

Odditional materials

Into the Odd is such a good little game. I remember some early playtest session, way, way before I thought about publishing it, when Chris scared the living sh*t out of me without even trying too hard. It was so fun.

And then, after we put it out, the hacks came. A whole lot of them. With a game so small and its formulaic character generation, it proved as easy as swapping sections of content to create completely different worlds, but retaining what makes Into the Odd what it is.

In the next pages you'll find adventures, hacks and other fanmade oddities. They will be all different kinds of odd, yet all of them as odd as you expect.

And of course, this is not to show "how it's done", but to show "this are things that have been done". Have fun hacking away until the game fits your fun.

Editing, layout & publishing by P. Greco

Many thanks to Ben Milton, Kamil Węgrzynowicz, Eric Nieudan, Brian Wille, Sean Smith for their contribution.

Many thanks also to Chris McDowall, the author of the game.

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Feel free, nay, encouraged to hack away!

Lost Pages, Glasgow, December 2015.

Paolo, the Lost Pages Dude

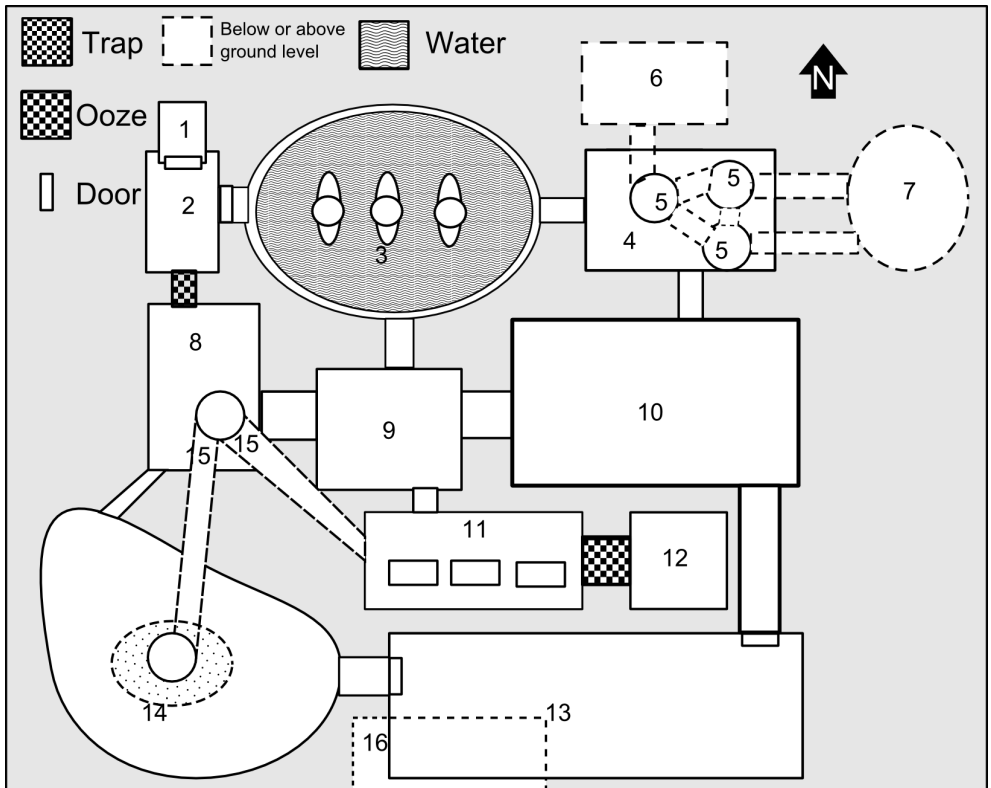
by Kamil Węgrzynowicz

In search of Samson Aubrey

Editor's note: to avoid tampering too much with the author's voice I opted to leave the text as close to the original as possible.

An Earthquake in the mountains near Bastion revealed entrance to strange underground complex. Samson Aubrey and his expedition went to explore it. It's been more than a year now and you are set to find them.

Good luck, you'll need it.



1. ENTRANCE

Hidden in the mountain near Bastion. Latest earthquake revealed it. Long stairs down smoothly cut in stone. In the end there's a metal door sliding up with screeching sound and then get stuck there.

Exit leads to 2.

2. SMALL METAL ROOM

Torn out metal doors to the south and rubble on the floor there (visible trap: – pit; DEX save or lose 1d6 HP).

To the east doors with no visible way to open them (may be forced – noise).

On the walls primitive paintings (roll on Inscriptions table) done in what looks like fluorescent paint or mud. Also inscriptions done by Samson Aubrey's expedition (date, signs of expedition's members; roll table).

Exits lead to 8 (trap – pit) and 3 (must be forced first).

3. BIG UNDERGROUND LAKE

Filled with fluorescent, colourful, transparent toads of the size of two fists. They swarm inside the lake and on small ledges around the lake. Inside the lake there are 3 metal statues (can be repaired and act like a robot if taken outside). Lake is poisonous (STR save or lose 1d6 DEX – stupefying). DEX save to walk on the ledges to avoid to anger toads or not to fall into the lake.

Exits lead to 2, 4 and 9.

Toads, transparent, many colored and fluorescent. Very territorial. Driven by need to defend. Attack in a swarm (roll 1d6+2 for number of of them) when angered.

d12 Random Inscriptions

1. Humanoid silhouettes with halos
2. Four fingered hands
3. Illegible scribbles
4. Stars and simple geometric shapes
5. Beautiful rendering of a toad
6. Simple toad or a centipede picture
7. Scene of hunting on automatons
8. Alien face (see 7), harmless
9. Mechanical diagrams copied on a wall
10. Human word (written by someone, who doesn't know what it means)
11. Hauntingly real looking human face
12. Well known occult symbol

STR 5 DEX 10 WIL 7 HP 5 for a swarm
weakening poison spit (DEX save or lose 1d6 STR)

4. ROOM SMOOTHLY CARVED IN STONE

On the floor there are 3 pits in which Little People live. Little People jump from the pits dressed in whatever is left from expedition's member clothes, three of them have sword or a pistol. Otherwise they attack with stones or barehanded.

Exits to 3, 10 and 5 (down to the pits, mix of stench of rotten meat and iron).

Exit to the south is loosely barricaded and there's mix of dried human and Little People blood (greenish).

STR 8 DEX 12 WIL 10 HP 3

2d6 Little People, pale humanoid creatures with big, black eyes and no nose. Cold to touch. Smell of iron. 1 meter height. Wear random clothing from the earlier expedition otherwise naked. Pretty intelligent but without understandable language. They communicate with hisses. They try to capture opponents alive if this doesn't seem possible or they few of them is wounded they escape and plot revenge.

5. PITS OF LITTLE PEOPLE

Crudely carved and filled with dirt, random body parts (human, toads' skins, bats, bones, lots of signs made on the walls (roll on Inscription table), occasional broken parts of strange machinery. From East one can hear human like chanting sound and from north sweet stench of rotten meat and food.

All three pits are connected and lead to 6 and 7. Or climb up to 4.

6. UNDERGROUND FOOD STORAGE

Full of rotten fungus, meat (also human), bones, random junk (roll table). Small, crudely carved room, strangely cold.

7. ALIEN FACE

On east wall there's primitively drawn fluorescent alien humanoid face with five eyes, hypnotic eyes, no nose. Looking at the drawing needs WILL save or lose 1d6 WILL. When all WILL is lost, character is mindless and stares at face till death from hunger.

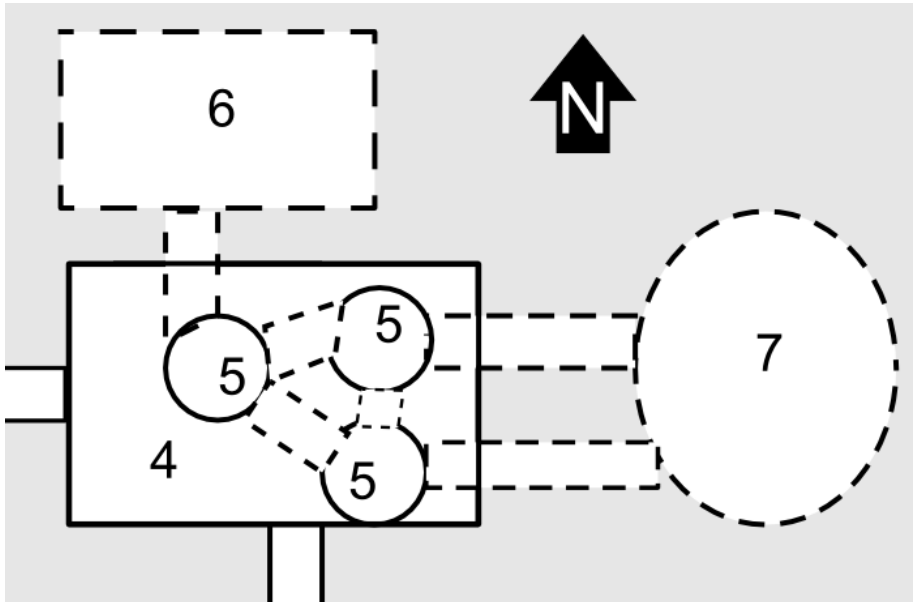
Before the face there are three members of earlier expeditions – all skin and bones now, chanting in strange language and bowing before the face. They don't recognise characters and won't go if forced – they will fight to death if needed.

3 Members of Abrey's expedition Haunting, empty eyes, naked and gaunty bodies, long dirty nails, lost almost all hair (regardless of gender). May wander around aimlessly. If forced to do anything they became aggressive and after few attacks they escape.

Members of Lost Expedition

1. Samson Aubrey
2. Adrian Sprysak
3. Felisa Ortega
4. Martin Koehler
5. Dawid Dorynek
6. Phoebe Jenkins
7. Amelie St Germain
8. Patricia Benett
9. Istvan Teleki
10. Sammy Cambronno
11. Kale Brackenberry
12. Sofia Erdman

STR 7 DEX 12 WIL 6 HP 4



Electric Ear: one domed earpiece, if attached to an ear, will drill inside it (1d3 damage to Str and this ear will be deaf forever). Allows wearer to listen and think-speak to electric machines. Machines and their spirit don't have to listen and obey. Machines speak in wispy, frail voice and often cause synaesthesia effect in human listener.

Things to find in rubble

1. Whistle
2. Broken musket
3. Dirty, bloodied handkerchief with initials
4. Small part of machinery (blinks with different colors)
5. Bones (of Little People – make it weird)
6. Shard of ruby
7. Broken part of machinery
8. Dead parrot
9. Necklace with a picture
10. Broken flask with acid
11. Scribbled map
12. Dead toad

8. WEIRD MACHINERY ROOM WITH CAVE-IN

High metal cabinets full of broken mechanisms and occasionally sparking with electricity. Loud humming noise from below the cave in (broken automaton – if characters try to dabble with him conductive ooze will flow out and electricity may harm the characters – Dex save or 1d6 damage. There's an Arcanum inside Automaton).

Exits lead 9 (through rubble, unstable but harmless), 14 (crudely carved, strangely smooth surface, there are cries for help and random talks in known language from there, strong smell of cinnamon) and up to 15 (easy entrance because of cave in and assorted rubble).

