

BEANI



BEANI! The d2 Role-Playing Game

ACKNOWLEDGEMENTS

A lot of people were very generous with their encouragement, and brilliant ideas while I was working on the BEAN! game. Without them this game would not have been possible. Thanks for all your great work!

Thanks to:

John (Tog) Stout, for his original musings on the possibility of a game played with beans.

Raquel Salinas for listening to my mad ramblings, contributing editorial ideas, production logistics, and all manner of really vital stuff.

Paul (The Mystic Fool) Ingrassia, of TROLL HAMMER PRESS <http://trollhammerpress.blogspot.com/>, for his invaluable editorial contributions, great blurb, and enthusiastic vision for just what this silly game might evolve into.

Paul (G'Noll) Haynie for his statistical wizardry, and insightful editorial comments.

Robert S. Lotze for his wacky visions of Beanworld politics

Ken St. Andre, who created the *Tunnels & Trolls* RPG and the abstract combat system upon which that of *BEAN!* is based, your words of encouragement are always appreciated by this fledgling game designer. Thanks, my friend!

And to the playtesters who have braved the world of BEAN! as it develops:

Raquel Salinas, Nick Stender, Alyssa Stender,

Paul, Tina, and Paulie Ingrassia

Mark Aaron Young Babbitt



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Be sure to visit www.JFreels.com to see what else JeffWerx is crankin' out!

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How This Came To Be

One day John Stout wrote on Trollhalla.com about his idea that there should be a quick and easy game that could be played discreetly, for example while one is on the job "working". Being employed at a restaurant he thought that using beans might be a good alternative for dice. After all, if your employer sees you tossin' dice in a corner you'll likely be fired right away, but if you're tossing a few beans around...well, you'll probably still get sacked..

It seemed to me that the idea of a rules-lite role-playing game system based on beans was really a question of creating a d2 gaming system. It occurred to me that one solution might be to adapt my Fabled Worlds RPG System to this task..

Here's my take on a d2 game system...with beans!

Beans are used here as an alternative to dice, but really any objects that will always land with one of two sides up will work. You could use coins, pokerchips, buttons, your favorite I-Ching tokens, or anything else that strikes your fancy, but beans are plentiful, easy to work with, and I think the idea of tossing beans around is kind of funny, and that's certainly reason enough to do most of the things we do. It's only required that you be able to easily distinguish the two sides from each other, and this can be done easily enough by simply marking one or both sides of the bean with a "+" and "-" on either side of each bean you use. If you use something other than beans you'll just need to remember which is your + and which is your - side so that the rules make sense. Any standard dice could be used by simply using the conventional "High or Low" or "Odds or Evens" rule.

It's also not an absolute necessity to describe your game in terms of beans. The rules work whether you're playing traditional Fantasy characters, Furry Anthropormorphs, Magic Granola Farmers, or whatever else floats your gaming boat. Remember that RPGs are above all else about creativity.

BEANS

ROLE-PLAYING GAMES

Role-Playing Games (RPGs) are mostly about storytelling. The Players create the main characters of the story, which are aptly enough called the Player Characters (PCs), and one person acts as the main storyteller and rules referee, called The Game Master (GM). The GM describes what the PCs experience, and plays the parts of the Non-Player Characters (NPCs) in the story.

When there is some doubt as to how a situation might unfold, RPGs use some form of random determination to resolve the action. The odds of success or failure are based on a sliding scale that considers Characters' skills, equipment, special preparation, etc. Most RPGs use some kind of dice for this. This game uses Beans.

This book will take you through all the steps of creating the Characters, and will explain how the game mechanics work. If it sounds like a big task, don't worry cos this stuff is pretty easy to pick up once you give it a try. There are lots of examples of how to do things as you read along, and there's a mini solo adventure included for you to try out the game too.



CHARACTER CREATION

All Characters whether Player Characters (PCs) or NonPlayer Characters (NPCs) use the same rules of creation.

Characters are defined by their three basic Attributes, and Archetype.

ATTRIBUTES

Attributes describe the basic building blocks of a Character. This game uses three Attributes: Body, Mind, and Spirit.

The Body Attribute is a measure of physical strength, endurance, dexterity, and overall health.

The Mind Attribute shows how intelligent a Character is and determines how quickly they can pick up new ideas, remember things, notice crucial details, and figure things out.

The Spirit Attribute is a measure of more intangible things like a person's inner fortitude and resolve, charisma, luck, and how attuned they are to unseen forces such as those used in the craft of magic.

ARCHETYPES

An Archetype is the basic idiom that defines what drives a Character. Basically it's what they do for a living. The three Archetypes for this fantasy setting are: Warrior, Rogue, and Wizard. Each Archetype has its specialties.

Warriors are skilled in the art of war. They are tough and are good at hitting things. They know about a whole lot of different weapons, strategy, intimidation tactics, and outdoor survival (trapping and foraging, shelter building, tracking, etc.). Warriors are robust and well-trained and are therefore suited to wearing heavier armor that hinders the other Archetypes.

Rogues are clever and get into or out of trouble with a bit of fast-talking & scheming.

Rogues are skilled in the art of stealth (moving silently, hiding in shadows, climbing walls), finding and disarming traps, gambling, forgery, etc. They need to be light and unencumbered and thus prefer leather armor and daggers to heavier armor and swords.

Wizards are wise and studious and know how to harness the mystic forces of nature to cast magic spells. Because they read a lot about subjects most people don't even know exist, they are the ones to go to when strange things occur. They know a lot about history, different cultures, general science and mechanical principals, navigation, nutrition, and such. They usually have good instincts on things of a mystical nature, but are sometimes too "out there" for regular folks. Heavy armor makes it difficult to cast spells, and few will carry heavy weapons for the same reason.

BEAN POOLS

An average character will be created with a total of 9 beans, three beans in each Attribute's "Bean Pool". On their Character Sheet this looks like "Body 3". The more beans in a Bean Pool, the better that Character is at challenges relating to that Attribute.

To represent their specialized training Warriors, Rogues, and Wizards get an extra bean in their relevant Bean Pool. For Warriors this is Body, Rogues get their extra bean in Mind, and Wizards in Spirit.

BODY	<u>3</u>
MIND	<u>4</u>
SPIRIT	<u>3</u>
Stuff: 1 dagger, Backpack w/ Sandwich, canteen, Tinder box, Lockpicks.	
Loot: 3 shiny marbles	
XPs: _____	

Sample Rogue Character

If any of the Bean Pools is reduced to zero than they don't have the beans to deal with *any* kind of challenge for that Attribute! If the Body Attribute is reduced to zero beans the Character is unconscious, and at minus three beans they are dead!

EQUIPPING CHARACTERS

Even though this is a fantasy game setting, try to be reasonable and realistic about just how much gear your Characters should be able to carry. Just how many swords can a Warrior carry without tripping over themselves? Remember that the GM always has the final word on what is or isn't reasonable.

Characters will usually begin play with the basic gear common to their Archetype, which they have picked up during their training. Replenishing food and lost supplies as well as procuring specialized gear must be dealt with during the game session.

GAME MECHANICS *or* THE BASIC BEAN COUNTING SYSTEM

If the success or failure of an action in the story is not clear than the Players and/or GM must "Roll For It". There are three ways to do this: Contests, Challenges, and Combat.

CONTESTS

A Contest pits Characters against each other. The GM will announce a contest by saying something like, "Roll For Body", or "RollMind". The contestants will Roll their Bean Pools for the Attribute. The highest number of +'s wins the contest. If both contestants tie, each adds an extra bean to their roll until the tie is broken thus declaring the winner.

