

Freebooters on the Frontier

**HARDCRABBLE ADVENTURE
IN A FANTASTICAL WORLD**



VOLUME IV

Beasts & Booty



CREATE A CREATURE

To prep a creature ahead of time or roll one up from scratch during play, follow the steps on the following pages in order. Nothing here is prescriptive; heed your intuition and pay attention to the image that forms in your head. Record the creature's statistics, tags, and moves as you go.

Final creature notation looks like this:

[**Creature name**] ([*alignment, size, number appearing, other tags*): [description]. **HP** [hit points]; **Armor** [armor]; **Damage** [damage] ([tags]); **Booty** [treasure description]; **Wants** [basic motivation]; **Moves** ▶ [move #1] ▶ [move #2] ▶ [move #3]

EXAMPLE

Milkspider (*neutral, tiny, horde, stealthy*): a pale, fist-sized arachnid, full of ichor from which it gets its name. **HP** 1; **Armor** 0; **Damage** bite 1 (*touch*); **Booty** none; **Wants** to lay in provisions; **Moves** ▶ Wait and watch in silence ▶ Entrap them in sticky webs ▶ Attack as a horde.

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CREATURE TYPE

What does the creature look like? Choose or roll 1d12 (+safety if rolling an encounter in the wild) for general category, 1d12 for subcategory, 1d12 for specific creature, then further as needed.

1-3 · MONSTER

1	LEGENDARY	2-3	SUPERNATURAL	4-12	FEARSOME
1-2	ODDITY + <i>huge</i>	1	divine/demonic lord	1-3	BEAST + ABILITY
3-4	dragon/titan + COLOR	2-3	elemental (ELEMENT)	4-5	BEAST + ODDITY
5-6	dragon/titan + BEAST	4-6	imp/demon	6-7	BEAST + <i>large</i>
7-9	dragon/titan	7-8	wight/wraith	8-10	slime/ooze
10-12	BEAST + <i>huge</i>	9-12	wisp/ghost/specter	11-12	plant/fungus

4-7 · BEAST

1-2	WATER-GOING	3-5	AIRBORNE	6-12	EARTHBOUND
1	whale	1	pteranadon	1	dinosaur/megafauna
2	squid/octopus	2	condor	2	elephant/mammoth
3	dolphin/shark	3	eagle/owl	3	ox/rhinoceros
4	alligator/crocodile	4	hawk/falcon	4	bear/ape/gorilla
5	turtle	5	crow/raven	5	deer/horse/camel
6	clam/crab/lobster	6	heron/crane/stork	6	cat/lion/panther
7	fish	7	gull/waterbird	7	dog/wolf/boar/pig
8	frog/toad	8	songbird/parrot	8	snake/lizard/armadillo
9	eel/snake	9	chicken/duck/goose	9	mouse/rat/weasel
10	clam/oyster/snail	10	bee/wasp/hornet	10	ant/centipede/scorpion
11	jelly/anemone	11	locust/dragonfly/moth	11	snail/slug/worm
12	insect/barnacle	12	gnat/mosquito/firefly	12	termite/tick/louse

8-9 · HUMANOID

If the dominant culture of the region is not human, substitute "human" for one of the asterisked (*) entries. Roll NPC OCCUPATION, ALIGNMENT, and TRAITS if desired.

1-2	RARE	3-5	UNCOMMON	6-12	COMMON
1-2	human + MONSTER	1	cyclops/giant (<i>large</i>)	1-2	orc/hobgoblin/gnoll
3-4	major <i>undead</i>	2-3	ogre/troll (<i>large</i>)	3-5	goblin/kobold
5-6	WEREBEAST	4-7	minor <i>undead</i>	6-7	half-elf/half-orc etc.
7-8	human + BEAST	8	lizardfolk/merfolk	8-9	halfling* (<i>small</i>)
9-10	fey/fairy	9	catfolk/birdfolk	10-12	mixed party (<i>group</i>)
11-12	elf*	10-12	dwarf/gnome* (<i>small</i>)		

10+ · HUMAN

If humans do not comprise the dominant culture of the region, substitute the species that is dominant. Roll NPC OCCUPATION, ALIGNMENT, and TRAITS if desired.

