

Land of Fern

FANTASY RPG



BETA RULEBOOK

Land of Lem

FANTASY RPG

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BETA RULEBOOK
Version 1.3

Based on the fantasy graphic novel series
rickety stitch and the gelatinous goo
by Ben Costa and James Parks

PLAYTESTERS

Thanks to our loyal chums Darren Korb, Amir Rao, George Higgins, Elliot Block, Matt Jent, Alex Dodge, Peter Simon, Bea van Slee, James Pride and Dave Zamora

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TABLE OF CONTENTS

The Basics	1
WELCOME TO THE LAND OF EEM	3
THE DICE MECHANICS	5
THE PLAYER'S JOB	7
THE GM'S JOB	7
ATTRIBUTES	8
STATS	8
SKILLS	9
ABILITIES	14
THE CLASSES	15
SESSION ZERO	16
GAINING XP	17
SPENDING XP	18
Character Creation	19
CHARACTER CREATION STEPS	20
EXAMPLE CHARACTER SHEET	21
THE BARD	23
THE DUNGEONEER	29
THE GNOME	34
THE KNIGHT-ERRANT	39
THE LOYAL CHUM	44
THE RASCAL	49
SPECIES	55
HOMELANDS	58
Adventuring	60
TRAVEL AND EXPLORATION	61
CONFLICTS	67
COMBAT	68

Items & Equipment	72
EQUIPMENT.....	73
COINS.....	75
TYPICAL FRONTIER SHOP	76
TYPICAL TOWN SHOP	77
MUNDANE ITEMS	78
MAGNIFICENT ITEM TRAITS	81
TREASURE HUNTING.....	82
CRAFTING	84

GM Tables	101
DANGEROUS ENCOUNTERS	102
DANGEROUS ENCOUNTERS	103
PERILOUS ENCOUNTERS	104
DISCOVERY ENCOUNTERS.....	105
WANDERING CREATURES.....	106
DUNGEON CREATURES.....	108
DUNGEON TRAPS/OBSTACLES.....	110
DUNGEON RIDDLES/PUZZLES	113
RANDOM NPC TABLE	117
CURSES	120
MAGIC ITEMS.....	122
RELICS	129

Adversaries	131
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THE BASICS

It is an age of ashes.

The gleaming empires of old have faded into obscurity, leaving a tired world riddled with dungeons and ruled by fiends. With trade roads host to brigands and mighty castles neglected, goodly folk are left to huddle in remote villages, where the tales of a golden age lie all but forgotten.

WELCOME TO THE LAND OF EEM

WHAT THIS GAME IS ABOUT

Land of Eem is a tabletop, fantasy roleplaying game about adventurers exploring and discovering the remnants of a forgotten, better age. Players take on the roles of lore-seeking travelers, fortune-seeking pioneers, and adventure-seeking heroes in a time devoid of them.

The game is designed to value creativity, roleplaying, and exploration, over excessive combat. While getting into fights is still a part of the game, players are almost always given the opportunity to talk their way out of conflict.

This is because almost every creature or “monster” you encounter in the Land of Eem is a *person*. They can speak a language, they have thoughts and feelings, desires and motivations; and you should be willing to parley before running headlong into a slugfest. True, some creatures may ultimately be selfish, ruthless, evil, or more difficult to talk to, but it would be wrong to assume that every manticore wants to eat you, just as it would be foolish to think every human you meet wants to kill you.

THE SETTING

Eem is a land of color and wonder. A world with many storied regions and realms, bustling with diverse cultures, and teeming with a plethora of characters and creatures.

But Eem is also a land in decay, for the great civilizations of the past crumbled long ago at the hands of the mysterious Gloom King. Ever since, the world has declined into an untamed, unchecked land, filled with all manner of monsters and fiends, fearsome warlords, and most recently, greedy tycoons...ultimately ushering in an unruly age of industry called the Dungeon Era.

The southern realm known as the Mucklands is the seat of goblin industrialist power, chaotically run by rival corporations in a never-ending quest to outdo one another in business and expansion. All the while, average folk toil away in mines, factories, and dungeons, eeking out a meager existence.

THE TONE

For all its post-apocalyptic doom and gloom, the tone of *Land of Eem* is actually quite lighthearted and droll. Based on the fantasy graphic novel series [Rickety Stitch and the Gelatinous Goo](#), *Land of Eem* combines the high fantasy epicness of *The Lord of the Rings*, mixed in with a heavy dose of *Muppets*-like whimsy, and a dash of *Mad Max* dystopia.

BE WHO YOU WANT TO BE

In *Land of Eem*, all types of people and characters are welcome, from every walk of life, with different backgrounds, creeds and credos. Besides the available Classes and species, there are no limitations to your identity or creativity. The only requirement is that you be tolerant and respectful of your fellow players.

WHAT YOU NEED TO PLAY

To play *Land of Eem*, you'll need a group of 2 to 7 people. One person will be the Gamemaster (GM), who runs the game world. The rest of the group will be the players who create and roleplay Player Characters (PCs).

Over the course of a session (about 2-4 hours), the GM describes the imaginary game world to the players, presenting problems and situations to overcome, all while playing the roles of the Non-Player Characters (NPCs) that inhabit the land of Eem. The players, on the other hand, explore the imaginary world, describing what their PCs say and do, and ideally pursuing their own goals and desires. Sometimes the players and GM will need to roll dice to determine what happens.

You'll need a full set of polyhedral dice to play *Land of Eem*. The most-used die is a d12, but you'll also need a d4, d6, d8, d10, and d20.

You'll also need the Mucklands map, which came with the Beta Bundle.

ABOUT THIS BETA RULEBOOK

This Beta Rulebook is a playtest version of the game. While it's not complete, there is more than enough here to play a long campaign.

All Classes have 10 Levels and 20 Abilities each. There are over 30 Adversaries, over 100 magic items to be found, and an entire sandbox setting of the Used T'Be Forest region for players to explore.

In the final game, there will be more and different art, more Adversaries, a player's setting guide, and a complete sandbox campaign setting with all six regions you see on the Mucklands map.

Land of Eem is inspired by games like *Dungeon World*, *Star Wars: Edge of the Empire*, *Blades in the Dark*, *The Black Hack*, *Maze Rats*, *Doctor Who Roleplaying Game*, *Hot Springs Island*, and the secret homebrew games by our friend Amir.

HELP US PLAYTEST

We need your help playtesting the game! If you read this book and/or play the game, please consider giving us your feedback. We want to make *Land of Eem* as good as it can be.

Join our Discord
<https://discord.gg/2Y5h82W>

For access to Google Docs of the entire work-in-progress Mucklands sandbox, subscribe to our Patreon.

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THE DICE MECHANICS

Whenever a PC does something and the outcome is in question, they should make a Check to find out what happens next.

To make a Check, roll 1d12 and add or subtract the modifier of the Skill that's being used. The result determines the type of success or failure that occurs.

ROLL A D12 + SKILL

1-2	Complete Failure
3-5	Failure with a Plus
6-8	Success with a Twist
9-11	Success
12	Complete Success

INTERPRETING THE RESULTS

As you can see, there are five types of Check results ranging from Complete Failure to Complete Success. It's generally up to the GM to interpret these dice results based on the current situation in the game. But this often requires creative thinking and improvisation, and that may not always come quickly in the moment. In those situations, multiple heads are better than one, and the GM should ask the players for their input. Ultimately, the GM makes the final call.

Move the Story Forward

It's important to remember that every roll of the dice should move the story forward in one way or another. The additional negative and positive consequences of failed actions should always be the key to preventing the action or narrative from stalling out.

Complete Failure

The action fails, and something else goes wrong in the process.

Examples

Picking a Locked Door

You fail to pick the locked door, and some guards catch you in the act.

Tricking Some Guards

You fail to trick the guards, and now they're threatening to take you into custody.

Escaping The Guards

You fail to escape the guards and end up in a prison cell.

Failure with a Plus

The action fails, but there is some benefit or silver lining.

Examples

Picking a Locked Door

You fail to pick the locked door, but notice another more dangerous way inside.

Tricking Some Guards

You fail to trick the guards, but you manage to secretly swipe a key.

Escaping The Guards

You fail to escape the guards, but you meet an old friend in a prison cell.

Success with a Twist

The action succeeds, but something complicates the situation.

Examples

Picking a Locked Door

You successfully pick the locked door, but make a ton of noise in the process.

Tricking Some Guards

You successfully trick the guards, but now they're watching your every move.

Escaping The Guards

You successfully escape the guards, but accidentally leave behind an important item

Success

The action succeeds!

Examples

Picking a Locked Door

You successfully pick the locked door

Tricking Some Guards

You successfully trick the guards

Escaping The Guards

You successfully escape the guards

Complete Success

The action succeeds, and something great happens!

Examples

Picking a Locked Door

You successfully pick the locked door at an opportune moment when no one is around

Tricking Some Guards

You successfully trick the guards and they implicitly trust you

Escaping The Guards

You successfully escape the guards and they have no clue where you went.

LIMITED OUTCOMES

Because the dice results are laid out on a chart, sometimes it can be useful for the GM to define the limits of an action's success before the Check is made. Doing so will help interpret the die result.

This is particularly useful if a PC's attempted action just logically wouldn't turn out the way they hope, from the GM's perspective.

For example, let's say a PC tries to intimidate a hostile orch king into relinquishing his crown, without any real reason or cleverness. Crazy, right? Even if a player would roll a Success, the GM might tell the player that the action will have a Limited Outcome; the circumstances of the narrative just won't support what the player intends. Instead, the GM might decide that a Success means the orch king would respect the PC's gumption, and be more amenable to negotiation.

MODIFIERS

You can never have more than a +3 bonus or -3 penalty on a Skill Check. If certain items would give a Check more or less, it's instead capped at +3 or -3.

Only by using a Quest Point to add +1 to a Check can you effectively have a +4 bonus.

ADVANTAGE AND DISADVANTAGE

When you have Advantage, whether through Proficiencies, Abilities, Perks, or special narrative circumstances determined by the GM, this means you can roll twice and take the better result on a Check. Conversely, if you have Disadvantage, you roll twice and take the worse result.

Proficiencies and Deficiencies

Proficiencies are situational Advantages for a type of action or circumstance; they can be seen as specific expertise within the larger purview of a certain Skill. For instance, Proficiency in Hiding would be just one aspect of using the Sneak Skill.

Deficiencies are situational Disadvantages for a type of action or circumstance. Heavy Armor, for example, gives a PC a Deficiency in Sneak.

Be sure to record the permanent Proficiencies and Deficiencies you have when performing certain types of actions.

THE PLAYER'S JOB

Roleplay Your Character

- ▶ Don't rely on dice rolls to speak for you. Say what your character says.
- ▶ Build on your Relationships each session.
- ▶ Demonstrate your Ideal and Flaw. Make things interesting and embrace complications.
- ▶ Make a Personal Quest that will compel you to pursue it over many sessions.

Explore the Land of Eem

- ▶ Direct your own gameplay. Your PC should have desires. Where do you want to go? What do you want to do? Don't always rely on the GM to spoon feed your objectives.
- ▶ Look at the map and decide what looks interesting.
- ▶ Seek out rumours to pursue.

Be Cooperative

- ▶ Share the spotlight with other players.
- ▶ Support your fellow player's creativity. Yes, and!
- ▶ Suggest interesting outcomes for dice results if the GM is struggling to think of something.

THE GM'S JOB

Make the Land of Eem Feel Alive and Real and Weird

- ▶ Strive to make every NPC and creature a person.
- ▶ Use random tables to help generate the setting.
- ▶ Reveal as much information and lore as possible without spoling mystery.
- ▶ The world should exist beyond the PCs' adventures. The plots and plans of NPCs and factions progress if the PCs don't deal with them.

Give the PCs Interesting and Difficult Choices

- ▶ Make them weigh their options.
- ▶ Throw rocks at them. Put them in peril. Make them use their resources.
- ▶ Push the story forward. If things stall out, have them meet a new NPC or wandering creature.

Challenge the Players, but also Be Their Biggest Fans

- ▶ Reward creativity.
- ▶ Allow for multiple solutions to problems.
- ▶ Work with the players' ideas. You don't have to say yes to everything, but always try to find a nugget you can use.
- ▶ Be fair and consistent with rulings.

ATTRIBUTES

Attributes are your core characteristics that broadly define your character's capabilities. These are Vim, Vigor, Knack, and Knowhow. The modifiers of your Attributes (+2, +1, +0, -1) directly influence your Stats and Skills.

Vim

- + Vim represents your charisma, inner spirit, and intuition.
- + It modifies your Courage.
- + Its corresponding Skills are Charm, Inspire, Mettle, and Perception.

Vigor

- + Vigor represents your physical presence, prowess, and fortitude
- + It modifies your Attack.
- + Its corresponding Skills are Athletics, Intimidate, Might, and Vitality.

Knack

- + Knack represents your cunning, dexterity, and stealthiness
- + Modifies your Defense.
- + Corresponding Skills are Nimbleness, Search, Sneak, and Trickery

Knowhow

- + Knowhow represents your knowledge, wisdom, and resourcefulness
- + It modifies your Quest Points.
- + Its corresponding Skills are Lore, Realms, Tinker, and Wilderness

STATS

You have four Stats: Courage, Attack, Defense, and Quest Points. Your Stats are directly influenced by your Attribute modifiers.

Courage

Courage is a measure of your character's bravery, will, and toughness to keep going during an adventure. Your Courage is determined by your Class and modified by Vim.

Attack

Attack determines your prowess at striking foes in combat. Your Attack is equal to your Vigor modifier. Some magical items can increase your Attack, but it cannot be increased with XP.

Defense

Defense determines how difficult you make it for an adversary to harm you in combat. Because your Defense actually alters your adversary's Attack roll against you, it is equal to the inverse of your Knack modifier.

For example, +1 Knack would give you -1 Defense, which subtracts from an adversary's Attack roll against you; but -1 Knack would give you +1 Defense, which *adds* to an adversary's Attack roll.

Some magical items can increase your Defense, but it cannot be increased with XP.

Quest Points

Quest Points represent your adventuring savvy, your will to succeed, and perhaps a bit of luck. Your Quest Points are equal to 3+Knowhow.

You can use Quest Points for two things:

- ▶ To use a **Once per session** Class Ability or Perk another time in a session.
- ▶ To increase a Check by +1 even after it is rolled.

SKILLS

Skills can be improved individually with XP. A Skill or Skill Check cannot have a bonus more than +3 or penalty more than -3.

VIM SKILLS

Charm

You use Charm to captivate those around you with speech and song. It is your aura, and defines how others in the World of Eem react to you.

Example:

You attempt to win over a surly goblin guard with your song who won't let you into town after sunset.

Complete Failure

Your voice cracks and the goblin never wants to see your ugly mug again.

Failure with a Plus

The goblin likes the song, but the rules are the rules. "No entry!"

Success with a Twist

The goblin will let you in, but tells everyone that you're a terrible musician.

Success

The goblin likes your song and lets you in, just this once.

Complete Success

The goblin loves your song! And don't sweat it, you'll get in whenever you need to.

Inspire

You use Inspire to make people believe in your sincere words and actions. Along with Charm, it defines how others in the World of Eem react to you, especially in serious situations.

Example:

A village of peaceful boggarts is threatened by bandits but too fearful to fight back, so you attempt to inspire them to stand up for themselves.

Complete Failure:

Your speech falls on deaf ears and no one will listen to you anymore!

Failure with a Plus:

The boggarts yawn, but one tough boggart looks like they might agree with you.