CHALLENGES

Sometimes Characters must roll a Bean Pool against a particular Difficulty Rating. The GM will tell them which Attribute is being tested, as well as the diffi-

DIFFICULTY	+ NEEDED
Easy	1
Moderate	2
Challenging	3
Difficult	4
Impossible	5

Example #1:

Nilla the Rogue attempts to slip unseen through the city gate. The GM directs her to "TossMind2" to see if she can execute this plan effectively. Because she is a Rogue, she has 4 beans in her Mind Bean Pool. She tosses the beans and gets: +, -, +, +. Three positives, and only 1 negative bean, she exceeds the required 2 + and succeeds!

Next she wanders through the streets looking for any kind of opportunity that might present itself to a roaming Rogue. Soon she sees a small fluffy dog in a jeweled collar looking out of place and frightened. She tells the GM that she wants to catch the dog because there might be a reward for its safe return. The GM directs her to "RollBody" to see if she can catch the dog. The GM decides that the little dog really isn't very tough, nor in the mood to put up much of a fight, so he rolls 2 beans for its Body score. Nilla scores -, +, +, to the little dog's -, +. Nilla has the better score in this contest, and succeeds in scooping up the little beastie.

Hopefully her luck will continue when she finds out she has the Princess' favorite pet and has to explain how she ended up with the lil' doggy after it was kidnapped the previous night! Will they believe her?

culty number for them to meet or beat. Difficulty challenges are written like: "RollBody3", or "TossSpirit2"

Some tasks will be beyond a Character's normal chances of success because they require more + beans than the PC has in their Bean Pool, but with the Add-A-Bean Rule/Infinity Option! (see the following section) they might still have a chance!

FUMBLES and SUPER DUPERS

Sometimes the most heroic characters will fumble, and the most unlikely characters will overcome overwhelming odds to perform some

kind of super duper feat. This kind of thing makes life and gaming more interesting; here's how it works in this game:

Fumbles: If a Player rolls all -'s, then whatever they were attempting to do is an Automatic Failure, a Fumble. Maybe the sun was in their eyes, their equipment slipped, perhaps the opponent was just really lucky, it's up to the GM to be creative in describing what happened.

Add-A-Bean Rule: If the Player rolls all +'s, they earn an extra bean, and if this bean turns up + they may continue adding an extra bean until they roll a -. With luck they might keep rolling forever and could make any required Target Number with a Super Duper success! It's a long shot, but there's always a chance.

COMBAT

There are two kinds of combat: Melee (hand to hand), and Ranged.

Combat is based on the Body Attribute.

BASIC COMBAT

When two Characters fight, each rolls their Body Bean Pool, plus the beans for any weapons they are using to come up with a Combat Score. The two Combat Scores are compared and the lowest score loses. The loser subtracts as many beans from their Body Attribute as they lost the roll by, minus any Defense Rating they have such as from armor.



COMBAT ROUNDS

A Combat Round is the amount of time it takes to do something. Taking more than a few steps, making an attack, casting an "instant" spell, all take one round. Preparing a crossbow to fire takes 4 rounds.

EXAMPLE #2:

It's later in the day and Nilla has brought the little dog to the castle courtyard. She hasn't been making very good rolls and therefore hasn't been able to convince the Princess that she wasn't the one who kidnapped the pooch. One of the castle guards draws his sword and lunges at Nilla, who drops the dog and draws her dagger – *it's on!*

The guard is a Warrior, and has Body4 plus 2 beans for his sword. He's rolling 6 beans and gets +,-,-,+,-,+ for a total Combat Score of 3. Nilla has only Body3 plus 1 bean for her dagger and she rolls +,-,+,+, for a Combat Score of 3. This round is a tie, so no one has suffered any real damage – *yet!*

MULTIPLE FOES or GANGIN' UP!

Two or more characters may gang up on an opponent, or opponents. The mechanics for multiple foe combat is exactly the same as standard combat except that the allies add their individual Combat Scores together for one Collective Combat Score. The winner of the combat turn decides how the damage is distributed to the losers: either all to a single foe, evenly distributed to all foes, or some other combination.

EXAMPLE #3

In the courtyard, the guardsman prepares to attack Nilla again! He rolls for Body4 and +2 Sword, getting +,+,-,+,-,+ for a total Combat Score of 4. Nilla rolls her Body3 with her +1 Dagger and gets +,-,+,+, for a score of 3, but at the last second that little dog jumps to her defense with its Body2 and rolls a -,+. With the dog's extra +, Nilla's side has a Combat Score of 4 which ties with the Guard's Combat Score of 4! Little dogs can be good for something after all.

If the Princess decides that this is a sign of friendship, Nilla might just make it out of this alive!

RANGED COMBAT

Using ranged weapons has the advantage that you may attack your opponent while being far enough away that they can't attack you – unless they also have ranged weapons!

When firing some kind of projectile at an opponent you will roll your Body Bean Pool, but first you must figure out how many of those beans you can use! Begin by subtracting Beans equal to your target's Defense Rating and any of the modifiers below if they apply. You'll notice that the more cover a target has, the harder it is to hit, however The Infinity Option might produce some kind of Super-Duper Success that could still result in damage!

TARGET IS:	MODIFIER
Surprised	+2
Dodging	-1
Partially Covered	-1
Mostly Covered	-2
Completely Covered	-3



Ranged weapons are often too cumbersome to use at close range, but if they are used at their proper range they may be fired twice in a combat round.

EXAMPLE #4:

Nilla has been really lucky in her battle with the well-armed guardsmen so far, but he's got a scary look of determination on his face as he chop at the Rogue! The Princess suspects that Nilla may have been telling the truth about finding the royal dog, but the guard doesn't hear the command to halt. The Princess grabs a nearby goblet and hurls it at the guard's head! The GM decides that the Guard will be surprised so the Princess gets a +2! She Rolls Body3 +2 and gets -,+,+,-,+ . This is good enough for a moderate challenge, and the GM rules that the shot is successful! However, the guardsman is armored, and the goblet isn't much of a weapon so it won't do any damage to him, but he does stop as the goblet clangs against his helmet!

ADDS

During the course of play, the GM may award extra "Adds" to a Character's Attributes to represent special training, abilities, or magical influences. These Adds are shown in the Attribute's Bean Pool. A Body Add of 1 would look like: "Body 3+1". In this example the player would still roll 3 beans for all Body Contests, Challenges, and Combat Scores, and if the result is not an Automatic Failure then add an extra + to the final score.

HEALING

Characters heal with rest and medical attention, and if they're lucky with some kind of quick and easy magical assistance! For every ten minutes of quality rest they will regain 1 bean up to the maximum number of beans in their Body Bean Pool. Quality rest means preferably sitting down and taking it easy. If one is walking slowly and not overburdened they will regain 1 bean every 15 minutes.

The other Attributes are healed in the same way, unless whatever drained these Attributes is specified to be of a more permanent nature. Staying up too late studying might leave one with an effective Mind Bean Pool of 1 the next morning, but rest will revive that Character. An evil curse that reduces a Character to Mind 1 needs more than rest to heal, it'll depend on that particular curse!

DEATH *or* THE BIG SPLATTEROO!

If a Character's Body Bean Pool is reduced to zero beans, they are unconscious. If their Body Bean Pool is reduced to negative 3 they are stone cold dead!

When a Character has been knocked unconscious they are completely at the mercy of anyone around them. With any luck, they will be left alone and will wake up later, battered and bruised but alive. If their foe decides to continue beating them to death, well, that's how it goes sometimes! Time to create a new PC.