9. CAVE-IN

Square shaped room with lots of rubble and dried blood (human and Little People). Few toads croak on the rocks. Puddles of strangely coloured water flow from northern passage. Digging through the rubble will reveal giant centipedes (harmless) and body of the member of the expedition (eaten by centipedes, there are working rifle and broken lantern, a knife, gold pocket watch). Rubble to the east is made into barricade (partly removed).

Exits lead to 3, 8, 10 and 11 (crude stairs up).

10. IMPROVISED CEMETERY

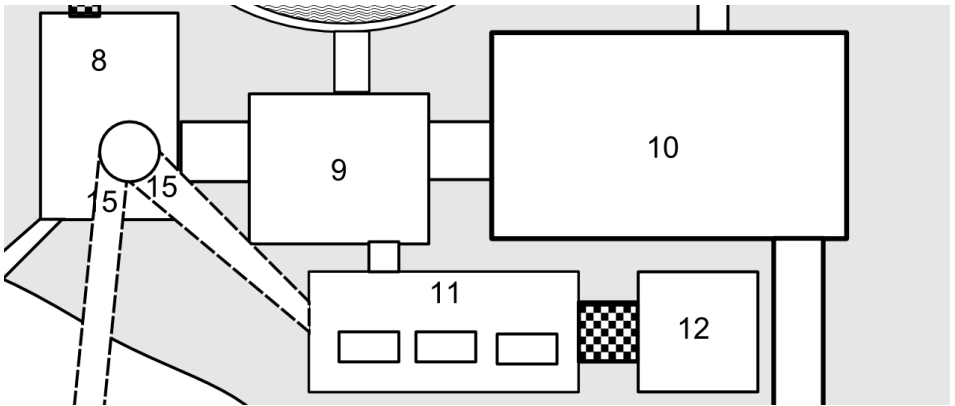
Robbed now. In this room most of the of the expedition died. Someone used dynamite to create hole to bury the dead and later cover them with the rubble. There are names written on the wall. Little People uncover mass grave and remove all the bodies and belongings. Only a few bones remained.

Exits lead to 4 (partly barricaded) and 13 (constant sound of machinery rumbling can be heard from there).

11. THREE STONE ALTARS

Inscriptions made with many coloured mud and Little People blood on the wall. Small offerings (broken machinery, dead toads, human tools, fingers, ears, human hair) before the altars. Primitive leather tubes stand on every altar (only the left one is full). Taking tubes causes attack of Dead Priest (see 12). Exits lead to 9 (stairs down), 15 (opening to narrow tunnel in west wall) and 12 (stairs up, trapped with knives visible from ceiling, DEX save or lose 1d6 HP).

Ashes of the Ancients: ?when snorted WILL save or lose 2d6 WILL (hallucinations and memory loss). With success spirits answer truthfully to one question. 1 dose.



12. CHAMBER COATED WITH RUBY.

Mummified body of Little People man lies here. Power of arcanum can be felt here (goosebumps, voices of spirits can be almost heard here, sense of tension). Mummified body can be destroyed, every attempt to attack causes STR save or lose 1d6 STR (temporary paralysis). Successful save causes mummified body to turn to dust (it's the only way to kill Dead Priest). Dust can be used and stored just like Ashes of the Ancients.

Ruby Chamber: whole chamber is an arcanum. Cannot be removed. After an hour of meditation WILL save or lose 1d6 WILL (terrible headaches). Successful save gives controlled out of body experience to every place character has been up to this point. After death it keeps spirit alive.

Dead Priest Ghost of Little People shaman. Can be killed only in Ruby Chamber by destroying the body. Stops attacks when opponent tries to escape or cause visible losses to opponent.

STR n/a DEX n/a WIL n/a HP n/a
His spiritual attacks cause WILL save or lose 1d6 STR (paralysis)

13. GLISTENING, GIANT DOME

Its outside is flowing with oil and it's like hard leather when touch. Around it are gathered working and active parts of all sorts of automatons. Some hands will crawl and try to catch, legs and lower body parts will try to walk or get up after the fall. Heads will speak in some kind of code. Person with Electric Ear will have to make Will save or will be unable to walk and feel for 3d6 minutes.

Dome can be broken and it's filled conductive ooze and small antennas and wires. (see automaton in 8). At the centre there's a hatch to 16.

14. LAIR OF CRAWLING OOZE

Big, smooth natural cave polished by Ooze. In the centre of the cave there's a nest bubbling with Ooze's offspring (harmless) bubbling and screaming in human voices. In the nest there are maps, dynamite, compass and monocle to be found. Searching the nest causes attack of the Crawling Ooze.

Exits lead up to 15 (opening in the ceiling), 13 (steel door to mechanical labyrinth) and 8 (smooth carved corridor to machinery room).

STR 13 DEX 12 WIL 9 HP 12

Armour 1. Double damage from fire.

Can absorb victim – DEX save or victim is inside the the ooze and lose 1d6 STR each round until completely absorbed or pulled out.

Crawling Ooze Large, semi-intelligent creature. It absorbs and uses them to lure others. It retains their random memories and behaviour and recreates it.

15. NARROW TUNNELS

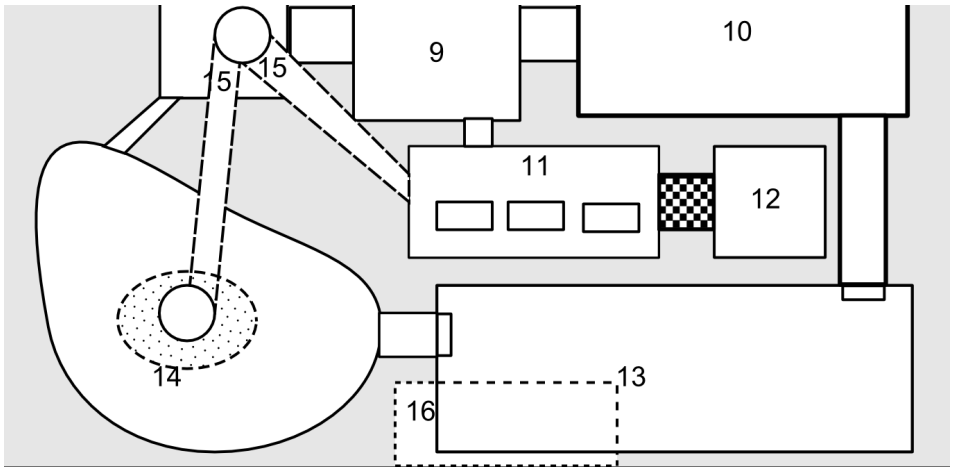
Fit for one smallish person. Crudely carved. Full of large centipedes (harmless, get into equipment and under clothing).

Exits lead to 14 (opening is above nest of Crawling Ooze, jump may be needed), 8 (easy entrance because of cave in) and 11.

16. ENGINE ROOM

Gives power to Glistening dome and other mechanical things in the dungeon. Room small, hot while constantly humming, vibrating, incomprehensible mechanisms gives off dim red light. Attempt to control mechanisms in any way cause WILL save or lose 1d6 STR. Successful save gives telepathic ability to turn on and off things (statues in a lake, dome, random automaton parts, broken machinery in 8) in the dungeon. Only one person can have this ability.

Exit lead to 13 (up the ladder).



by Brian Wille

Four Arcana Ideas

First, let us contemplate the Key Principles of Arcana:

1. They do new things.
2. They encourage creative and risky use.
3. They aren't something you'd want to use all the time.

And a reminder from The Rules Themselves: Characters that are open about the Arcana they carry will find themselves the target of collectors, thieves and con artists.

You have been warned.

+1 Armor vs bullets, pellets, arrows, darts, fragmentation, blades.

The Chapeau of Magnetic Inversion combines a top hat and an electrical coil to create a strong magnetic field. Bullets, fragments, arrows and blades that are made of iron or steel are rerouted away from the wearer when it is activated. Care must be taken around magnetic items of the wearer and his party; horrific consequences may also occur if used near someone who has been tattooed with iron-based ink.

Heavy Gun (two hands), d12 damage. Cannot move and fire. Flashbang effect on those not wearing eye protection when fired. Sets target alight, d6 damage for 1d3 rounds. Burns through most materials.

The Aether Bombast combines technology and arcane forces to create a formidable weapon. An intensely hot "bolt" of pressurized plasma is fired from a compression cylinder; it can be fired out to great distance, and very accurately. The effect on organic matter is horrific, and the damage it can do to synthetic materials is impressive. Rate of fire is very slow, maintenance on the device is virtually impossible, and it should be used with care on airships and water craft. It should never be fired in a submarine unless self-destruction is the goal.

The Mechanized Arachnid is roughly the size of a dog when extended and active, but folds into a small compact shape for ease of transport. It has "large extendible claws to aid in subduing any opponents" but it can also be used to carry small items (such as healing salves or timed explosives), recover small items that are out of reach, and map areas that are currently unreachable or too dangerous for one to map oneself. The claws are extremely sharp and the Arachnid can get red-hot from the pressure of its miniature steam engine if left activated for too long, so care must be taken around animals and children. It vents steam, and while it is not a loud device, neither it is quiet.

STR 12 DEX 14 WIL 14 HP 10
Fast, d6 damage. Can Scurry up steep inclines and through small holes. What the Arachnid sees, the owner can see IN THEIR MIND.

The Necromizer taps into dark powers beyond the edge of our understanding and combines that with galvanic technology to raise the very recently dead and compel them to fight mindlessly by your side. This is especially useful when you are the last one standing, but can be helpful if even one or two of your party has fallen in combat.

Turns corpses into undeads fighting for the user. The undeads will become malevolent and aggressive after time.

The Fighting Dead will mill around aimlessly for a few minutes after the fight is over, and that is when they must be dispatched with bullets to the head or machetes to the neck. Otherwise an odd light will appear in their eyes, they will assume disturbing facial dispositions that imply evil cunning, and they will try to maim you and kill you, in that order.

STR 10 DEX 8 WIL 6 HP 6
damage as per weapon or d4 strangling/clawing.
Frightening to behold and vomit-inducing to EVERYONE (except the owner of the Necromizer) as they have invariably soiled themselves upon violent death and are likely to be trailing intestines or brain matter.

Dogs tend to bark at people carrying a Necromizer on them, milk tends to spoil around the Necromizer, and babies are sometimes born with very sharp teeth if the mother has been in contact with the device.

by Eric Nieudan

Odd Dungeons

Elves are Simply Better at many things
Dwarves know the underground and
have infravision

Halflings are tough and silent

Half-orcs and half-elves are pariahs

Thief training: normally no save

Turn Undead: Undead save WIL or flee.

Cleric and MUs: the character knows
extra spells and can cast each of those
spells once a day.

A word of warning: attempting to learn a
spell above one's capacity (see experience
below) or to mix Cleric and Magic-user
spells can cause cranial implosion or
unwanted severance of the astral cord.

Scrolls crumble to dust, wands burn to
ashes, a gold crown turns to molten lead.
More durable and expensive materials
might hold the spell for several uses, but
the magic will take its time gathering
again - typically from a day to several
years.

Character Generation Cross your best stat with your
hit points on the page in the next spread to generate your starting
equipment, abilities and race.

Alignments can be used, or don't – I'm not going to tell you
how to D&D. On my end, since I'm running B/X modules, I use
the classic Law/Neutral/Chaos system.