Success with a Twist:

The boggarts agree to fight the bandits, but none of them have any weapons.

Success:

The boggarts cheer and get ready for the bandits.

Complete Success:

The boggarts cheer and crack open a hidden cache of magnificent weapons to help!

Mettle

Your Mettle is your inner fortitude and willpower, and it defines how well you are able to stand in the face of danger. You use it to dare obstacles like harrowing climbs or dangerous enemies, but also to resist the fear or push yourself beyond your limits.

Example:

You and your party steel yourselves as an army of skeletons shambles towards you in the gloom.

Complete Failure:

You panic and run, tripping in the process, and your weapon goes tumbling out of your hands.

Failure with a Plus:

You panic and run, finding a spot to hide and watch from a distance.

Success with a Twist:

You stand your ground, but your hands are shaking. You'll get Disadvantage on your next roll.

Success:

You bravely stand your ground.

Complete Success:

You bravely stand your ground and are an inspiration to your allies. They'll get Advantage on their next rolls.

Perception

Your Perception is your insight and ability to detect things, and it defines how intuitive and observational you are.

Example:

The dungeon is pitch black ahead and no one has a torch.

Complete Failure:

You can't see a thing, and get completely stuck in thick, black spiderwebs

Failure with a Plus:

You can't see a thing and brush the webs, but luckily aren't stuck completely.

Success with a Twist:

You manage to avoid the webs, but a menacing inkpot spider clearly sees you.

Success:

You avoid the webs altogether and steer clear of any spiders.

Complete Success:

You easily avoid the webs and spiders, and on your way through notice an object caught in the webs.

Intimidate

You use Intimidate to threaten or frighten someone. For example, coerce a guard to give you a key, or frighten a gaggle of boggles into running away.

Example:

A gaggle of boggles combine their strength and attack you with a spear!

Complete Failure:

Your blustering intimidation makes the boggles even angier.

Failure with a Plus:

The boggles hesitate, but strike with their spear anyway.

Success with a Twist:

Two of the boggles run away, making the spear heavier for the rest, giving them Disadvantage on the Attack roll.

Success:

The boggles run away in fear.

Complete Success:

The boggles run away in fear dropping their magnificent spear!

VIGOR SKILLS

Athletics

You use Athletics to run long distances, jump, climb, and swim. It defines your athletic speed and prowess. Athletics differs from Nimbleness in that actions made with Athletics rely more on physical fitness than dexterity.

Example:

A thief tries to escape to the rooftops, but you are in hot pursuit.

Complete Failure:

You attempt to climb to the rooftops but slip and fall to the ground. The thief gets away!

Failure with a Plus:

You don't catch the thief but they left a clue behind.

Success with a Twist:

You catch up to the thief, but you both go falling to the ground.

Success:

You climb up and leap across the rooftops, catching up to the thief.

Complete Success:

You've cornered the thief! There's nowhere else to run.

Might

Your Might is your physical strength. You use Might to lift heavy objects, break free from someone's grasp, or win an arm wrestling contest.

Example:

The iron gate ahead of you is closing fast, as you and your companions flee from pursuers.

Complete Failure:

You try to hold the gate up, but it crashes down. You're all trapped!

Failure with a Plus:

You can't hold the gate, but one of your companions makes it through.

Success with a Twist:

You hold the gate long enough for your companions, but you don't make it through.

Success:

You hold the gate and everyone makes it through.

Complete Success:

You tear the gate from its hinges with incredible might, intimidating your pursuers!

Vitality

Vitality is your physical fortitude and stamina, your health and constitution. You use it to endure harsh conditions, resist poisons, and to keep moving when the going gets tough.

Example:

The only way out of the dungeon is a tight squeeze through a long dark, underwater tunnel where you'll need to hold your breath.

Complete Failure:

You can't hold your breath any longer and hit your head on the rocks!

Failure with a Plus:

You can't hold your breath any longer, but you notice an air pocket in the rocks above.

Success with a Twist:

You can hold your breath, but your boot is caught by rocks.

Success:

You easily swim through the tunnels.

Complete Success:

You easily swim through the tunnels and can help another ally who failed.

Search

You use Search to find things that are hidden. It represents actions like scouring a room for clues, or looking behind a painting on the wall to find a secret safe or hidden door.

Example:

The hallway leads to a dead end, but you're certain there must be a secret door.

Complete Failure:

Nope! Dead end for sure, and oops, you just awoke a slumbering weorg.

Failure with a Plus:

No door here, but you hear footsteps in the ceiling above.

Success with a Twist:

You find a secret door, but its locked.

Success:

You find a secret door that opens to a treasure room with a watchful guard.

Complete Success:

You find a secret door that opens to a treasure room and the guard is asleep!

KNACK SKILLS

Nimbleness

Your Nimbleness is your agility and dexterity. It defines how quick, swift, and graceful you are with your feet and hands. You use it to dodge out of the way, escape from trouble, and perform acrobatic maneuvers.

Example:

Three riversaurs sit half submerged in a bog at the narrowest place to cross, so you try to hop across their backs.

Complete Failure:

You attempt to run over the riversaur's backs but slip into the water with them!

Failure with a Plus:

You slip on the back of the first riversaur, but it simply stirs in the water.

Success with a Twist:

You scramble across the river, but the riversaurs sure are angry!

Success:

You hop across the riversaurs safely.

Complete Success:

You hop across the riversaurs safely and they sure won't let anyone follow.

Sneak

You use Sneak to hide or move stealthily, unnoticed or unseen. It defines how adept you are at slinking by a gang of bandits standing watch, or hiding from a hungry gwarglebeast. It also represents how well you can hide or smuggle objects.

Example:

There is a sleeping weorg next to the fireplace. You sure don't want to wake it up.

Complete Failure:

Oops. Stepped on the weorg's tail and now its growling ferociously at us!

Failure with a Plus:

Oops. The weorg wakes up, but stares at you confusedly in a stupor.

Success with a Twist:

The weorg doesn't wake up, but you see an alarm clock ticking on the fireplace mantle.

Success:

You sneak by the sleeping weorg.

Complete Success:

You sneak by the sleeping weorg and find a leesh to chain it to the opposite wall.

Trickery

You use Trickery to deceive someone with a lie or falsehood. It represents how good you are at duping others and disguising yourself. It also defines how crafty you are with unscrupulous tasks like lockpicking, pickpocketing, and cheating at cards.

Example:

Everyone in the tavern knows you're a rascalion. You'll need a disguise for sure.

Complete Failure:

This is a tavern and you are a boggle. No one believes you're the Queen of the Welkin. No entry!

Failure with a Plus:

No one believes you, but they do find you funny. They want you to perform for the rest of the night.

Success with a Twist:

Please Enter! Everyone believes you except for the Welkin tavern keeper.

Success:

Please enter! You are the Queen of the Welkin.

Complete Success:

You truly are the Queen of the Welkin and deserve the best room in the tavern for you and your royal entourage.

false floors and bursts of flame.

Complete Success:

Long ago, the labyrinth was created by a witch and guarded to this day by ettins to protect her magical treasure: the Wayward Wand of Trickery. It is also boobytrapped with false floors and bursts of flame, but there are magic words that will disable the traps. The words are: "Grumble, fumble, flame and tumble, off you go and never stumble!"

Realms

Realms represents your knowledge of locations and cultures. It defines how well-traveled you are, and how well you speak the various languages of folk. You use it for actions like identifying who runs a frontier town, or understanding the cultural habits of feral boggles in the Quagmash.

Example:

You come to an odd, coastal village where the houses are made from coral. A giant crab guardian with junk on its back bows before you pinching its claws sporadically, seemingly expecting something.

Complete Failure:

With a few snaps of your fingers in reply, you manage to insult the angry giant crab!

Failure with a Plus:

The crab misunderstands you, but believes that you have proposed marriage and carries you into the village.

Success with a Twist:

The crab understands you, but it requires a payment to enter the coral village.

Success:

The crab understands you perfectly and welcomes you into the village.

Complete Success:

The crab understands you perfectly and welcomes you into the village, handing you a large medallion, shaped like a crab. You believe it to be a giant crab friendship badge!

KNOWHOW SKILLS

Lore

You use Lore to know about the history and trivia of Eem. It is your memory for legends and stories, as well as any sort of knowledge that isn't covered by another Skill. It represents actions like remembering rumors behind a strange labyrinth or knowing facts about an obscure creature. You also use Lore when attempting to identify a magic item

Example:

This labyrinth is dangerous, or so you remember from the old stories about it.

Complete Failure:

You can't remember any rumors about the labyrinth.

Failure with a Plus:

You can't remember any rumors, but pretty sure it must be boobytrapped.

Success with a Twist:

The labyrinth has two types of booby traps, but you can only recall one of them: false floors.

Success:

The labyrinth was built long ago by a witch to hide her treasure, was guarded by ettins and is booby trapped with



Tinker

Tinker represents how handy you are at crafting and making things, as well as your general cleverness as a worker. It also defines your aptitude with understanding the science and mechanics of things. You use it to fix broken machinery, rig a pulley system, or figure out the most efficient way to complete a job.

Example:

You've been in the desert for days and need to get to water. What luck that you've found a broken down sputterhorse that could carry you the rest of the way faster than you could ever walk!

Complete Failure:

You accidentally left the sputterhorse in worse shape than when you started.

Failure with a Plus:

The sputterhorse is broken beyond repair, but you did find a shrym flare shooter!

Success with a Twist:

The sputterhorse is running, but will only take you half of the way out of the desert before breaking down for good.

Success:

The sputterhorse is fully operational.

Complete Success:

The sputterhorse is fully operational and working at 200% efficiency! You'll cover twice the distance!

Wilderness

You use Wilderness to survive and navigate the perils the wild. It also represents your knowledge of plants and animals. You use it for actions like finding the best trail through spooky woods, or identifying a cure for a snake bite.

Example:

One of your companions just ate a poisonous mushroom by accident, so you try to find some healing herbs!

Complete Failure:

The herbs you gathered to cure your friend have just made the poison accelerate!

Failure with a Plus:

The herbs you gathered don't cure the poison, but on the bright side, your companion will be able to see in the dark for two days.

Success with a Twist:

The herbs you gathered cure the poison, but they'll be allergic to fungus for a month.

Success:

The herbs you gathered cure the poison successfully.

Complete Success:

The herbs you gathered not only cure the poison, they provide a resistance to any kind of fungus for a month!

ABILITIES

Abilities are what make your character truly unique and powerful, often allowing you to be creative. You gain Abilities through a few different ways:

- ▶ Class Abilities and Perks
- ▶ Certain Species Perks
- ▶ Magic Items

Oftentimes, Abilities require a Skill Check to work. However, Abilities bend the normal rules of the game, and expand the capabilities of what regular Skill Checks can accomplish. If an Ability seems like it achieves the same thing a regular Skill can do, then assume that the Ability grants increased capability, potency, and/or convenience for the PC.

Class Abilities

At Level 1, you start with both Class Abilities. You'll only have to choose which Ability you want to keep once you reach Level 2.

This is true for every Level: you can use both of the Abilities at your current Level. And once you advance to the next Level, you must choose an Ability from *any* previous Level you want to keep.

Example:

Gordy the Bard is advancing to Level 4. Now Gordy has both of the Level 4 Abilities: Ode and Fast Friends. He also has Narrator from Level 1, and Good News from Level 2.

Gordy must now choose which Ability to master from his previous Levels. Gordy decides that he doesn't want either of the Level 3 Abilities, so he'll take Hearsay from Level 2, which he'll keep for the rest of his career.

TERMINOLOGY

ONCE PER SESSION

Once per session Abilities can be used again by spending a Quest Point. Otherwise, it can't be used again until the next game session.

ONCE PER COMBAT

Once per combat Abilities can be used once any time you are in a new combat encounter. Quest Points can't be spent to use them again.

EACH SESSION

Each session Abilities can only be used a single time in a session, and Quest Points can't be spent to use them again.

ON A 6+

Sometimes Abilities will only trigger an effect if a target number is rolled. Most often this is written as *On a 6+*, but some Abilities trigger *On a 9+*, or *On a 5 or less*.

NPCs

An NPC is a Non-Player Character played by the GM.

ADVERSARIES

An Adversary is an NPC or creature that is in a Conflict with the PCs.

ADVERSARY CLASSES

Some Abilities only affect certain types of Adversaries. There are Goons, Bruisers, and Champions, and many Abilities specify that they only affect Goons and Bruisers.

THE CLASSES

THE BARD

The Bard is a sweet-voiced musician, a silver-tongued storyteller, and a healer of hearts. Bards are more at home talking, tricking, and inspiring than clashing steel with adversaries.



Play a Bard if you want to be charismatic, creative, and the healer of the party.

THE DUNGEONEER

The Dungeoneer is an enterprising adventure seeker, daring to venture into old tombs and abandoned ruins in search of lost things. Dungeoneers are armed with the knowhow, and the most useful gear available, to succeed in the wild. And they're also smart enough to realize that Eem is a dangerous place, so it's best to travel in numbers.



Play a Dungeoneer if you want to be a daring treasure hunter, with tons of resources, and a crew of NPCs.

THE GNOME

In the Land of Eem, gnomes may appear to be cute and harmless, but they are, in fact, some of the most powerful beings in existence. Protectors of nature and chroniclers of the old ways, gnomes are the only Class that also doubles as the character's species.



Play a Gnome if you want to wield magic, know about the world, and be in tune with nature.

THE KNIGHT-ERRANT

Strong and swift and courageous, the Knight-Errant is a wayfaring warrior who lends their sword to a cause. Chivalry and romanticism may have withered away and died for most folks in the Land of Eem, but not for these heroic knights whose bravery is an inspiration to all they meet.



Play a Knight-Errant if you want to be a skilled fighter, ride a steed, and be a leader to others.

THE LOYAL CHUM

Reliable and true, the Loyal Chum is the quintessential ally and travel companion. Their contributions may sometimes go unnoticed, but they're the backbone of any adventuring party, always there to lend a hand or helpful advice.



Play a Loyal Chum if you want to be the glue of the party, boost your allies, and be useful in a pinch.

THE RASCAL

The Rascal is a roguish scamp, the kind you might find in a band of brigands, or toiling away at the worst jobs in any dungeon. They do what they have to do in order to survive in a world ruled by the bad guys, and they've learned a few tricks of the trade along the way.



Play a Rascal if you want to be a sneaky rogue who easily gets into and out of trouble.

SESSION ZERO

Session Zero is the first time everyone in the group gets together to create/complete their characters and set expectations for the game.

This is a great time to discuss things like group etiquette, off-limit or sensitive content, and to just make sure everyone is on the same page in general! The *TTRPG Safety Toolkit* by Kienna Shaw and Lauren Bryant-Monk is a great free resource for this.

CHARACTER STORY

Session Zero is also essential for creating each player's Character Story. Every Class has unique questions and answers located at the end of their respective entries in the Character Creation section to quickly get your Character Story off the ground. The elements of the Character Story help flesh out your character's personality, past and present, and establish relationships with all of the other PCs.

During Session Zero, time should be taken for each player to take a turn answering these questions for their Backstory, Ideals and Flaws, Relationships, and Personal Quest.

The GM and players should have a back and forth conversation to flesh out and build upon the players' answers, and fit things snugly into the campaign setting. You'll quickly notice connections that can be made between PC stories. The more connections the better!

Backstory

Players are encouraged to expand upon their Backstory answer and add some specific details to make their histories unique.

