

WORLD OF DUNGEONS

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EQUIPMENT

You start with 60 silver pieces

Light Weapon (10s): d6. May be wielded as a secondary weapon, allowing you to re-roll damage once per attack. Includes daggers, short swords, and hand axes.

Martial Weapon (30s): d6+1. Must be wielded in main hand. Includes long swords, hammers, axes, spears etc.

Great Weapon (40s): d6+2 damage. Uses two hands. Includes two-handed swords, battle-axes and pole arms.

Shortbow (10s): d6. Also slings etc.

Bow (30s): d6+1. Also crossbows, pistols etc.

Heavy Bow/Gun (50s): d6+2 Damage if firing from a stationary position. Includes arbalests and muskets.

Light Armor (30s): Armor 1.

Full Armor (60s): Armor 2. Always has a helm. Makes it very hard to run, move quietly, swim, leap etc.

Shield (10s): +1 Armor.

Adventuring Gear (2s each): 20ft Rope, Iron Spike, Chalk, Parchment, Flint/Steel, Torches (4), Tent, Dice, Caltrops (slows pursuers), Bandages, Travel Rations, Waterskin, Wineskin.

Tools (5s each): Crowbar, Hatchet, Animal Trap, Lockpicks, Pen & Pot of Ink, Fishing Pole, Shovel, Grappling Hook, Pickaxe, Collapsible Pole.

Occult Items (10s each): Quicksilver (per dose), Pouch of Bone Dust, Vial of Holy Water (one use), Vial of Blood, Ritual Incense and Oils.

Fancy Items (20s each): Mirror, Lantern, Spyglass, Sand Timer, Board Game, Elaborate Clothes, Holy Symbols and other charms.

Fire Oil (20s per flask): Sets an area on fire (d6+1 damage/round for 3 rounds unless extinguished). Fills a lantern 10 times.

Boats: Rowboat (50s) to Galley (200,000s).

Carts: Cart (30s) to Wagon (100s).

Taverns: 1s to Sleep, 1s to Eat, 1s to Get Drunk.

Property: House (1,000s) to Manor (100,000).

Horses: Mule (30s), Horse (100s), Warhorse (1,000s).

HIRELINGS

Cost per day

Torch Bearer (2s): 3HP, Knife.

Guide (5s): 6HP, Knife, Lantern, Rope.

Armsman (20s): 12HP, Spear, Shield, Light Armor.

Expert (20s): 6HP, Skill 4, Dagger, Bow.

Champion (60s): 18HP, Full Armor, Halberd, Sword, Shield, Dagger.

MAGIC

Most magic requires summoning a spirit, demon, or elemental to perform supernatural effects.

A Wizard begins play with the occult knowledge to summon two spirits. A spirit has a name, an appearance, and two domains of power (flame, shadow, stone, lightning, secrets, fear, etc.).

To summon a spirit you know, you require one of the following:

- 1 hour of uninterrupted ritual.
- A dose of **quicksilver**—a mild poison and addictive drug. (10s per use). **If you drink more quicksilver doses in a day than your Level** you must attempt to resist its negative effects with a CON roll.
- A magic item containing a bound spirit.

A Wizard may command a spirit to perform a single magical effect that falls within its domains (it's a good idea to give specific commands; spirits and demons can be capricious and cruel). **Magical attacks do 2d6+level** or 3d6+level damage if they are especially suited to the situation (using fire against a Frost Wraith, for example).

RULES SUMMARY

CHARACTER CREATION

ATTRIBUTES: Roll 2d6 for each. On a 6-, the value is 0. On a 7-9, the value is +1. On a 10 or 11, the value is +2. On a 12, the value is +3.

Choose one skill in addition to any granted by your class.

You have 1 Hit Die (d6) + extra hit dice equal to your CON. Roll all your hit dice and keep a number equal to your level to determine your HP. When you rest and consume a ration/waterskin/wineskin, you may re-roll your HP. If you are attended by a healer, roll an extra hit die.

FIGHTERS get Athletics. Choose two special abilities: **Skirmish** (+1 damage and worn armor counts as one type lighter), **Tough** (+1 armor), **Slay** (+2 melee damage), **Hardy** (+6 HP).

THIEVES get Stealth. Choose two special abilities: **Backstab** (attack from concealment to do +3 damage), **Lucky** (once per day, turn a miss into a partial success), **Reflexes** (you always go first and can react when suddenly surprised), **Tinker** (you can attempt to quickly pick a lock, pick a pocket, or disarm a trap).

CLERICS get Decipher and Heal. Choose two special abilities: **Bless** (with holy water, you can anoint items so they are considered holy and magical—+3 damage vs. evil—for a short time), **Cure** (you can attempt to neutralize poisons, remove curses, or heal wounds with a touch), **Turn** (you can attempt to hold undead at bay with the power of your faith and a holy symbol), **Vision** (drink holy water to commune with your deity for divine guidance).

WIZARDS get Lore. You begin with two spirits you can summon (see MAGIC, opposite). You get **Summon** and choose one other special ability: **Cantrips** (you know three simple magical powers: *Candle, Shadow, Throw Voice*), **Command** (you can attempt to command any spirit, demon, etc.), **Ritual** (you may perform occult rituals—detailed in ancient tomes and scrolls—and begin with two known rituals).

RANGERS get Survival. Choose two special abilities: **Pet** (you have a loyal and effective animal companion), **Scout** (when you scout ahead you always spot the target before it spots you), **Volley** (+2 ranged damage), **Wild** (you can converse with and attempt to command animals).

Make your own class: Choose a class skill and two special abilities.