Spellcasters can cast each of their starting spells once a day,
provided you spend some time in study or prayer. Each spell has
an effect, a range, etc. This may be ad-libbed by the GM, or they
can use a specific ruleset. Magic isn't a science though, and you
may try to shape a spell with a WIL save. Fail this and expect
side effects, friendly fire or deadly-but-colourful explosions.

Spells are stored in scrolls, reliquaries, wands, staves and just
every kind of jewellery. We call these items foci. Anyone can cast
a spell directly from the focus by speaking a command word or
exerting their will. Most items will be destroyed doing so. With
a focus, learning a spell takes a day. Studying a focus you can
make its magic part of you. You still need the item to study the
spell between uses, but the magic draws its power from you and
doesn't consume the focus. Most enemy casters keep their foci on
them. If you can't find anything on their corpses, make sure you
comb their quarters for grimoires, charm-adorned headdresses
and weird coin collections.

Healing Spells heal hit points first, Strength second. It's better if you can wait until the wounded have had a short rest.

Experience works pretty much like in Into the Odd, except an expedition (or adventure) can end while you are still underground or in the wilderness. If you secure a base camp after exploring a dungeon level (or a portion of terrain big enough to ensure your safety), or if you reach some kind of friendly settlement, the GM may declare the adventure over.

Novice	ready or not, you are on your way to your first adventure. You can learn one 1st level spell.
Professional	you have survived at least one adventure. You can learn 2nd level spells, and memorise a total of 3 spell levels.
Expert	you have survived at least three adventures since reaching Professional level. You can learn 3rd level spells, and memorise a total of 6 spell levels.
Veteran	you have survived at least five adventures since reaching Expert level. You can learn 4th level spells, and memorise a total of 10 spell levels.
Master	you own a stronghold, academy or guild and have led followers on at least one dangerous adventure since reaching Veteran level. You can learn 5th level spells, and memorise up to 15 spell levels.

Apprentices and followers will naturally solicit you as your reputation grows. They will follow you in exchange for gear, gold, glory or knowledge. A new hireling is available:

Acolyte (1g) : DEX 2d6, Chainmail, Mace, 1st level Cleric spell.

Strongholds take time, manpower and coin to build. Seizing one by force is cheaper, provided you can defend it down the line.

Titles are bestowed by local rulers or simply self-appointed (except to be challenged if you do so).

Stat	1HP	2HP	3HP
3-9	Cleric (+3 spell levels), Turn Undead, Mace (d6), Breastplate (1), shield (1), Backpack (4 days rations, lantern, 2 vials holy water)	Elf, MU (+2 spell levels), Rapier (d8), Elfin mail (2), Backpack (4 days rations, rope, mirror)	MU (+2 spell levels), Staff (d6), Dagger (d4), Ring of Protection (1), Healing Salve (d8), Satchel (wineskin, 3 days ration)
10	Elf, MU (+2 spell levels), Longsword (d8), Elfin bread (3 days), Small sack (jewellery 30gp),	Dwarf, Battered blunderbuss (d8), 3 smoke bombs, Sack (smoking leaf, candle, bear trap)	Elf, MU (+1 spell levels), Shortsword (d6), Leather ar- mour (1), Small sack (1 days rations, rope)
11	MU (+1 spell levels), Dagger (d4), Portable laboratory, Vial of acid, 3 pouches	Cleric (+2 spell levels), Turn undead, Warhammer (d8), Boiled leather (1), Satchel (wolfsbane)	MU (+2 spell levels), Staff (d6), Backpack (3 days rations), Speaks with birds, Feared by dogs and cats
12	Morningstar (d8), Encrypted spellbook, Noble clothes, Back- pack	Thief training (hide in shadows, move silently), Blackjack (d4), Sack (caltrops, 2 candles)	Halfling, Sling (d4), shortsword (d6), 3 flasks of oil, Outcast tattoos
13	Crossbow (d8), knife (d4), Tower shield (1), Battered uniform, 26gp from murder	Axe (d6), Hide armour (1), Large sack (7 days rations), Lame dog	Thief training (pick pockets, open locks), Fancy sword (d6), Burghers clothes
14	Halberd (d8), Old uniform, Backpack (1 week rations, rope)	Cleric (+2 spell levels), Sacrifi- cial bludgeon (d6), Cursed by demons	Scimitar (d6), Burnt leather shirt (1), 23gp
15	Half-elf Whip (d4), 5 darts (d4), Proof of noble descent, Backpack (2 weeks rations)	Short sword (d6), Mail shirt (1), Backpack (iron spikes), 11gp	Staff (d6), sling (d4), Satchel (2 chickens), Bedroll, blanket, tent, Fur hat
16	Half-orc, Mace (d6), Forged mercenary papers	Knife (d4), sling (d4), Large sack (tent, traps), Lame horse	Scramasax (d6), Leather shield (1), Horned helmet
17	Longsword (d6), Ragged clothes, Old scars	Staff (d6), Wizard hat and robes, Small sack (sick bird),	3 darts (d4), Split shield (1), Unwieldy plate armour (1)
18	Broken stool (d4), 10sp, Permanent hangover	Doppelganger, Amnesia, Woodsman clothes, Blood on your hands	Knife (d4), Stolen merchant clothes (too small), Bare feet

Stat	4HP	5HP	6HP
3-9	Halfling, Bow (d6), mace (d6), Studded leather (1), Stolen pouch (15gp), Backpack (3 days rations, spices)	Dwarf, Two-handed axe (d8), 2 throwing axes (d6), Platemail (2), Backpack (1 week rations, iron spikes)	Halfling, Shortsword (d6), Lantern, Pack mule (6 days rations, rope, tent, pots & pans)
10	Cleric (+2 spell levels), Turn undead, Warhammer (d8), Shield (1), Large sack (2 days rations)	Thief training (stun at 0hp), Two daggers (d4), Short bow (d6), Scroll (cleric, 2nd level), Backpack (2 days rations, mirror, 3 candles, scroll)	Two-handed sword (d8), Chainmail (1), Horse, Saddlebags (1 day ration, wineskin, iron spikes)
11	Dwarf, Pickaxe (d6), Shield (1), Backpack (1 days rations, beer cask, rope, lantern)	Longbow (d8), Axe (d6), Leather shirt (1), Hat with rare feathers, Small sack (1 days rations)	Thief training (climb, hear noise), Shortsword (d6), 2 daggers (d4), Scroll (magic-user, 1st level), Rope & grapple, 2 doses poison (paralysis at 0hp)
12	Maul (d8), Javelin (d6), Breastplate (1), Satchel, Large sack	2 javelins (d6), Large sack (3 wolf skins), Foreign hairstyle, 8cp	Dirk (d4), Poison (d4 extra damage), Unholy symbol (20 gp), Puzzling birthmark
13	Axe (d6), sling (d4), Warm cloak and heavy boots, Wanted poster, Backpack	Glaive guisarme (d8), Bone armour (1), Straw hat, Satchel (2 waterskins)	Dagger (d4), rusty mace (d6), Leather vest (1), Stolen letters, Small sack (wineskin)
14	Stolen rapier (d8), Large tent, Medallion with strange map	Hand crossbow (d4), Black leather clothes (1), Small sack (wig, scarf)	Mutant, Spiked club (d6), 2 wolf traps
15	Half-elf, Antique sword (d6), Stylish cloak, Toolbox	Recognisable scimitar (d6), Silk clothes, Scarred hands, 25sp	Half-elf, Bent bronze sword (d4), Bow (no arrows), Pouch (worthless stones)
16	Staff (d6), Backpack (2 candles, waterskin, scroll, quill)	Half-elf, Bow (d6), Poorly trained pet wolf	Broken spear (d4), Improvised buckler (1) Torch
17	Two-handed club (d6), Conspicuous clothes, Bag of broken glass	Half-orc, Broken crossbow (used as a club, d4), Whips scars on back	Cestus (d4), Smoked rat on a stick, Disgusting skin condition
18	Half-orc, Broken sword (d4), Escapee tattoo on forehead	Mutant, Fork (d4), Bounty dead or alive (120gp)	Half-orc, Chains (d4), Naked, Mute

d20 So you were late and have to join an ongoing adventure...

- 1 Monsters, then a trap, then more monsters. And then a cave-in. Lost 1d6 STR and all your gear except for one thing of your choice.
- 2 Scarcely escaped monsters (referee rolls a random encounter) and lost 1d6 HP (do not roll for critical damage). The monsters are right behind you.
- 3 Killed a monster and lost 1d6 hp (do not roll for critical damage).
- 4 Tracked by monsters (referee rolls a random encounter). They are nearby.
- 5 Fell down a hole. Lost a random weapon, or 1d6 DEX if you had none.
- 6 Peaceful contact with a new Faction. Ask the referee who they are.
- 7 Went through an elemental event: skin and hair colour radically changed.
- 8 Drank tainted water. Now sick until you can rest: lost d4 STR and d4 WIL.
- 9 Lost all food and water, or 1d4 WIL if you had none.
- 10 Hostile contact with a faction. They will keep an eye out for you.
- 11 Friendly NPC taken alive by monsters (ask the Referee). You saw where they went.
- 12 Your armour, shield, or an item (in this order) got caught in a trap. Unusable, needs repair.
- 13 Wounded a magic-user, took a focus from them and botched its use. Lose permanently 1 WIS, gained an enemy.
- 14 Stole d4 rations and water from a Faction (ask the Referee). They lost you, but they saw your face.
- 15 Took a crossbow (d8) from a Faction (ask the Referee). They didn't see you but they are looking.
- 16 Found a small sack containing 1d4 rations and a quart of water.
- 17 Found a dead body. Took 1d20gp and a short sword.
- 18 Found a clue to a danger nearby. Ask the referee.
- 19 Fought someone and took a focus for a 1st-level magic-user (1-4) or cleric (5-6) spell.
- 20 Encountered a nearby (or random) monster and turned it into an ally.

d6 I'm back from my latest expedition. Is my stash still ok?

- 1 Yes, all of it. Lucky bastard.
- 2 Yes, with something extra (and valuable, and misplaced by someone angry and powerful).
- 3 Some of it is missing, but there's a clue to who took it.
- 4 No, there's an envelope with your name on it.
- 5 No, and it's booby trapped.
- 6 No. Something slimy and blue and shivering digged inside your hiding place and ate your stuff. It's sleeping now.

Odd Factions

Create factions' Motivations, Status, Means and Goal by rolling 5d6 on the first table, and look up the result for each die. After that, roll 1d20 and look up the factions' peculiarities on the second table, and strike out results as they are rolled. In case a stroked-out result is rolled, roll a second peculiarity.