Ideals and Flaws

Ideals and Flaws are your character's innate personality traits, beliefs, or tendencies that drive them or sometimes get in the way. At the end each session, if you played to one of your Ideals and Flaws, you gain 1 XP. Characters start at Level 1 with one Ideal and one Flaw. At level 5, you can pick an additional Ideal and Flaw.

Relationships

Your PC should have a connection to every other PC in some way. Some connections will be deeper than others, but the goal is to establish a bond that would explain why your characters are adventuring together in the first place.

Players should take turns picking a Relationship with another PC. It's important to note that both PCs should share the same Relationship premise from one Class's list (as opposed to both picking a different premise from their own Class list). This may require the counterpart player to tweak the language of the text.

Example:

Biff who is playing S. Warbly Pebbleskip the Gnome is establishing a Relationship with Kiri Kandleheart the Bard. From the Gnome's Relationship list he has chosen: "Kiri always relies on me to bail them out of trouble, but they need to be more cautious."

Martha, Kiri's player, decides that sounds good to her. But she'll need to tweak the sentence for it to make sense from her point of view. She comes up with "S. Warbly has bailed me out of trouble and thinks I need to be more cautious."

Personal Quest

Your Personal Quest is what drives your character at their core, separate from the goals of the party. This category requires the most creativity to flesh out and make unique and fruitful for gameplay.

If your character ever completes their Personal Quest, you should develop a new Personal Quest.

GAINING XP

You can gain Experience Points (XP) in a number of ways, but none of those include killing monsters. XP is used to Level Up and improve your Skills. There are two types of XP: Questing XP and Roleplaying XP.

QUESTING XP

Questing XP is awarded at the end of the session by the GM. Whenever Questing XP is triggered, every player in the party gains 1 XP. Each of the following criteria can be triggered more than once in a session at the discretion of the GM:

- ▶ The party completes a quest or objective
- ▶ The party solves a problem in a particularly creative way
- ▶ The party explores a new location or point of interest
- ▶ The party encounters a new creature
- ▶ The party has a significant encounter with an NPC
- ▶ The party finds a Relic

ROLEPLAYING XP

Roleplaying XP stems from Character Stories, and is split into two categories: Party XP and Individual XP.

When Party XP is triggered, every player gains 1 XP. But Ideals and Flaws are considered Individual XP: only the PC who demonstrated their Ideal or Flaw gains 1 XP.

Every PC can trigger each of the following criteria once in a session.

Party XP

- ▶ A PC builds on a Relationship. Even though two PCs are involved in a Relationship, the GM decides which PC triggered the XP for the party.
- ▶ A PC pursues their Personal Quest

Individual XP

- ▶ A PC demonstrates their Ideal
- ▶ A PC demonstrates their Flaw

Build On Your Relationships

Building on a Relationship means that you reinforce, deepen, or alter one of your Relationships in some way. The goal is to build a story between two PCs, over the course of many sessions.

This works best when the players explicitly call out that their Relationship has been built upon. The GM may call for a relevant Skill Check to help guide the roleplaying interaction between the PCs.

After the interaction is done, the PCs add a sentence to their Relationship. The last sentence then becomes the most current state of the Relationship. In this way, you're literally writing an evolving story about your Relationships line by line.

Example

Charline the Knight-Errant has the Relationship "I have a feeling that Biff the Underling has ulterior motives and I'm not sure I should trust them."

While searching for clues in someone's house, Charline notices Biff pocket an item in secret, so she decides to call him out on it.

Biff denies any wrongdoing. The GM calls for Charline to make a Check. She decides to roll Intimidate and gets a Failure with a Plus. The players interpret that and roleplay the rest of the interaction: Charline can't find anything in his pockets, but still has a feeling something's awry.

Charline adds this sentence to her relationship, which now becomes the current text for her Explore My Relationship ability: "I caught Biff stealing and couldn't prove anything, but I know for sure I can't trust a thief."

Pursue Your Personal Quest

Pursuing your Personal Quest means that you shine a spotlight on a specific moment when you're pursuing or advancing your Personal Quest in a meaningful way.

That could mean actively setting out and trying to accomplish something towards your goal; or it could mean something along the lines of investigating information on a subject related to your Personal Quest,

or speaking to an NPC about it. Since Personal Quests will vary greatly, what matters is the effort taken towards the pursuit.

The GM may call for a relevant Skill Check to help guide the outcome of an action or direction of roleplay in the PC's pursuit of a Personal Quest. The GM may also introduce a complication at their discretion to help drive the story.

Example

W. Jeen Honeycomb the Gnome has a Personal Quest of "I hope to learn the forgotten knowledge of the lost merfolk kingdoms"

During the first few sessions, not many opportunities present themselves for Honeycomb to pursue her Personal Quest until, by chance, the party meets a traveling gnome historian. Honeycomb asks if the historian knows anything about the lost merfolk kingdoms.

The GM decides to have her roll a Lore Check to determine what she can learn, and she rolls a Success with a Twist. They decide that a Success with a Twist means that the Gnome has heard a legend that the ruins of a sunken merfolk kingdom lie somewhere in the Quagmash, but he doesn't know where exactly.

Armed with this knowledge, Honeycomb can pursue her Personal Quest with a clearer direction in the future.

SPENDING XP

In order to Level Up, as well as improve your Skills, you need to spend XP. All XP Costs are cumulative. To get to Level 2 it costs 4 XP, and to get to Level 3 it costs another 8 XP, and so on.

LEVELLING UP

Level	XP Cost
2	4 XP
3	8 XP
4	12 XP
5	16 XP
6	20 XP
7	25 XP
8	35 XP
9	45 XP
10	60 XP

IMPROVING SKILLS

Skill Rank	XP Cost
-2 to -1	1 XP
-1 to +0	2 XP
+0 to +1	4 XP
+1 to +2	8 XP
+2 to +3	12 XP

CHARACTER CREATION



CHARACTER CREATION STEPS

1

Select a Class (pg. 23)

- ▶ Choose your starting Class Perks
- ▶ Record both of your Level 1 Class Abilities

2

Assign Modifiers to your Attributes (pg. 9)

- ▶ Assign +2, +1, +0, and -1 to the Attributes of your choice.

3

Assign Modifiers to your Skills (pg. 8)

- ▶ The corresponding Skills of your Attributes get the following modifiers in any order you want:

+2 Attribute	+2, +2, +2, +1
+1 Attribute	+1, +1, +1, +0
+0 Attribute	+0, +0, +0, +1
-1 Attribute	-1, -1, -1, +0

4

Determine your Stats (pg. 8)

- ▶ Courage and Dread are determined by your Class
- ▶ Your Attack is equal to your Vigor modifier
- ▶ Your Defense is the inverse of your Knack modifier: +2 Knack is -2 Defense, etc.
- ▶ You have a number of Quest Points equal to 3 + Knowhow

5

Select a Species (pg. 55)

- ▶ Choose your Skill bonus and penalty
- ▶ Record Species information

6

Select a Homeland (pg. 58)

- ▶ Pick two Proficiencies
- ▶ Record all the listed equipment
- ▶ Your Inventory Slots are equal to 20 + Might + Vitality

7

Develop your Character Story (pg. 16)

- ▶ Choose or create your Backstory
- ▶ Pick your Ideals and Flaws
- ▶ During Session Zero, develop your Personal Quest
- ▶ During Session Zero, establish your Relationships with other PCs



ideals

flaws

BACKSTORY

PUT YOUR OWN TWIST
ON YOUR BACKSTORY

PERSONAL QUEST

CHOOSE SOMETHING
YOU CAN PURSUE OVER
MANY SESSIONS

STEP 7

RELATIONSHIPS

ESTABLISH A RELATIONSHIP FOR EACH PARTY MEMBER

THERE'S LOTS OF ROOM TO TRACK HOW YOUR
RELATIONSHIPS EVOLVE!

THE BARD

The Bard is a sweet-voiced musician, a silver-tongued storyteller, and a healer of hearts. Bards are more at home talking, tricking, and inspiring than clashing steel with adversaries.

Play a Bard if you want to be charismatic, creative, and the healer of the party.

Courage: 12 + Vim

Dread: D4

BARD PERKS

The Bard's Instrument

In the hands of a Bard, instruments have both of the following features:

- + **Soothing:** Once per session, you can heal a party member for 1d6 Courage.
- + **Fighting Music:** During combat, the Bard's instrument is a ranged weapon.

Choose Your Instrument

A Bard can use any instrument over the course of their career, but gain one of the following Perks, and start with an instrument of this type.

- + **String Instrument:** Your instrument does +1 Healing
- + **Percussion Instrument:** Your instrument does +1 Dread
- + **Brass/Woodwind Instrument:** Once per session, gain Advantage on an Inspire Check.

Choose Your Talent

All Bards excel at one facet of performance arts.

- + **Musician:** When you heal someone, roll the healing dice with Advantage.
- + **Storyteller:** Once per session, when you tell a story, a party member gets an extra Quest Point for the session.
- + **Performer:** Choose two Proficiencies: Acting, Impersonating, Dancing, Acrobatics



BARD ABILITIES

LEVEL 1

NARRATOR

Roll+Inspire - Bards tend to sing about the very action that is happening around them. Once per session, narrate a desired outcome of a specific action or situation, beginning with the phrase "And then...". You receive a +1 bonus for rhyming. This Ability can't affect combat.

Example:

One of your companions is trapped on the other side of a deep chasm.

Solution:

"And then...Morty bounded like a deer. In a moment he was there, and now he was over here!"

FIRESIDE DITTY

Once per session, Roll+Inspire and heal that much Courage to all allies outside of a Conflict.

LEVEL 2

GOOD NEWS

Roll+Realms - Once per session, create a true positive fact or rumor about an NPC, place, or thing.

Example:

You've been told to seek out the cantankerous old hermit who lives in Trollridge to aid you on your quest, if you can persuade him.

Solution:

"I heard the hermit is a sucker for pie."

HEARSAY

Roll+Realms - You've got your finger on the pulse of the latest rumors. Once per session, create a true, negative or secret rumor about a person, place, or thing.

Example:

The mayor of Rascalton reneged on their deal to pay you.

Solution:

"You know, I heard that the mayor of Rascalton actually rigged the election! Would be too bad if everyone found out."

LEVEL 3

SONG OF BRAVERY

Sing a song of hope and bravery, and encourage your allies in battle. During combat, you can use your action to heal 1d4 Courage to an ally.

SWASHBUCKLER

Roll+Perception - Once per session, make up a feature or object in a location to use to your advantage.

Example:

A group of bandits have taken over an old castle. You'll need to surprise them to get the upper hand.

Solution:

Instead of asking the GM, "Is there a chandelier I can swing from?" You can instead say, "I'm going to swing from that chandelier!"

LEVEL 4

ODE

Roll+Inspire - Sing the praise of an ally. Twice per session, on a 6+, choose one of the following:

- ▶ Let an ally use one of their Abilities again.
- ▶ Let an ally reroll a roll.
- ▶ Give an ally +1 Attack or +2 Defense for a round in combat.

FAST FRIENDS

Roll+Charm - You have a way about you that others gravitate towards. Once per session instantly ingratiate yourself to an NPC.

Example:

You'd really like the grumpy guard on your side.

Solution:

"Say, that sure is a big, beautiful hat! Really frames your striking features."

LEVEL 5

FAMOUS

Roll+Charm - You are known far and wide. You can make something up that an NPC has heard about you.

Example:

The Taskmaster isn't impressed and refuses to hire you for the quest.

Solution:

"Oh yeah, well I did win the Fleabag County annual pie eating contest. Twice!"

TROUPE

Roll+Realms - You have performed all over the land, and have established a network of fellow bards and performers. Once per session, enlist the help of an NPC bard or troupe of bards, or anyone related to the music and performance scene.

LEVEL 6

SILVER TONGUE

Once per session, if an adversary is Parley 0, you can attempt to Parley with them one more time.

HECKLE

Roll+Intimidate - Once per session, make fun of an NPC or adversary to throw them off what they're doing. During combat, on a 6+, this means you can subtract from an adversary's attack by 1d4 for a round.

Example:

The bridge troll is getting so angry they are about to attack!

Solution:

"I'm sorry to interrupt, but that tie is just awful..."

LEVEL 7

FACE MELT

Roll+Intimidate - Once per combat, on a 9+ deal 4d4 to an adversary.

EPIC SOLO

Once per session, outside of a Conflict, automatically distract an NPC or group of Goons. OR Roll+Charm - Once per session, on a 6+, you can distract 1d4 Goons, or on a 9+, a Bruisers. Your audience remains distracted by your mad chops as long as they are not attacked or take Dread, you are uninterrupted, and you spend your action each round to continue your Epic Solo.

LEVEL 8

RELIC OF OLD

You have +10% Treasure Hunting. Once per session, when you find a magical item, Roll+Lore to increase the item's power. On a 9+, choose from the following:

- ▶ Once per session becomes twice per session
- ▶ +10 Charges
- ▶ +5 Courage
- ▶ +2 Dread
- ▶ +1 Attack
- ▶ -1 Defense

GLORYSHOUT

Once per combat, choose an ally who deals double damage for two rounds.

LEVEL 9

INVIGORATING PRESENCE

You do +1 Healing. Any ally who must Defy Death in your presence gets +1 to the roll. Each session, you can heal the entire party for 2D6 Courage at any time.

SONG OF OLD

Roll+Lore - Make up a name of an ancient song and its subject matter and relate it to your current situation to help you solve a problem or convince an NPC.

Example:

You encounter a maze with no idea where to go next.

Solution:

"This reminds me of the golden oldie, Randor and the Maze, where Dandor Randor navigates an impossible maze by following the mushrooms!"

LEVEL 10

SONGWEAVER

Roll+Inspire - Once per session, make an NPC, crowd, or group of creatures deeply feel an emotion of your choice. This can lead to pacifying angry hordes, inciting a riot, or making a fiend feel regret.

BARD'S TALE

Roll+Lore - Once per session, at the end of a scene, transport yourself and the party to the next scene by telling a brief tale as to how you got there, starting with "And so it was...". This cannot be used to travel great distances or skip important gameplay, but rather to frame the next scene by handwaving trivial logistics.

Example: You have just discovered that the princess will be attending the masquerade ball, which will be the perfect opportunity to get in her good graces.

Solution: "And so it was that we snuck into the ball in masks and costumes and schmoozed with all the nobles, until I found myself dancing with the princess herself!"



THE BARD'S STORY

Backstory

+ **How were you inspired to become a bard? Create, roll or choose an answer.**

- 1 A traveling troupe of bards visited our hometown each year.
- 2 A mysterious wanderer in the wilderness with a golden voice made a lasting impression.
- 3 I found an old, abandoned instrument in a pile of rubbish.
- 4 My parents were musicians and instilled a love of music in me at a young age.
- 5 I snuck into a play when I was a child and dreamed of sharing the stage.
- 6 It wasn't easy. Music was outlawed where I'm from, but I would play each night in secret.

+ **Create an ally from your past**

Perhaps an old troupe member, a friendly charlatan, or an old flame.

+ **Create a rival from your past**

Perhaps a rival performer, a spurned lover, or a noble with a grudge.

