imbue an item with a spell and determine a release condition. The spell slot used can't be reloaded until the condition is triggered. Only one spell per item.

I.4.1 A second or third path

All benefits apply. "x/day/level" abilities share daily level pool. With 2+ paths, gain only half XP (don't round down!). With 2 paths, level 7 gives no boons. With 3 paths, level 6 also gives no boons. *

I.5 Choose starting gear

Pick one of the following, then trade points for gear:

- Light armor and 5 equipment points
- One spell slot and 3 equipment points

Equipment	Point cost
Light weapon	1
Heavy weapon	2
Ranged weapon	3
Shield	2

Each unspent point is converted to 20 gold coins.

Light **weapons** are used in one hand. Heavy weapons take both hands and give you +1 AB. Ranged weapons need both hands (but don't give +1 AB!).

Note down starting **Armor**. Unarmored is 6. Light armor gives +1, heavy armor +2 (but you can't get advantage on DEX checks or surprise attack rolls). Shields give +1 while held in one hand and can be shattered to prevent all damage from one attack.

I.6 Roll or choose three items

Remember to record Inventory locations (see behind)

1d66	1-2	3-4	5-6
	Animal scent	Bear trap	Bedroll
	Blank book	Bucket	Caltrops
1-2	Candles, 10	Chain (10 ft.)	Chalk
	Cooking supplies	Crowbar	Dice set
	Face paint	Fishing net	Fishing rod
	Glass marbles	Glue	Grappling hook
	Grease	Hacksaw	Hammer
	Hand drill	Horn	Hourglass
3-4	Incense	Iron spikes/nails	Iron tongs
	Ladder (10 ft.)	Lantern	Large sack
	Lockpicks (3)	Manacles	Marbles
	Medicine (3)	Metal file	Mirror, silver
	Music instrument	Oil, 2 flasks	Padlock & Key
	Perfume	Pick	Quill & Ink
5-6	Rations (3)	Rope (50 ft.)	Saw
	Shovel	Small bell	Soap
	Spyglass	Tar pot	Ten foot pole
	Tinderbox	Torches, 5	Thread

*Note: you do gain the level 6 and 7 boons if you don't have too many paths when you reach them! There is no penalty for getting a second path at level 7.

1.7 Optional: Characterizing

1.7.1 Appearance

Aquiline	Bullnecked	Furrowed
Athletic	Chiseled	Gaunt
Barrel-chested	Coltish	Gorgeous
Boney	Corpulent	Grizzled
Brawny	Craggy	Haggard
Brutish	Delicate	Handsome

Hideous	Sinewy	Towering
Lanky	Slender	Trim
Pudgy	Slumped	Weathered
Ripped	Solid	Willowy
Rosy	Square-jawed	Wiry
Scrawny	Statuesque	Wrinkled

1.7.2 Physical detail

Acid scars	Bronze skinned	Exotic accent
Battle scars	Burn scars	Flogging scars
Birthmark	Bushy eyebrows	Freckles
Braided hair	Curly hair	Gold tooth
Brand mark	Odd skin color	Hoarse voice
Broken nose	Dreadlocks	Huge beard

Long hair	Nine fingers	Sallow skin
Matted hair	Oiled hair	Shaved head
Missing ear	One-eyed	Sunburned
Missing teeth	Pale skinned	Tangled hair
Moustache	Piercings	Tattoos
Muttonchops	Ritual scars	Topknot

1.7.3 Background

No mechanical effects, but occasionally worth taking into account by the GM.

Roll 1d6: 1-3 Underworld, 4-6 Wilderness.

Underworld

Alchemist	Contortionist	Fence
Beggar prince	Counterfeiter	Fortuneteller
Blackmailer	Cultist	Galley slave
Bounty hunter	Cutpurse	Gambler
Chimney sweep	Debt collector	Gravedigger
Coin-clipper	Deserter	Headman
Hedge knight	Peddler	Slave
Highwayman	Pit fighter	Smuggler
Housebreaker	Poisoner	Street performer

Kidnapper	Rat catcher	Tattooist
Mad prophet	Scrivener	Urchin
Mountebank	Sellsword	Usurer

Wilderness

Apiarist	Explorer	Hermit
Bandit	Farmer	Hunter
Caravan guard	Fisherman	Messenger
Caravaneer	Forager	Minstrel
Druid	Fugitive	Monk
Exile	Hedge wizard	Monster hunter

Outlander	Sage	Tinker
Outcast	Scavenger	Tomb raider
Pilgrim	Scout	Trader
Poacher	Shepherd	Trapper
Raider	Seer	Witch
Ranger	Surveyor	Woodcutter

1.7.4 Clothing

Antique	Decaying	Flamboyant
Battle-torn	Eccentric	Food stained
Bedraggled	Elegant	Formal
Blood stained	Embroidered	Frayed
Ceremonial	Exotic	Frumpy
Dated	Fashionable	Garish

Grimy	Oversized	Sigils
Haute couture	Patched	Singed
Lacey	Patterned	Tasteless
Livery	Perfumed	Undersized
Mud stained	Practical	Wine stained
Ostentatious	Rumpled	Worn out

1.7.5 Personality

Bitter	Cunning	Honor bound
Brave	Driven	Hotheaded
Cautious	Entitled	Inquisitive
Chipper	Gregarious	Irascible
Contrary	Grumpy	Jolly
Cowardly	Heartless	Know it all

Lazy	Righteous	Spacey
Loyal	Rude	Stoic
Menacing	Sarcastic	Stubborn
Mopey	Savage	Stuck up
Nervous	Scheming	Suspicious
Protective	Serene	Wisecracking

1.7.6 Mannerism

Anecdotes	Drawl	Interrupts
Breathy	Enunciates	Laconic
Chuckles	Flowery speech	Laughs
Clipped	Gravelly voice	Long pauses
Cryptic	Highly formal	Melodious
Deep voice	Hypnotic	Monotone

Mumbles	Rapid fire	Street slang
Narrates	Rhyming	Stutters
Overly casual	Robotic	Talks to self
Quaint sayings	Slow speech	Trails off
Rambles	Speechifies	Very loud
Random facts	Squeaky	Whispers

1.7.7 Virtue

Ambitious	Cautious	Courageous
Courteous	Curious	Disciplined
Generous	Gregarious	Honorable
Humble	Idealistic	Just
Loyal	Merciful	Righteous
Serene	Stoic	Tolerant

1.7.8 Vice

Arrogant	Bitter	Cowardly
Cruel	Deceitful	Disrespectful
Greedy	Irascible	Lazy
Nervous	Prejudiced	Reckless
Rude	Suspicious	Vain
Vengeful	Wasteful	Whiny

Roll for path

If you want to leave it to fate, here's a rolling table to help you pick a path:

d66	1-3	4-5	6
1	Warrior	Acrobat	Blood Hexer
2	Rogue	Barbarian	Druid
3	Cleric	Ranger	Witch
4	Mage	Paladin	Enchanter
5	Bard	Choose/reroll	Choose/reroll
6	Reroll	Choose/reroll	+1 HP, reroll

Rules summary

Danger rolls: if an action is risky and difficult to resolve: 2d6 + bonus, success on 10+, *possibly* partial success on 7-9.

Dis/Advantage: roll 3d6 instead of 2d6, then drop the lowest/highest die, respectively.