EXPERIENCE POINTS (XPs)

Characters earn Experience Points (XPs) for their actions and for good role-playing. Characters earn one XP for each "+" they roll. Every Gold Piece (or whatever unit of currency is used in your gaming world) worth of loot the Character has gained is worth 1 XP. If a Player is doing an exceptional job of role-playing, which means playing the role of their Character in a believable way and making the kinds of decisions that Character would even if the actual *Player* knows better, they may earn up to 10 XPs per game session. Successfully overcoming a foe is worth 10 times their primary Attribute in XPs.

The cost of 1 new bean is 100 XPs times the number of existing Beans in that Bean Pool. If a PC has 3 Beans in their Mind Bean Pool, it will cost them 300 XPs to buy a new Bean to raise that Bean Pool to 4. It will cost 400 XPs to buy the next bean in that Bean Pool.

Players may buy new beans with their XPs either before a game session starts or after the session ends. This is understood to be the time "off camera" when the Character is bulking up, studying, or practicing their skills.



WIZARDS & MAGIC



Magic is powered by the arcane forces of creation. These forces are very powerful, and also very fickle...sometimes they work, and sometimes they just don't. Wizards spend their whole lives learning how to wield these powers, but because there are so many unseen variables a magic spell might not always turn out as hoped for.

A Wizard can't cast more than one spell per round, and some spells take longer than one round.

All spells have a Difficulty Rating (DR) like other Challenges. The lower level spells (those with the lower DRs) are of course the easiest to cast. The more effort it takes to change reality, the higher the spell level and DR.

When a Wizard wants to cast a spell, they roll their Spirit Bean Pool and try to meet or beat the DR of the spell.

The spell might be a Critical Failure, or a Super Duper Success. If all the beans show -, or all + than the GM gets to be creative in describing what happens. A Critical Failure might effect a different target, or perhaps provide some twisted form of the intended spell. A Super Duper Success might blast more than one foe, extend extra beneficial powers for a brief time, or any other things that the GM dreams up.

MAGICAL RESISTANCE

If they are casting their spell upon an object that will not resist them, such as a friend who wants a spell of healing, or a common stone lacking any real motivation for defense, a standard roll is required. Sometimes the target of a spell will have some kind of magical resistance and the GM will tell the Wizard to subtract a bean or two from their Spirit Bean Pool for either the casting roll (for spells cast directly upon something with magical resistance) or to the spell's effects upon the target

The general rule of Magical Resistance is that if a Wizard's Spirit Bean Pool is lower than the target's, they must subtract one bean from either their casting roll, or the effects for each Spirit Bean less than their opponent's Spirit Beans.

EXAMPLE #5:

Mung The Merciless (Spirit5) is attacked by Kid-Ni (Spirit4) with a Fireball spell. Mung tries to cast a Protective Shield Spell but doesn't make the DR so his spell fizzles! Kid-Ni makes his roll and a fireball sputters to life in his hand. He then makes a successful Body Challenge Roll for a Ranged attack, and throws the fireball toward Mung! The only defense Mung has against the fireball now is 1 point of Magical Resistance because his Spirit Bean Pool is that much higher than his attacker. Kid-Ni will calculate the damage done by the fireball spell by tossing 3 beans rather than his usual 4 due to Mung's Magical Resistance.

TIPS FOR MAGICAL COMBAT

The benefits of Magical Resistance apply only to spells cast directly upon a target with a greater Spirit Bean Pool, and whatever possessions they are currently in contact with (things they are wearing or holding). A Wizard with a lower Spirit Bean Pool suffers no penalties if they are casting spells on themselves, or spells that affect an area or something close to their opponent.

When two (or more!) Wizards engage each other in combat, the deciding factor is usually how well they manage their defensive spells. For this reason most Wizards will choose to cast a defensive spell on their first turn of combat. A successful defensive spell will totally negate or at least reduce the effects of whatever spells they are attacked with.

When fighting against a more powerful Wizard it is important to be creative. You will suffer penalties from casting a Lightning Bolt at a more powerful wizard, but you won't if you cast your spell at the chandelier over her head!

MAGIC SPELLS

Wizards begin the game knowing 2 spells for each bean in their Spirit Bean Pool (Spirit x 2). There's no limit to how many spells they can learn, and if they find any scrolls of magical spells or similar wizardly paraphernalia on their travels they can dedicate some time to studying and learning these new spells. It generally takes an entire day's dedicated study to learn a new spell. At the end of the day they must Roll-Spirit3 and if successful they learned the spell. If they fail the roll they will need to start over! If it was easy, everyone would be doing it.

It is very expensive to find someone to teach Wizards new spells. It is very rare for Rogues to learn spells, and it is almost unheard of for Warriors to learn the art of magic. It's not impossible; it's just rare and very, very expensive. Because it's difficult to get the magic flowing without the proper years of training, all non-Wizards learn and then cast spells at one DR level higher than actual Wizards.

SPELLBOOK

Here is the collection of basic spells available to those Wizards versed in the magical arts. Spells are listed in sections according to their casting difficulty. Level 1 spells have a Difficulty Rating of 1, thus requiring only one + to cast success-

fully. Level 2 spells require 2 +'s, and so on.

Spells are listed in the following format:

SPELL NAME
CASTING TIME
DURATION
EFFECT

The *Spell Name* is of course what you call that particular spell.

The time it takes to cast a spell is given in *Casting Time*. Some spells are quite elaborate and require longer to cast. Most spells are considered to take effect in the round they are cast and are denoted here with the word "instant".

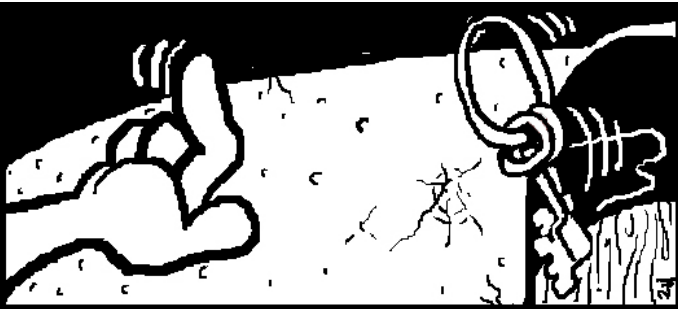
Duration tells you how many turns (generally considered to be about 10 minutes), combat rounds (about 2 minutes), days, etc a spell lasts. If a spell's effect is over almost immediately after it is cast, for example a Lightning spell that immediately blasts its target and is gone in a flash will read "Instant". If the effect of the spell won't fade away as the magic disperses, it will say "permanent". A Character who has been completely healed magically may be re-injured, but they don't have to worry about their previous injuries returning as the spell wears off.

The *Effect* explains what the spell does and whatever a Player or Player Character needs to know about it.



LEVEL 1 SPELLS

SPELL NAME: BRING ME DR: 1
CASTING TIME: instant
DURATION: 1 minute per + rolled at casting
EFFECT: Allows the caster to pick up an object or to manipulate objects from a distance by making gestures with their hand as if they were actually there touching the objects. The objects must be within sight, and can not be heavier than what the caster could actually lift if they were using a single hand.



SPELL NAME: DARKNESS DR: 1
CASTING TIME: instant
DURATION: 20 minutes per + rolled at casting times 2

EFFECT: This spell creates a small point in space, or upon an item that draws in all surrounding light from a 20 ft. radius. The spell feeds from the light energy it draws in and this is what gives it the prolonged duration. Similar to GlowStones, Darkstones are not uncommon in the tool kits of dubious folk.

SPELL NAME: FEAST DR: 1
CASTING TIME: instant
DURATION: 10 minutes per + rolled at casting
EFFECT: this spell doesn't quite live up to the visions hinted at by its name. It will fill a container (1 gallon per +) with a mushy substance of varied colors that is incredibly nutritious, filling, and just plain good for you, but the taste leaves much to be desired and it can be tough to get down. Once swallowed it is immediately absorbed into the body and instantly quells hunger and quenches thirst.