ROLLING THE DICE

When you attempt something risky, sum 2d6 and add one of your attribute scores, based on the action you're taking. (The GM will tell you some of the possible consequences before you roll, so you can decide if it's worth the risk or if you want to revise your action.)

A total of 6 or less is a miss; things don't go well and the risk turns out badly. **A total of 7-9 is a partial success;** you do it, but there's some cost, compromise, retribution, harm, etc. **A total of 10 or more is a full success;** you do it without complications. And **a total of 12 or more is a critical success;** you do it perfectly to some extra benefit or advantage.

SKILLS: If you have an applicable skill, you can't miss. A roll of 6 or less counts as a partial success, but with a bigger compromise or complication than a 7-9 result.

THE DIE OF FATE

Sometimes the GM will roll the die of fate to see how the situation is established. Low numbers are ill-fortune, high numbers are good fortune (or at least not misery). The die of fate might be rolled to establish the weather, indicate a random NPC's general attitude, or to determine if a wandering monster appears. The GM may also roll the die of fate if the PCs take some action for which sheer chance is the only factor in the outcome.

These rules are yours to bend to your will! You may find it natural to expand, redact, and modify them as you your game goes on. We advise keeping an open mind and lively discussion of possibilities at the table.

XP & LEVELS

As you level up you get rewards according to the table below.

LEVEL	HIT DICE	SKILLS	ATTRIBUTES	ABILITIES	DAMAGE	XP TOTAL
1	1+CON	1+1	–	2		0
2	+1					1,000
3		+1		+1		3,000
4	+1		+1 (MAX +3)			6,000
5					+1d6	10,000
6	+1	+1		+1		15,000
7			+1 (MAX +3)			21,000
8	+1					28,000
9		+1		+1		36,000
10	+1		+1 (MAX +3)		+1d6	45,000

You get 1 XP for each silver piece worth of treasure or coin that you loot from the dungeon. You also get XP for defeating enemies and completing quests (10 XP for something easy up to 200+ for a really tough one) but mainly it's about the looting.



VIRGIL FINLAY

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NAMES

True names have power. If you tell someone your true name, they can attempt to have you raised from the dead if you met your end before your time. Choose a true name below.

NORTH-LANDS	Farrokh	Ramak	Boury	Muntutep	ANKHYRA & CYTHONIS
Arnar	Shahruz	Hamun	Ardent	Kahotep	Erasmé
Lárus	Shahkam	Mehrshad	Vornan	Sinuhé	Pollux
Magni	Tahmatan	Jaleh	Cambel	Adjo	Pierroc
Rúnar	Kurosh	Fereshteh	Somer	Ibenré	Épiers
Skúli	Hamid	Asha	Vauphria	Khenti	Demophon
Ásmundur	Anoshiravan	Ghazaaleh	Orset	Anhuri	Anvean
Barði	Esfandiyar	Suriya	Ducell	Kemnebi	Thersandre
Júrek	Sahand	Afsaneh	XANATHAR & ISLANDS	Rasui	Orêt
Eymundur	Shaahin	Soraya	Hanif	Nomti	Sinon
Falur	Kamraan	Bahareh	Sefu	Remmao	Eumel
Rúrik	Adar	Leili	Mbizi	URU & THE GREAT DESERT	Christoph
Skjöldur	Aram	Delara	Ubaid	Harud	Erix
Brimi	Zahir	Setareh	Zuberi	Kothás	Eupendre
Yrsa	Khojasteh	Nava	Yahya	Vinid	Cadme
Pura	Omid	Azadeh	Darwishi	Ishaq	Icare
Árdís	Arsalan	REGENCY	Osaze	Osaze	Perdix
Bára	Aruhai	Caul	Nkosi	Kassai	Cerçon
Úlfrún	Awita	Aleand	Thomer	Yosol	Chrysothème
Valdís	Damrina	Vaude	Najja	Meyem	Thalia
Friða	Eilina	Hano	Abuakar	Kañañ	Medée
Dóra	Hannah	Andrel	Jibade	Mór	Pandarée
Auðrún	Markita	Villem	Onuris	Syar	Danaë
Freydís	Nashiram	Laudius	Bennu	Morug	Macharia
Júnía	Ninsina	Menry	Fukayna	Násu	Ariane
Kára	Rashomta	Wester	Abibah	Sesut	Étenou
Einhildur	Sharokina	Bragon	Theoris	Lástal	Adara
Pála	Zari	Wardius	Umayma	Faraz	Cyrene
Róhildur	Darya	Brance	Walidah	Dhár	Laetitia
Úlfdís	Shadi	Brutlas	Acenath	Kathkár	Cleite
Fjóla	Alaaleh	Canter	Jamila	Hosor	Éande
IMPERIUM	Kiana	Vaunt	Panya	Nawar	Nephele
Zahiel	Zahra	Clance	Sagira	Luyun	Ouranie
Akhivar	Taraneh	Arcus	Masika	Kúlul	Lyra
Aram Shun	Samaneh	Clard	Rehema	Kánan	Pasiphaë
Azur Khadon	Zhila	Colius	Nabirye	Nilázem	Andromède
Awidam	Parya	Mortio	Oseye	Séliyál	Ioannes
Awrahim	Azita	Couvlas	Meht	Elizdi	Makarios
Balishar	Sahra	Noretta	Kakra	Mykiri	Niphon
Dom Ashur	Tajie	Octadia	Maibe	Nábi	Theodoulos
Eilram	Shahla	Linea	Zaliki	Kíring	Alexios
Khnan	Mirza	Montess	Amahé	Djadoo	Theodoros
Nirar	Keiva	Verbela	Suten Anu	Sokkwi	Ráka
Romrama	Farzin	Solk	Sokkwi	Sóna	Andronikos
Yomadan	Zain	Vercy			