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SIZE, RANGE, QUANTITY, BASE HIT POINTS & DAMAGE

How big is the creature? A creature's size determines how close it needs to be to an enemy to deal damage, how likely it is to appear in greater numbers, how much damage it inflicts and how many hit points it has on average. Choose a **SIZE**, or roll 1d12. Then roll 1d12 to determine general **QUANTITY**. When specific numbers are needed in play, establish them using the **NO. APPEARING** column. The **DAMAGE** column indicates the base damage die the creature rolls to inflict damage, and assumes natural defenses or a melee weapon; you may choose to assign it a specific weapon and use that weapon's range and damage die instead (see marketplace listings). When a *group* or *horde* appears, at least one of their number will be a *leader*.

1d12	SIZE	RANGE	1d12	QUANTITY	NO. APPEARING	HP	DAMAGE
1	<i>tiny</i>	<i>touch</i>	1	<i>solitary</i>	1	4	1d3
			2-6	<i>group</i>	1d6+1	2	1d2
			7-12	<i>horde</i>	3d6 per wave	1	1
2-3	<i>small</i>	<i>close</i>	1-2	<i>solitary</i>	1	6	1d6
			3-8	<i>group</i>	1d6+1	3	1d4
			9-12	<i>horde</i>	3d6 per wave	2	1d3
4-9	<i>medium</i>	<i>close</i>	1-3	<i>solitary</i>	1	8	1d8
			4-9	<i>group</i>	1d6+1	6	1d6
			10-12	<i>horde</i>	3d6 per wave	4	1d6
10-11	<i>large</i>	<i>reach</i>	1-8	<i>solitary</i>	1	16	1d10
			9-11	<i>group</i>	1d6+1	12	1d8
			12	<i>horde</i>	3d6 per wave	8	1d8
12	<i>huge</i>	<i>meat</i>	1-10	<i>solitary</i>	1	32	1d12
			11-12	<i>group</i>	1d6+1	24	1d10

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ADJUSTED HIT POINTS & DAMAGE

How tough is the creature? Choose or roll 1 a general description, and adjust the creature's hit points and damage die accordingly. When calculating hit points, round up. When adjusting damage dice, damage may not be reduced below 1.

1d12	CREATURE IS...	HP MODIFIER	DAMAGE DIE ADJUSTMENT
1	fragile/weak/sheltered	base HP x .5	reduce die size by 2 (min. 1)
2-3	domesticated/civilized	base HP x .75	reduce die size by 1 (min. 1)
4-7	tough/wild/uncivilized	base HP x 1	none
8-10	predator/warrior	base HP x 1.5	+1 to damage roll
11	<i>leader</i> /veteran/durable	base HP x 2	increase die size by 1, +1 to damage roll
12	legendary/ancient	base HP x 4	roll damage die twice, +2 to damage roll

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ATTACK

How does the creature hurt its enemies? Choose all that apply or roll 1d12.

1d12	ATTACK IS...	ADD TAG...	EFFECT
1-4	mundane	none	none
5	detering	<i>reach</i>	can strike enemies before they get <i>close</i>
6	ranged	<i>near</i> and/or <i>far</i>	can strike enemies at range
7	hard-hitting	<i>forceful</i>	knocks back or stuns enemies
8	slicing/ripping	<i>messy</i>	makes a mess of its victim
9	vicious/brutal	none	+1 to damage roll
10	penetrating	none	attack gains 1d3 <i>pierce</i> damage
11	inescapable	<i>magical</i> or other	attack ignores armor
12	roll 1d10+1 twice	-	-

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DEFENSE

How does the creature fend off injury? Choose or roll 1.

1d12	DEFENSE IS...	ARMOR
1-4	skin/cloth	0
5-7	hide/fur/leather/thin shell	1
8-9	chainmail/scales/thick shell	2
10	scale armor/carapace/bone	3
11	plate armor/thick carapace	4
12	dragonscale/enchanted armor	5

Does the creature have additional physical defense? If it has a shield or other ability to deflect or evade attacks, give it +1 armor.

illo of party fighting monster with impenetrable shell

ADDITIONAL FEATURES

What else is noteworthy about the creature? Choose all that apply based on results of the previous steps, or roll if you feel like it.