SPELL NAME: GROK SPEAK DR: 1
CASTING TIME: instant
DURATION: 10 min per + rolled at casting
EFFECT: Allows the caster to communicate with those around them even though each continue speaking their own language. This spell is most useful for general communication, and any detailed or difficult concepts will require extra effort for shared comprehension.

SPELL NAME: ILLUSION DR: 1
CASTING TIME: instant
DURATION: 10 minutes per + rolled at casting
EFFECT: The caster creates an illusion of whatever image they wish. The illusionary image may perform some simple repetitive task, or just sit there looking very real.

SPELL NAME: JUMP DR: 1
CASTING TIME: instant
DURATION: 1 minute

EFFECT: The target is able to leap up to 10 feet per each Body Bean in addition to what they could normally leap.



SPELL NAME: LIGHTEN DR: 1
CASTING TIME: instant
DURATION: 1 min per + rolled at casting
EFFECT: gives the recipient the buoyancy of a large air-filled balloon. Subject is still effected by gravity, but very slowly and will suffer no damage landing after a great fall.

SPELL NAME: SHIELD DR: 1
CASTING TIME: instant
DURATION: 1 min per + rolled at casting
EFFECT: reduces damage (of all Body, Mind, and Spirit varieties) by 1/2, rounded down.

SPELL NAME: SHINE DR: 1
CASTING TIME: instant
DURATION: 10 minutes per + rolled at casting
EFFECT: The caster touches an object and creates a glow as bright as a single candle to emit from the recipient. It is generally used as a quick night light, or as a blinding offensive move if cast into a foe's eyes.

This spell is commonly cast upon small stones or coins and bound with the Lasting spell. These are commonly called "GlowStones" or "GlowCoins" and can be bought fairly easily for about 5 Gold Pieces from Wizards earning a little extra cash. These little artifacts must be kept wrapped in thick cloth when not in use because they have no on and off switch.

SPELL NAME: UNSEEN DR: 1
CASTING TIME: instant
DURATION: 2 mins per + rolled at casting
EFFECT: causes light to bend around the recipient leaving them totally invisible if immobile, and quite difficult to see if moving.

SPELL NAME: WATCH DR: 1
CASTING TIME: instant
DURATION: 1 hour per + rolled at casting
EFFECT: creates an invisible sentinel that will keep watch over a specified passage, door, or general area. When an intruder, physically incarnate or not, comes within its presence an alarm will be sounded. The caster may choose whether the alarm can be heard by themselves only, or by everyone present as well as what kind of sound the alarm will be.

LEVEL 2 SPELLS

SPELL NAME: BOGGLE DR: 2
CASTING TIME: instant
DURATION: 10 minutes per + rolled at casting
EFFECT: This spell reduces the target's Mind by 1 bean for each + rolled during the casting.

SPELL NAME: EXTEND DR: 2
CASTING TIME: instant
DURATION: to the end of the current combat
EFFECT: Powers a spell cast in the previous turn to continue functioning after its normal duration. This spell is most commonly used right after casting a defensive spell.

SPELL NAME: FIREBALL DR: 2
CASTING TIME: instant
DURATION: instant
EFFECT: fills the caster's hand with a ball of sputtering flame that is harmless until it impacts with something. The caster must make a successful Ranged Attack to hit their desired target. Explosion reduces the impacted object's Body Bean Pool by 2 Beans, + 1 for each + rolled at casting. Automatic failures rolled at casting or for the toss may result in the fireball bouncing into nearby objects and then exploding or other such nasty surprises.

SPELL NAME: GREATER SHIELD DR: 2
CASTING TIME: instant
DURATION: 1 round
EFFECT: Deflects all physical damage and absorbs all other damage cast upon the recipient. The absorbed damage is used to power the spell itself and doesn't provide any additional benefits to the recipient.

SPELL NAME: HEALING DR: 2
CASTING TIME: 1 minute per Bean healed
DURATION: permanent
EFFECT: The caster uses a laying on of hands to accelerate the Character's natural healing abilities. Depending on the extent of the damage being repaired, the recipient may be a bit sore for some time after the healing, but they will be able to perform as good as new!

LEVEL 3 SPELLS

SPELL NAME: LIGHTNING BOLT DR: 2

CASTING TIME: instant

DURATION: instant

EFFECT: creates a powerful bolt of lightning that bursts from the caster's hand directly to its target subtracting 1 Body Bean, + 1 for each + rolled at casting. The target may make a special RollSpirit and if a Super Duper Success is rolled then they were somehow grounded thus sending the energy into the ground or at a nearby object, if they miss this roll they're zapped!

SPELL NAME: PHANTOM BLADE DR: 2

CASTING TIME: instant

DURATION: until discharged on target

EFFECT: creates a shimmering, semi-transparent blade as if the caster were holding a longsword. This phantom blade takes no skill to wield and delivers +3 damage to whatever target it hits. It disappears in a burst of energy as soon as it does its damage.



SPELL NAME: SEEK DR: 2

CASTING TIME: instant

DURATION: until target is found

EFFECT: This enchantment may be placed on any weapon to help it hit a specific target by giving it an extra +3. The spell may also be used to enchant the end of a rope so that it will "crawl" to something sturdy and knot itself securely, or to some liquid so that it runs (even uphill) to a specific target.

SPELL NAME: NECROMANCY DR: 3

CASTING TIME: 10 minutes

DURATION: 1 question per + rolled at casting

EFFECT: Allows the caster to speak with departed spirits. The caster must have part of the departed present, or be at their grave or site of death.

SPELL NAME: RESTORATION DR: 3

CASTING TIME: 1 hour

DURATION: permanent

EFFECT: This spell is used to restore that which has been lost to a Character's body or mind. It can be used to re-attach severed digits and limbs, as well as one's memory or sanity. In the case of physical pieces of the body, the caster must have these present with the body to be rejoined. This spell may be used to attach body parts to foreign bodies and is responsible for a lot of the mismatched monsters out in the world. This spell only re-attaches the detached elements, a separate Healing spell must be used after Restoration to bring back the Body, Mind, or Spirit Bean Pools.

SPELL NAME: SCRYE aka SPYGLASS DR: 3

CASTING TIME: 10 minutes of concentration

DURATION: 1 minute per + rolled at casting

EFFECT: Allows the caster to use a reflective surface to see what is currently happening somewhere else. For best clarity the place being viewed must be well known to the caster, otherwise the images will be vague and often not very useful.

SPELL NAME: SOFTSTONE DR: 3

CASTING TIME: instant

DURATION: 10 minutes per + rolled at casting

EFFECT: Causes 1 cubic yard per + rolled at casting of solid stone or clay to become soft and pliable. At the end of the spell's duration the material returns to its normal consistency. This is a favored spell for people seeking to pass through walls, or for those seeking lots of well-formed bricks or stacking rocks.



SPELL NAME: SPROUT DR: 3
CASTING TIME: 1 hour
DURATION: permanent
EFFECT: This spell causes immediate and super growth in objects. It can be used to regrow bad haircuts or missing limbs, get the crops ready to harvest, or cause yeast to ferment.

SPELL NAME: WHISK DR: 3
CASTING TIME: instant
DURATION: instant

EFFECT: Causes the caster or target to be instantly whisked away to another location. The new location must be within sight of the caster.

LEVEL 4 SPELLS

SPELL NAME: LASTING DR: 4
CASTING TIME: 1 hour
DURATION: permanent-ish
EFFECT: This spell binds additional magical energy to continue powering a spell long after it would have normally faded away. The less powerful spells can be made to last essentially forever with this spell, but those naturally requiring more energy can be somewhat random and the GM will decide if the effects will last a number of years, months, days, or even hours equal to the number of + beans rolled at

this spell's casting.