Ideals

+ **Roll or choose an Ideal. Something you tend to do. At the end of each session, if you played your ideal, you gain 1 XP.**

- 1 Learn or tell an old story
- 2 Give someone hope
- 3 Make a new fan
- 4 Execute a convoluted plan
- 5 Defuse a tense situation with humor
- 6 Encourage someone's creativity

Flaws

+ **Roll or choose a Flaw. Something that often gets you into trouble. At the end of each session, if you played your flaw, you gain 1 XP.**

- 1 Get distracted at an inopportune moment
- 2 Let jealousy get the better of me
- 3 Fall in love with an NPC
- 4 Insult an important NPC
- 5 Blurt out a secret to someone
- 6 Put my foot in my mouth

Personal Quest

+ **What drives you? What are you trying to personally accomplish? Create, roll, or choose your Personal Quest. During Session Zero, the GM will ask questions to help flesh out your answers.**

- 1 Discover the truth about _____ and share it with the world.
- 2 Inspire the people of _____ to fight back against _____.
- 3 Journey to _____ and learn its forgotten tales.
- 4 Tell the story of _____ for all the world to hear about.
- 5 Find _____, which was thought to be lost to time.
- 6 Finally escape my former life of _____, and become a hero.

+ **Who or what is standing in your way?**

Accomplishing your goal won't be easy. Name a threat or obstacle that is preventing you from succeeding. It's best if this is an individual, group, or force that actively opposes you.

Relationships

+ **During Session Zero, take turns to establish a connection between each PC. Each pair of PCs should share the same Relationship text, which can be edited to make sense for both parties. The GM will help flesh out your choices.**

- 1 _____ is the only one that truly gets my genius.
- 2 _____ sure is great in a fight, but needs to learn how to let loose every once in a while.
- 3 _____ can be critical and rude, but always listens quietly to my stories.
- 4 _____ and I have a lot in common...we both enjoy stirring up trouble!
- 5 _____ can't carry a tune to save their life, but they saved mine when it counted.
- 6 _____ is always there to offer wise advice, but sometimes it gets a little old.
- 7 I can tell that _____ doesn't like me much, but I'll charm them into friendship!
- 8 _____ and I used to be more than friends, but I swear I don't like them like that anymore.

+ **Whose Personal Quest in the party do you also have a stake in and why?**

Collaborate with another player and decide how your character is invested in another PC's goal. Perhaps you share a common enemy, believe in their cause, or your Quests align in some other way.

THE DUNGEONEER

The Dungeoneer is an enterprising adventure seeker, daring to venture into old tombs and abandoned ruins in search of lost things. Dungeoneers are armed with the knowhow, and the most useful gear available, to succeed in the wild. And they're also smart enough to realize that Eem is a dangerous place, so it's best to travel in numbers.

Play a Dungeoneer if you want to be a daring treasure hunter, with tons of resources, and a crew of NPCs.

Courage: 13 + Vim

Dread: D8

DUNGEONEER PERKS

Choose Your Underling

You have a named NPC underling that follows you around and does stuff for you. They have +1 in one Stat and its associated Skills, but -3 in everything else. They have 1 Courage and won't participate in combat. If your underling takes Dread, they go "on break" for the rest of the session.

- + **Brawny:** +1 Vigor
- + **Sneaky:** +1 Knack
- + **Brainy:** +1 Knowhow

Choose Your Gear

Every Dungeoneer packs the proper gear for adventuring and exploration. It's always best to be prepared!

- + **Maps:** You get +1 to Travel Checks.
- + **Metal Detector:** +20% Treasure Hunting.
- + **Delving Tools:** At the start of a session, you always have basic delving gear that doesn't count against your Inventory: Rope, Torch, Ten-foot Pole, Shovel, Pickax.



DUNGEONEER ABILITIES

LEVEL 1

BOGGLE CREW

You have an expendable crew of boggles that accompany you on your expeditions. Roll+Inspire or Intimidate - Once per session, you can boss them around for various purposes. They are especially useful for distraction, menial labor, and triggering traps.

Example:

The hallway ahead is clearly full of traps, but disarming them will be dangerous.

Solution:

"Hey, boggles! Time to make yourselves useful. Run down that hallway for me, won't you?"

RECONNOITER

Roll+Realms - Once per session, make up a fact or rumor about a point of interest, or a group of people at a point of interest.

Example:

As you approach the outpost, you're stopped by two menacing people in robes; they are clearly Eyes of Ehk cultists.

Solution:

"These Eyes of Ehk cultists have a secret handshake believe it or not. Just like this!"

LEVEL 2

BULLWHIP

Roll+Nimbleness - Once per session, you can use your bullwhip to do an extraordinary feat of wrapping, grabbing, or swinging. The whip can hit a target at Nearby Range.

HIRE

Roll+Charm - Once per session, hire an NPC to do a job for you.

Example:

As you explore the dark caverns, you come upon an inkpot spider that seems wary, like it might be thinking about attacking you.

Solution:

"Say, how would you like to guide us through these caverns here? Anything we encounter is free meat for you!"

LEVEL 3

GUIDE

Roll+Perception - Once per session, make up an alternate route with a built in obstacle in order to bypass an area or location

Example:

You're faced with a locked door, and the Rascal's lockpick just broke off in the knob.

Solution:

"We can bypass this locked door by crawling through the Inkpot Spider den right over here!"

RIGHT TOOL FOR THE JOB

Roll+Tinker - Create a mundane item that you could conceivably carry, which conveniently brought along with you. This item is usable for the rest of the session.

- ▶ 1-2: You lost it
- ▶ 3-5: You lost it, but you pull out something else
- ▶ 6-8: You have it, but its use is limited or defective.
- ▶ 9-11: You have it
- ▶ 12: You have it and get +1 to relevant Checks when using it.

LEVEL 4

DUNGEONEER MAGAZINE

Roll+Lore - Once per session, you can make up a fact about dungeons or the Underlands in general: how they operate, their customs, and all associated bureaucratic nonsense.

Example:

Your party just broke out of prison and needs weapons to aid your escape.

Solution:

"Every dungeon has a breakroom with snacks, drinks, and a weapons hoard."

DEMOLITIONIST

Roll+Tinker. With a little time, you can rig explosives to destroy or harm a structure or object (without having explosives in your Inventory). The GM should impose penalties on particularly hardy targets, and the consequences of this action varies wildly based on the environment.

LEVEL 5

COMPANY COIN

Roll+Charm - Once per session, pay for an item or service without using money on hand. On a 6-8, you can pay with Copper Coins, and on a 9+, you can pay with Silver Coins.

LACKEY

You have a named NPC who follows and protects you. The Lackey has a +2 skill of your choice and -2 in every other skill. The Lackey will participate in combat, has 10 Courage, and deals 1d6 Dread. If nearby, and you are Hit, your Lackey can take Dread for you. If your Lackey is reduced to 0 Courage, they are replaced next session with a new Lackey.

LEVEL 6

BOOBYTRAPS

Roll+Tinker - Once per session, you can set a snare or boobytrap without having the requisite materials on hand. You also take half Dread from traps.

FIRE

Roll+Intimidate or Trickery - Once per session, dismiss an NPC from their job or post. In combat, you can dismiss a Goon, who promptly mopes away. You can also fire your Underling to gain 1d6 Courage. They then leave for the rest of the session.

LEVEL 7

MONSTER FRIEND

Roll+Realms - Once per session, create a creature friend or contact that you can call on for help or advice.

GEARHEAD

Roll+Tinker - Once per session, create an amazing item of Shrym technology (think steampunk) that you conveniently brought along with you. This item is usable for the rest of the session.

- ▶ 1-2: You lost it
- ▶ 3-5: You lost it, but you pull out something else
- ▶ 6-8: You have it, but its use is limited or defective.
- ▶ 9-11: You have it
- ▶ 12: You have it and get +1 to relevant Checks when using it.

LEVEL 8

LOOTER

You have +10% Treasure Hunting. Roll+Search - Each session, after a combat, or while exploring a dungeon, you can find an item to keep.

- ▶ 1-2: You find a wandering creature
- ▶ 3-5: You find a mundane item
- ▶ 6-8: You find a magnificent item
- ▶ 9+: You find a magic item

WORKFORCE

Roll+Inspire - Once per session, call in a large workforce to build, dig, or otherwise complete a big task.

LEVEL 9

MAGIC ITEM

Once per session, roll a random Magic item from the Magic Item Table. This item is only usable for the rest of the session.

HEALTH INSURANCE

Congratulations, you can now afford health insurance. Roll+Vitality - Once per session, If you are Defeated:

- ▶ 1-3: You are Defeated as per the normal rules.
- ▶ 4-6: You are Defeated but do not suffer a penalty for being Wounded.
- ▶ 7-9: You are not Defeated and have 1 Courage.
- ▶ 10-12: You are not Defeated and recover 1d12+Level Courage.

LEVEL 10

ASSISTANT DUNGEONEER

Your exploits have attracted a full-fledged NPC who is now part of your crew. The Adventurer is a Level 1 character of any Class. Once per session, they can also use one of your Abilities.

DUNGEON

You own a small dungeon somewhere on the map that acts as your base of operations in that region. Your dungeon can be home to five NPCs that you've met along the way in your career. You can also choose one creature to live there. Pick three rooms from the list to comprise your dungeon:

- ▶ Armory - Knight-Errants and Dungeoneers can choose an Ability from a previous Level. You can arm a small army. And anyone can stock up on Common and Uncommon Mundane weapons and armor.
- ▶ Library - Gnomes and Bards can choose an Ability from a previous level. Lore Checks to research anything have Advantage here.
- ▶ Tavern - Loyal Chums and Rascals can choose an Ability from a previous level. The party can stock up on Rations here for free.
- ▶ Trophy Room - Once per session, when you are present, you can roll a random Magic Item here.
- ▶ Apothecary - At the start of each session, roll a random plant to stockpile here. You have access to three Alchemy recipes of your choice.
- ▶ Clink - You can jail an Adversary or provide a safehouse for someone that needs it.

THE DUNGEONEER'S STORY

Backstory

Why did you decide to become a Dungeoneer?

- 1 I want to make a name for myself as an adventurer, maybe even make the Dungeoneer Magazine Hall of Fame one day.
- 2 What better way to discover a lost treasure and hit it rich? Sure beats getting a real job!
- 3 I worked for Subterranean Pits and Lairs, LLC for a time, but got fed up with the rat race and decided to strike out on my own.
- 4 There are many amazing sights to behold in the Land of Eem, and I want to see them with my own eyes.
- 5 There is so much to be learned from the relics of the past, more than any plain old history book could teach me.
- 6 I enrolled in Dungeoneer Academy when I was ten years old, to master the adventure trade, and one day pass down my knowledge to a new generation.

+ *Create an ally from your past*

Perhaps a retired adventurer, a former underling, or a junk dealer

+ *Create a rival from your past*

Perhaps a rival dungeoneer, a ferocious creature, or a ruthless tycoon

Ideals

Pick an ideal. At the end of each session, if you demonstrated your ideal, you gain 1 XP.

- 1 Solve a problem with ingenuity
- 2 Explore a dungeon completely
- 3 Put my body on the line for a party member
- 4 Negotiate a deal
- 5 Find a relic or treasure
- 6 Interact with a rare creature

Flaws

Pick a Flaw. At the end of each session, if you demonstrated your flaw, you gain 1 XP.

- 1 Throw caution to the wind
- 2 Let greed get the better of me
- 3 Follow my curiosity at any expense
- 4 Make a rival out of someone
- 5 Drastically overestimate my abilities
- 6 Refuse to follow orders

Personal Quest

+ **What drives you? What are you trying to personally accomplish? Create or choose your Personal Quest.**

1 Journey to _____ and plant a flag in my name.

2 Learn the forgotten knowledge of _____.

3 Find the lost treasure of _____.

4 Discover the long lost city of _____.

5 Make first contact with _____, and establish peace and trade.

6 Build a successful dungeoneering company from the ground up and call it _____.

+ **Who or what is standing in your way?**

Accomplishing your goal won't be easy. Name a threat or obstacle that is preventing you from succeeding. It's best if this is an individual, group, or force that actively opposes you.

Relationships

+ **During Session Zero, take turns to establish a connection between each PC. Each pair of PCs should share the same Relationship text, which can be edited to make sense for both parties. The GM will help flesh out your choices.**

1 Even though we're often at odds, I actually really admire _____.

2 _____ thinks they're the leader of the group, but it's obviously me.

3 _____ is a liability, and I'm convinced they'll be the death of me.

4 _____ knew me when I was an awkward teenager at Dungeoneer Academy, and still treats me like a kid.

5 I basically consider _____ one of my underlings.

6 _____ owes me big time for saving them in the past.

7 I would risk my neck to save _____ from any danger, and I expect the same in return.

8 I hired _____ for a dangerous adventure a while back, and now we're best buds.

+ **Whose Personal Quest in the party do you also have a stake in and why?**

Collaborate with another player and decide how your character is invested in another PC's goal. Perhaps you share a common enemy, believe in their cause, or your Quests align in some other way.

THE GNOME

In the Land of Eem, gnomes may appear to be cute and harmless, but they are, in fact, some of the most powerful beings in existence. Protectors of nature and chroniclers of the old ways, gnomes are the only Class that also doubles as the character's species.

Play a Gnome if you want to wield magic, know about the world, and be in tune with nature.

Courage: 14 + Vim

Dread: D8

GNOME PERKS

Choose Your Hat

A Gnome's hat is one of the most important identifiers within Gnome society. The color of the hat is closely linked with how Gnomes view themselves.

- + **Spring Hat** (Green, Yellow, Pink, or Light Blue): Once per session, mend a mundane item.
- + **Autumn Hat** (Brown, Gold, Orange, or Red): Once per session, change the color of something.
- + **Winter Hat** (Dark Blue, Purple, Gray, or White): Once per session, warm something up by touch.

Choose Your Bane

Every gnome adventurer has earned a special title that references the gnome's greatest victory against a particular adversary. However, the title is only displayed as a capitalized letter. For example, L. Nerman Fuddle stands for Lich-bane Nerman Fuddle.

The titles are a badge of honor, and because Gnomes are so modest, they rarely share them with others. Gnomes deal 1D12 Dread to their chosen Bane on an attack. Choose one creature to be your Bane. Some common choices are:

- + **Witch**
- + **Ghost**
- + **Kobold**
- + **Dragon**
- + **Troll**
- + **Ettin**



GNOME ABILITIES

LEVEL 1

CHRONICLER

Roll+Lore - Gnomes live a long time, and in that time take it upon themselves to chronicle the world around them. Once per session, create a historical fact, or any bit of ancient knowledge, or trivia.

Example:

You find yourself in an old ruins, imprisoned by an ettin that wants to have you for lunch.

Solution:

"These ancient ruins came from the forgotten nation of Zym, famed for their vegetarian recipes. Have you ever tried one, ettin?"

MAGIC FEET

Roll+Nimbleness - Gnomes are spry and always stay one step ahead of their foes. Once per session, reroll a Nimbleness Check or perform a spectacular acrobatic feat beyond the capabilities of normal creatures.

LEVEL 2

FOREST FRIENDS

Roll+Wilderness - Gnomes can speak to all animals, and count them among their closest friends. Once per session, you can call on wilderness animals to aid you in a task.

RANGER

Roll+Wilderness - Once per session, make up a trait or property of a plant or creature in the world of Eem.

Example:

Your loyal chum has just been bitten by a single viper.

Solution:

"This wriggle root is a great cure for single viper venom!"

LEVEL 3

STOUTHEART

Once per combat, if an attack hits you, you can decide that the Dread is reduced to 1.

GNOMISH FABLE

Roll+Lore - Once per session, create a fable or a story with a moral, to convince someone of something.

Example:

A stubborn boggart mayor refuses to provide assistance to the neighboring town after a bandit attack.

Solution:

"I tell the mayor an old gnomish fable about the duck who didn't help the worm. The moral of the story was that the duck ended up being worm food in the end."