1d12	COMMON TAG	EFFECT
1	<i>vulnerable</i>	suffers 150% of damage rolled from specified source; EXAMPLE: <i>vulnerable</i> (fire)
2	<i>resistant</i>	suffers 50% of damage rolled from specified source; EXAMPLE: <i>resistant</i> (piercing)
3	<i>stealthy</i>	likes to sneak, hide, ambush; add 1 sneaky move
4	<i>organized</i>	knows how to strategize; add 1 move related to planning
5	<i>intelligent</i>	sees the bigger picture; add 1 smart move
6	<i>devious</i>	-1 damage (minimum 1); add 1 tricky move
7	<i>cautious</i>	avoids putting itself in harm's way; -25% base HP
8	<i>boarder</i>	double booty rolls for cache and lair (see BOOTY, page X)
9-10	unusual	roll UNCOMMON tag, below
11	roll 1d10 twice	-
12	roll 1d10 3 times	-

1d12	UNCOMMON TAG	EFFECT
1-3	<i>flying</i>	able to take the air; add 1 flying move
4-5	<i>undead</i>	may be <i>insubstantial</i> ; unaffected by poison, disease, etc.
6	<i>amorphous</i>	suffers lowest of 2 damage rolls
7	<i>immune</i>	unaffected by damage from specified source EXAMPLE: <i>immune</i> (cold)
8	<i>construct</i>	may be <i>mindless</i> ; acts according to orders of master
9	<i>magical</i>	add 1 magic move (spell, power, etc.)
10	<i>planar</i>	may be <i>insubstantial</i> ; add 1 move related to home plane
11	<i>terrifying</i>	strikes fear into the hearts of all who behold it
12	<i>divine</i>	may be <i>planar</i> ; +2 damage, base HP x 1.25

MOVES

How does the creature behave? Write down 3-5 moves which describe characteristic actions the creature may take beyond general logical behavior (attack, defend, flee, etc.). Incorporate any move suggestions derived from ADDITIONAL FEATURES (step 6), and consider your mental image as you imagine what makes this creature interesting, challenging, and/or different. Before committing to any moves, you may want to draw inspiration from details rolled on the tables on the next page.

CREATURE DETAILS

What makes the creature interesting? What is it doing when first encountered? Choose or roll on these tables for inspiration.

ABILITY		ACTIVITY		ADJECTIVE	
1	bless/curse	1	laying trap/ambush	1	slick/slimy
2	entrap/paralyze	2	fighting/at war	2	rough/hard/sharp
3	levitate/fly/teleport	3	prowling/on patrol	3	smooth/soft/dull
4	telepathy/mind control	4	hunting/foraging	4	corroded/rusty
5	mimic/camouflage	5	eating/resting	5	rotten/decaying
6	seduce/hypnotize	6	arguing/infighting	6	broken/brittle
7	dissolve/disintegrate	7	traveling/searching	7	stinking/smelly
8	based on ASPECT	8	trading/negotiating	8	weak/thin/drained
9	based on ELEMENT	9	fleeing/running away	9	strong/fat/full
10	drain life/drain magic	10	building/excavating	10	pale/poor/shallow
11	MAGIC TYPE	11	sleeping/unconscious	11	dark/rich/deep
12	roll 1d10+1 twice	12	nursing injury/dying	12	colorful

AGE		ALIGNMENT		ASPECT	
1	unborn/nascent	1-2	<i>evil</i>	1	war/discord
2	being born/budding	3-4	<i>chaotic</i>	2	hate/envy
3	newborn/blossoming	5-8	<i>neutral</i>	3	power/strength
4-6	young/green	9-10	<i>lawful</i>	4	trickery/dexterity
7-9	mature/ripe	11-12	<i>good</i>	5	time/constitution
10	old/going soft			6	lore/intelligence
11	dead/withered/ancient			7	nature/wisdom
12	dust/pre-historic			8	culture/charisma
				9	luck/fortune
				10	love/admiration
				11	peace/balance
				12	glory/divinity