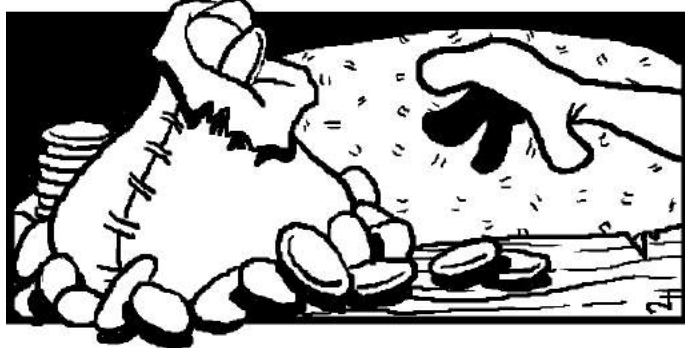
SPELL NAME: DEEP POCKET DR: 4
CASTING TIME: 10 minutes
DURATION: 10 minutes per + rolled at casting
EFFECT: Cast within an ordinary pocket, bag, or other cubbyhole, this spell creates a magical space of one cubic foot per + rolled at casting. The magical pocket space is tough and rarely ever torn, but at the end of the spell duration the space shrinks back to normal size, expelling whatever is inside that wouldn't otherwise fit into the natural space.

SPELL NAME: PORTAL DR: 4
CASTING TIME: 10 minutes
DURATION: 1 minute per + rolled at casting
EFFECT: Allows the caster to open a portal to another location. The portal begins as a point of swirling mist and grows to the height of the caster. The spell is used as a means to quickly get from one place to another, but once opened anything on either side may pass freely through until the spell ends and the portal closes.



APPENDIX 1

MONEY & EQUIPMENT



STANDARD CURRENCY

Fantasy settings typically use Copper Pieces (cp), Silver Pieces (sp), and Gold Pieces (gp) as units of currency. The basic exchange rate is:

$$200 \text{ cp} = 20 \text{ sp} = 1 \text{ gp}$$

Common folk might live their whole lives without ever seeing anything more than a few Copper Pieces at a time. A decent meal can be bought for a few CPs, but quality gear and the specialized equipment of adventurers can be quite pricey. This prompts those adventurers to take on dangerous quests in search of lost treasure, or to hire themselves out on dangerous, but well-paying missions.

Richer settings might have additional currency such as Electrum or Platinum pieces, and rural communities might not have any use for coins instead preferring to barter for more relevant things like food stuffs, gear, or favors. The GM will need to determine what kind of currency is appropriate for the setting.

STARTING MONEY

At the GM's discretion, new Characters may begin play with a bit of wealth but remember that being broke is the best incentive to get outta the house to go seek out adventure, fame, and fortune.

To determine the starting money for new Characters, Players toss 10 beans. For each + rolled, that Character has 1 Copper Piece. They should have enough for a decent meal, but not much else –it's time to get to work!!

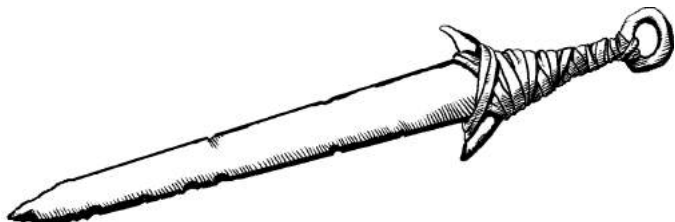
EQUIPMENT LISTS

Below is a selection of some basic supplies with prices given in the amount of copper pieces.

FOOD & LODGING	COST
Common meal (basic stew + beverage)	2–4
Traveling Rations (dried meat, cheese)	2
Wine (quart)	2
Spirits (quart)	15
Lodging, Shared Room	2
Lodging, Private Room	10

CLOTHING	COST
Boots	40
Clothing, average (trousers, shirt)	30
Clothing, fancy	80
Travel Cloak	40

ARMOR	DEFENSE	COST
Cloth	0	30
Leather	-1	100
Chainmaile	-2	300
Platemaile	-3	4000
Shield	-1	60



WEAPON	DAMAGE	COST
Battle Axe	+2	50
Bow	+1	200
Club	+1	2
Crossbow	+1	150
Dagger	+1	40
Sword	+2	500
Spear	+2	40
Staff	+1	10

RIDING/PACK ANIMALS	COST
Mule	350
Pony	250
Horse	1200
Tack (bridle, saddle, packs,)	100

BASIC GEAR	COST
Personal Basics (tinderbox, towel, fork, spoon, cup, etc)	5
Group Basics (20 lb box with cooking pots, tinder, hatchet, rope, etc)	50
Pack (tough leather)	50
Backpack (heavy duty w/frame)	100
Blanket (heavy wool)	20
Torch (lasts 1 hour)	3
Lantern	20
Lantern oil (1 pint lasts 24 hours)	2
Tent (1 person/2 people/4 people)	50/80/150
Lockpicks	30
First Aid Kit (5 uses)	100
Medical Kit	300
Rope, 50 ft.	25



APPENDIX 2

BESTIARY

Fantasy gaming is full of fantastic creatures. Some of these are wise and benevolent beings that the PCs can learn much from...but most will probably want to just eat them.

When creating your own creatures it's a good idea to give them at least 2 Beans in each Bean Pool so that they have the potential to make use of the Infinity Option, but of course some creatures won't have much of a chance in a particular Attribute, them's the breaks!

In addition to the basic stats, each creature is given an XP# (equal to their primary Attribute x 10) which shows how many Experience Points the Characters earn for vanquishing the creature.

BRISTLE BEAR

Body:5 Mind:2 Spirit:2 Def: 3 XPs: 50

Attack: bite/claw :5

These creatures resemble a bear with the thick prickly spines of a porcupine covering their backs. They are very strong and have mighty teeth and claws which are their primary means of attack, although they generally prefer not to fight. If the Bristle Bear earns an automatic success in battle, it inflicts an extra + of damage to its opponent in the form of quill damage! It is quite painful to remove the quills and if not done by someone trained in the medical arts it will do an additional + of damage taking them out!



DUST BUNNIES

Body:1 Mind:1 Spirit:2 Def: 1 XPs: 20

Dust Bunnies usually form in the forgotten spaces of Wizards' workshops where stray elements of magic mix with dust and other odds and ends until an odd little life form is created. To determine the number of Dust Bunnies encountered, toss 5 Beans and add 3 to the number of +'s. These creatures are quite friendly, but very deadly. They become quite excited at seeing new "friends" and will swarm over the newcomers in a massive group hug. Because the creatures are composed mostly of dust they cause most people to break into fits of coughing which are often fatal! For every Combat Round that is won by the DBs their "friend" is trapped in a bear hug. For every Combat Round that they best their opponent by 2 or more, that opponent must Toss Spirit3 or fall prey to a violent coughing fit which reduces all their other rolls by 1. Dust Bunnies take no damage from blunt instruments or projectiles, and only half damage from bladed weapons. They are extremely vulnerable to fire and disappear in a screaming burst of flame almost instantly, but are likely to catch fire to anything flammable that is nearby.



FLUTTERSUCK

Body:2 Mind:2 Spirit:2 Def: 1 XPs:20

Attack: 1

These horrid swarming creatures appear as a wildly fluttering set of leathery wings and a large proboscis. They appear in flocks of 10-30 (Toss 2 beans, add 1 and



multiply by 10) and will instantly attack any warm-blooded creatures that come near them. For every round of Combat the FlutterSucks win, a number of the creatures equal to the number they won the round by have latched on to a victim. The next round they will begin to drive their pointy beaks into their prey. The following round they will drain 1/4 Body Bean each round. It's a good idea to get these things off you quickly, a better idea to not let them get on you, and best of all to just not go into the creepy old dark places they inhabit!