Combat: Attack roll 2d6 + Attack Bonus (AB). If the result **exceeds** the defender's Armor, the attack hits and deals the difference as damage. **Double sixes** is a critical hit: deal double damage or cause an effect.

o HP: unconscious. Must wait until end of combat unless receiving magical healing. **Negative HP:** dead.

Healing: +1 HP when eating a meal and getting a full night of rest (about 8 hours). A dose of Medicine heals 1 HP, once a day. 24 hours of rest in a safe location heals all HP.

Weapons: Unarmed attacks suffer -1 AB. Light weapons are used in one hand. Heavy weapons are used in both hands and give +1 AB. Ranged weapons use both hands, and can't be used in melee combat.

Armor: Unarmored: 0 Armor. Light Armor, +1. Heavy Armor gives +2, but you can't get Advantage on DEX checks or surprise attack rolls.

Shields: When held in one hand, +1 Armor. Can be shattered to avoid all damage from one attack.

Inventory locations: Items go in one of four locations: worn, carried in hands, in backpack, on belt. Belts carry up to two items, which can be retrieved in combat at any time. Backpacks can carry as much as reasonable (about 4 + STR heavier or bulkier items), but it takes 1d6 rounds to take an item out of a backpack.

Initiative: someone rolls 1d6 for the party. In the wilderness, if there's a Ranger in the party, +2. In dungeons or settlements, if there's a Rogue in the party, +2.

Ambushing: automatically win initiative and gain Advantage on attack rolls during the first round. The leader of the ambushed group might be allowed a WIL check to avoid surprise, though.

Spells: Spell slots can be reloaded at the end of a rest. You need a free hand in order to cast a spell.

2 Playing the game

2.1 Danger Rolls

PC's actions should be resolved through description. If an action is risky and difficult to simply resolve, do a Danger Roll, often just called *checks*.

Danger Roll: 2d6 + bonus, target 10+

Optional rule: 7-9 partial success

For the bonus, use STR when using raw power, stamina, or physical resilience, DEX when using speed, agility, or precision, or WIL when using force of personality, perception, or willpower. If a character takes an action against another, do an Opposed Danger Roll. Whichever rolls higher wins. Defenders win ties.

2.2 Dis/Advantage

Roll 3d6 instead of 2d6. Drop the lowest/highest die, respectively.

If multiple advantages would stack, then the action is likely no longer risky and should succeed automatically, or with disadvantages it's too dangerous and should fail automatically. If it's still unclear, the dis/advantage doesn't stack.

Dis/Advantages generally cancel each other out completely even if one:many, but common sense and GM judgement is called for.

2.3 NPC reactions

1 Hostile 4-5 Friendly
2-3 Wary 6 Helpful

2.4 Initiative

Roll 1d6 for each side at the beginning of each combat round. The winner goes first. The presence of at least a Ranger or Rogue in the party can grant a +2 to the group.

The characters in that side may act in any order, moving about 30 feet and taking an action.

Ambushes automatically grant initiative and also advantage on attack rolls during the first round. The leader of the ambushed group might be allowed a WIL check to avoid surprise for his party.

2.5 Combat

When a character attacks another, the attacker makes an **Attack Roll: 2d6 + Attack Bonus (AB)**. Ranged weapons may not be used in melee combat. The **Attack Bonus (AB)** is not STR or DEX - it starts at 0 and can be increased when leveling up or using heavy weapons (+1 AB). Unarmed attacks get -1 to AB. Compare the attacker's attack roll to the defender's armor. If the attacker's total **exceeds** the defender's armor, the attack hits and deals damage equal to the difference between the two scores. A hit always deals at least 1 damage.

If the attacker rolls double sixes, it's a **Critical Hit**. Double the damage, or apply some other effect at GM's discretion.

At **zero health**, you are unconscious. If the party wins the fight or manages to escape with the unconscious character, they'll wake up with 1 HP (1d4 if someone administering first aid passes a WIL check). **Magical healing** wakes you up instantly. If the party is unable to rescue you, but you aren't killed off, you have a 2-in-6 chance of waking up with 1 HP after a while. A character that has fallen unconscious loses either 1 point of any ability score or a piece of equipment, which is destroyed. If a character reaches **negative HP**, it is immediately slain.

2.6 NPC Morale

When an NPC or hireling faces more danger than they were expecting, roll WIL to see if they rout or rebel. Typical situations: NPCs lose half of their force (when in a group), or half of their health (when alone), lose their leader, are attacked by magic, etc.

Most NPCs would not get into fights they can't win, and they'll generally try to survive rather than fight to death.

2.7 Resting and Healing

PCs recover 1 HP when they eat a meal and then get a full night of rest. 24 hours of rest in a safe location restores all health. A dose of **medicine** restores 1 HP, once per day.

2.8 Inventory and Encumbrance

Items must have a recorded location: worn, carried in hands, in backpack, on belt. Belts carry up to two items, backpacks can carry as much as reasonable (about 4 + STR items).

Belt items can be grabbed in combat at any time, backpack items take 1d6 rounds to take out.

Carrying too many things can apply disadvantage to relevant rolls.

2.9 After the party

Next time the characters return to town after some great success, the group might throw a party. One of the PCs must make a WIL check to keep things in control.

Absurd boasts	Elected	Trouble pet
Adopted a child	Given a quest	Insulted a noble
Awarded medal	Got married	Insulted faction
Bought the inn	In a coffin	Joined a cult
Cursed	In love	Letter of thanks
Duel scheduled	In the stocks	Lost

Gambling loss	Robbed	Spilled secrets
Lost reputation	Roof on fire	Started a cult
New identity	Shanghaied	Swindled
New tattoo	Sick	Thrown in jail
Poisoned	Took contract	Unruly mob
Recruited	Someone died	Wrong clothes

2.10 Leveling up

All PCs begin at level 1. At the end of each session, award **1-3 XP** to all PCs based on how much the party achieved:

- Took part in the adventure: 1 XP

- Overcame a difficult challenge: +1 XP

- It was beyond their expected ability: +1 XP

Upon reaching enough XP, they gain a level. After level 7, characters may retire and become an NPC at the end of any adventure. XP is not reduced to 0 after leveling up.

Notice that leveling up does not automatically heal a character.

XP	Level	Boons
2	2	HP +2, +1 to an ability bonus
6	3	HP +2, pick one feature
12	4	HP +2, +1 to an ability bonus
20	5	HP +2, pick one feature
30	6	HP +2, +1 to an ability bonus
42	7	HP +2, pick one feature

2.11 Optional: Souls-like rules

When a character dies, roll 2d6+WIL: 6- reduce WIL by 2, 7-9 reduce WIL by 1, 10+ lose no WIL. Then, make a standard WIL save, and reduce WIL by 1 if failed. These loses are permanent. If the character still has at least -3 WIL, it may come back to life after a while, as long as the body hasn't been fully destroyed, with 1d4 HP. Sometimes the character might show up out of nowhere, slightly confused, even despite full destruction. The lost WIL should represent the gradual decline of the mind and spirit.

Characters may become tainted, for example through exposure to demonic power, absorbing demon souls to gain extra XP, etc. Upon level up, a tainted character must roll 2d6+WIL when reaching a new level. If the result is lower than or equal to the new level, then the character goes hollow and is lost to madness, becomes an empty husk of themselves with just a figment of one memory left in their minds, or becomes a demon themselves. A tainted character who successfully reaches level 7 without losing themselves keeps accumulating XP and must repeat the check every 6 XP gained, at difficulty 7. The excess XP over 42 can be used by the GM to power the character up after it's gone mad, with every 3 XP being a +1 to something or every 6 XP a new ability.