COLOR		ELEMENT		MAGIC TYPE	
1	white/bright/pale	1	void	1	necromancy
2	red/pink/maroon	2	death/darkness	2-3	evocation/destruction
3	orange/peach	3-4	fire/metal/smoke	4	conjunction/summoning
4	yellow/mustard/ochre	5-6	earth/stone/vegetation	5	illusion/glamour
5	green/chartreuse/sage	7-8	water/ice/mist	6	enchantment/artifice
6	blue/aquamarine/indigo	9-10	air/wind/storm	7	transformation
7	violet/purple	11	life/light	8	warding/binding
8	gray/slate	12	stars/cosmos	9-10	ELEMENT
9	brown/beige/tan			11	restoration/healing
10	black/dark			12	divination/scrying
11	metallic/prismatic				
12	transparent/clear				

SEIZE BOOTY

When you *search a creature, cache, or lair for anything of value*, you find whatever has already been established. Then, make a booty roll to see what else you find.

A **cache** is treasure that has been set aside for safekeeping by the owning creature (e.g., the classic treasure chest), while a **lair** is the place where a creature lives and keeps most of its possessions.

To make a booty roll, roll the damage dice of the creature in question and consult the BOOTY table (page X). If a cache or lair is being searched, use the damage dice of the creature that owns that cache or lair.

When the creature is a leader, make 1 additional booty roll.

When the creature is a veteran, make 1 additional booty roll.

When the creature is legendary, make 2 additional booty rolls.

When a cache is being searched, make 1 additional booty roll (2 if it belongs to a hoarder).

When a lair is being searched, make 3 additional booty rolls (6 if it belongs to a hoarder).

When the creature is wealthy, roll twice for each booty roll and use the higher result.

Use the OWNED column to find an item possessed by the creature (coins, jewelry, etc.), or the INHERENT column to find something derived from the creature's physical form (fur, meat, etc.). Choose which column to use based on the nature of the creature; possessions of a *humanoid* or *intelligent* creature will almost always be OWNED, while booty derived from a *beast* or *monster* will most often be INHERENT. The VALUE column indicates the suggested value of the each piece of booty.

INTERPRET THE RESULTS

Record the result of each roll as you go. If a given piece of booty is a BODY PART, ITEM, or VALUABLE, use the additional tables provided to work out specifics and describe things to the players. Consider the context and nature of the creature as you imagine each piece of booty. As always, you are free to ignore or adjust results that don't make sense.

When interpreting the results of a booty roll, the following guidelines may be useful:

If the creature is a construct or servant, use the tags of its master to generate booty.

If the creature is far from home, add 1 damage roll of rations that the creature would eat.

If the creature is magical, include one or more strange, possibly magical items.

If the creature is divine, include some sign of worship, blessing, curse, and/or idolatry.

If the creature is planar, include something not of this world.

When determining the value of an INCIDENTAL, COMMON, or USEFUL item, you may use the marketplace list in lieu of the VALUE column. Remember that a *fine* item has 150% the value its common counterpart, while an *exquisite* item is worth 200%.

Always adjust results according to the context and your better judgment!

INHERENT BOOTY

Most wild creatures don't own things or carry treasure around with them. If they possess anything of value, it must usually be gleaned from their remains in the form of food, furs, organs, and the like.

The first time you make booty rolls for a creature using the INHERENT column of the BOOTY table, the result applies for all future creatures of that type. However, the VALUE of the booty should be rolled fresh each time to reflect its relative quality (see example).