LEVEL 4

FRIENDSHIP PUFF

You know the foolproof ancient gnomish custom of friendship making: blowing a dandelion in someone's face. Roll+Lore - Once per session, outside of a Conflict, you can make a creature friendly to you.

LOG TRICK

Roll+Trickery - Once per session, turn yourself or someone else into a small log for a limited time. In combat, this lasts for 1d4 rounds and the affected target cannot attack or be attacked.

LEVEL 5

DWIMMERCRAFTY

Roll+Mettle - Gnomes are naturally magical beings and can cast small dwimmers (spells) at will. Once per session, cast a cantrip or prestidigitation. For example, levitate something, snuff out a torch, or untie a knot.

FIE!

Roll+Attack - Once per combat, deal 3D6 Dread to an adversary. If you deal 13+ Dread, the adversary suffers -1 to attack and damage for the rest of the combat.

LEVEL 6

ILLUSION

Roll+Trickery - Once per session, create a simple illusion.

GREATER BANE

Choose two added benefits for your bane:

- ▶ Roll+Charm - Any minions of your bane flee at the sight of you on a 9+
- ▶ One other party member also deals a d12 to your bane
- ▶ You and your party gain -1 Defense against your bane

LEVEL 7

FRIEND WHISTLE

Roll+Wilderness - Once per session, summon the help of the nearest magical friend.

- ▶ 1-2: Your call attracts a random wandering creature.
- ▶ 3-5: Your call goes unanswered.
- ▶ 6-8: Your call attracts a distressed Unicorn who will help you only after you complete a task or Random Encounter.
- ▶ 9-11: Your call attracts a helpful sparrow-sprite who can give you help or advice.
- ▶ 12: Your call attracts a mighty Unicorn who will help you with any task, or carry you to any location with a region.

GNOMISH INTUITION

Roll+Perception - Once per session, create a motive within an NPC.

LEVEL 8

ANIMATE

Roll+Mettle - Once per session you can animate an inanimate object to help you and do your bidding. The object cannot speak but it will obey your commands.

REJUVENATE

Once per session, touch someone to restore 1d12+level Courage to them.

LEVEL 9

TAME CRITTER

Roll+Wilderness - Once per session, on a 6+, you can tame a critter to accompany on your travels for the rest of the session.

MAGICIAN

You can cast powerful dwimmers like those of the old wizards. Roll+Mettle - Once per session, you can cast a spell to do things like call forth a bolt of lightning, turn invisible, fly, etc. You are limited by your imagination. The spells never deal Dread, but can cause damage narratively.

LEVEL 10

RAINBOW BRIGADE

You become a member of the Rainbow Brigade, the famed gnomish defense force. You bear a magical shield, and once per session, your shield can do one of the following:

- ▶ A magical stag can emerge from the shield. It can carry up to five PCs. Once per combat, it can trample, dealing 1d10 Dread to 1d6 adversaries.
- ▶ A powerful blast of rainbow energy can pacify all hostile critters and creatures in a Nearby area for a limited time, except undead.
- ▶ When you are Hit, reflect the Dread dealt to you back to the attacker, and you take no Dread.

MAGIC FORGE

During downtime, you are able to forge a magic item. Use the rules on page ____, and work with your GM to bring your idea to life.



THE GNOME'S STORY

Backstory

What were you doing for the last hundred years?

- 1 I was finishing my multi-volume manuscript on an esoteric subject.
- 2 I was replanting trees in the Used T'Be Forest, but the task became impossible.
- 3 I was searching for a reliquary of lost treasures, but the trail went cold.
- 4 I was training to serve with the gnomish Rainbow Brigade, but found another calling.
- 5 I was living peacefully in the Dingledeell when news came of troubled times ahead.
- 6 I was watching over a small swath of land, tending to the plants and animals.

+ *Create an ally from your past*

Perhaps a scholar, a woodland creature, or a wise shaman

+ *Create a rival from your past*

Perhaps a witch, a kobold trickster, or a Felmog sorcerer

Ideals

Pick an ideal. At the end of each session, if you demonstrated your ideal, you gain 1 XP.

- 1 Bring out the good in someone
- 2 Help someone lost or hurt
- 3 Defeat an evil creature or fiend
- 4 Learn a piece of ancient lore
- 5 Inspire someone to turn over a new leaf
- 6 Risk your life to save an animal or to preserve nature

Flaws

Pick a Flaw. At the end of each session, if you demonstrated your flaw, you gain 1 XP.

- 1 Tell the truth when it's very inconvenient
- 2 Put your trust in someone questionable
- 3 Give more than you can afford, to your own detriment
- 4 Follow the pursuit of knowledge at any expense
- 5 Poke your nose where it doesn't belong
- 6 Act "holier than thou" to someone

Personal Quest

✦ **What drives you? What are you trying to personally accomplish? Create or choose your Personal Quest.**

- 1 Defend _____ from certain doom at the hands of _____.
- 2 Learn the forgotten knowledge of _____ and share it with the world.
- 3 Banish _____ and their evil from the land of Eem.
- 4 Build a new _____ for the people without one.
- 5 Help the _____ overcome their enormous challenge.
- 6 Return _____ to a state of peace and prosperity.

✦ **Who or what is standing in your way?**

Accomplishing your goal won't be easy. Name a threat or obstacle that is preventing you from succeeding. It's best if this is an individual, group, or force that actively opposes you.

Relationships

✦ **During Session Zero, take turns to establish a connection between each PC. Each pair of PCs should share the same Relationship text, which can be edited to make sense for both parties. The GM will help flesh out your choices.**

- 1 _____ and I are bound by a Friendship Puff, which means we're friends for life no matter what.
- 2 _____ always relies on me to bail them out of trouble, but they need to be more cautious.
- 3 I have watched _____ grow up from afar, and now it is my time to mentor them.
- 4 After they tried to steal from me, I invited _____ to a hot meal and place to rest.
- 5 There is a darkness cast over _____, and I aim to light their way.
- 6 _____ and I often while away the hours discussing literature, tea and daffodils.
- 7 _____ is a rascalion, but they've earned my trust so far.
- 8 _____ believes there is no good left in the world, but I will prove them wrong.

✦ **Whose Personal Quest in the party do you also have a stake in and why?**

Collaborate with another player and decide how your character is invested in another PC's goal. Perhaps you share a common enemy, believe in their cause, or your Quests align in some other way.

THE KNIGHT-ERRANT

Strong and swift and courageous, the Knight-Errant is a wayfaring warrior who lends their sword to a cause. Chivalry and romanticism may have withered away and died for most folks in the Land of Eem, but not for these heroic knights whose bravery is an inspiration to all they meet.

Play a Knight-Errant if you want to be a skilled fighter, ride a steed, and be a leader to others.

Courage: 15 + Vim
Dread: D10

KNIGHT-ERRANT PERKS

Choose your Equipment

Knight-Errants begin play with one Magnificent item.

- + **Magnificent Sword:** [trusty] Can't be fumbled or accidentally dropped.
- + **Magnificent Breastplate:** -1 Defense; [sturdy] Cannot be broken.
- + **Magnificent Banner:** [lucky] Once per session, reroll an Inspire Check.

Choose your Steed

Every Knight-Errant has a steed to ride the open road, and to carry them into battle. Because of this, a Knight-Errant never gets Tired on the road. Steeds, however, will usually not enter dungeons and the like, and must be stabled or tied up. But nothing will ever harm a stabled steed.

- + **Horse:** Horses are the swiftest mounts. Once per combat, you can charge at a target from Faraway to deal +1 Dread per Level on a successful hit.
- + **Bogril Tortoise:** Bogril tortoises are large, plodding beasts with thick skin and sturdy shells. While not aquatic, they can comfortably float. While mounted you get +1 Block, and your tortoise provides +12 Inventory.
- + **Zozo Bird:** Zozo birds are agile, slender birds with pink or white plumage. While flightless, they can leap up to 20 feet in any direction with a rider, and can safely glide from heights.



KNIGHT-ERRANT ABILITIES

LEVEL 1

WAYFARER

Roll+Realms - Once per session, make something up about a place, landmark, or point of interest in the land of Eem.

Example:

As night draws near, you'll need to camp for the night, but the party lost all of their supplies crossing the fetid marsh.

Solution:

"The bogril Bulwarks used to dwell here and keep watch. We might find some old supplies to aid us."

INSPIRING ORDERS

Roll+Inspire - Twice per session, on a 6+, you may choose to do one of the following:

- ▶ Give +1 to all party members' rolls during one phase of a Conflict.
- ▶ Give +2 to an ally's Check before it is rolled.
- ▶ Heal 1d6 Courage to an ally.

LEVEL 2

TACTICAL COMBAT

If you and an ally are flanking an Adversary, you both get +1 Attack, and that Adversary can't counterattack your ally.

FEAT OF STRENGTH

Roll+Might - Once per session, perform an act of heroic strength beyond the means of a normal adventurer.

LEVEL 3

DISCERNING EYE

Roll+Perception - Once per session, create a weakness or vulnerability in someone or something within line of sight, for narrative purposes.

Example:

Shagra the Bandit Mistress of the Moat Gang tells you she's never heard of the boggart you're looking for.

Solution:

"Shagra the Bandit Mistress of the Moat Gang might be a mighty warrior, but you can always tell when she's lying. Her eye twitches!"

SWORN PROTECTOR

Roll+Intimidate - Once per combat, on a 6+, you can redirect an Adversary's attack on ally to you instead.

LEVEL 4

MARTIAL PROWESS

Increase your Dread Die to a d12. If you master this ability gain +1d6 Courage.

FAITHFUL STEED

Roll+Wilderness - Your steed can follow complicated orders, and you gain Advantage when performing stunts and tricky maneuvers while riding. You also get the following benefit based on your mount:

- ▶ Horse: Once per combat, gain Advantage on an Attack roll.
- ▶ War Tortoise: Roll+Attack - Once per session, your war tortoise can ram a structure, knock down a door, or deal 1d10 dread to an Adversary, knocking them over.
- ▶ Zozo Bird: Your zozo bird will enter dungeons with you.

LEVEL 5

WORLDWISE

Roll+Realms - Once per session you can make up a fact about a culture, faction, or group of people.

Example:

You're in pursuit of a notorious thief, but the trail has gone cold ever since you entered the region of the River Country.

Solution:

"The River Watch keeps impeccable records. If the thief passed through a checkpoint, we'd be able to tell when and where...as long as we could get our hands on those records."

SWEEPING STRIKE

Once per combat, you can Attack 1d4+1 Adversaries within Close range.

LEVEL 6

SHRUG IT OFF

Roll+Vitality - Once per session, on a 6+, when you take Dread, take half the amount instead.

WAR STORIES

Roll+Lore - Once per session, tell a story about your past adventures or a war from history to help your situation, or to convince an NPC.

Example:

As you travel through the mountains, two Ettins catch wind of you and give chase.

Solution:

"I'll try to draw them into a cave. A long time ago I faced an ettin in battle in an old cave. I learned that they can be quite claustrophobic in tight spaces."

LEVEL 7

OATHBEARER

Roll+Charm - Once per session, make a promise to an NPC, which under normal circumstances the NPC would not accept (The GM shouldn't use Limited Outcomes here). But if you do not uphold your end of the bargain, there will be serious consequences.

Example:

A troll has captured the daughter of a wealthy goblin tycoon, and won't release her until the goblin industrialists leave his swamp.

Solution:

"Release the girl, and I give you my word that I will get the goblins to leave your swamp."

LEVEL 8

MIGHTY BLOW

Once per combat, declare a Mighty Blow before you Attack

- ▶ 1-2: Miss
- ▶ 3-5: Hit but the adversary counterattacks
- ▶ 6-8: Hit and deal +1d6 Dread.
- ▶ 9-11: Hit and deal +2d6 Dread.
- ▶ 12: Hit and deal Double damage +3d6 Dread

COMMANDING PRESENCE

Roll+Intimidate - Once per session, impress or frighten an NPC (out of combat), or group of Goons, without saying a word. Success generally means that the NPC will be respectful and amenable, perhaps begrudgingly so depending on their character. Goons will keep their distance or flee from combat.

LEVEL 9

SECOND SKIN

Any armor you wear is an additional -1 Defense and +1 Block, and doesn't give Disadvantage to any checks.

HERO OF THE PEOPLE

Roll+Inspire - You can sway any number of regular peasant folk to your cause and they will help you to the best of their ability. In addition, peasants will always offer you shelter, food and basic supplies.

LEVEL 10

LEGENDARY ITEM

A legendary item from your ancestors has come into your possession. You can roll twice on the Relic Item table and choose one to keep.

CALLED SHOT

Roll+Attack - Once per combat, target a specific location on an adversary, object, or structure, and describe what narrative effect you intend the called shot to have. This cannot outright defeat Champion Adversaries, but the GM will describe how it weakens them in some way.

THE KNIGHT-ERRANT'S STORY

Backstory

How did you become a knight?

- 1 My house has sworn fealty to our order for generations. I am honor bound.
- 2 I defended my town from bandits and took up the sword from then on to protect others.
- 3 I happened upon a dying, old knight and was inspired to continue their quest.
- 4 I am a strong fighter and was chosen by my village to represent them in the great conflict to come.
- 5 I never wanted to be a knight, but was thrust into the responsibility by a promise.
- 6 My mother and father told me stories of chivalrous knights as a child, and I knew then that the world needed heroes.

+ *Create an ally from your past*

Perhaps an old war buddy, a skilled blacksmith, or a trusted town guard

+ *Create a rival from your past*

Perhaps a sworn enemy, a jealous knight, or a bounty hunter

Ideals

Pick an ideal. At the end of each session, if you demonstrated your ideal, you gain 1 XP.

- 1 Rescue someone from danger
- 2 Make a promise and honor my word
- 3 Inspire someone with my heroic deeds
- 4 Stand my ground against difficult odds
- 5 Broker peace between two sides
- 6 Defeat an evil creature or fiend

Flaws

Pick a Flaw. At the end of each session, if you demonstrated your flaw, you gain 1 XP.

- 1 Never back down from a challenge
- 2 Muscle through a delicate situation
- 3 Resort to violence before I have to
- 4 Destroy something indiscriminately
- 5 Throw caution to the wind
- 6 Refuse to rest even when it's prudent

Personal Quest

✦ **What drives you? What are you trying to personally accomplish? Create, roll, or choose your Personal Quest. During Session Zero, the GM will ask questions to help flesh out your answers.**

- 1 Find the lost relic of _____ and return it to _____.
- 2 Defeat the dreaded _____ once and for all.
- 3 Rescue _____ from perilous danger and uncertainty.
- 4 Avenge _____ and prove their sacrifice was not in vain.
- 5 Discover the truth about _____ and share it with the world.
- 6 Restore _____ to its former glory.

✦ **Who or what is standing in your way?**

Accomplishing your goal won't be easy. Name a threat or obstacle that is preventing you from succeeding. It's best if this is an individual, group, or force that actively opposes you.



Relationships

✦ **During Session Zero, take turns to establish a connection between each PC. Each pair of PCs should share the same Relationship text, which can be edited to make sense for both parties. The GM will help flesh out your choices.**

- 1 I first met _____ after saving them from a pack of hungry weorgs, and now they feel indebted to me.
- 2 _____ wants to be my "squire," but I don't have time to babysit someone.
- 3 I trust _____ with my life, and there is nothing that I wouldn't do for them.
- 4 I respect _____, but we often butt heads over the littlest things.
- 5 I have a feeling that _____ has ulterior motives and I'm not sure I should trust them.
- 6 _____ is a bit of a know-it-all, but has never let me down.
- 7 _____ and I crossed paths once as enemies, but now travel as companions.
- 8 I worry that _____ has gone astray, so I'll do my best to keep them on the straight and narrow.