3 Magic

Magic is strange and unpredictable. With every rest, a character can refill all empty spell slots with randomly rolled spells, and also replace unused spells if desired. When a spell is cast, it is lost, and a new one must be rolled after the next rest.

You need a free hand in order to **cast a spell**.

Offensive spells typically allow their targets a danger roll to resist or avoid the effects. If the spell includes damage, the GM can either set a flat damage rating or rate the damage as a number of dice from 1 to 6.

To **generate a spell**, roll first on the table below to find the spell formula. Then roll on the individual tables to find the spell's name or keywords. The effect of the spell is anything that makes sense according to its name.

Phy = Physical

Eth = Ethereal

<i>Id66</i>	<i>1-3</i>	<i>4-6</i>
1	Phy Effect + Phy Form	Eth Element + Phy Form
2	Phy Effect + Eth Form	Eth Element + Eth Form
3	Eth Effect + Phy Form	Phy Effect + Phy Element
4	Eth Effect + Eth Form	Phy Effect + Eth Element
5	Phy Element + Phy Form	Eth Effect + Phy Element
6	Phy Element + Eth Form	Eth Effect + Eth Element

3.1 Keywords

3.1.1 Physical Effects

Animating	Crushing	Fusing
Attracting	Diminishing	Grasping
Binding	Dividing	Hastening
Blossoming	Duplicating	Hindering
Consuming	Enveloping	Illuminating
Creeping	Expanding	Imprisoning

Levitating	Reflecting	Sealing
Opening	Regenerating	Shapeshifting
Petrifying	Reding	Shielding
Phasing	Repelling	Spawning
Piercing	Resurrecting	Transmuting
Pursuing	Screaming	Transporting

3.1.2 Physical Elements

Acid	Clay	Glass
Amber	Crow	Honey
Bark	Crystal	Ice
Blood	Ember	Insect
Bone	Flush	Wood
Brine	Fungus	Lava

Moss	Sand	Thorn
Obsidian	Sap	Vine
Oil	Serpent	Water
Poison	Slime	Wine
Rat	Stone	Wood
Salt	Tar	Worm

3.1.3 Physical Forms

Altar	Chain	Elemental
Amber	Crow	Honey
Arrow	Claw	Fountain
Beast	Cloak	Gate
Blade	Colossus	Golem
Cauldron	Crown	Hammer
Horn	Sentinel	Tentacle
Key	Servant	Throne
Mask	Shield	Torch
Monolith	Spear	Trap
Pit	Steed	Wall
Prison	Swarm	Web

3.1.4 Ethereal Effects

Avenging	Compelling	Dispelling
Banishing	Concealing	Emboldening
Bewildering	Deafening	Encoding
Blinding	Deceiving	Energizing
Charming	Deciphering	Enlightening
Communicating	Disguising	Enraging

Excruciating	Nullifying	Soothing
Foreseeing	Paralyzing	Summoning
Intoxicating	Revealing	Terrifying
Maddening	Revolting	Warding
Mesmerizing	Scrying	Wearying
Mindreading	Silencing	Withering

3.1.5 Ethereal Elements

Ash	Ectoplasm	Light
Chaos	Fire	Lightning
Distortion	Fog	Memory
Dream	Ghost	Mind
Dust	Harmony	Mutation
Echo	Heat	Negation

Plague	Smoke	Thunder
Plasma	Snow	Time
Probability	Soul	Void
Rain	Star	Warp
Rot	Stasis	Whisper
Shadow	Steam	Wind

3.1.6 Ethereal Forms

Aura	Bubble	Cone
Beacon	Call	Cube
Beam	Cascade	Dance
Blast	Circle	Disk
Blob	Cloud	Field
Bolt	Coil	Form
Gaze	Pyramid	Swarm
Loop	Ray	Torrent
Moment	Shard	Touch
Nexus	Sphere	Vortex
Portal	Spray	Wave
Pulse	Storm	Word

3.1.7 Mutations

Use for curses or spells that have gone wrong.

Ages	Animal eyes	Cyclops
Attracts birds	Animal head	Extra arms
Child-form	Animal legs	Extra eyes
Corpulence	Animal mouth	Extra legs
Covered in hair	Animal skin	Forked tongue
Animal arms	Animal form	Gender swap

Hunchback	Monster Trait	Shrinks
Item -form	No eyes	Shrivels
Long arms	No mouth	Skin boils
Lose all hair	Phy Elem skin	Slime trail
Loses teeth	Second face	Translucent skin
Monster Feature	Sheds skin	Weeps blood

3.1.8 Insanities

Results in quotation marks are things that are only believed to be true by the insane character.

Always lies	Fears birds	Fears horses
Always polite	Fears blood	Fears iron
" Animal form "	Fears books	Fears music
Can't count	Fears darkness	Fears own mind
Can't lie	Fears fire	Fears PC
Faceblind	Fears gold	Fears rain

Fears rivers	"Genius"	" Monster Feature "
Fears silence	"Gorgeous"	" Monster Trait "
Fears sleep	Hates violence	Must sing
Fears sunlight	"Invisible"	New Personality
Fears moon	"Invulnerable"	Says thoughts
Fears trees	" Monster Ability "	Sees dead people

3.1.9 Omens/Magical Catastrophes

All iron rusts	Dream plague	Fae return
Animals die	Endless night	Forest appears
Animals mutate	Endless rain	Forgetfulness
Birds attack	Endless storm	Graves open
City appears	Endless twilight	Lamentations
Deadly fog	Endless winter	Maggots

Mass insanity	Outsider enters	Shadows speak
Mass mutation	People shrink	Space distorts
Mass slumber	People vanish	Stones speak
Meteor strike	Plants wither	Total silence
Mirrors speak	Portal opens	Tower appears
No stars	Rifts open	Water to blood

4 Monsters and animals

Otherworldly, unnatural or aberrant creatures lurk in the dark, deserted places of the world.

Creating a monster is as simple as combining an animal with an **effect**, **element**, or **form** from the magic tables. Here's other tables to make even stranger combinations.

4.1 Monster and NPC stats

Health: *Weak 1d6. Typical 2d6. Tough 3d6. Hulking 4d6. Colossal 6d6.*

Armor: *Unarmored 6. Light protection 7. Moderate protection 8. Heavy protection 9. Nigh impervious 10.* Note that armor can also be used to represent a monster's resistance against mundane weapons, or other factors that would make it difficult to harm.

AB: *Untrained +0 AB. Trained +1 AB. Dangerous +2 AB. Masterful +3 AB. Lethal +4 AB.*

STR Bonus: *Weak +0. Average +1. Strong +2. Powerful +3. Monstrous +4.*

DEX Bonus: *Slow +0. Average +1. Nimble +2. Swift +3. Blurred +4.*

WIL Bonus: *Dimwitted +0. Average +1. Clever +2. Brilliant +3. Genius +4.*

Magic: Some monsters may have spells and spell slots like a human, but in general monsters don't follow the normal spellcasting rules, they simply may have abilities that are always active or can be used at will.

4.1.1 Creating monsters

Roll once, or roll twice and combine the results.