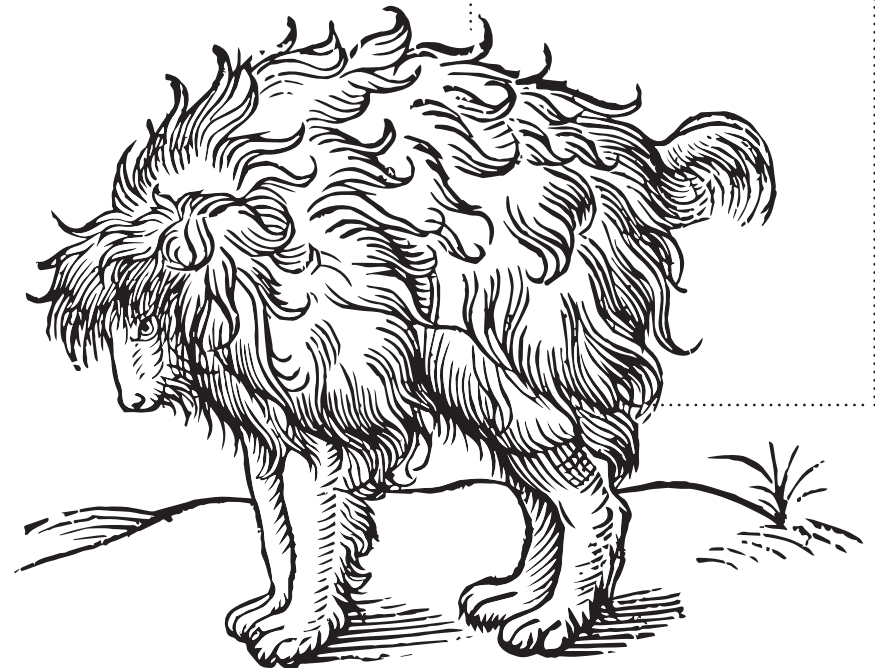
Harvesting a dead creature's useful parts may be routine in some situations, but at times the Judge may rule that it requires special skill and call for a saving throw of one kind or another to do so. A poor result on such a saving throw might result in partial or total loss of the booty, along with other consequences.

EXAMPLE

The first time the party defeats a sheep-lion, I roll 1d8 (its damage die) and get a 5, indicating a BODY PART with a VALUE of (4d6)x2. I roll 28 for its value in silver pieces, and "skin/hide/fur/shell" on the BODY PART table.

Whenever a sheep-lion is encountered in the future, I won't make the initial booty roll because I know they can be skinned for their hide, but in each case I'll roll (4d6)x2 to determine the hide's value.

In addition, I might tell the PCs that the beast's oil glands make skinning it tricky, and that it'll take a Saving throw with DEX to remove the hide without mishap. A 7-9 might mean the skin is salvageable but they get stinky oil all over them, while a 6-might mean the skin is ruined and/or that they hear ominous "baas" echoing across the moor.



BOOTY

Make each booty roll using the creature's damage dice. Use the **INHERENT** column to find something that can be derived from the creature's physical form (fur, meat, etc.), or the **OWNED** column to find a thing it possesses (coins, jewelry, etc.). The **VALUE** column indicates the suggested value of that piece of booty. A *fine* item is worth 150% of the listed **VALUE**, while an *exquisite* item is worth 200%.

ROLL	INHERENT (<i>beast, monster</i>)	OWNED (<i>humanoid, intelligent</i>)	VALUE
1	nothing	nothing	0
2	1 ration	currency	1d4
3	BODY PART	ITEM (use 1d10)	2d6
4	(HP/5) rations	currency, and roll again	4d6
5	BODY PART	currency	(4d6) x 2
6	(HP/4) rations	ITEM, and roll again	(6d6) x 2
7	BODY PART	VALUABLE (use 1d10)	(3d8) x 5
8	(HP/3) rations	currency, and roll again	(4d8) x 5
9	(HP/2) rations	currency	(5d8) x 5
10	BODY PART, and roll again	VALUABLE, and roll again	(6d8) x 5
11	(HP) rations	VALUABLE	(8d8) x 5
12	BODY PART, and roll again	currency, and roll again	(10d8) x 5
13	BODY PART	VALUABLE	(5d10) x 10
14	BODY PART, and roll again	VALUABLE, and roll again	(6d10) x 10
15	BODY PART	VALUABLE (use 1d8+4)	(8d10) x 10
16	BODY PART, and roll again	VALUABLE (use 1d6+6), roll again	(10d10) x 10

BODY PART & PROPERTY

Roll 1d12 to determine the piece of anatomy of value, then 1d12 to determine its utility.