5d6	Origin	Status	Means	Goal 1	Goal 2
1	Lost City	Official	Military	Rule	...the City (south, east, north, west, center, all of it)
2	Caves	In hiding	Divine	Destroy	...another faction
3	Underworld	On the rise	Sorcerous	Manipulate	...outsiders (surface, caves, underworld, desert, planes)
4	Desert	Disintegrating	Legal	Control the wealth of	...a powerful individual (judge, noble, dreamer, mystic, soldier)
5	Sunside realms	Reforming	Commercial	Ally with	...an important place (temple, barracks, radiation, grove, volcano)
6	Planar	Inactive	Criminal	Learn the secrets of	...a supernatural power (god, demon, ghost, elemental)

d20	Faction Peculiarity
1	Impossibly superstitious
2	Fighting a curse or disease
3	Bloody, cruel or plain weird rites
4	Has no leader
5	Front for another faction
6	Unjustly hated
7	Very popular for the wrong reasons
8	Addicted to a rare drug
9	Unconventional sexual practices
10	Cannibalistic tastes
11	Tattoos, branding or scarifications
12	Much richer than they look
13	Leader is not who they seem
14	Welcome undead members
15	Vast library of knowledge
16	Most members are werebeasts
17	All members are children
18	Sole purveyor of a potent wine
19	Worships a new god each month
20	Access to unknown powers

By Eric Nieudan

The Nightlight Circus

Rumours (roll 1d6)

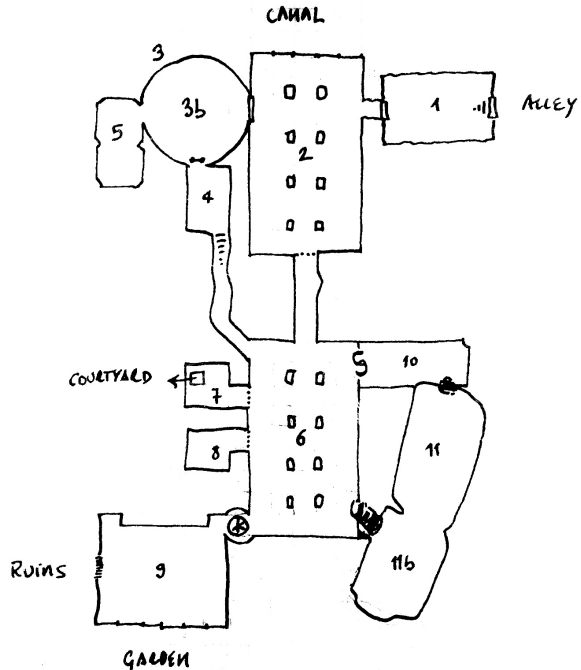
1. As the Nightlights Circus expand, other gangs see their members disappear (true). A turf war is brewing.
2. A city official runs the Nightlights Circus to reduce the crime rate (false).
3. Nightlights artists have been seen coming in and out an abandoned orphanage near the gambling hall (F).
4. Giving generously to Nightlights street acrobats will get you the password to the Joy Vault (T).
5. The tower overlooking the canal glows faintly at night (T). It's where the Circus sacrifices their victims (F).
6. The City Council heard the gang was a front for a star cult (F) and sent a troubleshooter to investigate (T).

Random wanderers (roll 1d8)

1. Shimmering phantasm, a by-product of Joy Machine. Creepy vision of one's past, disappears after a few seconds.
2. Escaped member of the Silent Straw Sisters (STR 13, DEX 7, hp 5, stolen blade d6, broken wrist). Wants revenge.
3. 2 local militia, following a lead to John Brightlow's disappearance (see 11b) (STR 12, WIL 8, hp 7, blunderbusses d8). Want a promotion.
4. d6 man-eater dogs (DEX 13, hp 3, rip throat d6). Want an easy meal.
5. Sewer scavenger: pig-faced mutant (hp 7, crossbow d8) who knows the area quite well. Wants valuables.
6. Strongman and d6 prisoners in chains (see room 6). Wants to deliver them to Kaleidos Copper.
7. d6 urchin runners, on their way to work (seen room 1). Want to have fun.
8. d6 street artists, back from a day's work with 5s in change. Want to rest.

This adventure departs from the traditional exploration locale.

Depending on the characters' goals and approach, some social interaction may be needed to navigate some of the rooms. The whole dungeon was randomly generated to test the Dungeon with a Deck of Cards procedure.



A new gang is carving out a turf in one of the poorest districts of town. Children and adults from the Nightlights Circus are recognisable by the hideous scars they hide under heavy make-up and tattoos. They work as couriers and street entertainers, and also operate a gambling den called the Joy Vault.

1: GAMBLING HALL ENTRANCE

Well-lit cellar, painted signs, light security (alarm bell to room 6).

West: trapped door to 2 (gas explosion, d6 WIL if breathed).

East: heavy door to a seedy alley (password: "joy is forever").

3 urchin runners, burnt skin under layers of filth and soot, want to smile and look normal.

STR 7 DEX 10 WIL 10 HP 2
knives 1d6

2: THE JOY VAULT

Vaulted room with gayly painted arches and grimacing stone figures (buzzing power cables connecting 3b and 11 via 6).

Strong drinks, game tables from safe to dangerous. Gamblers, male and female dancers, musicians.

North: dirty windows overlooking eel-infested canal.

East: door to 1, guarded, gas canisters (see above).

South: dark damp sewer to 6 behind grilled door (locked).

West: heavy door, soundproof (opens when someone says "joy").

4 street artists with permanent grins and clown make-up covering burns, want to protect Joy Machine's secrets. They have the key for the locked door.

STR 10 DEX 15 WIL 9 HP 5
iron fingernails d8, smoke pistols d6

3: NIGHTLIGHTS TOWER

Empty floors with aggressive pigeons and dangerous stairs. Top floor: has crystal roof (35 square metres panels worth 50s each).

On every floor, several mirrors reflect and filter starlight down to basement, where abducted gang members and urchins are brainwashed.

Basement: illuminated by starlight from mirror complex. Seats with straps. Roast pork smell.

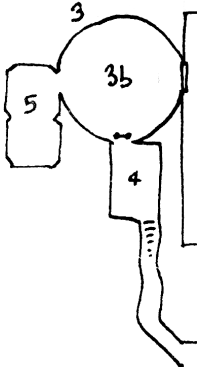
West: archway to 5.

South: rusty ladder up to 4.

Kaleidos Copper, an humanoid with shiny prismatic machine for a head. Wants everyone to obey Joy Machine's law.

Will stop working if away from starlight for too long.

STR 10 DEX 10 WIL 17 HP 9
armour 1, dense limbs d6, dazzling & burning colours d8 + charm on critical damage



4. ARMOURY

Small, badly ventilated with iron-reinforced ceiling.

Chests with 7 old muskets, 4 rusty pistols, 2 bombs (powder used produces thick, red smoke). Assortment of cutlasses, canes and cleavers. Each chest has a floating globefish that tries to escape (blue-grey scales, inoffensive, feeds on moisture, keeps air dry).

North: rusty ladder down to 3b (noisy).

South-east: slippery stairs up to 6.

5. COPPER'S LARDER

Dark stone alcove. The only light comes from outside.

Metal objects kept as food for the Copper: cutlery, pots, broken weapons, pieces of machinery.

South: piles of rusty dejections (sorting through it will reveal 3g worth of unconsumed gold and silver).

6. MAIN STORE

Unpainted arches with saltpeter. Fire pit, cushion and chairs, tinned food on shelves, dry meat hanging from ceilings (buzzing power cables connecting 3 to 11).

West: grilled doors to 7 (fresh air) and 8 (stale smell), creaky stairs up to 9 (daylight, stew smell).

North-West: damp corridor to 4.

North: sewer passageway to 2

East: illusory wall to 9 (noticeable from an angle, electric shock d12 if touched for more than two seconds).

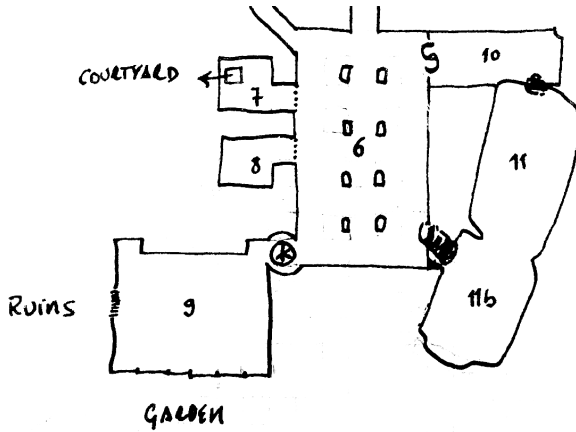
South: hole down to 12 (bells sound).

5 prisoners: gang members, homeless labourers and lost sailors, chained to pillars and waiting to be brought to the Copper. Want to escape.

Strongman: towering brute with theatre face, sailor tattoos covering melted flesh. Wants to keep the hideout safe.

STR 7 DEX 10 WIL 10 HP 3

STR 18 DEX 10 WIL 10 HP 6
spiked fist 1d8



7. STREET ARTISTS SLEEPING PIT

High room with ladders to a dozen alcoves with dry straw beds (no personal effects or spare clothes).

Ceiling: rusty, noisy grate to abandoned orphanage courtyard.

8. URCHINS SLEEPING PIT

High room with hammocks and damp mattresses (toys, family photographs and shiny objects).

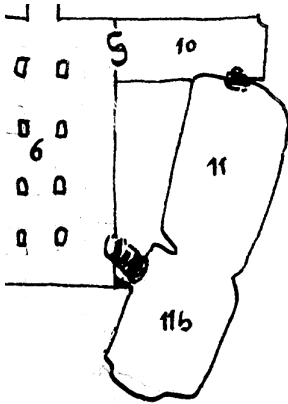
9. DAY ROOM

Kitchen of the abandoned orphanage. High, iron-reinforced, faded educational murals (“work for your wage, kill for your keep”). Large chimney with pot of cold soup. No metal utensils. West: walled door to ruins (breakable with appropriate tools, noisy though).

South: barred windows (3 metres above the floor, bars eaten by rust) to an overgrown garden home to a pack of wild dogs.

7 street artists having a quiet meal, want to protect Joy Machine’s secrets.

STR 10 DEX 15 WIL 9 HP 5
iron fingernails d8, smoke pistols d6



STR 10 DEX 10 WIL 19 HP 12
 armour 2, electric shock in whole room
 d8

10. LOOT STORE

Wine cellar with 6 valuable bottles (20s each), Golden Lands jewellery (10g, very conspicuous), one minor Arcanum.

Joy Machine knows immediately if anything is disturbed.

West: illusory wall, powered by cable going to 11.

South: hatch to 11 (smooth metal, warm to touch).

11. JOY MACHINE'S JUMPSHIP

Smooth, immaculate walls like made of solid light, no shadows.

Rooms are body temperature.

Joy Machine: a pulsating pillar of colours and emotion, communicates through empathy. Wants to end sadness.

11B. GUEST QUARTERS

As above, but decorated with 12 engraved silver bells ringing on their own (10s each).

North-West: hole in the hull, steep tunnel to 6.

North-East: twisted wall to 11.

John Brightlow. Abducted Council troubleshooter, in pain from recent burns and due another session of Kaleidos Copper's medicine. When he's converted, he will be sent back as an agent for the gang. Hidden inside his person is The Burner, an Arcanum.

STR 4 DEX 10 WIL 14 HP 7

The Burner: a small shiny stone that accelerates metabolism: act like time has stopped for d20 seconds, but you age twice as many years

CYBER:LONDON:ODD:HACK

by Sean Smith

The choking smog over London blocks light and digital signal alike; the corporations have pulled back into the green belt, leaving the urban sprawl beside the Slick to be fought over by the different gangs. Between the day-to-day violence, each group fights to control the old wired network. There is still intermittent CORP incursion into the factories and data nodes of the city, and what's left of the LAW remain brutal and controlling. There are constant turf wars between the anarchic PUNKS and the brutal HOODS, while the GOTHS of the lock region mostly care about having the best stories to tell.