<i>1d6</i>	<i>TYPE</i>
1-2	Aerial
3-4	Terrestrial
5-6	Aquatic

4.1.2 Aerial Animals

Albatross	Crane	Flamingo
Bat	Crow	Fly
Beetle	Dragonfly	Flying squirrel
Bird of paradise	Eagle	Goose
Butterfly	Falcon	Gull
Condor	Firefly	Hummingbird

Kingfisher	Moth	Rooster
Locust	Owl	Sparrow
Magpie	Parrot	Swan
Mantis	Peacock	Vulture
Mockingbird	Pelican	Wasp
Mosquito	Pteranodon	Woodpecker

4.1.3 Terrestrial Animals

Ant	Caterpillar	Ferret
Ape	Centipede	Fox
Armadillo	Chameleon	Giraffe
Badger	Cockroach	Goat
Bear	Deer	Horse
Boar	Elephant	Human

Mole	Rat	Snake
Ostrich	Rhinoceros	Spider
Ox	Scorpion	Squirrel
Porcupine	Sheep	Tiger
Rabbit	Slug	Wolf
Raccoon	Snail	Wolverine

4.1.4 Aquatic Animals

Alligator	Dolphin	Lobster
Amoeba	Eel	Manatee
Anglerfish	Frog	Manta ray
Beaver	Hippopotamus	Muskrat
Clam	Jellyfish	Narwhal
Crab	Leech	Newt

Octopus	Sea anemone	Squid
Otter	Sea urchin	Swordfish
Penguin	Seahorse	Tadpole
Platypus	Seal	Turtle
Pufferfish	Shark	Walrus
Salamander	Shrimp	Whale

4.2 Monster characteristics

4.2.1 Monster features

Antlers	Fangs	Legless
Beak	Fins	Long tongue
Carapace	Fur	Many-eyed
Claws	Gills	Many-limbed
Compound eyes	Hooves	Mucus
Eye stalks	Horns	Pincers

Plates	Shell	Tail
Plumage	Spikes	Talons
Proboscis	Spinnerets	Tentacles
Scales	Spines	Trunk
Segments	Stinger	Tusks
Shaggy hair	Suction cups	Wings

4.2.2 Monster traits

Amphibious	Crystalline	Fearless
Bloated	Decaying	Fluffy
Brittle	Eth Element	Fungal
Cannibal	Ethereal	Gelatinous
Clay-like	Ever young	Geometric
Colossal	Eyeless	Hardened

Illusory	Phy Element	Skeletal
Intelligent	Planar	Slimy
Iridescent	Reflective	Sticky
Luminous	Rubbery	Stinking
Many-headed	Shadowy	Tiny
Mechanical	Sharp	Translucent

4.2.3 Monster abilities

The GM should provide clues about a monster's abilities so the players can think in advance about how to deal with it.

Absorbing	Duplicating	Gaze weapon
Acid blood	Electric	Hypnotizing
Anti-magic	Entangling	Impervious
Blinding	Eth Effect	Invisible
Breath weapon	Exploding	Life-draining
Camouflaging	Flying	Magnetic

Mimicking	Radioactive	Strangling
Mind-reading	Reflective	Super-strength
Paralyzing	Regenerating	Telekinetic
Phasing	Shapeshifting	Teleporting
Phy Effect	Spellcasting	Vampiric

Poisonous	Stealthy	Wall-crawling
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4.2.4 Monster tactics

Ambush	Create barrier	Gang up
Call for support	Deceive	Gather strength
Capture	Demand duel	Go berserk
Charge	Disorient	Harry
Climb foes	Encircle	Hurl foes
Compel worship	Evade	Immobilize

Manipulate	Scatter foes	Target nearest
Mock	Stalk	Target richest
Monologue	Steal	Target strongest
Order minion	Swarm	Target weakest
Protect leader	Target insolent	Toy with
Protect self	Target leader	Use terrain

4.2.5 Monster personality

Alien	Devious	Fanatical
Aloof	Distractable	Forgetful
Bored	Educated	Generous
Cautious	Embittered	Hateful
Cowardly	Envious	Honorable
Curious	Erudite	Humble

Jaded	Meticulous	Psychopathic
Jovial	Mystical	Sophisticated
Legalistic	Obsessive	Touchy
Manipulative	Out of touch	Unimpressed
Megalomaniac	Paranoid	Vain
Melancholy	Polite	Xenophobic

4.2.6 Monster weakness

Monsters don't have to have specific weaknesses, but it's a good way to reward research and preparation.

Bells	Conversation	Heat
Birdsong	Deformity	Holy icon
Children	Flattery	Holy water
Cold	Flowers	Home cooking
Cold iron	Gifts	Insanities
Competition	Gold	Mirrors

Mistletoe	Puzzles	True name
Moonlight	Riddles	Valuable material
Music	Rituals	Weak spot
Methods	Silver	Weapon Items
Phylactery	Sunlight	Wine
Phy Element	Tears	Wormwood

5 Treasure & equipment

5.1 Prices

Prices as a guideline, players may have to haggle.

- **Light weapons:** 1 hand (20g)

- **Heavy weapons:** 2 hands, +1 damage (40g)

- **Ranged weapons:** 2 hands (20-40g)

- **Light armor:** +1 armor (100g)

- **Heavy armor:** +2 armor, no advantage on DEX checks or surprise attack rolls (400g)

- **Shields:** +1 armor, 1 hand, can be shattered to prevent all damage from an attack (10g)

- **Common items:** Rope, candles, etc. (1-5g)

- **Specialized items:** Bear trap, key, etc. (5-20g)

- **Luxury items:** Book, mirror, potion, etc. (20-100g)

- **Animals:** Mule (20g), Horse (100g), Dog (5g), Bloodhound (100g), Chicken (5g), Trained falcon (1.000g)

- **Transport:** Cart (30g), Wagon (100g), Coach (250g), Rowboat (50g), Fishing boat (500g), Caravel (5.000g), Warship (10.000g)

- **Property:** Small House (1.000g), Tavern (2.000g), Guildhall (5.000g), Manor (10.000g), Fortified outpost (25.000g), Estate (50.000g), Castle (200.000g)

- **Hirelings** (all prices per day): Servant (1-5g), Torchbearer (5-10g), Guide (10-20g), Sellsword (20-50g), Specialist (50-100g), Magician (100-200g)

5.2 Miscellaneous items

Bowl	Drawing	Handkerchief
Brass bell	Foreign coin	Hinged box
Brooch	Game piece	Hourglass
Carved figurine	Glass eye	Human tooth
Cup	Glass jar	Human tooth
Cup	Glass war	Hunting horn
Deck of cards	Hair comb	Loaded dice
Long fork	Purse	Sewing needle
Numbered key	Quill pen	Shaving razor
Oil lamp	Salve	Silver button
Old doll	Scissors	Skull
Paint pot	Scroll	Tobacco pipe
Pencil	Sealed letter	Wine bottle

5.3 Worn items

Belt	Cincture	Gauntlets
Blouse	Cloak	Glove
Boots	Coat	Gown
Bracelet	Dress	Hat
Breastplate	Earing	Helmet
Brigandine	Eyepatch	Hose
Leather armor	Plate mail	Shoes
Locket	Ring	Skirt
Mail shirt	Robe	Slippers
Mask	Sandals	Socks
Necklace	Scarf	Trousers
Padded armor	Shirt	Veil

5.4 Weapon items

Arming sword	Crossbow	Halberd
Backsword	Cutlass	Hammer
Battleaxe	Dagger	Hatchet
Blowpipe	Flail	Horsebow
Claymore	Flanged mace	Hunting knife
Club	Glaive	Lance
Longbow	Scimitar	Stake
Longsword	Shortbow	Stiletto
Mace	Sickle	Throwing axe
Maul	Sling	Warhammer
Morningstar	Spear	Warpick
Pike	Staff	Whip

5.5 Tool items

Acid flask	Crowbar	Grappling hook
Bear trap	Door ram	Grease
Bellows	Ear trumpet	Hacksaw
Bolt cutters	Fire oil	Hammer
Chain	Fishing hook	Hand drill
Chisel	Goggles	Lantern
Lens	Needle	Rope
Lock/key	Pickaxe	Scissors
Lockpicks	Pitchfork	Shovel
Manacles	Pliers	Spikes
Metal file	Pole	Steel wire
Mortar/pestle	Pulleys	Tongs

5.6 Potions

Learning effects may require experimentation. May cause **mutations** or **insanities** if gone bad.