FROGLODYTE

Body:4 Mind:2 Spirit:3 Def: 1 XPs: 40

Attack: by weapon

Froglodytes are slightly smaller than a normal man, stooped and fond of marshy places. They spend much of their time fishing and hunting large insects for food. They make excellent guides through the swamplands if you can talk them into it. They are generally good humored, but if you're small enough to look like a meal to them you probably will be.



MUCKYUCK

Body:6 Mind:0 Spirit:2 Def: 3 XPs: 60

Sometimes residual magic pools into stagnant water or other dismal places and gradually gains a kind of non-intelligent consciousness. It then draws together a kind of body from the sur-



rounding decaying leaves, twigs, and other nasty things laying around, and then crawls off to look for things to engulf and absorb. These sludge creatures will rise up in a form vaguely similar to any creatures they encounter and seek to attack them with wet, disgusting, bear hugs. For each combat round they win, their foe is embraced and will take that amount of damage from both Body and Spirit as the beast crushes their body and drains their life essence. These creatures can be hacked apart, but the bits will seek to crawl back together. Fleeing or burning, or freezing the creatures is the only way to defeat them. If defeated there is a good chance that some random amount of treasure may have been absorbed by them. Toss 5 Beans, and for every + rolled, they were carrying that many Silver Coins.

THROWBACK FAERIES

Body:1 Mind:2 Spirit:4 Def: 1 XPs: 40

Attack: by weapon

These primitive Faeries resemble something from the stone age. They spend much of their time hunting and dancing wildly. Woe be to those who stumble upon these creatures for they are fierce! They attack with stone weapons and sputtering Fireballs (DR: 2).



ZOMBIE

Body:3 Mind:0 Spirit:0 Def: 1 XPs: 20

Attack: Bite/claw 2

When the dead get up and walk around you know something is wrong. If PCs lose a Combat Round by 3 or more beans it means the zombies have scored a bite! PCs must RollBody3 or be infected as a fresh zombie!



APPENDIX 3

MAGICAL ARTIFACTS

Fantasy gaming takes much of its flavor from the weird and wonderful magical artifacts found within its stories. Here are some examples of such artifacts that PCs might find on their adventures.

Remember that too many magical items in a game will upset the balance. Use a bit of discretion when placing such powerful treasures so that players will still feel challenged to do their best without relying on some special tool all the time.

CHANGE BLADE

This enchanted weapon appears as a dagger (+1) with an overly large handle. The bearer may command the blade to change into that of a shortsword (+2), or a longsword (+3) and back. This weapon is prized by all archetypes as it is easy to carry, and a real asset in combat.



DEEP POCKET

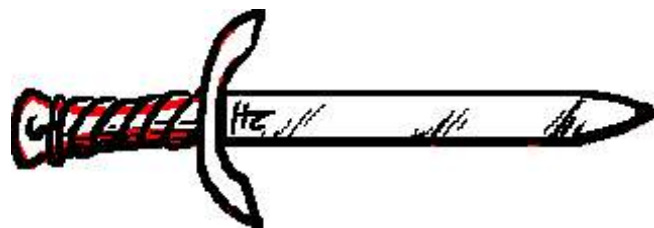
The name refers to any of a variety of pouches, bags, backpacks, etc that have been permanently enchanted with the Deep Pocket spell. The item seems quite mundane until one looks inside and finds that there is far more space

than could naturally be there. To determine how much space is in your Deep Pocket, toss 5 beans and multiply the number of + by 3. This is how many square feet in addition to the item's normal carrying capacity is available.



GENERIC ENCHANTED WEAPON

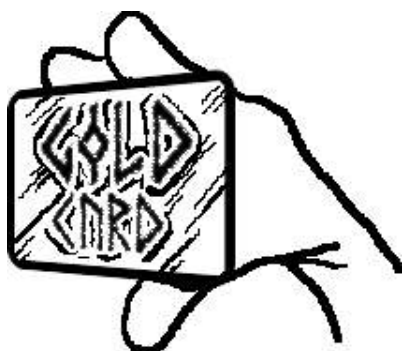
GEWs are weapons that have been enchanted to hit harder and do more damage than normal. To determine how many extra +'s the weapon has, toss 6 beans. A roll of 1-3 means it is a +1 weapon. A roll of 4 or 5 means it is a +2 weapon. A roll of 6 means that this weapon has an extra +3!



GOLD CARD

These cards are rare and mysterious in origin, although the common consensus is that they were created long ago by a lazy dragon or other treasure hoarding creature who wanted

to sit back and let the riches come to them without doing any extra work. The cards are of a smooth and slightly pliable material, rectangular and just big enough to fit in the palm of the hand. When tapped on treasure, some valuable item, coins, or a stack of loot, the treasure will vanish. While focusing on the desired loot, the bearer may tap the card twice on a hard surface to make that treasure reappear. It is quite convenient for treasure hunters who don't want to be burdened with heavy stacks of loot, but 10% of whatever is stored with the card will not come back, presumably this is the fee for using this service.



POWER STONES

These enchanted stones (usually some kind of crystal) have been enchanted to store magical energy and are most commonly used by Wizards to add extra punch to their spell casting. The Wizard declares how many +s they wish to use from the stone, and then rolls as usual to see if they can cast their spell successfully. If they do not roll an automatic failure, they then add their desired +s to their roll. If their spell fails, the stone still loses as many +s as they declared would be used. Power Stones require 3 hours to regenerate each + of magical energy used, and can not charge up more than their original capacity. To determine the + capacity of the Power Stone toss 10 beans and multiply the +s by 2.



WAY FINDER

Adventurers are often getting lost on their explorations and quests, and the WayFinder was designed to help put them back on their path. This artifact appears as a dagger (+2) with a large smooth stone set at the base of the blade. The bearer must focus on a person, destination, or even something as generic as a door, and then place the dagger on a smooth hard surface balancing it on the stone, and give it a good spin. The Player rolls their Spirit Bean Pool, and if they do not get an automatic failure the dagger will point to their desired target. The GM might want to roll the Player's Spirit Pool so that the Player won't know if the results are accurate or not, just to make things more interesting.



APPENDIX 4
SOLO ADVENTURE

RIVER CROSSING

A QUICK LITTLE SOLO ADVENTURE

Solo adventures can be a lot of fun if you don't have a gaming group available. The book takes the place of the GM and will describe what your PC experiences. All you need is a Character, your beans, a pencil, and scratch paper.

This is a very short little adventure designed to give you a taste of how the game works and some experience using the game mechanics. Begin by reading Turn #1 and follow the directions. At the end of each turn it will give you a set of instructions or directions where to turn next. Do NOT read the turns in numerical order, that's not how these things work.

In the case of any ties, the roll will go to your PC.

1. You've been out seeking your fortune for almost a week, and all you've come across so far have been a lot of trees and shrubs in this great forest. The scenery is nice and all that, but it's hardly what you've hoped for. Coming across an old road you've been led to a river, and at the end of the road is a small shack, a wagon, and a little flat bottomed ferry boat. It looks like a few people are unloading the wagon's crates into the boat to be ferried across the water. The other side of the river seems like a good destination, now how do you get in on this?