Sean has written a number of flash fiction stories in the Slick Thames world. Read some of it here:

<http://archaism.wordpress.com/tag/slick-thames/>

Choose your side and watch your back:

GOTHS are mostly clad in leathers, and are generally disregarding of much else. Their entire purpose is to lead debauched, hedonistic lives.

Look: leather goth wear and bondage costume.

PUNKS are anarchistic, and have a particular flare for flame.

Look: denim and spikes.

HOODS are territorial and put a lot of weight in the intimidation of weapons.

Look: hoodies (duh) and general sportswear.

CORPS are the bad boys of the corporate world - having a fun time in the inner London offices (most head offices for major corporations exist in the green belt beyond the city).

Look: stylish business wear (think American Psycho).

The **LAW** is a futurised version of London Met police. They are very happy to apply riot gear to situations. If you want to play as the **LAW**, use the **MET-GRINDER** rules below.

SLICK THAMES: URBAN SPRAWL CRIMS

You are one of the countless crims in London.

Roll and total the d4, d6 & d8 for each of the following stats;
 BRAWN acts of strength & stamina (equivalent of STR)
 SINEW acts of agility & precision (equivalent of DEX)
 WIT language aloud & online (equivalent of WIL)

You may swap any two scores. Then, roll a d6: this is your NERVE – your ability to shrug off wounds (equivalent of HP).

Cross-reference your highest stat with your nerve on the following table and note down your starting package. If another player has the same package, instead choose the rightmost nearest slot. If you have an AUGMENT, roll d12 on the table overleaf.

Stat	NERVE 1 or 2	NERVE 3 or 4	NERVE 5 or 6
3-9	Rail-gun (d10) Razorblade businesscards (d6) TACTICAL AUGMENT, Contact in LAW	Hunting rifle (d8), Silver knuckleduster (d6), TACTICAL AUGMENT, Firearm attacks enhanced	Sawn-off shotgun (d8), Six-foot bullwhip (d6), TACTICAL AUGMENT, Shit-hot with tech
10-12	Flamethrower (d8), EMP grenade (shorts all local tech), TACTICAL AUGMENT	Submachinegun (d8), Stimshot (reroll any save), TACTICAL AUGMENT	Tactical baton (d6), Two flashbangs (SINEW save or blinded), COSMETIC AUGMENT
13-15	Twin pistols (d8), TACTICAL AUGMENT	Chromed pistol (d8), COSMETIC AUGMENT	Machete (d6), COSMETIC AUGMENT, Stim addiction
16-18	Army-surplus rifle (d8), Bounty on head	Aluminium bottle of spirit (d6), Last job went sour	SCART lead (d6), Shit with tech

d12 TACTICAL AUGMENTS

1	Asphyxiator	filters airborne particles; WIT to allow double action for a minute
2	Recor-neas	record and playback visual; enhances perception
3	Subdermal kevlar	provides Armour 1
4	Phase unit	if active attacks against you are impaired but you take d4 damage when you move
5	Metal arms	as d6 weapon; melee weapon attacks enhanced
6	Fingernail razors	as d8 weapon
7	Blue Tooth	can connect locally to tech, comes with small drone
8	Broadband scanner	know direction and distance of local tech
9	Gridcompass	works like GPS on internal software
10	Threat radius	grants awareness of organic danger and intent to harm
11	Spidexterity	finger filiae for rapid typing
12	Refibrilator	capacitor shock from the palm, BRAWN or knock out for a minute

Take the next entry if another player already has that AUGMENT.

d12 COSMETIC AUGMENTS

1	Thumb drive
2	Flamegout mohican
3	Innerearphones
4	Neon tattoo
5	Polyfiber proboscis
6	Pleasure multiplier
7	Stainless steel skinraft
8	Exposed wetwork
9	Gain implant
10	Forearm app store
11	Bargain bin exoskeleton
12	Colour-phasing irises

d12 MISSION THUMBNAILS

1	A campervan full of punks are on a trash-trawl in your borough; send their heads back to Sid.
2	A data-thief called the Silver Lady has been spotted in the area. Find out what she's up to.
3	An insane AI called Brunel has taken over a segment of your network. Isolate & eliminate them.
4	There must be a node in that abandoned office. Locate & secure it.
5	A courier-drone is tracking across town. We've given it your data.
6	The old Embankment tube station has been taken over by a data-cult. Infiltrate & eliminate high priestess.

MET-GRINDER: FUTUREBRUTALPOLICE

You are a rookie street cop in the ghost-town of old London, freshly graduated from the Academy. Due to your training your stats are typically higher than most INTO THE ODD characters. The Academy is a brutal tutor.

Roll and total the d6, d8 & 4 for each of the following stats;

BRAWN	acts of strength & stamina (equivalent of STR)
SINEW	acts of agility & precision (equivalent of DEX)
LAW	recall & uphold the Law (equivalent of WIL)

You may swap any two scores. Then, roll a d8: this is your **NERVE** – your ability to shrug off wounds (equivalent of HP).

Special Training

If your highest ability score is less than 12, you can also begin with one of these abilities:

Marksman Firearm attacks you make are Enhanced.

Authoritative Whenever you make a **LAW** save related to the Law, roll two dice and take the best result.

Resilient You continue to fight on even when you suffer Critical Damage.

If your **NRV** is less than 4, you may choose from these psychic abilities. The Law doesn't like visible augmentation, but you could trade either of these for a subtle tactical augment (see **SLICK THAMES** rules):

Telekinetic You may move objects with your mind; passing a **SNW** save gives precision.

Telepathic You can read other's thoughts; passing a **LAW** save means they don't realise you're reading their mind.

What do you have?

All cops are given a SPUD gun, plus other equipment:

Special Police Uniform Detention gun, keyed to your DNA. If any other person uses this gun, it explodes causing d12 damage. The SPUD-gun has six types of ammunition from a single cartridge - at the end of each combat or whenever you roll maximum damage, roll Xd8 where X is the number of ammo types you've used this combat: on a roll of one, the ammunition stocks descend to d6s, then d4s, then a single bullet remaining.

Street armour and helmet (provides Armour 1)

A motorcycle with bike cannons (d10 standard rounds or d8 armour piercing) and basic AI allowing it to follow commands.

The bike has BRW 13, NRV 0, ARM 2 if it is directly attacked.

Use your character's SNW to control it under stress.

A baton that deals d6 damage in melee range.

Two flash-bangs that blinds anyone who fails a SNW save for one minute.

SPUD AMMUNITION

STANDARD EXECUTION: your basic bullet deals d8 damage; you are assumed to have always used this bullet in any combat.

HEATSEEKER: locks onto a specified target's heat signature; deals d6 damage.

RICOCLET: coated in rubber; this will bounce off hard surfaces; deals d8 damage minus the amount of surfaces it struck.

INCENDIARY: bursts into flame upon impact; deals d10 damage at impact and d4 damage to immediate area, people pass SNW saves to avoid catching fire.

ARMOUR PIERCING: coated in titanium, d8, this bullet ignores 2 points of Armour and deals d8 damage.

HI-EX: explodes on impact, dealing d12 damage to everything in the immediate area.

Promotion

As each player has completed the requirements, they move to the next experience level. Each time they advance a level, they gain d6 NRV and can increase ability scores. Alternatively, a cop can learn a non-psychic ability.

ROOKIE You have yet to hit the streets.

BEAT COP You have survived your first mission. One in five rookies fail to survive their first day.

SEASONED BOBBIE You have survived three mission since reaching Street Judge level.

MET-VET You have survived five missions since reaching Seasoned level and have begun to mentor a rookie.

DISTRICT CHIEF Your mentee has reached at least Seasoned level and you have survived a mission with them.

Refereeing

There are more crimes being committed beside the Slick than the Met can ever hope to respond to. Each mission should have a primary objective and some minor objectives that support the main goal; you should also have lots of other transgressions being visible as they players progress - whether they become distracted by these or not is their choice.

Players make LAW saves when arresting crims. Encourage the player to make the judgement call - state the crime and the punishment. Then the player rolls: a success means they have remembered the Law correctly, a fail means they have missed some detail - this will have repercussions if a more senior cop is present or aware.

Players also make LAW saves to try to influence the behaviour of crims they encounter. If they are successful, move the reaction result of the perp one step in their favour.

Sample Crims

If an ability score is not stated, assume it is 10.

BRW 6 SNW 14 BRN 10 NRV 6
small dagger (d4)

Jimmy Fingers, kleptomaniac

Reaction: 1 Fight, 2-4 Flight, 5-6 Surrender

BRW 13 SNW 10 BRN 10 NRV 3
machete (d8), las-rifle (d10)
stabvest (armour 1)

Susan Stabvest, hired muscle

Reaction: 1-4 Fight, 5 Flight, 6 Surrender

BRW 19 SNW 10 BRN 10 NRV 6
aerosol canister (d6)

Chipper, graffiti artiste

Reaction: 1-6 Flight

BRW 15 SNW 19 BRN 18 NRV 20
withering touch (d12, ignores armour)

The Shrivelled Man

Reaction: 1-5 Fight, 6 Flight

Oddbits

by Kamil Węgrzynowicz

Owlpeople are nocturnal creatures, half owl, half human. Males are more or less humanoid and females are more like giant owls. They can't fly but are able to glide in the air for short distances when thrown or jumping from above. They don't have wings, Instead they just spread their arms and slowly glide.

They usually travel from place to place in a group of 10 or more, staying in one place until they're frightened off or during the reproductive season. They hypnotise small, young, weak humans to follow to them to the nest (usually an abandoned house or a cave) and keep there them while eating them alive over time. They start off with the limbs and there will be usually full of mutilated humans acting like owlpeople and caring for them.

They mark their territory with cryptic signs. It's not known whether they understand it but scholars studying Owlpeople's signs say it's a language in itself and can be translated. Owlpeople like to steal and gather things. So they keep things from previous nests and are seen wearing human clothes.

Screaming Pyramids are floating step pyramids made of glistening, pulsing raw meat. Two meters high and of basic, animal intelligence, have giant mouths on each side screaming constantly random words. They travel in groups of 1d4+1 creatures and shock victims with their random screams (STR Save or shock for 1d6 turns). Then they suck blood with suckers on their bottom side. They stay in the area until they empty it of living creatures and then move on.

STR 10 DEX 13 WIL 8 HP 8

Beak (d6)

Driven by feeding their young and control territory

Hypnotising Stare: WIL save or victim acts along Owlperson unspoken wishes. It can be broken by another WIL save but the longer victim stays under effect the effects are lasting and incurable.

Victim will act like an owlperson and will go a long way to be eaten by owls.

Saliva: their saliva can close wounds. The wounds won't be healed but wound will grow into scar tissue quickly. The person treated with saliva will get addicted to it (STR save to avoid).

STR 13 DEX 8 WIL 6 HP 8

Armour 1, Suckers (d6)

Driven by hunger.

Devil's Balls were one of the worst meteorite rains in Bastion. And one of the most strange. Rough looking balls the size of buildings destroyed a poor part of town, far from the centre.

Explorers' companies, army and all kinds of gangs rushed to claim the findings and clashed in a bloody skirmish. Soon Arcana were used and phased whole area out of our reality.

Years later, Devil's Balls still appeared in Bastion from time to time. Strange people from there claim they're ambassadors of Free State of Devil's Balls: a rogue state inside Bastion.