Animal form	Detect evil	Extra arm
Body swap	Detect gold	Flight
Camouflage	Detect hidden	Ghost speech
Control animals	Direction sense	Heat vision
Control element	Element form	Insanity
Cure affliction	Element skin	Invulnerable
Item form	Mutation	Super-jump
Magic immunity	Night vision	Super-strength
Mirror image	Random spell	Telekinesis
Monster Ability	Restore health	Tongues
Monster Feature	Speed	Water breathing
Monster Trait	Stretchy	Water walking

5.7 Treasure items

Alchemy recipe	Compass	Fine porcelain
Amulet	Contract	Fine liquor
Astrolabe	Crown	Instrument
Blueprints	Crystal	Magical book
Calligraphy	Deed	Microscope
Carpet	Embroidery	Music box
Orrery	Royal robes	Silverware
Painting	Saint's relic	Spices
Perfume	Scrimshaw	Spyglass
Prayer book	Sextant	Tapestry
Printing block	Sheet music	Telescope
Rare textile	Signet ring	Treasure map

5.8 Treasure traits

Altered	Cultural value	Element
Ancient	Cursed	Embellished
Blessed	Damaged	Encoded
Bulky	Disguised	Exotic
Compact	Draws enemies	Extra-planar
Consumable	Effect	Famous
Forbidden	Inelligent	Political value
Fragile	Masterwork	Religious value
Heavy	Military value	Repaired
Immovable	Non-human	Royal
Impracticable	Owned	Toxic
Indestructible	Partial	Vile

5.9 Magical ingredients

Use for potion making.

Ancient liquor	Coffin nail	Killer's hand
Animal	Corpse's hair	King's tooth
Blind eye	Crossroad dust	Last breath
Boiled cat	Cultist entrails	Liar's tongue
Book page	Edible plant	Lightning bolt
Bottled fog	Exotic spice	Lodestone
Monk's vow	Potion	Thief's finger
Monster Feature	Pyre ember	Tomb flower
Newborn's cry	Queen bee	Valuable material
Oil portrait	Queen's blood	Wedding ring
Phy Element	Ship's barnacle	Widow's tears
Poisonous plant	Star-metal	Wizard skull

5.10 Valuable materials

Alabaster	Bloodstone	Ebony
Amber	Bone porcelain	Emerald
Aquamarine	Chalcedony	Fire agate
Azurite	Cinnabar	Garnet
Beryl	Coral	Gold
Black pearl	Diamond	Ivory
Jade	Onyx	Sapphire
Jasper	Opal	Serpentine
Jet	Pearl	Silver
Lapis lazuli	Platinum	Star iron
Malachite	Obsidian	Topaz
Moonstone	Ruby	Turquoise

5.11 Book subjects

A book can answer 1d6 questions.

Alchemy	Cookbook	Hagiography
Art	Criminals	History
Astrology	Divination	Journal
Blackmail	Etiquette	Language
Charts & maps	Fashion	Laws
Conspiracies	Genealogy	Letters
Lost empires	Oratory	Sword fighting
Lost places	Propaganda	Theology
Love poems	Prophecies	Treasures
Monsters	Siegecraft	War chronicle
Mythology	Songs	Who's who
Odd customs	State secrets	Witch hunting

6 NPCs

6.1 Occupation

Civilized

Acolyte	Brewer	Courtier
Actor	Bureaucrat	Diplomat
Apothecary	Butcher	Fishmonger
Baker	Carpenter	Guard
Barber	Clockmaker	Haberdasher
Blacksmith	Courier	Innkeeper

Item-seller	Musician	Sculptor
Jeweler	Noble	Shipwright
Knight	Painter	Soldier
Locksmith	Priest	Tailor
Mason	Scholar	Taxidermist
Miller	Scribe	Wigmaker

Underworld

Alchemist	Contortionist	Fence
Beggar prince	Counterfeiter	Fortuneteller
Blackmailer	Cultist	Galley slave
Bounty-hunter	Cutpurse	Gambler
Chimney sweep	Debt-collector	Gravedigger
Coin-clipper	Deserter	Headman

Hedge knight	Peddler	Slave
Highwayman	Pit fighter	Smuggler
Burglar	Poisoner	Street performer
Kidnapper	Rat catcher	Tattooist
Mad prophet	Scrivener	Urchin
Mountebank	Sellsword	Usurer

Wilderness

Apiarist	Explorer	Hermit
Bandit	Farmer	Hunter
Caravan guard	Fisherman	Messenger
Caravaneer	Forager	Minstrel
Druid	Fugitive	Monk
Exile	Hedge wizard	Monster hunter

Outlander	Sage	Tinker
Outcast	Scavenger	Tomb raider
Pilgrim	Scout	Trader
Poacher	Shepherd	Trapper
Raider	Seer	Witch
Ranger	Surveyor	Woodcutter

6.2 Assets

How an NPC can help, what they can use.

Authority	Excellent liar	Gorgeous
Avoids detection	Extremely rich	Hears rumors
Calls in favors	Faction leader	Huge family
Charming	Faction member	Huge library
Cooks books	Feared	Impersonator
Erases evidence	Fortified base	Interrogator

Knows a guy	Loyal henchmen	Pulls the strings
Knows way in	Middling oracle	Secret lab
Money launder	Nothing to lose	Sells contraband
Learned	Owens the guard	Smuggles goods
Local celebrity	Powerful spouse	Spy network
Local knowledge	Procures gear	War hero

6.3 Liabilities

Addiction	Gambler	Insanity
Alcoholic	Glutton	Jealous
Corrupt ally	Greedy	Leaves evidence
Coward	Heretic	Many enemies
Decadent	Huge debts	Misinformed
Forbidden love	Imposter	Money trail

Narcissist	Protective	Temper
Needs meds	Scandalous	Trusting
OCD	Softhearted	Vulnerable base
Paranoid	Strict routines	Wanted
Partyer	Superstitious	Weak-willed
Poor equipment	Suspicious	Despised

6.4 NPC Goals

A better life	Enlightenment	Infamy
Acceptance	Fame	Infiltrate faction
Acquire item	Found faction	Justice
Craft item	Freedom	Kidnap NPC
Destroy faction	Glory	Lead faction
Destroy item	Impress NPC	Learning

Locate NPC	Resolve dispute	Serve evil
Love	Restore faction	Serve faction
Mastery	Reveal a secret	Serve ideology
Power	Revenge	Serve leader
Reach location	Sabotage faction	Serve the needy
Rescue NPC	Serve a deity	Wealth

6.5 Misfortunes

Abandoned	Condemned	Discredited
Addicted	Crippled	Dismissed
Arrested	Cursed	Disowned
Blackmailed	Defrauded	Famished
Burgled	Demoted	Famished
Challenged	Depressed	Forgotten

Framed	Mobbed	Replaced
Haunted	Mutilated	Robbed
Humiliated	Overworked	Sick
Impoverished	Poisoned	Sued
Kidnapped	Pursued	Suspected
Lost	Rejected	Transformed

6.6 Quests

Combine with items, locations, NPCs, factions, etc. to generate quests, or as a source of plot hooks.