✦ **Whose Personal Quest in the party do you also have a stake in and why?**

Collaborate with another player and decide how your character is invested in another PC's goal. Perhaps you share a common enemy, believe in their cause, or your Quests align in some other way.

THE LOYAL CHUM

Reliable and true, the Loyal Chum is the quintessential ally and travel companion. Their contributions may sometimes go unnoticed, but they're the backbone of any adventuring party, always there to lend a hand or helpful advice.

Play a Loyal Chum if you want to be the glue of the party, boost your allies, and be useful in a pinch.

Courage: 13 + Vim

Dread: D6

LOYAL CHUM PERKS

Choose Your Best Chum

Choose someone in your party to be your Best Chum; also choose one special Best Chum Perk that you can do once per session.

- + **Lighten the Mood:** Say something funny or kind to heal your Best Chum for 1d12
- + **Take the Hit:** Take Dread for your Best Chum
- + **Share the Load:** Suffer the consequences of your Best Chum's failed action

Choose Your Handicraft

Loyal Chums are adept at a particular handicraft that they've honed throughout their lives.

- + **Cooking:** Party members heal a d10 when you make camp, eat food and rest (instead of a d6).
- + **Building:** You can reroll your Crafting Checks.
- + **Alchemy:** Everything you craft with Alchemy has one extra use than normal.



LOYAL CHUM ABILITIES

LEVEL 1

OLD CHUMS

Roll+Charm - Once per session, you can make up an old friend that you've run into who can help you or give advice.

Example:

You come upon a small town at a loss for how to find the sunken ruins of Glip.

Solution:

"You know, my old friend Gagnak lives around here. She used to be a dungeoneer! Maybe she'd know where we could find a map!"

LEND A HAND

Once per session, if an ally fails a roll, you can attempt to make the Check instead and replace the ally's result. Also, you roll with Advantage whenever you attempt to catch someone's fall, pull them from danger, or anything similar.

LEVEL 2

EYE FOR CLUES

Roll+Search - Once per session, create a found clue to help you in solving a problem or to discover something.

Example:

"These old mines always have a Foreman's log. We can use that to find out what happened here!"

FOLKLORE

Roll+Lore - Make up an old superstition or legend about a creature, group of people, or concept in the land of Eem.

LEVEL 3

WELL-ROUNDED

You can choose a Level 3 Class Ability from another Class.

IMPROVISE

Roll+Tinker - Once per session, quickly craft, engineer, or repair something in an improvised or inventive way, making use of whatever resources are at hand. At least one item must be sacrificed to make it work, and sometimes more (up to the GM), depending on the complexity. The crafted item only lasts for the rest of the encounter.

Example:

Traversing the mountain pass will take much too long, and you'll never catch up to the rival dungeoneer who is getting away with the relic.

Solution:

"Using our cloaks, tree branches, rope, and harness, I'm going to fashion a makeshift hang glider to get down the mountain faster. I'll try to cut the dungeoneer off."

LEVEL 4

JACK OF ALL TRADES

Twice per session, name a specific activity or proficiency that you conveniently have. For the rest of the session you gain Advantage when performing that type of action.

Example:

There are deadly scorpions crawling all over the floor of the dungeon room.

Solution:

"Luckily I'm an expert scorpion tamer!"

LOCAL HISTORY

Roll+Realms - Make up a rumor about the recent history or events of a place within your current Hex Cluster.

LEVEL 5

UNSUNG HERO

Your contributions often go unnoticed, but they make a difference. Each session, for the length of an encounter, all dice results that trigger on a 6 instead trigger on a 5 for the entire party.

PEP TALK

Roll+Inspire - Twice per session, on a 6+, choose one of the following:

- ▶ Give an ally a Quest Point to use immediately.
- ▶ Give an ally Advantage on a roll, before it is rolled.
- ▶ Heal an ally for 1d6.

LEVEL 6

MOBILE FORGE

You have a donkey that pulls a cart with a mobile forge. You can craft items that require a forge even when on a journey. But you still must stop in order to do so. Your donkey also has +10 Inventory for Materials.

PICK UP THE SLACK

Once per session, when multiple members of the party must make the same Skill Check, you can make a single Skill Check for everyone instead.

LEVEL 7

PICK ON SOMEONE YOUR OWN SIZE

Once per combat, make an Adversary attack you instead of your allies for two rounds. You get -2 Defense for this duration.

LOYAL PET

You have a loyal pet that accompanies you anywhere you go. Choose one:

- ▶ Merga Toad: You can ride the Merga Toad, and it gives +5 Inventory. Once per combat, disarm a Goon or Bruiser's weapon.
- ▶ Owligator: The owligator can take to the skies and answer yes or no questions. Roll+Wilderness - Once per combat, deal 1d10 Dread; you can also Attack in the same round.
- ▶ Gelatinous Goo: +10% Treasure Hunting. The Gelatinous Goo can speak with you and is adept at sneaking, and squeezing through small cracks.

LEVEL 8

HOME AND HEARTH

You have access to a home in a settlement of your choice. An NPC lives here, perhaps a family member, or significant other. Your home has the following characteristics:

- ▶ Your party always has food and shelter here
- ▶ PCs heal 2d6 Courage per night in your home.
- ▶ Your party can keep important items here without worry.
- ▶ Tinker Checks have Advantage here

MUSTER COURAGE

Once per session, heal the party for 1d12+Level Courage.

LEVEL 9

TO ARMS!

Once per combat, you and your allies each deal +1d6 Dread for two rounds.

ACCORDING TO PLAN

Roll+Tinker - Once per session, describe a flashback when you laid the groundwork for something to occur in the present and impact your current situation.

LEVEL 10

HEROIC SURGE

Once per session, automatically succeed on any roll, as if you rolled a 9.

BEST CHUMS

Everyone in the party is considered your Best Chum, and you can take another Best Chum Perk. When you explore a Relationship with a party member, the party gains 2 XP instead of 1 XP.



THE LOYAL CHUM'S STORY

Backstory

What life did you leave behind to become an adventurer?

- 1 I rejected the pressure to take over my family's farm, and took to the road instead, to seek my own fortunes.
- 2 I was run out of town by the local riffraff, and someday I'll return to run them out instead.
- 3 I plied my trade for years working as an apprentice, but the allure of an adventurous life was too strong.
- 4 I was chosen to venture into the wide world and save my poor village from poverty.
- 5 My peaceful village was destroyed by fiends and the last of us had nowhere to go.
- 6 I was wrongfully accused of a crime and escaped a perilous prison by the skin of my teeth.

+ **Create an ally from your past**

Perhaps an old troupe member, a friendly charlatan, or an old flame.

+ **Create a rival from your past**

Perhaps a rival performer, a spurned lover, or a noble with a grudge.

Ideals

Pick an ideal. At the end of each session, if you demonstrated your ideal, you gain 1 XP.

- 1 Make a new friend
- 2 Risk my life for a party member
- 3 Volunteer to go head first into danger
- 4 Deescalate a fight when violence is imminent
- 5 Take on someone else's burden
- 6 Stick up for someone weak

Flaws

Pick a Flaw. At the end of each session, if you demonstrated your flaw, you gain 1 XP.

- 1 Say something blunt even when it's inconvenient
- 2 Fall for someone's lies or tricks
- 3 Share too much information with an adversary
- 4 Poke my nose where it doesn't belong
- 5 Fumble or trip at a bad time
- 6 Run away like a coward

Personal Quest

✦ **What drives you? What are you trying to personally accomplish? Create, roll, or choose your Personal Quest. During Session Zero, the GM will ask questions to help flesh out your answers.**

- 1 Prevent _____ from falling into the wrong hands.
- 2 Save _____ from capture, even though it seems impossible.
- 3 Follow _____ into danger, and take on their Personal Quest.
- 4 Destroy _____ and end a centuries old curse on my family.
- 5 Seek justice for _____ and return home as a hero.
- 6 Retrieve _____ and bring it back to its rightful owner.

✦ **Who or what is standing in your way?**

Accomplishing your goal won't be easy. Name a threat or obstacle that is preventing you from succeeding. It's best if this is an individual, group, or force that actively opposes you.

Relationships

✦ **During Session Zero, take turns to establish a connection between each PC. Each pair of PCs should share the same Relationship text, which can be edited to make sense for both parties. The GM will help flesh out your choices.**

- 1 _____ and I have known each other since childhood, and nothing would get between us.
- 2 _____ is almost certainly stealing from me, but always shares their food.
- 3 _____ is a big grump, but I'm going to do my darndest to make them my friend.
The night we met, _____ and I talked for hours and ended up falling asleep on each other's shoulders.
- 4 _____ isn't the person I expected them to be, but they saved my life.
- 6 I would die for _____, but I don't think the feeling is mutual.
- 7 When we're alone, _____ seems to like me, but then makes fun of me in front of the others.
- 8 _____ is too proud to ask for help, so I'll give it without thanks.

✦ **Whose Personal Quest in the party do you also have a stake in and why?**

Collaborate with another player and decide how your character is invested in another PC's goal. Perhaps you share a common enemy, believe in their cause, or your Quests align in some other way.

THE RASCAL

The Rascal is a roguish scamp, the kind you might find in a band of brigands, or toiling away at the worst jobs in any dungeon. They do what they have to do in order to survive in a world ruled by the bad guys, and they've learned a few tricks of the trade along the way.

Play a Rascal if you want to be a sneaky rogue who easily gets into and out of trouble.

Courage: 12 + Vim

Dread: D6

RASCAL PERKS

Choose Your Style

Every Rascal has a way of going about things. Outsiders tend to lump all ne'er-do-wells together, but Rascals understand the true nuance of it all.

- + **Footpad:** You always have lockpicks on hand and gain Advantage when picking locks.
- + **Charlatan:** You have an elaborate alias, complete with a disguise kit that makes you look like another species.
- + **Ruffian:** Roll+Might - Once per session, knock an unsuspecting Goon or Bruiser unconscious.

Choose Your Hustle

It's a tough world and all Rascals hone a particular hustle to help them get by.

- + **Fibbing:** Once per session, you gain Advantage on a Trickery Check.
- + **Gambling:** Once per session, you can choose to reroll a Success with a Twist, but if the result is lower, the effects are worse than normal.
- + **Pickpocketing:** Once per session, roll a Mundane Item.



RASCAL ABILITIES

LEVEL 1

DISAPPEARING ACT

Roll+Sneak - Once per session, hide in plain sight, or disappear from view even when it might seem impossible.

STICKY FINGERS

Roll+Nimbleness - Once per session, pickpocket an NPC and create a mundane item that you have just stolen.

Example:

As you walk through the dungeon facility, a hapless miner passes by, barely paying you any mind.

Solution:

"I'm going to pickpocket him and steal the key to that locked door we passed earlier."

LEVEL 2

SLINGSHOT

Roll+Nimbleness - Once per session, you can shoot something with pinpoint accuracy for utility purposes or narrative effect.

Example:

You arrive too late. The executioner raises his ax above your captured friend's head as the crowd watches with horrible glee.

Solution:

"I shoot the executioner's hand so he drops the ax!"

FREAK OUT

Roll+Intimidate - Once per session, make an ugly face, or do something gross to scare away or anger an NPC or group of NPCs.

LEVEL 3

BARFLY

Roll+Realms - Once per session, you can create the name of a tavern to visit no matter where you are in Eem. Depending on the result, the barkeep will answer any one question, and there are bound to be a couple randomly generated NPCs.

Example

While traveling in the remote bogs of the Quagmash, the party gets lost searching for a witch said to be in the area.

Solution:

"I think there's a tavern called the Floating Barrel around here. Maybe the barkeep will know something about the witch.

RECRUIT

Roll+Charm - Once per combat, on a 6+, turn a goon to your side during combat

LEVEL 4

BEG

Roll+Trickery - Once per session, shamelessly beg to get

50 | Join our Discord: <https://discord.gg/2Y5h82W>

something you want. Or, once per session, if combat is about to ensue, make a last ditch effort to avoid it, but at a great cost.

Example

The gnome won't budge on his stance. There's no way he's letting you use his powerful artifact to aid you in your quest. It's too dangerous.

Solution

"Pleeeeeeeeeaaase?! Just this one time? It will help us so much! Please, Mr. Gnome? Pleeeeeeeeeasssssse?!"

SLIPPERY

Once per combat, redirect all adversary attacks against you in a round to a random nearby combatant, whether that's ally or adversary. In addition, whenever you run away or hide completely from a combat, you heal 1d6 Courage. If you return to the combat, you lose that Courage.

LEVEL 5

GANG

Roll+Realms - Once per session, you can call on a group of rascals to help you with a task. They are especially adept at heists, shakedown, and general skullduggery.

BACKSTABBERY

Once per session, if an adversary is unaware of you, make an Attack roll.

- ▶ 1-2: You miss
- ▶ 3-5: You hit
- ▶ 6-8: You deal Dread x2
- ▶ 9-11: You deal Dread x3
- ▶ 12: You deal max Dread x3

LEVEL 6

SHADY CONTACT

You have connections to criminals and fiends. Roll+Realms - Once per session, you can create a contact of ill or questionable repute, that you can ask for help or advice. This individual is not your friend, and has ulterior motives.

CON ARTIST

Roll+Trickery - Your obsequious ways dupe others into letting their guard down. Once per session, during a conversation, you can make an NPC reveal a withheld or secret piece of information.

LEVEL 7

SPREADING RUMORS

Roll+Trickery - Spread a false rumor throughout the land that other people will believe unless they do a lot of digging.

- ▶ 1-2: No one believes you and they think you're a liar.
- ▶ 3-5: No one believes you.
- ▶ 6-8: Your current hex cluster is aware of the rumor.
- ▶ 9-11: An entire region is aware of the rumor.
- ▶ 12: All of the realm is aware of the rumor.

BRIBERY

Roll+Charm - Once per session, bribe an NPC without actually having to spend any money.

LEVEL 8

SCATHING INSULT

Roll+Intimidate - Once per combat, on a 6+, reduce a Bruiser's Courage by half, or reduce a Goon to 0 Courage.

BLAME GAME

Roll+Trickery - Once per session, make up a story to accuse an NPC of a misdeed, wrongdoing, or accident that you or an ally are responsible for.

LEVEL 9

TUMBLER

You get -1 Defense. Roll+Nimbleness - Once per session, perform a spectacular acrobatic feat. In combat, on a 9+, you can use this to move into position for Backstabbery in a single turn, even if the adversary is aware of you.

SECRET HIDEOUT

You have access to hideouts all over the realms. Roll+Realms - Once per session, go to a secret rascal hideout as a place of refuge, or cause a specific event that occurred during the session to "blow over" and be mostly forgotten.

LEVEL 10

HIGH STAKES BET

Roll+Trickery - Once per session, settle a conflict with an Adversary, or persuade an NPC by playing a game of Rascal Rummy.

- ▶ 1-2: You lose and must accept the terms
- ▶ 3-5: You must accept the terms but can add a benefit
- ▶ 6-8: You both compromise
- ▶ 9-11: You dictate the terms
- ▶ 12: You dictate the terms which are heavily in your favor.