Now and then Devil's Balls appear again. Gates are open but nobody come out. Not to trade, not to plunder, not anything. Tunnels dug inside the meteorites wait for the brave.

Fete of Dreams was not the first building moved from The Golden Lands completely, brick by brick, but it was the first one to gather such notoriety. This one became to be known as Fete of Dreams.

People first noticed the colourful aura above the building. Then they noticed small animals of all kinds gathering there in peace. Then they started having strange dreams, sweet and awful at the same time. Even malicious at times. Then people started to gather around the Fete thirsty for their dose. Then the Council of Bastion closed Fete and created the committee to study it. They put 8 dimwitted eunuchs to protect the place.

The committee is still working on the case, eunuchs still protect the place, people and animals still gather around in the fete. There are rumours that committee is more interested in worshipping the Fete of Dreams then putting its influence to stop.

Chazan Creepers resemble an oily, greyish sludge, first discovered during industrial digs in Chazan. This intelligent sludge resided undisturbed between geological layers until the drilling. Now sleepers awake from their sleep and ooze onto the surface. The sludge slowly flow into a host's body (usually human) and overtake it while feeding on the internal organs.

The host slowly deforms and a big, black, reflective globe forms encasing the head and neck. This globe is warm and leathery to touch. The host also develops a number of pulsating black suckers all over their body through which they feed.

Creepers communicate using a sign language and, while aggressive (their need to spread to new hosts is endless), they can be persuaded and are willing to trade with outsiders.

Stones of Oath are granite stones carved with an ancient sigil. Everybody who holds this stone while agreeing to a particular treaty forms spiritual parasite feeding off the treaty participants. This spiritual parasite ensures that everybody acts according to the pact or attacks with spiritual force (WILL save or lose 1d6 HP).

To dissolve the pact, all the still living participants must gather again and unanimously break the pact. This will cause everybody involved lose 1d3 WILL to satisfy spiritual parasite.

STR 10 DEX 13 WIL 12 HP 5
stats for sludge form.

Afraid of acid. Immune to slashing/bashing weapons.

If infected lose 1d6 STR every hour until STR becomes 0, then the victim becomes a Creeper host. Before then stomach pumping and purges can save the victim.

STR 13 DEX 12 WIL 12 HP 10
stats for hosted form.

Suckers suck body tissue of the victim and inject mild euphoric intoxicant (STR save or lose 1d3 HP and be very happy because of this).

When killed it explodes spraying sludge. Roll under DEX to avoid.

Maze Rats

By Ben Milton

Introduction

Maze Rats is a role-playing adventure game of problem-solving and survival, in which several players take on the roles of penniless explorers delving into dangerous, abandoned ruins in search of treasure and glory.

These rules are derived from *Into the Odd*, by Chris McDowall. Other inspirations include *Freebooters on the Frontier* and *The Perilous Wilds* by Jason Lutes, *Dungeon Crawl Classics* by Joseph Goodman, and *World of Dungeons* by John Harper.

Character Creation

Choose one advancement from the list of options on the next page. Advancements grant you one special ability and a hit die. Roll the hit die to find your character's starting maximum hit points (HP).

Roll 3d6 for each of your stats: Strength, Dexterity, and Will. You may choose to swap two of the scores.

❖ **Strength** is used to avoid danger through toughness, stamina, or raw strength.

❖ **Dexterity** is used to avoid danger through stealth, quickness, or finesse.

❖ **Will** is used to avoid danger through willpower, perception or charisma.

Flesh out your character's name, personality, appearance, weapons and gear using the tables to the right. Fill out your character sheet, and introduce your character to the other players. They start with d20 silver (s).

Forenames

<i>Roll once.</i>		
1-2	3-4	5-6
1 Adelaide	Faustus	Oswald
2 Balthazar	Fern	Pepper
3 Barsaba	Finn	Percival
4 Basil	Forthwind	Peregrine
5 Beatrix	Fox	Phoebe
6 Bertram	Godwin	Piety
7 Bianca	Hannibal	Poppy
8 Blaxton	Hester	Quentin
9 Chadwick	Hippolyta	Redmaine
10 Cleopha	Jasper	Silas
11 Clover	Jiles	Silence
12 Constance	Jilly	Stilton
13 Cromwell	Jules	Stratford
14 Damaris	Marga	Sybil
15 Daphne	Merrick	Tenpiece
16 Demona	Minerva	Trilby
17 Destrian	Mortimer	Tuesday
18 Elsbeth	Odette	Ursula
19 Erasmus	Ogden	Webster
20 Esme	Olga	Zora

Surnames

<i>Roll once.</i>		
1-2	3-4	5-6
1 Barrow	Girdwood	Romatet
2 Beetleman	Gorgos	Rothery
3 Belvedere	Graveworm	Rumbold
4 Birdwhistle	Greelish	Rummage
5 Bithesea	Grimeson	Sallow
6 Bobich	Gruger	Saltmarsh
7 Calaver	Hardwick	Silverless
8 Carvolo	Hitheryon	Skitter
9 Chips	Hovel	Skorbeck
10 Coffin	Knibbs	Slee
11 Crumpling	La Marque	Slitherly
12 De Rippe	Loverly	Stavish
13 Digworthy	Midnighter	Stoker
14 Dregs	Mitre	Tarwater
15 Droll	Nethercoat	Vandermeer
16 Dunlow	Oblington	Villin
17 Erelong	Onymous	Wellbelove
18 Fernsby	Pestle	Westergren
19 Fisk	Phillifent	Wexley
20 Gimble	Relish	Wilberforce

Personality

Roll once or twice.

	1-2	3-4	5-6
1	Arrogant	Iconoclast	Self-pitying
2	Avant-Garde	Idealistic	Serene
3	Boastful	Illiterate	Slacker
4	Bored	Jerk	Slimy
5	Bossy	Klutz	Slovenly
6	Can-do	Love-struck	Snarky
7	Chatterbox	Misanthrope	Snitch
8	Chirpy	Mopey	Snob
9	Cryptic	Naïve	Sophist
10	Ditz	Nerd	Spacey
11	Egomaniac	No-nonsense	Thick
12	Extravagant	Obsessive	Toady
13	Fast-talker	Orator	Twitcny
14	Flake	Overeducated	Vain
15	Flirtatious	Paranoid	Vegan
16	Gossip	Pouty	Vengeful
17	Hard-boiled	Prickly	Whiner
18	Hears voices	Proselytizer	Wild Child
19	Hillbilly	Refined	Wisecracking
20	Hothead	Ruthless	World-weary

Appearance

Roll once or twice.

	1-2	3-4	5-6
1	Acid Scars	Hawk Nose	Rotten Teeth
2	Battle Scars	Immense	Scrubbed
3	Boney hands	Lantern Jaw	Shaved Head
4	Braided Hair	Limp	Shifty Eyes
5	Brawny	Long Hair	Short
6	Broken Nose	Loud Voice	Slender
7	Bulbous Nose	Meat Hooks	Slouched
8	Burn Scars	Missing Ear	Smelly
9	Bushy Brows	Missing Eye	Smiling
10	Chiseled	Nine Fingers	Soft Voice
11	Curly Hair	Oily Skin	Squinty Eyes
12	Dark Skin	Pale Skin	Steeley Gaze
13	Disfigured	Perfect Skin	Sunken Eyes
14	Disheveled	Perfect Teeth	Sweaty
15	Filthy	Perfumed	Tattooed
16	Gaunt	Pierced	Towering
17	Gap-toothed	Plump	Unsmiling
18	Grey Hair	Pockmarked	Weathered
19	Groomed	Pointed Chin	White Hair
20	Hairless	Rosy Cheeks	Wild Hair

Weapons

Roll twice.

	1-3	4-6
1	Ancient Spear (d8)	Longbow (d8)
2	Arming Sword (d8)	Maul (d8)
3	Battered Halberd (d8)	Messer (d8)
4	Battleaxe (d8)	Morningstar (d8)
5	Bronze Dagger (d6)	Obsidian Dagger (d6)
6	Bronze-tip Spear (d6)	Painted Spear (d6)
7	Carved Spear (d6)	Pull Crossbow (d10)
8	Claymore (d8)	Quarterstaff (d6)
9	Crank Crossbow (d10)	Rapier (d6)
10	Etched Glaive (d8)	Recurve Bow (d6)
11	Falchion (d8)	Rusty Mace (d6)
12	Flail (d8)	Sling with bullets (d6)
13	Gleaming Halberd (d8)	Sling with stones (d6)
14	Hand Crossbow (d6)	Spiked Club (d6)
15	Hatchet (d6)	Steel Dagger (d6)
16	Heirloom Glaive (d8)	Stone-tip Spear (d6)
17	Hunting Bow (d6)	Throwing Knives (d6)
18	Hunting Knife (d6)	War Bow (d8)
19	Iron Club (d6)	Warhammer (d8)
20	Ivory Spear (d6)	Woodman's axe (d8)

Adventuring Gear

Roll three times. In addition, you have a tinderbox, a torch, a waterskin, 3 rations, and 50' of rope.

	1-2	3-4	5-6
1	Acid	Fire Oil	Marbles
2	Animal Scent	Fishing Hook	Mule
3	Antitoxin	Flashbomb	Net
4	Armor	Glue	Pen & Ink
5	Bear Trap	Grap. Hook	Pickaxe
6	Bell	Grease	Poison
7	Blank Book	Hacksaw	Pole (10 ft.)
8	Bolt-Cutters	Hammer	Potion
9	Caltrops	Hand Drill	Rat
10	Pliers	Hog Holder	Rum Bottle
11	Candle	Hound	Shovel
12	Chain (10 ft.)	Hourglass	Smokebomb
13	Chalk (10)	Incense	Spikes (5)
14	Copper Wire	Lantern	Spyglass
15	Crowbar	Large Sack	Stake
16	Dice	Lens	Steel Mirror
17	Door Ram	Lock & Key	Tent
18	Ether	Lockpicks (5)	Thick Gloves
19	Falcon	Lodestone	Trumpet
20	Fiddle	Manacles	Whistle

Player Rules

Saves: When you find yourself in danger, the Referee may call for a save. Roll a d20 equal to or under your character's relevant stat to avoid the danger. E.g.: make a DEX save to avoid dragon's breath. A 1 always succeeds and a 20 always fails.

Danger Die: Every 10 minutes in a dungeon (1 turn), roll a d6. On 1, a monster or other danger from a list prepared by the Referee manifests itself.

Rounds: Every combat round, all groups engaged in combat compare d20 rolls to determine initiative.

Attacks: You may make one attack action each round. Attack actions always succeed. Roll your weapon's damage die and subtract the target's armor. Impaired attacks roll d4 damage and Enhanced attacks roll d12 Damage.

Damage: Damage is subtracted from hit points, then from the Strength score. If the target takes Strength damage, it must pass a STR save or become wounded.

Wounded: A wounded character is unconscious and unable to take actions until they are tended to by an ally and have a short rest. If not, they will die within 1 hour. Monsters and NPCs simply die when wounded.

Stat Damage: At 0 Strength, a character is dead. At 0 Dexterity or Will a character is paralyzed or comatose respectively and cannot act until they have a full rest. If your PC dies, create a new character and the Referee will have you rejoin the party as quickly as possible.