Apprehend	Deface	Exfiltrate
Assassinate	Defraud	Extort
Blackmail	Deliver	Follow
Burgle	Destroy	Frame
Chart	Discredit	Impersonate
Convince	Escort	Impress

Infiltrate	Protect	Sabotage
Interrogate	Raid	Smuggle
Investigate	Replace	Surveil
Kidnap	Retrieve	Take over
Locate	Rob	Terrorize
Plant	Ruin	Threaten

6.7 Methods

Alchemy	Charm	Eloquence
Blackmail	Commerce	Espionage
Bluster	Cronies	Fast-talking
Bribery	Debate	Favors
Bullying	Deceit	Hard work
Bureaucracy	Deduction	Humor
Investigation	Negotiation	Rumors
Legal trickery	Persistence	Sabotage
Manipulation	Piety	Teamwork
Misdirection	Preparation	Theft
Money	Quick wit	Threats
Nagging	Research	Violence

6.8 Secrets

Addicted	Cultist	Ghost
Artificial	Demigod	Has a child
Assassin	Evil lineage	Heretic
Bankrupt	Exile	High born
Beholden	Fence	Huge fortune
Counterspy	Fugitive	Illusion

Insurrectionist	Non-human	Serial killer
Low born	NPC	Smuggler
Married	Polygamist	Spy
Mind controlled	Protects relic	Time traveler
Misfortune	Scandalous birth	Transformed
Monster hunter	Secret police	War criminal

6.9 Reputations

Not necessarily true, just how the local community perceives the character.

Ambitious	Cheat	Honest
Authoritative	Dangerous	Hypochondriac
Boor	Entertainer	Idiot
Borrower	Gossip	Influential
Celebrity	Hardworking	Layabout
Charitable	Holy	Leader

Misanthrope	Partier	Riffraff
Miser	Pious	Scandalous
Neighborly	Proper	Slime ball
Nutjob	Doom prophet	Terrifying
Obnoxious	Repulsive	Weirdo
Overeducated	Respected	Wise

6.10 Hobbies

Archaeology	Collects cats	Falconry
Art collecting	Cuisine	Fashion
Bad fiction	Dark lore	Fishing
Calligraphy	Dog breeding	Foreign cultures
Card games	Embroider	Gardening
Clockwork	Exercise	History

Horseracing	Opera	Sculpture
Hunting	Painting	Sketching
Instrument	Poetry	Smoking
Knitting	Puzzles	Theater
Lawn games	Riddling	Weaving
Mountaineering	Science	Whiskey

6.11 Relationships

Adviser	Client	Idol
Blackmailer	Confidant	Informant
Business partner	Debtor	Master
Business rival	Disciple	Mentor
Buyer	Guardian	Nemesis
Captor	Henchman	Offspring

Parent	Right hand	Stalker
Patron	Romantic rival	Suitor
Political rival	Servant	Supplicant
Prisoner	Sibling	Supplier
Protégé	Social rival	Sweetheart
Quarry	Spouse	Unrequited love

6.12 Divine Domains

To generate divinities, or to align NPCs with universal forces.

Animal	Cycles	Judgement
Balance	Death	Love
Betrayal	Destiny	Memory
Chance	Dreams	Monsters
Chaos	Element	Moon
Conquest	Gateways	Motherhood

NPC	Schemes	The Sea
Oaths	Secrets	The Wild
Order	Storms	Time
Plague	Summer	Underworld
Purification	Sun	Wealth
Reason	The Forge	Winter

7 The city

7.1 City themes

Animals	City activity	Faction
Aristocracy	City event	Festivals
Art	Crime families	Feuds
Bureaucracy	Cruelty	Intrigue
Castes	District theme	Low Class Building
Catacombs	Divine domain	Martial law
Meritocracy	Plutocracy	Thievery
NPC	Poverty	Trade
Opulence	Rituals	Tyranny
Phy Element	Slavery	Up. Class Building
Pilgrimages	Spices	Wizardry
Piracy	Theocracy	Xenophobia

7.2 City events

Assassination	Curfew	Flood
Carnival	Discovery	Heavy fog
Conscription	Earthquake	Heavy taxes
Coronation	Faction war	Holy day
Coup	Fashion trend	Hysteria
Cult activity	Fire	Inquisition
Insurrection	Plague	Roundup
Invasion	Proclamation	Scandal
Jailbreak	Prohibition	Serial killer
Mass eviction	Public games	Shortage
Mass pardon	Refugees	Tournament
Negotiation	Rioting	Trial

7.3 District themes

Catacombs	Dining	Government
Civilized NPCs	Education	Graveyard
Construction	Entertainment	Green space
Crafts	Finance	Industrialization
Criminality	Foreigners	Judgement
Culture	Ghettos	Livestock
LoB Class Build	Poverty	Underworld NPCs
Marketplace	Punishment	Upper Class Build.
Memorials	Religion	Vices
Military	Science	Wilderness NPCs
Opulence	Trade	Wizardry
Pollution	Trash	Wonders

7.4 Upper class buildings

Academy	Bookseller	Gallery
Alchemist	Castle	Garden
Archive	Clockmaker	Haberdashery
Art dealer	Clothier	Jeweler
Barber	Courthouse	Law office
Bookbinder	Furrier	Locksmith
Lounge	Physician	Taxidermist
Manor	Printer	Temple
Museum	Public baths	Tobacconist
Observatory	Restaurant	Townhouse
Opera house	Salon	Winery
Park	Stables	Zoo

7.5 Lower class buildings

Apothecary	Catacombs	Forge
Asylum	Cheesemaker	Fortuneteller
Baker	Criminal den	Gambling hall
Brewery	Curiosity shop	Leatherworks
Butcher	Dock	Marketplace
Candlemaker	Fighting pit	Mason
Mill	Shipyards	Theater
Moneylender	Shrine	Veterinarian
Orphanage	Stockyard	Warehouse
Outfitter	Stone carver	Watchtower
Prison	Tattooist	Weaver
Sewers	Tavern	Workshop

7.6 Building rooms

Arboretum	Bed chamber	Dungeon room
Atrium	Cabinet	Garden
Attic	Chapel	Garret
Aviary	Cloakroom	Greenhouse
Ballroom	Dining room	Junk room
Baths	Dressing room	Kitchen
Larder	Pantry	Smoking room
Library	Parlor	Spicery
Map room	Privy	Still room
Menagerie	Root cellar	Study
Mews	Saucery	Trophy room
Nursery	Scullery	Wardrobe

7.7 City Activities

Inspiration to create random encounters.