INFAMOUS

For better or worse you are known far and wide as a scalawag and rascalion. Choose a title and insert your Homeland or another region of your choice:

- ▶ The Rascal Knight of ____: Regular folk revere you and the stories of your exploits, but the rich and powerful fear you. Peasants will always offer you shelter, food and basic supplies, even covering for you and putting their lives at risk to help you.
- ▶ The Silent Shroud of ____: Fellow rascals and thieves respect you greatly, but law enforcement despises you. Roll+Realms - Once per session, you can pull a favor from any outlaw faction. Law enforcement everywhere is suspicious of you, but understand they can't touch you without proof.
- ▶ The Outlaw Brigand of ____: The mere mention or sight of you strikes fear in everyone. Each session, you can automatically make all non-Champion sentient creatures run away at the sight of you.

THE RASCAL'S STORY

Backstory

Life is hard, but how have you managed to get by?

- 1 I was an orphan, picking pockets and polishing shoes in the slums.
- 2 Toiling away in the mines, just like everyone else I grew up with, but that life is behind me now.
Unfortunately if it weren't for the gangs and bandit crews, I'd probably be a goner. Too bad once you're in with them, they never let you out.
- 3 Snooping around the city and selling secrets to the highest bidder.
- 4 I was forced to work two jobs for corporate goblin goons, until one day I looted their payroll and skipped town, never to look back.
- 5 I just got out of the slammer for stealing a loaf of bread when I was only a kid. Now, I do my best to give back to the folks that really need it.
- 6

+ *Create an ally from your past*

Perhaps a petty thief, a secretive spy, or a town drunk

+ *Create a rival from your past*

Perhaps a gang leader, an assassin, or a crooked cop

Ideals

Pick an ideal. At the end of each session, if you demonstrated your ideal, you gain 1 XP.

- 1 Steal something valuable
- 2 Talk your way out of trouble
- 3 Share precious loot with someone in need
- 4 Stick up for someone weak
- 5 Get the jump on someone
- 6 Learn a secret

Flaws

Pick a Flaw. At the end of each session, if you demonstrated your flaw, you gain 1 XP.

- 1 Snitch on another person
- 2 Run away like a coward
- 3 Take a bet against the odds
- 4 Lie when you know you shouldn't
- 5 Take the road less traveled
- 6 Hold out secrets or loot on an NPC

Personal Quest

✦ **What drives you? What are you trying to personally accomplish? Create or choose your Personal Quest.**

- 1 Rob the dastardly _____ and give back to the downtrodden who need it.
- 2 Become my own boss and build a _____ empire.
- 3 Payoff my gigantic debt to _____ .
- 4 Provide _____ with what they need to get by.
- 5 Prevent _____ from getting too powerful and oppressing the weak.
- 6 Steal the valuable and heavily guarded _____, and make a fortune.

✦ **Who or what is standing in your way?**

Accomplishing your goal won't be easy. Name a threat or obstacle that is preventing you from succeeding. It's best if this is an individual, group, or force that actively opposes you.

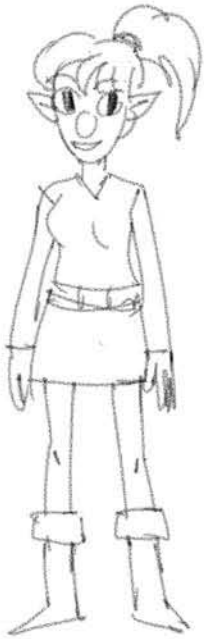
Relationships

✦ **During Session Zero, take turns to establish a connection between each PC. Each pair of PCs should share the same Relationship text, which can be edited to make sense for both parties. The GM will help flesh out your choices.**

- 1 _____ is good people, but they gotta learn the world ain't all rainbows and unicorns.
- 2 _____ knows my darkest secrets, so I need to learn theirs.
- 3 _____ ratted me out in the past, and I'm still not sure that I'm over it.
- 4 _____ gets on my nerves so much I don't know whether to punch 'em or kiss 'em!
- 5 _____ is a fool, but so am I. So we'll be fools together!
- 6 _____ thinks I still owe them, but when will enough be enough?
- 7 _____ and I used to be thick as thieves, but now we don't talk all that much, and I don't know why.
- 8 _____ is kind, and brave, and true...so why are they friends with someone like me?

✦ **Whose Personal Quest in the party do you also have a stake in and why?**

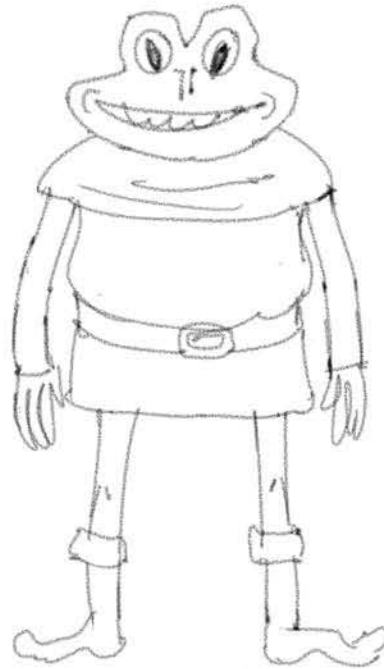
Collaborate with another player and decide how your character is invested in another PC's goal. Perhaps you share a common enemy, believe in their cause, or your Quests align in some other way.



Boggart



Boggle



Bogril



Gelatinous Goo



Gnome



Goblin



Human



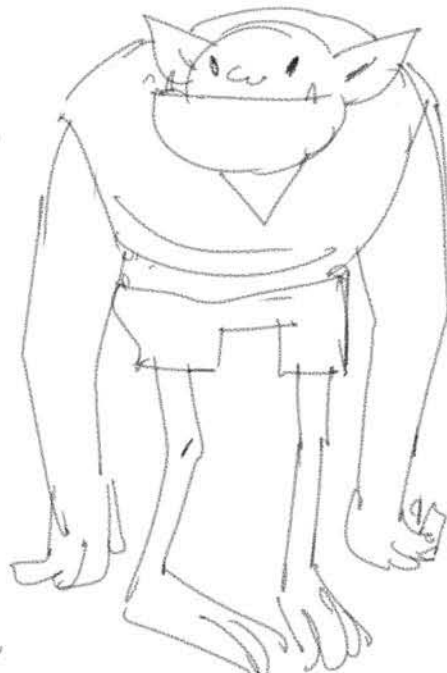
Imp



Skeleton



Shrym



Wug

SPECIES

The Land of Eem is filled with multitudes of people, each with their own unique cultures. Each species has Skill modifiers to choose from: a bonus and penalty. Species also have Perks that make them unique, as well as possible drawbacks. Lastly, your Species determines which Homeland options are available to you.

BOGGARTS

Boggarts are the most ubiquitous people in all of Eem, and the original bog people of the Mucklands. They come in many shapes and sizes, with skin of almost any color. While technically the same species as goblins, they lack the sharp teeth and pointy noses, and are the hard working and toiling cogs in the ruthless industrial machine that is goblin culture.

SKILLS

+1 Realms or +1 Charm
-1 Mettle or -1 Lore

HOMELANDS

The Used T'Be Forest, The Drippy Downs, The Quagmash, River Country, Fleabag County, The Underlands

PERKS

Boggarts start with three Proficiencies from their Homeland.

BOGGLES

Boggles are the diminutive cousins of goblins. Unfortunately, their lot in life has mainly been to work as peons in servitude of their larger cousins. While forest boggles are extremely tiny, about three apples tall, PCs can only be the sort who are a similar size to imps and gnomes.

SKILLS

+1 Nimbleness or +1 Sneak
-1 Might or -1 Mettle

HOMELANDS

The Used T'Be Forest, The Drippy Downs, The Quagmash, River Country, Fleabag County, The Underlands

PERKS

As the runts of the goblin world, Boggles share a special bond and tend to stick together. When Parleying with a boggle Adversary, a boggle PC always rolls with Advantage.

BOGRILS

Bogrils are rotund, spindly legged, frog people who are as comfortable in water as they are in quicksand. Long ago, they used to be the rulers of the region now known as Fleabag County, but their royalty is all but faded and their numbers displaced. Now many bogrils are known to be wanderers and wayfarers, and almost none have any influence over politics or law.

SKILLS

+1 Realms or +1 Vitality
-1 Sneak or -1 Nimbleness

HOMELANDS

The Used T'Be Forest, The Drippy Downs, The Quagmash, River Country, Fleabag County

PERKS

Bogrils can hold their breath for 5 minutes without trouble.



GELATINOUS GOOS

Gelatinous goos are jelly creatures that come in many sizes and colors, though blue is most common. They are highly intelligent and speak their own language, but they cannot speak the common tongue.

SKILLS

+1 Search or +1 Vitality
-1 Intimidate or -1 Mettle

HOMELANDS

The Underlands

PERKS

Roll+Vitality to squish and squeeze through tight cracks and openings. Gelatinous goos can also excrete a slippery goop on the ground that lasts for several minutes.

DRAWBACKS

Gelatinous goos cannot normally be understood by the world at large. When a PC speaks as a gelatinous goo, it's assumed that a party member is translating for them. Therefore, gelatinous goos have Disadvantage when trying to communicate with someone by themselves.

GNOMES

Gnomes are magical beings that protect nature from harm, often dwelling in trees and mounds. Most gnomes come from the Dingledell, the lush forest south of Grimly Wood, where the gnome city of Mirth resides. But many gnomes venture out into the world alone and dedicate their solitary lives to watching over the land. Gnomes can only be the Gnome Class.

SKILLS

+1 Lore or +1 Inspire
-1 Might or -1 Trickery

HOMELANDS

The Used T'Be Forest, The Drippy Downs, The Quagmash, River Country, The Dingledell

PERKS

Gnomes can talk to and converse with animals.

GOBLINS

Goblins are pointy nosed, sharp toothed people with green skin, who once looked like boggarts long ago. Goblins make up the majority of the ruling class in the Mucklands, and are the architects of the industrial age. Also, goblins have a habit of never forgiving and never forgetting.

SKILLS

+1 Trickery or +1 Intimidate
-1 Lore or -1 Inspire

HOMELANDS

The Used T'Be Forest, The Drippy Downs, The Quagmash, River Country, Fleabag County, The Underlands

PERKS

A goblin may declare two Grudges against different enemies in their life. A grudge provides a +1 bonus to all actions against that enemy.

HUMANS

In a world of boggles, boggarts, goblins, and wugs, a human sometimes sticks out like a sore thumb. Most human communities and settlements in the land of Eem have retreated to remote vales, where they live out modest lives as farmers and hunters.

SKILLS

+1 to any Skill
-1 to any Skill

HOMELANDS

The Used T'Be Forest, The Drippy Downs, The Quagmash, River Country, Fleabag County

PERKS

None.

IMPS

Imps are wily little winged creatures who are usually beholden to a master, unless they have escaped.

SKILLS

+1 Trickery or +1 Nimbleness
-1 Charm or -1 Might

HOMELANDS

The Used T'Be Forest, The Drippy Downs, The Quagmash, The Underlands

PERKS

Imps are more than tricky, they're magically tricky. Roll+Trickery - Once per session, create a disguise for yourself or an ally. The believability of the disguise varies by the die result, and the disguise is undone if the imp sneezes.

SKELETONS

Sentient, talking skeletons are extremely rare in Eem. In the uncommon event that anyone does encounter a skeleton, they are of the mindless, tireless, minion of evil sort. Therefore it's highly unlikely for a PC to even be a sentient, talking skeleton, but the option is available.

SKILLS

+1 Intimidate or +1 Trickery
-1 Vitality or -1 Charm

HOMELANDS

The Underlands

PERKS

Even though skeletons can be fragile, they can also be surprisingly resilient in certain situations. Once per session, Roll+Vitality and block that much Dread.

DRAWBACKS

Skeletons are often feared and disliked by regular folk, especially those unused to their presence in dungeons and the like. Skeletons have Disadvantage on Charm Checks with strangers.

SHRYMS

Shrym are slight, little furry humanoids that resemble shrews. They originally come from the eastern deserts of Shrym, but many have migrated west to the Mucklands. Their culture produces adept engineers and machinists, and their people are responsible for the invention of much of the latest technology in the land of Eem.

SKILLS

+1 Tinker or +1 Lore
-1 Perception or -1 Intimidate

HOMELANDS

The Used T'Be Forest, The Drippy Downs, The Quagmash, River Country, Fleabag County

PERKS

Shryms have Proficiency in Mechanics.

WUGS

Wugs are the brawny, brutish backbone of the goblin industrial culture. They're often employed as bodyguards, laborers, thugs, and personal assistants. Because Wugs are not particularly burdened by any sort of high intelligence, they're surprisingly difficult to convince or charm.

SKILLS

+1 Might or +1 Vitality
-1 Lore or -1 Tinker

HOMELANDS

The Used T'Be Forest, The Drippy Downs, The Quagmash, River Country, Fleabag County

PERKS

Wugs have Proficiency in Resisting Charm.

HOMELANDS

The Land of Eem is vast, spanning several realms. Where your character comes from gives insight into how they grew up and what sort of life they have lived thus far. The Homelands presented here in the core rulebook are all regions in the Mucklands Realm except for the Dingledeell and the Underlands.

Choose a Homeland that is available to your Species. Then pick two Proficiencies out of the options available, and record all of the listed equipment. This includes rolling a random Mundane Item from the table on page 46. The number in parenthesis next to each piece of equipment is its Item Slot value.

THE DRIPPY DOWNS

You grew up in the misty rolling hills and grasslands that border Grimly Wood. Goblin industrialists have left this part of the Mucklands relatively untapped so far, but not for lack of trying. It just became too much of a task to deal with all the region's indigenous creatures. For all its untouched beauty, the Drippy Downs is a rather dangerous place, home to ettins, trolls, weorgs, snake-men, and roving dweorgs.

PROFICIENCIES

Hunting, Climbing, Jumping, Cooking

EQUIPMENT

Bear Trap (1), Knife (1), Bedroll (1), Umbrella (1), Canteen (0), Rations (1), Random Mundane Item

FLEABAG COUNTY

You are a city or town dweller, hailing from the most populated region of the Mucklands. You're used to dealing with crowds, black smokestacks, and bustling city life.

PROFICIENCIES

Blending Into a Crowd, Bureaucracy, Riding, Writing

EQUIPMENT

Change of Fine Clothing (1), Pouch of Silver Coins (1), Pen and Paper (0), Rations (1), Random Mundane Item

THE QUAGMASH

You grew up somewhere in the vast, untamed swamp, teeming with all manner of flora and fauna known as the Quagmash. You were likely raised in a tiny backwater settlement, living a rather isolated childhood, away from all the hustle and bustle of town or village life.

PROFICIENCIES

Swimming, Fishing, Gator Wrangling, Picking Herbs

EQUIPMENT

Fishing Gaff (1), Fishing Pole (2), Tackle and Bait (0), Chum Bucket (1), Bug Repellent (1), Rations (1), Random Mundane Item

RIVER COUNTRY

You grew up next to a river, among a massive network of rivers, lakes, streams and creeks. If you wanted to visit a friend or go to the market, you took a riverboat to get there. You've also had to deal with the omnipotent presence of the River Watch, and likely learned to skirt their watchful eye.

PROFICIENCIES

Swimming, Boating, Gambling, Smuggling

EQUIPMENT

Overalls (-), Overcoat with hidden pockets (1), 50 feet of Rope (1), Huzzah Deck (0), Wooden Oar (2), Rations (1), Random Mundane Item

SCALAWAG STRAND

You grew up on the wild coast called the Scalawag Strand among fishers, sailors, and pirates. You're almost more at home on the open sea than you are on land.