Spellcasting: You may make a WIL save and use your attack action to cast any spell you know. Spells always work, but if the save is failed you take WIL damage equal to the spell's circle. If this causes you to drop to 0 Will, you suffer a random affliction. See the spell generation rules below for more details about spellcasting.

Morale: Enemies must pass a WIL save or be routed when they lose half of their group. Groups of enemies use their leader's WIL in place of their own. Lone enemies make this morale save at 0 hit points.

Reaction Roll: Roll 2d6 to determine how NPCs react to PCs, if this is in doubt. **2:** Hostile, **3-5:** Unfriendly, **6-8:** Indifferent, **9-11:** Talkative, **12:** Friendly.

Short Rest: 10 minutes (1 turn) of rest and a swig of water recovers all of a character's lost hit points.

Full Rest: After a full night of restful sleep, restore d6 points to each stat, up to that stat's maximum.

Gaining Experience

Characters gain XP by surviving dangerous encounters. A simple encounter with minor damage provides 1 XP. A difficult encounter with moderate damage but no fatalities provides 2 XP. A dangerous encounter with a fatality or permanent consequences provides 3 XP. A deadly encounter with multiple fatalities and massive damage, and a retreat provides 4 XP.

When PCs gain enough XP to advance, they roll a d20 for each stat, raising the stat by 1 if it is less than 18 and the roll exceeds it. They also gain one advancement.

Level 1: 0 XP. Level 2: 40 XP. Level 3: 100 XP. Level 4: 180 XP. Level 5: 280 XP.

Advancements

Characters gain an advancement at each level, including the first. Each advancement includes a hit die, which is rolled and added to the character's maximum HP.

Magician: d4. *May be chosen multiple times. You can cast spells. Your maximum known spells is 2, plus 1 for each time you choose this advancement after the first time.*

Assassin: d6. *When you attack an enemy who is unaware of your presence, your damage hits their Strength score directly, bypassing their hit points, if any.*

Cave Runner: d6. *You never lose your balance or your grip on natural surfaces.*

Fingersmith: d6. *You can unlock any door or bypass any device, given enough time and the right tools.*

Infiltrator: d6. *You always move completely silently.*

Lurker: d6. *When you hide in deep shadow, you are invisible until someone is right on top of you.*

Berserker: d8. *You may choose to ignore the effects of a wound by taking d6 WIL damage.*

Ironclad: d8. *Mundane armor that you wear grants you 2 armor instead of only 1.*

Swashbuckler: d8. *Whenever you slay a target with a melee attack, you may immediately make an additional melee attack against another target within range.*

Veteran: d8. *Whenever you attack you may add an additional effect, such as push back, blind, trip, throw, immobilize, disarm, etc. The target may save if appropriate.*

Weapon Master: d8. *May be chosen multiple times. Choose any one weapon type. Attacks with that weapon roll two damage dice and use the greater result.*

Equipment

Weapons: (5s) for d6 damage, (20s) for d8 damage. Crossbows cost (20s), but between each shot you have to make DEX save or skip your action while reloading.

Armor (10g): Armor 1. Hide, mail, or plate. Riding a horse grants you +1 armor.

Adventuring Gear (1s each): Crowbar, Saw, Glue, Manacles, Animal Trap, Lockpicks, Writing Set, Fishing Pole, Shovel, Grappling Hook, 50ft Rope, Spikes, Tinderbox, Torch, Tent, Caltrops, etc.

Luxuries (20s): Clockwork Items, Elaborate Clothes, Spyglass, Mirror, Magnifying Glass, Holy Water, Incense, Lantern, etc.

Flashbang (10s): Momentarily blinds anyone that fails a DEX save.

Fire Oil (10s): Sets an area alight. All inside take d6 Damage for 3 rounds. Fills a lantern 10 times.

Smoke-bomb (10s): Fills a room with smoke when lit. Attacks through the smoke are Impaired.

Poison (20s): Lose d20 STR if consumed.

Ether (10s): STR save or pass out for an hour.

Acid (10s): d6 Damage, burns through materials.

Potion (100s): Heals d6 of one stat, or other effect of the Referee's choice.

Board (per week): Bed in a Dormitory (3s), Room in an inn (10s), Town House (20s).

Food and Drink: Bread and Broth (1s), Bottle of Rum (1s), Pie and Wine (2s), Fine Meal (5s).

Beasts: Mule (5s) to Horse (50s). Mutt (5s) to Hound (50s), Crow (d5) to Falcon (d50).

Transport: Cart (30s), Wagon (100s), Coach (300s)

Hirelings

Torchbearer (1s/day): d6 HP, 2d6 STR, 10 DEX, 10 WIL, Lantern, Club.

Sellsword (10s/day): 2d6 HP, 10 STR, 10 DEX, 10 WIL, Bow, Sword.

Expert (10s/day): d6 HP, 10 STR, 10 DEX, 10 WIL, Bow, Specific Expertise.

Champion (50s/day): 2d6 HP, 15 STR, 10 DEX, 10 WIL, Bow, Sword, Armor 1

Running the Game

Roll in the open. Do not fudge rolls, do not roll in secret. This keeps the game honest and dangerous, and prevents any accusations of favoritism or rail-roading. It also encourages the players to manipulate and engage with the fictional world, rather than with the Referee.

Seed adventure in every direction. Bait plot hooks, rumors, and threats everywhere, then let the players decide what to do. If they ever get bored, there should be plenty of other options nearby. Any choice they make should have a meaningful impact on the world, which should respond appropriately.

Use your prep to help you improvise. Collect tables and lists of ideas to help you out when players do the unexpected. These might include NPCs, names, items, plot hooks, complications, relationships, locations, etc.

Give the players tools to manipulate the world. The focus of the game should be on creative problem solving, not brute force, so give players the tools to make that appealing. For example: rival factions to manipulate, potions with weirdly specific effects, items that can be combined or repurposed, dungeons with short cuts and back passages. Add elements that allow the players to bend the world to their will.

The more dangerous something is, the more obvious it should be. Give players the chance to think their way around threats and obstacles by telegraphing them ahead of time. No one likes their death to be random chance. When a PC dies, it should be their fault.

No soft monsters. Monsters should be mechanically dangerous, and should do something bad each attack. Never allow saves to avoid damage. Players should be motivated to avoid direct combat.

When in doubt, look for the interesting decision. Make the players choose between several options, all of which complicate the situation.

Keep up the pressure. Whether it's through the danger die, or because the dungeon is filling with sand, or because a PC will die in 10 turns from poison, keep the players desperate and on a clock. Maintain a tension between the desire to explore and loot, and the terror of remaining too long.

Reward questions with good information. When players ask a question, tell them the answer if they could reasonably know it or perceive it. They need information to survive and progress, so don't be stingy. Do not ask for WIL saves to know things.

Magic Generation

After each night of rest a Magician can keep the spells they already know or replace some or all of them with new, randomly generated spells. A magician may know a number of spells up to their spell limit.

Spells are generated by rolling on the spell format table below, and then rolling for each spell aspect. Next, the magician player and Referee work together to set the spell's precise effects, parameters, manifestation, and Circle (0-5). Use the chart of spell aspects below as a guideline to judge the appropriate circle for a spell.

Circle 0: Simple amusing or convenient tricks.

Circle 1: Minor effects, touch range, only targets self, 1 minute duration or 1d6 damage.

Circle 2: Moderate effects, stone's throw range, single target, 1 hour duration or 2d6 damage.

Circle 3: Major effects, sight range, several targets, 1 day duration or 3d6 damage.

Circle 4: Mighty effects, 10 mile range, targets a small area, 1 month duration or 4d6 damage.

Circle 5: Mythic effects, unlimited range, targets a large area, permanent duration or 5d6 damage.

Spell formats:

1. [Element][Form]
2. [Effect][Form]
3. [Effect][Element]
4. [Effect][Element][Form]
5. [Form] of [Element]
6. [Form] of [Effect] [Element]

Magic item formats:

1. [Element][Item]
2. [Effect][Item]
3. [Effect][Element][Item]
4. [Item] of [Element]
5. [Item] of [Effect][Element]
6. [Form][Item]

Monster formats:

1. [Element][Creature]
2. [Effect][Element][Creature]
3. [Effect][Creature]
4. [Form][Creature]
5. [Creature][Creature]
6. [Effect][Creature][Creature]

Roll on the Afflictions table when a Magician is reduced to 0 WIL due to a failed spellcasting save.

Roll on the Potion Effects table to find what potions do. The PC may have to drink it to find out.

Magic Effects

- | | |
|-------------------|------------------|
| 1. Absorbing | 51. Mesmerizing |
| 2. Accelerating | 52. Nullifying |
| 3. Attracting | 53. Obscuring |
| 4. Awakening | 54. Oozing |
| 5. Bewildering | 55. Opening |
| 6. Binding | 56. Perceptive |
| 7. Blazing | 57. Pestilential |
| 8. Blinding | 58. Petrifying |
| 9. Blossoming | 59. Phasing |
| 10. Cacophonous | 60. Piercing |
| 11. Concealing | 61. Planar |
| 12. Condemning | 62. Poisonous |
| 13. Consuming | 63. Polymorphing |
| 14. Creeping | 64. Pursuing |
| 15. Crushing | 65. Rearranging |
| 16. Deflecting | 66. Rebounding |
| 17. Devastating | 67. Reflecting |
| 18. Dicing | 68. Rejuvenating |
| 19. Diminishing | 69. Repeating |
| 20. Disguising | 70. Repelling |
| 21. Dispelling | 71. Restorative |
| 22. Duplicating | 72. Restraining |
| 23. Empowering | 73. Revealing |
| 24. Enchanting | 74. Reversing |
| 25. Enlightening | 75. Revolving |
| 26. Enraging | 76. Rotting |
| 27. Ensorcelling | 77. Screaming |
| 28. Entangling | 78. Srying |
| 29. Enveloping | 79. Sealing |
| 30. Excruciating | 80. Shielding |
| 31. Expanding | 81. Silent |
| 32. Fearsome | 82. Slashing |
| 33. Flaming | 83. Sleeping |
| 34. Floating | 84. Smoking |
| 35. Freezing | 85. Soothing |
| 36. Grasping | 86. Subtle |
| 37. Gyrating | 87. Summoning |
| 38. Haunting | 88. Sweeping |
| 39. Helpful | 89. Terrifying |
| 40. Hindering | 90. Thirsty |
| 41. Hovering | 91. Thundering |
| 42. Illusory | 92. Transmuting |
| 43. Imprisoning | 93. Transporting |
| 44. Instantaneous | 94. Transposing |
| 45. Inverting | 95. Untiring |
| 46. Invigorating | 96. Vaporizing |
| 47. Invisible | 97. Vengeful |
| 48. Liquefying | 98. Voracious |
| 49. Luminous | 99. Warding |
| 50. Maddening | 100. Withering |