Abduct	Construct	Extinguish
Beg	Cook	Extort
Brawl	Dance	Follow
Burgle	Duel	Gamble
Celebrate	Dungeon Activity	Haul
Chase	Execute	Interrogate
Marry	Play	Repair
Quest	Preach	Rion
Mourn	Process	Rob
Party	Proclaim	Search
Patrol	Protest	Sell
Perform	Release	Wilderness Activity

7.8 Tactical street features

Combine with **City Activities** to add tactical elements to street combat and encounters.

Arcade	Carriages	Dead end
Awnings	Catwalks	Dense fog
Balconies	City Activity	Downpour
Barricades	Climbable walls	Dungeon Activity
Bridge	Clotheslines	Flooding
Canal	Crowd	Food stalls
Fountain	Roof access	Steep streets
Gates	Roof gardens	Steps
Ladders	Sewer access	Torn up street
Livestock	Sinkhole	Vermin swarms
Muddy	Slick	Well
Overgrown	Steep roofs	Wilderness Activity

7.9 Tactical building features

Add challenges, access points, and other useful features to missions involving building interiors.

Animal nests	Cabinets	Echoing marble
Balconies	Carpeted floors	Hanging chains
Basement access	Chandeliers	Huge fireplace
Brightly lit	Crawlspaces	Narrow ledges
Broken furniture	Drain pipes	Open windows
Broken glass	Dumbwaiters	Ornate weapons
Overgrown	Rotting walls	Spyholes
Patrols	Screens	Staircase
Piles of trash	Servant passages	Tall bookshelves
Pillars	Sewer access	Unlit
Rotting ceiling	Shadowy alcoves	Watchdogs

Rotting floors	Skylights	Window drapes
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7.10 Factions

Art movement	Craft guild	Gourmand club
Beggars' guild	Crime family	Heist crew
Black market	Crime ring	Heretical sect
Brotherhood	Dark cult	High council
City guard	Explorer's club	Hired killers
Conspiracy	Free company	Local militia

National church	Religious sect	Spy network
Noble house	Resistance	Street artists
Outlander clan	Royal army	Street gang
Outlaw ang	Royal house	Street musicians
Political party	Scholar's circle	Theater troupe
Religious order	Secret society	Trade company

7.11 Faction traits

Bankrupt	Decadent	Esoteric
Bureaucratic	Decaying	Expanding
Charitable	Delusional	Hunted
Confused	Divided	Incompetent
Connected	Dwindling	Incorruptible
Corrupt	Efficient	Insane
Insular	Righteous	Thriving
Manipulative	Ruthless	Unpopular
Martial	Secret	Blooming
Personality	Subversive	Wealthy
Pious	Suppressed	Well-prepared
Popular	Threatened	Xenophobic

7.12 Faction goals

Advise leader	Control politics	Destroy artifacts
Avoid detection	Create artifact	Destroy being
Awaken being	Create monster	Destroy villain
Collect artifacts	Defeat faction	Enforce law
Construct base	Defend borders	Enrich members
Control faction	Defend leader	Entertain
Exchange goods	Preserve lineage	Sell services
Hear rumors	Preserve lore	Share knowledge
Indulge tastes	Produce goods	Spread beliefs
Infiltrate faction	Promote arts	Summon evil
Map the wild	Promote craft	Survive
Overthrow order	Purge traitors	Transport goods

8 The Wild

8.1 Wilderness regions

Ashy	Dry lands	Forest
Badlands	Dune sea	Glaciers
Bay	Dust bowl	Heath
Beach	Fjords	Highlands
Delta	Flood lands	Hills
Desert	Foothills	Ice fields
Jungle	Plains	Taiga
Lowlands	Rainforest	Thickets
Mesas	Riverlands	Tundra
Moor	Salt pan	Volcanic plain
Mountains	Savanna	Wetlands
Petrified forest	Steppe	Woodlands

8.2 Wilderness region traits

Combine with **Wilderness Regions**.

Ashen	Creeping	Frozen
Blasted	Desolate	Haunted
Blighted	Dungeon trait	Howling
Broken	Eternal	Jagged
Consuming	Eth Effect	Lonely
Corrupted	Forsaken	Misty
Perilous	Shifting	Thorny
Petrified	Shivering	Thundering
Phantasmal	Sinister	Torrential
Ravenous	Sinking	Phy Effect
Savage	Smoldering	Wandering
Shadowy	Sweltering	Withered

8.3 Wilderness landmarks

Bog	Crater	Grove
Boulder field	Creek	Hill
Butte	Crossing	Hollow
Cave	Ditch	Hot springs
Cliff	Field	Lair
Crap	Forest	Lake
Lakebed	Pond	Rockslide
Marsh	Rapids	Spring
Mesa	Ravine	Swamp
Moor	Ridge	Thickets
Pass	Rise	Valley

Pit	River	Waterfall
Altar	Cairn	Ford
Aqueduct	Crossroads	Fortress
Bandit's camp	Crypt	Gallows
Battlefield	Dam	Graveyard
Bonfire	Dungeon	Hedge
Bridge	Farm	Hunter's camp
Inn	Outpost	Standing stone
Lumber camp	Pasture	Temple
Mine	Ruin	Village
Monastery	Seclusion	Wall
Monument	Shack	Watchtower
Orchard	Shrine	Waystone

8.5 Wilderness discoveries

Blood stains	Cut ropes	Item
Bones	Dead animal	Lost NPC
Broken wpns	Dungeon Activ.	Magical effects
Burrow	Food scraps	Map
City Activity	Grave marker	Message
Civilized NPC	Human corpse	Migration
Mutation	Stunned NPC	Underworld NPC
Nest	Supplies	Wilderness Activity
Portal	Torn flag	Wildern. Landmark
Resources	Tracks	Wildern. Structure
Rift	Trap	Wilderness NPC
Strange plants	Treasure cache	Wizard fight

8.6 Wilderness activities

Inspiration for creating random encounters.

Ambush	City Activity	Eat
Argue	Convene	Excavate
Birth	Demolish	Feast
Build	Die	Feeling
Bury	Duel	Fish
Capture	Dungeon Activity	Flee
Forage	Sacrifice	Sleep
Hunt	Scout	Swim
March	Sing	Track
Raid	Skin	Trap
Rescue	Skirmish	Wander
Rest	Slay	Worship

8.7 Wilderness hazards

Avalanche	Downpour	Forest fire
Blizzard	Drizzle	Hail
Brushfire	Dust storm	Heat wave
Cloudburst	Earthquake	Hurricane
Cyclone	Eruption	Ice storm
Dense fog	Flooding	Light mist
Locust swarm	Predator	Snow
Magma flow	Quicksand	Stampede
Meteor strike	Rain of frogs	Thunderstorm
Monsoon	Rockslide	Tsunami
Mudflow	Sandstorm	Whirlpool
Mudslide	Sleet	Windstorm

8.8 Plants

1-3 not poisonous, 4-6 poisonous.

8.9 Inn adjectives

Combine an adjective with an **Inn Noun** to create an inn name.