1d12	BODY PART	1d12	PROPERTY
1-3	skin/hide/fur/shell	1-2	protection/ward
4	blood/ichor	3	spice/perfume
5	internal organ	4	ink/dye/stain
6	gland/sac/node	5	narcotic/aphrodisiac
7	apendage/limb	6-7	poison
8	sinew/muscle/bone	8-9	curative/restorative
9	teeth/tusk/horns	10	spell component
10	ears/nose/tongue	11	supply (SPECIALTY)
11	eyes/sensory organs	12	roll 1d10+1, add <i>fine</i>
12	brain		

ITEM

Roll 1d12 for category and 1d12 for specific item.

1-4	INCIDENTAL ITEM	5-8	COMMON ITEM	9-12	USEFUL ITEM
1	decanter/vessel/cup	1	footwear/shoes/boots	1	evidence/message/map
2	pots/pans/cauldron	2	clothing/gloves/cloak	2	tools/crowbar/shovel
3	dishware/utensils	3	hat/helmet/mask	3	foodstuffs (1d6 rations)
4	tools/hardware	4	trinket/charm/talisman	4	book/scroll
5	bedding	5	grog/spirits/wine	5	key/lockpick/password
6	trophy/keepsake	6	pouch/pack/saddlebags	6	healing supplies
7	candlestick/lamp	7	box/barrel/coffer/chest	7	illumination
8	rope/chain/net	8	soap/musk/perfume	8	fuel/ammunition
9	rug/mat/carpet	9	holy/arcane symbol	9	SPECIALTY tools
10	flag/banner	10	conveyance/cart/wagon	10	WEAPON/ARMOR
11	roll 1d10, add <i>fine</i>	11	roll 1d10, add <i>fine</i>	11	roll 1d10, add <i>fine</i>
12	COMMON ITEM	12	USEFUL ITEM	12	VALUABLE

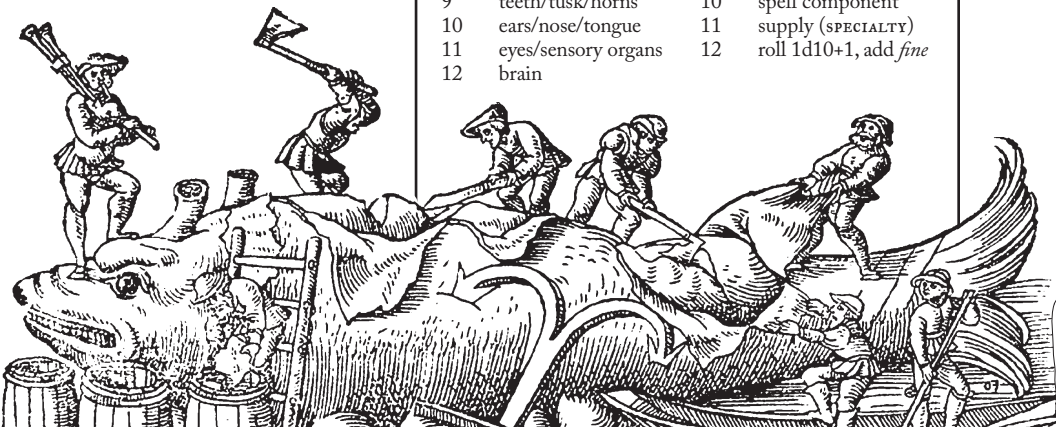
VALUABLE

Roll 1d12 for category and 1d12 for specific item.

1-3	TRADE GOOD	4-6	ART OBJECT	7-9	GEM/JEWELRY
1	grain/lumber/stone	1	<i>fine</i> COMMON ITEM	1	uncut/small/flawed gem
2	preserved food	2	<i>exquisite</i> COMMON ITEM	2	handful of gems/jewels
3	pottery/glassware	3	desk/table/shelving	3	large gem/jewel
4	furs/hides/textiles	4	dresser/armoire	4	charm/holy symbol
5	herbs/ingredients	5	sculpture/painting	5	ring/earrings
6	raw ore/ingots	6	carpet/rug/tapestry	6	bracelet/anklet/armlet
7	beer/wine/spirits	7	idol/statue/figurine	7	necklace/amulet/periapt
8	spices/tea/tobacco	8	mirror/hourglass	8	broach/buckle/pin
9	monster BODY PARTS	9	musical instrument	9	circlet/tiara/crown
10	contraband	10	roll 2d4+1, add <i>fine</i>	10	scepter/sign of office
11	WEAPONS/ARMOR	11	roll 2d4+1, add <i>exquisite</i>	11	jewelled ARMOR
12	SPECIALTY supplies	12	RARITY	12	jewelled WEAPON