If you approach the people to see about buying passage across the river, turn to 6

If you try to sneak onto the little boat as a stow-

away, turn to 11

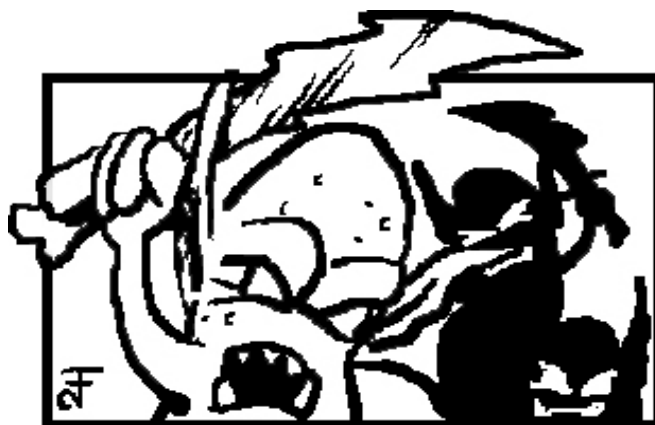
2. You've been as charming as you know how, but have somehow failed to convince the ferryman to give you any kind of discount passage. He scowls at you disapprovingly and holds out his hand for payment.

Turn to 5

3. Suddenly there's a commotion from the edge of the forest, a band of goblins rushes toward the ferry with weapons slicing the air!

If you help defend the ferry, turn to 16

If you join the goblins in attacking the ferry, turn to 10



4. You are victorious against the goblin raiders! You've earned free passage across the river, plus a small pouch with 20 Silver Coins, and a week's supply of food!

Turn to 17

5. You reach into your pouch and pull out 5 copper coins to pay for passage across the river. The ferryman transfers the coins to his own pouch and points out a place for you to perch on the boat.

Turn to 8

6. You approach the ferry and see that there's a burly bearded man loading large boxes onto the boat, and a stooped and very old man at the wagon watching disinterestedly. Both look up as you approach. When you ask about passage across the river the bearded man wipes his brow and answers, "Five coppers'll get you safely to the other side of the river".

If you pay the man his 5 coppers, turn to 5

If you try to negotiate a lower fee, turn to 12

7. There wasn't quite as much cover as you'd thought and you're caught before you can slip onto the boat! The Ferryman grips a long pole and it's very clear he means to give you a good whack...at least! The Old Man produces a shortsword from the folds of his cloak but seems hesitant about just cutting you down. Suddenly there's a shriek from the edge of the forest!

Turn to 3



8. The cargo is secured to the ferry, you and the Old Man have each found yourselves a snug little space to wedge yourselves into, and the Ferryman has just a few last minute adjustments to make. Suddenly there's a loud shriek from the edge of the woods!

Turn to 3

9. The Ferryman and the Old Man have been defeated. You've got a ferry to loot! The crates are full of pottery and some thick wool blankets, and articles of clothing. It seems likely that the Old Man must have been on his way to market somewhere. Unfortunately most of this stuff isn't going to be of much use to you. You can put together a good set of clothing, and take a blanket or two, but that's about it. (Be sure to write down on your character sheet any loot you take).

It seems this adventure is at an end, and you're back basically where you started from, out in the woods hoping for something exciting to come along. Best of luck on your next adventure!

Game Over.

10. There's a fight brewing, and you choose to join the 3 goblin raiders! To get the Combat Score for your side, roll 9 beans (each goblin has Body2 and a +1 weapon) in addition to your Body Bean Pool + your weapon. To get the Combat Score for the Ferry Defenders roll for the Ferryman (Body4 +1 Pole) and the Old Man (Body2 +1 shortsword) for a total of 8 beans.

If you win the round, you may decide how to distribute the damage done to the defenders. If the defenders win, the damage will be distributed equally among you and the Goblins.

If the battle takes more than three turns, the losing side will simply flee into the woods, leaving the ferry and its cargo behind.

If the raiding party loses, turn to 18

If you defeat the ferry defenders, turn to 9

If your Body is reduced to zero or less, turn to 13

11. The Ferryman and the Old Man are busy with their tasks, which should make it pretty easy for you to sneak onto the ferry. Roll Mind2 to see if you are up to the challenge!

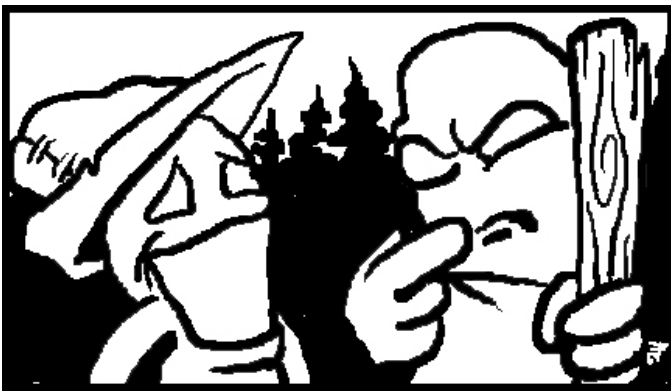
If you succeed, turn to 14

If you fail, turn to 7

12. You smile broadly and begin to explain why it would be great if the ferryman would give you a discounted rate to cross the river. This calls for a contest of Spirit! Roll your own Spirit Bean Pool, and then roll 3 beans for the Ferryman's Spirit Bean Pool.

If you win, turn to 15

If you lose, turn to 2



13. The ferryman wields his pole like a mighty warrior, and that old man is hacking and slashing up a storm with his shortsword! Just as you think you may have chosen the wrong side to ally yourself with, a final simultaneous blow from the pole and a deep slash of the shortsword cause you to see a flash of red, then black, and then nothing...

Your days of adventure are at an end. Game over, Chum!

14. You succeed in sneaking along the edge of the woods and down onto the boat. Just as you slip under a tarp and prepare to settle in, there's a shriek from the woods!

Turn to 3

15. Your charm has worked! The original fee for passage was 5 copper coins. Subtract 1 coin for each bean you bested the Ferryman by to calculate your discount.

Turn to 8

16. There's a fight brewing, and you choose to defend the ferry! To get the Combat Score for your side, roll for the Ferryman (Body4 +1 Pole) and the Old Man (Body2 +1 shortsword). This means that in addition to your Body Bean Pool + your weapon you'll roll an additional 8 beans. To get the goblin's Combat Score roll 9 beans (there are three of them, each goblin has Body2 and a +1 weapon).

If you win the round, you may decide how to distribute the damage done to the goblins. If the goblins win, the damage will be distributed equally among you, the Ferryman, and the Old Man.

If the battle takes more than three turns, the losing side will simply flee into the woods, leaving the ferry and its cargo behind.

If you win, turn to 4

If your Body drops to zero or below, turn to 13

If you lose and run off into the woods, turn to 18

17. The trip across the river doesn't last very long, and soon you're all hopping onto the far shore. The Ferryman offers you a few coins to help unload the boat onto the wagon there, and the Old Man says that he could use some company on his way to the nearest town to sell his wares. You could also set off into the

wilderness on your own. With your first adventure won, it seems you could do anything!

Game over. Way to go Champ!

18. The battle isn't going so well for you and your comrades! It seems better to flee than to die for whatever might be in the crates on the ferry, so you all take off into the woods. Your foes pursue you for only a short while before giving up the chase. You've lost your comrades, and seem to be back where you started, wandering aimlessly in the great woods! Better luck on your future adventures.

Game over.

19. The Snorkling Sneeds may have succeeded in stringing along certain silly silver-smiths, but the true path to salvation lay along the saltwater marsh trail which could only be seen on special nights slipping in and around the shadowy sylvan glen. Oh, those were wild times indeed, and the people did rave about their silver coinage and its slippery nature. Yes, here one day and gone the next as if the metal had a mind of its own and the spenders were merely observers with no true part in its coming and going. If you've come to this turn you've obviously taken a wrong turn somewhere and should subtract 100 XPs.