Bellowing	Cunning	Ghastly
Blazing	Copper	Golden
Bleak	Dancing	Helpful
Blessed	Dead	Hideous
Bloody	Drunken	Howling
Crimson	Flying	Hungry
Moldy	Romantic	Smoking
Muttering	Salty	Thirsty
Nimble	Singing	Wicked
Oozing	Shivering	Tipsy
Petrified	Shrieking	Whistling
Prancing	Silver	Wanton

8.10 Inn nouns

Axe	Bucket	Elephant
Barrel	Candle	Flea
Bear	Cock	Fork
Bell	Cow	Giant
Boot	Dragon	Griffin
Bowl	Egg	Hart
Hop	Monk	Spoon
Hound	Moon	Star
Lamb	Pipe	Swan

Lion	Prince	Sword
Mackerel	Rat	Whale
Maid	Skull	Wife

8.11 Inn quirks

100 years in past	Brand new	Dungeon Form
Always night	Cannibals	Expensive
Animal fights	City Activity	Faction hangout
Bard duels	Constant party	Faction Traits
Bigger inside	Dancing contest	Famous chef
Black market	Dead drop	Fey patrons
Fight club	Magic sword	Staff are kids
Five doors	Moves	Talking painting
Ghost staff	Mercs for hire	Underground
Haunted	NPC hangout	VIP lounge
Hideout	Preaching	Voice in well
Inn/Building	Secure storage	Women only

9 The maze

9.1 Dungeon forms

Arena	Building room	Forge
Asylum	Casino	Garden
Aviary	Catacombs	Hideout
Bank	Cave	Inn
Baths	Court	Low Class Building
Body	Dungeon Room	Laboratory
Library	Orphanage	Temple
Market	Palace	Theater
Mine	Prison	Upper Class Building
Monastery	Sewer	University
Museum	Ship	Vault
Nursery	Slave pit	Zoo

9.2 Dungeon entrances

All libraries	Cupboard	Giant book
Beaver dam	Dolmen shadow	Gypsy wagon
Behind waterfall	Down a well	Hollow tree
Chalk rectangle	Fiery pit	Huge keyhole
Chest bottom	Fog road	Iron maiden
Chimney	Forest spring	Living tattoo
Magic painting	Narrow alley	Tree roots
Man-shape hole	Rain door	Under the bed
Maze potion	Sewer grate	Unfolded map
Mirror	Sudden rift	Up a tree
Monster mouth	Tidal cave	Whirlpool
Monster wound	Tower top	Wine barrel

9.3 Dungeon layout

Ant colony	Galleria	Intertwined
Central hub	Geometric	Isolated wings
Claustrophobic	Gonzo	Layered
Crisscrossing	Haphazard	Linear
Curved	Highly regular	Loops
Disorienting	Honeycomb	Many corridors
Mazes	Organic	Symbol shape
Mix of layouts	Oversized	Tall and narrow
Multiple hubs	Recursive	Themed zones
No corridors	Repetitive	Vertical
Open plan	Sprawling	Winding
Open voids	Suspended	Ziggurat

9.4 Dungeon ruinations

Arcane disaster	Curse	Explosion
Army invasion	Degeneration	Famine
Cannibalism	Earthquake	Fire
Civil war	Eruption	Flooding
Collapse	Evil unearthed	Fungus
Crystal growth	Experiments	Haunting
Ice	Mutation	Poison gas
Insanity	Outsider attack	Resources gone
Lava flow	Overgrowth	Revolt
Magical sleep	Petrification	Risen dead
Melted	Plague	Too many traps
Monster attack	Planar overlay	War

9.5 Dungeon rewards

Ancient lore	Enemy weakness	Instructions
Animal ally	Faction ally	Jewels
Army	Forewarning	Key
Blessing	Guide	Lost formula
Blueprints	Holy relic	Machine
Cultural artifact	Influential ally	Magic item
Magical ally	Piles of loot	Transport
Map	Planar portal	Treasure item
Martial ally	Prophecy	Uncovered plot
Masterpiece	Renown	Valuable mater.
Monster ally	Spell	Vision
Oracle	Transformation	Weapon

9.6 Dungeon activities

Inspiration for random encounters.

Besiege	Deliver	Hide
Capture	Demolish	Hunt
City Activity	Escape	Loot
Collect	Feed	Map
Construct	Fortify	Mine
Control	Guard	Monster Tactic
Negotiate	Repair	Seize
Patrol	Rescue	Tunnel
Perform ritual	Research	Unearth
Purge	Revive	Vandalize
Question	Riddle	Wilderness Activ.
Raid	Scavenge	Worship

9.7 Dungeon rooms

Armory	Chasm	Fountain
Banquet hall	Courtyard	Gate house
Barracks	Crypt	Guard room
Building room	Dormitory	Kennel
Catacombs	Fighting pit	LowClass Build.
Cavern	Forge	Laboratory
Mess hall	Record room	Torture room
Mine shaft	Shrine	Treasure
Museum	Slaughterhouse	UpperClass Build
Oubliette	Stables	Vault
Pool	Storeroom	Well
Prison	Throne room	Workshop

9.8 Dungeon room details

Bas-relief	Corpses	Fading murals
Blood trail	Cracked beams	Faint breeze
Bones	Crumbling walls	Faint footsteps
Chains	Decaying food	Fallen pillars
Chalk marks	Decaying nest	Fungus
Claw marks	Dipping water	Furniture
Graffiti	Slime trails	Torn clothes
Mosaics	Spider webs	Tree roots
Recent repairs	Stalactites	Unusual smell
Rotting books	Stench	Vibrations
Rubble	Smoke stains	Vines
Shed skin	Thick dust	Whispers

9.9 Dungeon tricks

Weird effects, puzzles or challenges in an area. May be dangerous, amusing, or anything in between.

Absorption	Consumption	Exchange
Activation	Creation	Imprisonment
Animation	Curses	Instructions
Blessings	Deception	Interrogation
Communication	Duplication	Mind-control
Confusion	Eth Effect	Quest
Mood-alteration	Release	Theft
Nullification	Reversal	Time-alteration
Phy Effect	Rotation	Transformation
Planeshift	Scrying	Transmutation
Protection	Size-alteration	Transportation
Rejuvenation	Summoning	Wonder

9.10 Dungeon hazards

Acid drip	Deafening noise	Geysers
Bloodsuckers	Dense fog	Magma
Cave-in	Ensnaring vines	Magnetic field
Choking dust	Fallen floor	Mud flow
Crude oil	Flooding	Narrow ledge
Crystal shards	Freezing	Narrow passage
Poison goo	Rotten ceiling	Steam vents
Poison plants	Rotten floor	Strong winds
Precipice	Sinkhole	Tar pit
Quicksand	Slippery slope	Tight passage
Radiation	Spider webs	Toppling objects
Rockslide	Spores	Toxic fumes

9.11 Trap triggers

Blow	Drain	Magic
Break	Eat	Melody
Burn	Insert	Noise
Choice	Kill	Open
Countdown	Knock	Phrase
Darkness	Light	Pour
Press	Remove	Slide
Proximity	Retrieve	Touch
Pull	Rudeness	Turn
Read	Shut	Unbalance
Reflect	Sit	Unearth
Release	Sleep	Write

9.12 Trap effects

Should already be active or have an obvious trigger. Challenge in avoiding trigger or effect, or deactivating, not finding traps.

Acid pool	Blunt pendulum	Falling cage
Adhesive	Boiling tar	Falling ceiling
Alarm	Collapsing floor	Fills with sand
Armor melts	Crocodile pit	Flooding
Bear trap	Crushing walls	Giant magnet
Blinding spray	Deep pit	Hard vacuum
Lava flow	Pendulum blade	Room freezes
Lightning	Poison gas	Room on fire
Living statues	Poison needle	Sleeping gas
Missile fire	Quicksand	Spiked pit
Monster freed	Rage gas	Tombs open
Net trap	Rolling boulder	Wall spikes