Magic Elements

1. Acid	51. Miasma
2. Aether	52. Milk
3. Air	53. Mist
4. Alabaster	54. Moss
5. Amber	55. Mud
6. Ash	56. Mutation
7. Bat	57. Nectar
8. Battle	58. Nightmare
9. Beetle	59. Obsidian
10. Bile	60. Oil
11. Blight	61. Plague
12. Blood	62. Poison
13. Bone	63. Power
14. Brimstone	64. Psyche
15. Brine	65. Quicksilver
16. Bronze	66. Rain
17. Chaos	67. Rat
18. Clay	68. Rose
19. Copper	69. Rot
20. Crow	70. Rust
21. Crystal	71. Salt
22. Night	72. Sand
23. Death	73. Sap
24. Doom	74. Serpent
25. Dream	75. Shadow
26. Dust	76. Silver
27. Earth	77. Skin
28. Echo	78. Slime
29. Energy	79. Smoke
30. Fire	80. Snow
31. Flame	81. Souls
32. Flesh	82. Spirit
33. Fog	83. Star
34. Fungus	84. Steam
35. Ghost	85. Stench
36. Glass	86. Stone
37. Gold	87. Sun
38. Heat	88. Tar
39. Honey	89. Thorn
40. Ice	90. Thunder
41. Ichor	91. Treasure
42. Insect	92. Venom
43. Iron	93. Vine
44. Ivory	94. Void
45. Jade	95. Water
46. Lava	96. Wind
47. Light	97. Wine
48. Lightning	98. Winter
49. Loam	99. Wood
50. Marmalade	100. Worm

Magic Forms

1. Arc	51. Nexus
2. Assassin	52. Oracle
3. Aura	53. Path
4. Bastion	54. Pattern
5. Beacon	55. Plane
6. Beam	56. Portal
7. Beast	57. Prism
8. Blade	58. Pulse
9. Blast	59. Pyramid
10. Blob	60. Ray
11. Bolt	61. Rift
12. Bubble	62. Road
13. Burst	63. Scream
14. Call	64. Seal
15. Cascade	65. Sentinel
16. Circle	66. Servant
17. Cloud	67. Shard
18. Coil	68. Shield
19. Colossus	69. Shroud
20. Column	70. Sigil
21. Cone	71. Song
22. Crystal	72. Sphere
23. Cube	73. Spiral
24. Disk	74. Splinter
25. Elemental	75. Spray
26. Emanation	76. Steed
27. Enclosure	77. Storm
28. Explosion	78. Stream
29. Eye	79. Strike
30. Face	80. Swarm
31. Field	81. Tendril
32. Fist	82. Tentacle
33. Fountain	83. Throne
34. Gate	84. Tongue
35. Gaze	85. Torrent
36. Golem	86. Touch
37. Grip	87. Tower
38. Gush	88. Trap
39. Halo	89. Tree
40. Hand	90. Tunnel
41. Heart	91. Veil
42. Helix	92. Voice
43. Image	93. Vortex
44. Laugh	94. Wall
45. Lock	95. Ward
46. Loop	96. Wave
47. Maze	97. Web
48. Moment	98. Whisper
49. Monolith	99. Word
50. Mouth	100. Zone

Creatures

1. Ant	51. Jellyfish
2. Ape	52. Leech
3. Badger	53. Lion
4. Bat	54. Locust
5. Bear	55. Lynx
6. Beaver	56. Mantis
7. Bee	57. Mastodon
8. Beetle	58. Mockingbird
9. Boar	59. Mole
10. Bulldog	60. Monkey
11. Butterfly	61. Moose
12. Camel	62. Moth
13. Cat	63. Mouse
14. Centipede	64. Mule
15. Chameleon	65. Octopus
16. Cobra	66. Otter
17. Cockroach	67. Owl
18. Constrictor	68. Ox
19. Cougar	69. Panther
20. Cow	70. Pig
21. Coyote	71. Pony
22. Crab	72. Porcupine
23. Crane	73. Possum
24. Cricket	74. Rabbit
25. Crocodile	75. Raccoon
26. Crow	76. Rat
27. Cuckoo	77. Reindeer
28. Donkey	78. Rooster
29. Dragonfly	79. Salamander
30. Duck	80. Scorpion
31. Eagle	81. Seal
32. Eel	82. Shark
33. Elephant	83. Sheep
34. Elk	84. Slug
35. Falcon	85. Snail
36. Ferret	86. Sparrow
37. Firefly	87. Spider
38. Fox	88. Squid
39. Frog	89. Squirrel
40. Goat	90. Tiger
41. Goose	91. Toad
42. Hare	92. Turtle
43. Hart	93. Viper
44. Hawk	94. Vulture
45. Hedgehog	95. Walrus
46. Hornet	96. Weasel
47. Horse	97. Whale
48. Hound	98. Wolf
49. Hummingbird	99. Wolverine
50. Jackal	100. Worm

Items

1. Amulet	51. Lute
2. Arrow	52. Lyre
3. Arrowhead	53. Mace
4. Axe	54. Machine
5. Bell	55. Mask
6. Belt	56. Mirror
7. Boots	57. Necklace
8. Bottle	58. Needle
9. Bow	59. Net
10. Bowl	60. Orb
11. Box	61. Painting
12. Bracelet	62. Pearl
13. Breastplate	63. Pen
14. Brooch	64. Phial
15. Candle	65. Pillow
16. Card	66. Pipe
17. Censer	67. Pipes
18. Circlet	68. Purse
19. Claw	69. Puzzle Box
20. Cloak	70. Pyramid
21. Coin	71. Razor
22. Comb	72. Ring
23. Compass	73. Rod
24. Conch	74. Rook
25. Crown	75. Rope
26. Cup	76. Salve
27. Doll	77. Scarf
28. Egg	78. Scepter
29. Eye	79. Scissors
30. Eyepatch	80. Scroll
31. Fang	81. Shield
32. Feather	82. Shoe
33. Figurine	83. Signet Ring
34. Finger	84. Skull
35. Flute	85. Slippers
36. Gauntlet	86. Snuffbox
37. Gem	87. Spear
38. Glove	88. Staff
39. Hammer	89. Strand
40. Handkerchief	90. Sword
41. Hat	91. Thread
42. Helm	92. Tome
43. Horn	93. Tooth
44. Hourglass	94. Torch
45. Jar	95. Tuning Fork
46. Key	96. Turnip
47. Knife	97. Wand
48. Lamp	98. Whetstone
49. Lens	99. Whistle
50. Locket	100. Wine

Afflictions

- | | |
|--------------------------|---------------------------|
| 1. Ages backwards | 51. Insomnia |
| 2. Always honest | 52. Invisible Eyes |
| 3. Always whispers | 53. Invisible Head |
| 4. Babbling | 54. Kleptomania |
| 5. Bleeds seawater | 55. Language replaced |
| 6. Blurry vision | 56. Limbs to tentacles |
| 7. Can only caw | 57. Literal third eye |
| 8. Can't stop singing | 58. Lizard eyes |
| 9. Caveman speech | 59. Loses d20" height |
| 10. Chameleon Eyes | 60. Mead snob |
| 11. Colorblind | 61. Monkey tail |
| 12. Coma | 62. Mouth smokes |
| 13. Drooling | 63. Must shed skin |
| 14. Drunkenness | 64. Mute |
| 15. Dyscalculia | 65. Narcolepsy |
| 16. Dyslexia | 66. No new memories |
| 17. Inner meltdown | 67. No sense of direction |
| 18. Eyes on stalks | 68. No sense of time |
| 19. Faceblind | 69. No taste buds |
| 20. Falls in love | 70. Nocturnal |
| 21. Fast hair growth | 71. One leg grows d6" |
| 22. Feverish | 72. Owl eyes |
| 23. Fish Eyes | 73. Pacifist |
| 24. Floats 1" off ground | 74. Purple skin |
| 25. Followed by birds | 75. Random animal head |
| 26. Forked tongue | 76. Says thoughts aloud |
| 27. Full body numbness | 77. Scorpion tail |
| 28. Gains 2d100 pounds | 78. Second personality |
| 29. Gains d20" height | 79. See-through skin |
| 30. Gender swap | 80. Shouts everything |
| 31. Gill Slits | 81. Silly walk |
| 32. Goat eyes | 82. Skin boils |
| 33. Goat legs | 83. Skin sags |
| 34. Gorgon hair | 84. Skips everywhere |
| 35. Grows a beak | 85. Skull grows |
| 36. Grows antlers | 86. Slightly translucent |
| 37. Grows cat tail | 87. Slimy skin |
| 38. Grows feathers | 88. Smells like fish |
| 39. Grows horns | 89. Snake tail |
| 40. Grows old | 90. Stuttering |
| 41. Grows scales | 91. Suckers on hands |
| 42. Grows second face | 92. Terrible taste in art |
| 43. Grows shaggy fur | 93. The shakes |
| 44. Grows back-spines | 94. Tinnitus |
| 45. Grows tusks | 95. Tone-deaf |
| 46. Hair falls out | 96. Transparent skin |
| 47. Hallucinations | 97. Vegetarianism |
| 48. Hands swell up | 98. Voice swaps gender |
| 49. Hands to crab claws | 99. Voice echoes |
| 50. Hands to talons | 100. Webb'd hands/feet |

Potion Effects

- | | |
|-------------------------|------------------------|
| 1. 1-hour vampirism | 51. Hear thoughts |
| 2. Alter face | 52. Heat vision |
| 3. Alter voice | 53. Identify magic |
| 4. Animal-form | 54. Immune to cold |
| 5. Anti-gravity | 55. Immune to heat |
| 6. Anti-magic | 56. Immune to metal |
| 7. Astral travel | 57. Immune to poison |
| 8. Blink | 58. Invisibility |
| 9. Blurry outlines | 59. Invulnerability |
| 10. Body-swap | 60. Iron belly |
| 11. Chameleon skin | 61. Item-form |
| 12. Charm | 62. Jumping |
| 13. Clairaudience | 63. Levitation |
| 14. Clairvoyance | 64. Mirror image |
| 15. Command insects | 65. Never hungry |
| 16. Control animals | 66. Never lost |
| 17. Control element | 67. Night vision |
| 18. Contr. humanoids | 68. Nullify gravity |
| 19. Control plants | 69. Panglottism |
| 20. Control spirits | 70. Pass as undead |
| 21. Control undead | 71. Radiance |
| 22. Cure Disease | 72. Random affliction |
| 23. Cure Poison | 73. Random spell |
| 24. Deafening voice | 74. Regeneration |
| 25. Detect evil | 75. Removes curse |
| 26. Detect gold | 76. Scorching gaze |
| 27. Detect magic | 77. Scry |
| 28. Detect secret doors | 78. Second sight |
| 29. Detect undead | 79. Sharp claws |
| 30. Direction Sense | 80. Shrink |
| 31. Dream-walk | 81. Slow |
| 32. Element-form | 82. Speak with animals |
| 33. Enhance all attacks | 83. Speak with dead |
| 34. Expert artisan | 84. Speak w/elements |
| 35. Expert blacksmith | 85. Speak with plants |
| 36. Expert cook | 86. Spider-climbing |
| 37. Expert engineer | 87. Stretchy |
| 38. Expert musician | 88. Super strength |
| 39. Expert orator | 89. Telekinesis |
| 40. Expert surgeon | 90. Telepathy |
| 41. Extra arm | 91. Terror-presence |
| 42. Fire breathing | 92. Throw Voice |
| 43. Flying | 93. Tongues |
| 44. Frog tongue | 94. Too boring to see |
| 45. Gain a tail | 95. True Sight |
| 46. Gender swap | 96. Truthsayer |
| 47. Growth | 97. Water breathing |
| 48. Haste | 98. Water walking |
| 49. Heal stats | 99. Web-slinging |
| 50. Heal Wounds | 100. X-Ray vision |