APPENDIX 5
GM ADVENTURE

THE WIZARD'S CAULDRON

A SHORT GM ADVENTURE FOR A FEW NEW PCs

Here's a short adventure in the traditional RPG style where one person acts as the Game Master (the Storyteller, Referee, etc) and the rest of the people play their own Characters in the story.

These descriptions and maps are for the GM's eyes only. If the Players had access to this stuff they would know just where to go, and where all the secrets are, and what would be the fun of that? It's a good idea to map out where the PCs have been on a separate sheet of paper for everyone to see as you go, or better yet have one of the players draw the map as if their Character were doing it in the game.

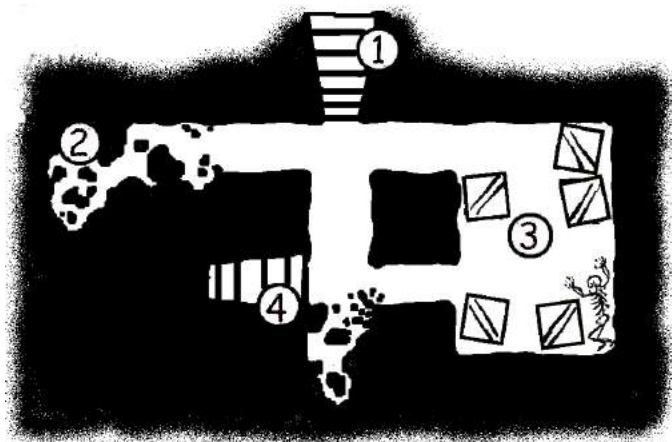
The GM Adventure will give you the basic information and stats for the encounters, but it's the GM's duty to fill in the details to make this a great game. Don't just say things like "You see stairs". We see stairs everyday in real life. So what? Are the stairs in the game worn smooth with the passing of countless feet, are they chipped from living stone or made from well fitting brick? Are they covered with the dust of years of neglect, or is there perhaps a fresh set of footprints through the dust? A few basic descriptions will make the scenes come alive to the Players and get their imaginations going, which will give everyone at the gaming table something else to build an exciting game from! Remember that Adjectives are your friends!

This should be a fairly easy adventure with a few challenges and some useful loot. Best o' luck, and have fun!



This adventure begins with the PCs taking on the simple task of going to a local Wizard's home to pick up a magical cauldron to be delivered back to wherever it is the PCs begin the game at. Perhaps there's a festival in town and the MC needs this cauldron to do something special, perhaps it's being loaned to another wizard. Be creative, but don't go into too much detail, the point of the story is to send them on the errand and go from there.

When the PCs arrive at the site of the wizard's home, they find that it has been destroyed! All that stands now is the rubble of a small tower. Beyond the front door is a charred rug, shattered furniture, and lots and lots of broken bricks. If the PC's don't look under the rug, have them RollMind2 to see if they notice the trapdoor that's barely visible there. The trapdoor is heavy, but a few people can easily lift it open to reveal the stairs below, which are # 1 on the map.



1. The stairs are worn smooth and free of dust. They descend 20 feet into the earth. The stairs and the surrounding walls are of close fitting mortared stone. The stairs end at an intersection.
2. A faint rustling can be heard from the debris of a cave-in in this direction. If the PCs explore here they will find a ravenous segmented purple worm almost as big around as a child's torso. It is burrowing out of the rubble and has many sharp teeth dripping goo. If the PCs approach it will fight them to the death! The Worm's stats are: Body 2 +1 Teeth. Def: 1. XPs 30. There is nothing else of interest here.
3. This is a storeroom full of crates. The crates contain nothing of any real value to the PCs, just old kitchen spices, linens, and the kinds of odds and ends that people pack away for no good reason. In the corner however are the bones of a dead adventurer! Searching him will reveal a magical Fire Sling (+2 ranged weapon) and a pouch of bullets. This is a normal looking sling, except that the pouch is a patch of reddish scaled leather that tingles slightly with magical energy. When a bullet or stone is fired from the sling it will ignite like a tiny meteor which has a chance of igniting flammable targets.
4. Near another cave-in are the stairs leading down to the next level. A faint breeze can be felt coming from the darkness below...

5. These stairs are not of fitted stone like the previous level, but are carved from natural sandstone and open up into a series of caves of the same stone.



6. The Crystal Chamber! This

large cave is perhaps 30 feet across and is lined with bright crystals along all the walls, ceiling, and most of the floor. Anyone stepping into this area must RollMind3 or be transfixed with visions of far off places for as many minutes as they failed their roll by.

7. This is a creepy lab with lots of cutting instruments along the tables and bottles full of assorted preserved body parts. Players must RollSpirit3 or be sick! Approaching the operating table in the corner causes the pile of stitched up intestines there to come to life and attack! Body: 5, Def: 2 XPs 50.
8. PCs notice an eyeball on tiny legs that runs through the illusionary wall into a secret passage!
9. Once they know it's there, PCs may pass freely through the illusionary wall into the secret passage beyond. The tunnel leads to a pile of treasure! Roll 10 Beans and multiply the number of +'s by 10 for the number of gold coins there. Roll 5 Beans, # of +'s x 5 for silver coins. Roll 10 beans, # of +'s x 10 for copper coins. Buried in the coins is a ChangeBlade (see Appendix 3 for description).
10. This passage ends at the shore of a dark subterranean lake. The water disappears into the darkness and there's no telling how far back it goes. At the shore is a battered leather shoulder pouch (the Deep Pockets pouch from Appendix 3), a single shoe, and the overturned, half washed Wizard's Cauldron! Before the PCs can get to these goodies though they must deal with the angry thrashing tentacles that reach out from the depths! Roll 10 Beans +2, each + represents 1 tentacle. Each tentacle has Body 2 and Def 2, 20 XPs if defeated. The tentacles have wicked looking barbs and do slashing damage. Hopefully the PCs will be up to the challenge and can return with The Wizard's Cauldron for their reward!

Copy this page, then cut the strips out horizontally and fold in the middle for quick and easy 2 sided

Character Sheets!



BEAM!

Name: _____

Archetype: _____

BODY _____

MIND _____

SPIRIT _____

Stuff: _____

Loot: _____

XPs: _____

BEAM!

Name: _____

Archetype: _____

BODY _____

MIND _____

SPIRIT _____

Stuff: _____

Loot: _____

XPs: _____

BEAM!

Name: _____

Archetype: _____

BODY _____

MIND _____

SPIRIT _____

Stuff: _____

Loot: _____

XPs: _____

-I recommend that you draw your own Character portraits, but if you're pressed for time, here are some pre-drawn Character Sheets for you to photocopy.



BEAN

Name: _____

Archetype: **Warrior**

BODY _____

MIND _____

SPIRIT _____

Stuff: _____

Loot: _____

XPs: _____

BEAN

Name: _____

Archetype: **Wizard**

BODY _____

MIND _____

SPIRIT _____

Stuff: _____

Loot: _____

XPs: _____

BEAN

Name: _____

Archetype: **Rogue**

BODY _____

MIND _____

SPIRIT _____

Stuff: _____

Loot: _____

XPs: _____

Fabled Worlds GAMES

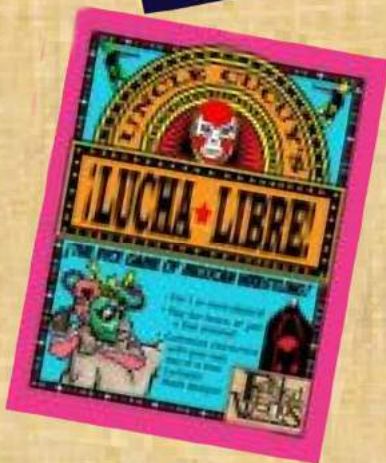


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