10-11	RARITY	12	UNIQUE ARTIFACT
1-2	salve/ointment/potion/elixir	1	<i>magical</i> INCIDENTAL ITEM
3	spell scroll	2	<i>magical</i> COMMON ITEM (use 1d10)
4	<i>magical</i> INCIDENTAL ITEM	3-4	<i>magical</i> USEFUL ITEM (use 1d10)
5	<i>magical</i> COMMON ITEM (use 1d10)	5	<i>magical</i> GEM/JEWELRY
6	<i>magical</i> USEFUL ITEM (use 1d10)	6	<i>magical</i> wand/staff/rod/orb
7	<i>magical</i> GEM/JEWELRY	7-8	<i>magical</i> WEAPON
8	<i>magical</i> wand/staff/rod/orb	9-10	<i>magical</i> ARMOR
9	spellbook (2d4 spells)	11-12	<i>divine</i> symbol/relic
10	<i>magical</i> WEAPON		
11	<i>magical</i> ARMOR		
12	<i>divine</i> symbol/object		

illo of treasure hoard



BOOTY DETAILS

Choose or roll on these tables for inspiration.

ABILITY		ADJECTIVE		ARMOR	
1	bless/curse	1	slick/slimy	1-2	buckler/shield
2	entrap/paralyze	2	rough/hard/sharp	3	furs/hide
3	levitate/fly/teleport	3	smooth/soft/dull	4-6	leather
4	telepathy/mind control	4	corroded/rusty	7	scale armor
5	mimic/camouflage	5	rotten/decaying	8	chainmail
6	seduce/hypnotize	6	broken/brittle	9	splint armor
7	dissolve/disintegrate	7	stinking/smelly	10	plate armor
8	based on ASPECT	8	weak/thin/drained	11	roll 1d8+2, add shield
9	based on ELEMENT	9	strong/fat/full	12	roll 1d10, add <i>fine</i>
10	drain life/drain magic	10	pale/poor/shallow		
11	MAGIC TYPE	11	dark/rich/deep		
12	roll 1d10+1 twice	12	colorful		
ASPECT		ELEMENT		ITEM DETAIL	
1	war/discord	1	void	1	dull/worn/broken
2	hate/envy	2	death/darkness	2	rough/hard/sharp
3	power/strength	3-4	fire/metal/smoke	3	utilitarian
4	trickery/dexterity	5-6	earth/stone/vegetation	4	delicate/fragile
5	time/constitution	7-8	water/ice/mist	5-6	design motif (ASPECT)
6	lore/intelligence	9-10	air/wind/storm	7-8	design motif (ELEMENT)
7	nature/wisdom	11	life/light	9	etched/engraved
8	culture/charisma	12	stars/cosmos	10	bright/colorful
9	luck/fortune			11	maker's mark
10	love/admiration			12	mysterious inscription
11	peace/balance				
12	glory/divinity				
MAGIC TYPE		SPECIALTY		WEAPON	
1	necromancy	1	cooking/brewing	1	staff
2-3	evocation/destruction	2-3	poison/alchemy	2-3	knife/dagger/shortsword
4	conjunction/summoning	4	stealth/espionage	4-5	club/cudgel/mace
5	illusion/glamour	5	cartography/navigation	6	spear/flail/polearm
6	enchantment/artifice	6	travel/transportation	7-8	sword/axe/warhammer
7	transformation	7	architecture	9	great weapon
8	warding/binding	8	smithing/forging	10-11	sling/bow/crossbow
9-10	ELEMENT	9	engineering	12	exotic/unusual
11	restoration/healing	10	healing/apothecary		
12	divination/scrying	11	divination		
11	metallic/prismatic	12	invention/wizardry		
12	transparent/clear				