PROFICIENCIES

Fishing, Sailing, Swimming, Treasure Lore

Equipment

50 feet of Rope (1), Knife (1), Compass (0), Fishing Pole (2), Tackle and Bait (0), Rations (1), Random Mundane Item

THE USED T'BE FOREST

You grew up in a desolate wasteland of cracked earth and tree stumps. The constant sounds of drills and buzzsaws woke you up each morning, and put you to sleep each night. You come from hard-working stock, people who have toiled away in lumber yards, quarries, and mines.

PROFICIENCIES

Mining, Woodcraft, Repair, Hunting

EQUIPMENT

Hatchet (1), Saw (1), Bedroll (1), Flint and Tinder (-), Stick of Dynamite (1), Rations (1), Random Mundane Item

THE DINGLEDELL

You are a forest dweller from the dewy, green, light dappled woods of the Dingledelell located to the west of the Mucklands. You're used to the quiet sigh of windy trees and the twittering and chittering of animals.

PROFICIENCIES

Picking Herbs, Animal Handling, Cooking, Writing

EQUIPMENT

Walking stick (1), Pen and Journal (1), Whistle (0), Animal Feed (1), Pot and Pan (1), Rations (1), Random Mundane Item

THE UNDERLANDS

You are a cave dweller from the dark, subterranean realm of the Underlands. You're used to low lights, echoey caverns, and the constant hum of goblin industry.

PROFICIENCIES

Mining, Seeing in the Dark, Listening, Hiding

EQUIPMENT

Lantern (1), Pickaxe (1), Hard hat (1), Lantern Oil (0), Rappelling harness (1), Rations (1), Random Mundane Item

ADVENTURING



TRAVEL AND EXPLORATION

The game uses a hex map and procedural rules to travel, known as hex crawling. There are three modes of movement to travel and explore: A Day's Travel, Exploration, and Dungeon Crawling.

A DAY'S TRAVEL

When the party is covering long distances, the rules for A Day's Travel are used. There are two turns over the course of a day, called Legs. You can travel up to 2 Hexes (12 miles) per Leg. Therefore, you could normally cover 4 Hexes (24 miles) in one day. For every Leg of the journey, the party must make a Travel Check, which may result in an encounter or discovery.

Travel Modifiers

- ▶ Traveling via roads marked on the map gives a +1 bonus
- ▶ When traveling on a road while mounted or in a vehicle, the party can travel an extra Hex per day.
- ▶ You can only travel 1 Hex per Leg over difficult terrain like mountains, dense woods, and swamps.
- ▶ You can only travel 1 Hex per Leg when traveling at night, and you get Disadvantage.

TRAVEL CHECKS

To determine what happens as you travel across the hex map, PCs alternate making a Realms Check for every Leg of the journey. Every PC must cycle through and make a Realms Check before the first PC has another turn, etc.

The Realms Check determines if the party encounters something, experiences a minor setback, has an eventful journey, or discovers something interesting.

ROLL A D12 + REALMS

1-2	Perilous Encounter
3-5	Dangerous Encounter
6-8	A Bump in the Road
9-11	Uneventful Journey
12	Discovery

Perilous Encounters

A Perilous Encounter is an immediate life-threatening situation or hostile creature while traveling to or exploring a Hex.

Dangerous Encounters

A Dangerous Encounter is a clear danger or potentially hostile creature, while traveling to or exploring a Hex.

A Bump in the Road

A Bump in the Road is a minor setback even though you successfully traveled to or explored a Hex without an encounter. Roll a D6 on the table below:

ROLL A D6

1	Wrong Turn
2	Lost Supplies
3	Exhaustion
4	Bad Weather
5	Unwanted Attention
6	Interparty Conflict

WRONG TURN

The party takes a wrong turn and gets lost. The party can only move a single Hex, and must roll a D6 to determine which Hex the party travels to. (1 is North, 2 is Northeast, 3 is East, 4 is South, 5 is Southwest, 6 is Northwest.)

LOST SUPPLIES

A random PC accidentally loses some food or rations, or another random item.

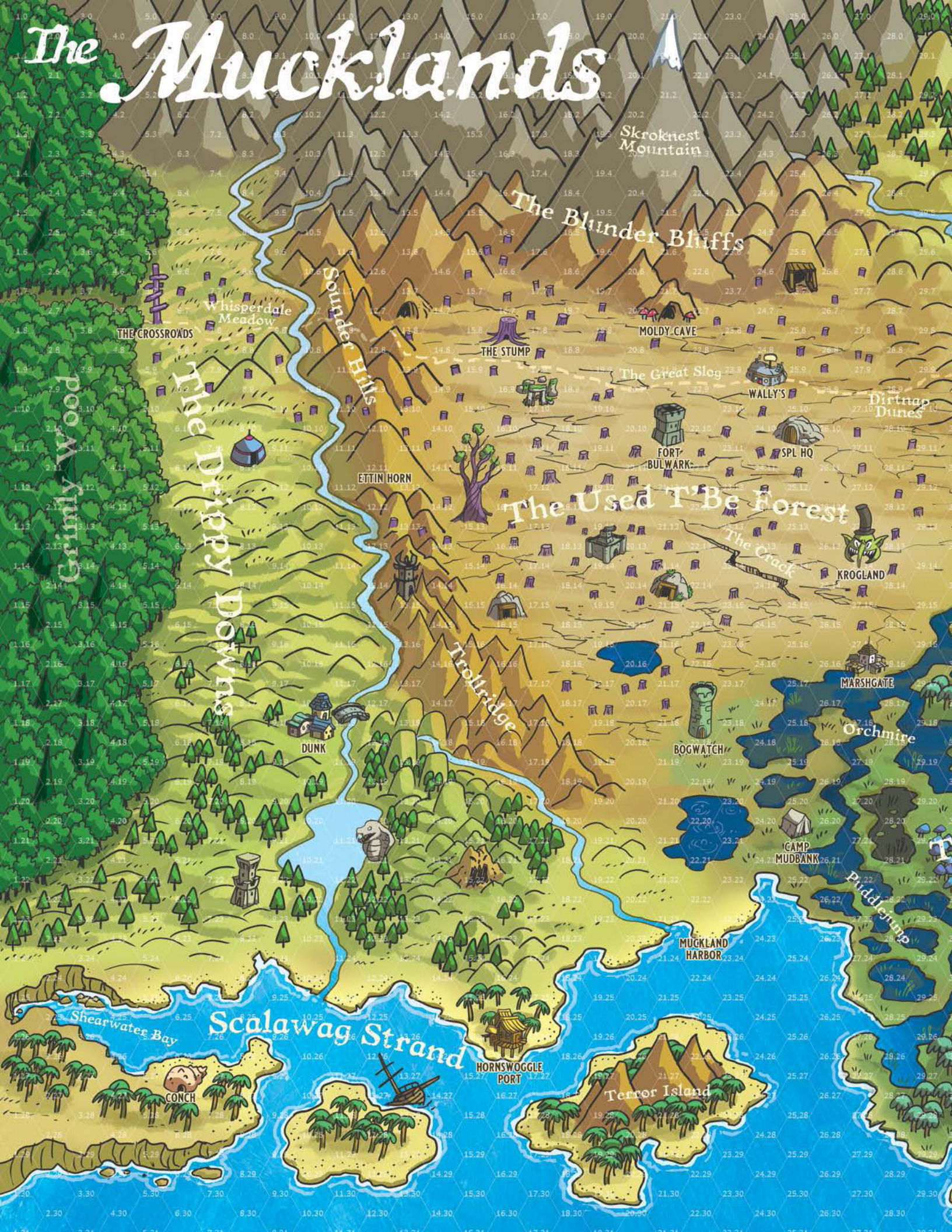
EXHAUSTION

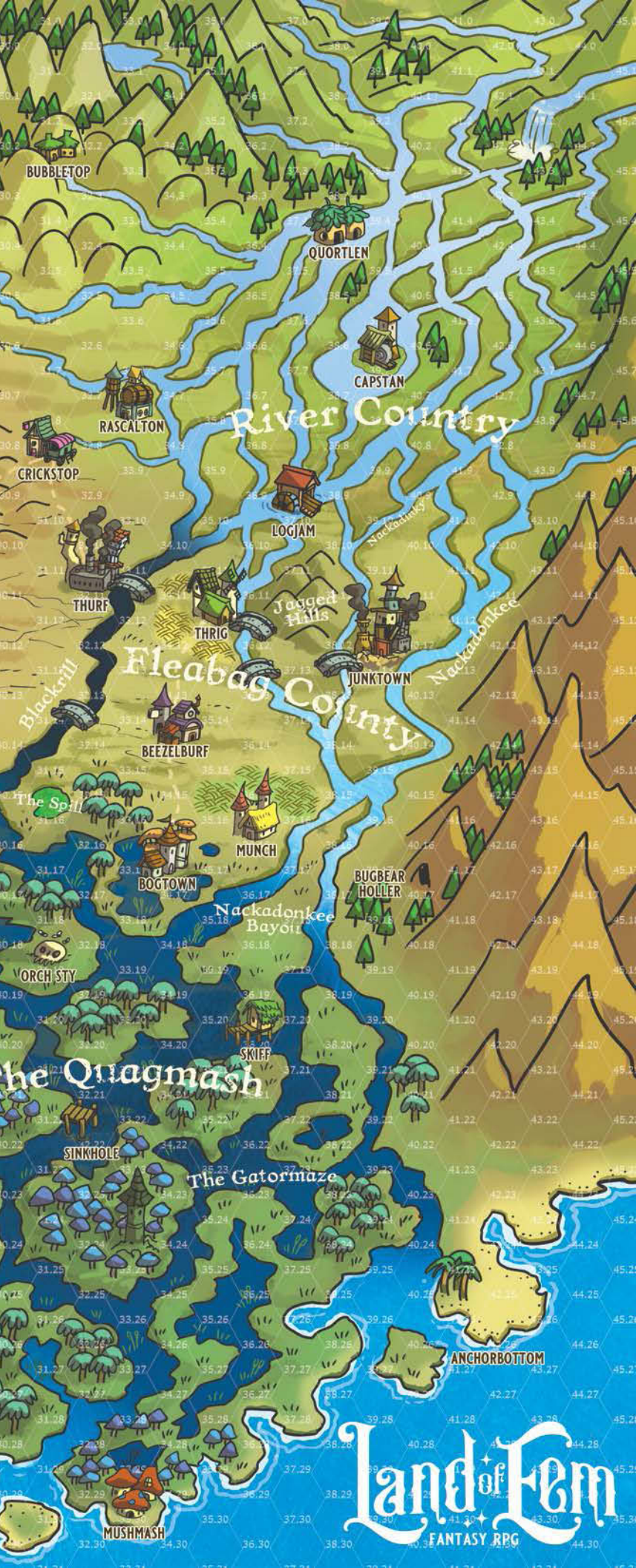
The party takes a difficult path, wearing everyone out. PCs roll with Disadvantage on healing Courage until they get a night of rest.

BAD WEATHER

The party runs afoul of bad weather, whether it's rain, wind, cold, or heat. The next Travel Check has Disadvantage.

The Mucklands





UNWANTED ATTENTION

The party is quite conspicuous as they travel, drawing attention to themselves. The next time they make camp, the Wandering Creature Chance is +1.

INTERPARTY CONFLICT

The road is hard and puts people on edge. Two random PCs start bickering about something. This is potentially an opportunity to build Relationships and gain XP.

Uneventful Journey

An Uneventful Journey means you successfully traveled to or explored a Hex without running into any trouble.

The PC making the Travel Check can also attempt to Find Resources during an Uneventful Journey.

Discovery

A Discovery is a positive encounter or revelation of a landmark/secret in the area, in addition to successfully traveling to or exploring a Hex.

The PC making the Travel Check can also attempt to Find Resources during a Discovery.

RUNNING RANDOM ENCOUNTERS

It's important that the GM reads the encounter first before reading anything aloud to the players. Oftentimes there is secret information within the description that will impact how the players might react.

Most encounters assume that the party is already in the thick of a sticky situation, instead of having the choice to completely avoid something without ever engaging with it.

THE JOURNEY HOME

Sometimes the journey back to a starting location after a quest can be anti-climactic. The party accomplished their goal, and now they have to go through another long

adventure back to town?

To speed things up, the GM can allow the party to make one Travel Check to determine what happens on their journey home. The only requirement is that the party must take the exact same hex route back to their starting location.

EXPLORATION

When you explore a Hex to find an unknown destination, location, landmark, or person, etc., you use the normal Travel Check rules. It takes one Leg to explore a single Hex.

Once the Check is resolved, if the Check result was a 6+, the party finds what they came looking for in the Hex.

On a 5 or less, the GM must choose what happens next:

- ▶ The party still finds what they came looking for.
- ▶ The party finds a different point of interest in the Hex, and must make another Travel Check to find what they came looking for.
- ▶ The party is lost and must make another Travel Check to find what they came looking for.

DUNGEON CRAWLING

When exploring a very specific location, like a dungeon, building, or a few acres of land, actions taken by the adventuring party occur over the span of minutes. As a general term this type of gameplay is called Dungeon Crawling. In these cases, player actions are likely less structured than A Day's Travel or Exploration, as the characters move moment to moment through the environment. The GM will often have planned encounters or curated random tables as the party moves from room to room, for example.

RANDOM DUNGEONS

When the GM doesn't have a dungeon prepared or a dungeon map on hand, random dungeons are a fun option.

Random Dungeons use a meta currency called Keys. As the party goes from room to room, they roll to see if they encounter a hazard, collect Keys, or both. Keys can be thought of as literal keys that open doors, or an abstraction that represents the party figuring out which way to go.

The players can spend Keys to make a discovery as they explore the dungeon, to help themselves out or find treasure. If they spend 5 Keys, they find the story-related thing they

came looking for, like the person they're trying to rescue, or the lost artifact, etc.

Each time the party enters a new area of the dungeon a different player Rolls+Search. On a result of 9+, the player should describe the dungeon and how they were successful

ROLL A D12 + Search

1-2 You lose a Key and encounter a hazard

3-5 You encounter a hazard

6-8 You gain a Key and encounter a hazard

9-11 You gain a Key

12 You gain 2 Keys

Hazards

If a hazard is rolled, roll a D6 to determine what kind. And then roll a d100 on the corresponding Random Dungeon Hazard Table. The GM can alter the Hazard to better fit the theme of the dungeon.

DUNGEON HAZARDS

1-2 Creatures

3-4 Trap or Obstacle

5-6 Riddle or Puzzle

Spending Keys

Keys

Discovery

1 Find a helpful NPC

1 Find a helpful item

2 Find a Loot Pile

3 Find an Old Hoard

4 Find an Ancient Hoard

5 Find What You're Looking For

6 Find a Mythic Hoard

MAKING CAMP

Adventurers don't just sit around in silence and then hit the sack. They tend to tell stories to each other and ask each other questions.

Each time the party makes camp, one character may ask another character a Campfire Question. The goal should be to ask evocative questions that elicit revealing answers, giving insight into the character's personality Backstory, Relationships, or Personal Quest. If need be, the asking player can ask related follow-up questions to draw out something juicy.

This is a great time for characters to build on their Relationships and gain XP. On long journeys, potentially every character in the party will be able to ask a question. But on shorter journeys, it's important for the players to include as many PCs as possible in asking and answering questions, not just the same few.

Food and Rest

While traveling on the road, a PC gains 1d6 Courage after eating and a night of rest. If a PC doesn't do one or the other, they don't gain Courage.

In addition, for each of the following, you get a +1 bonus to your Healing roll after eating and resting:

- ▶ Sleeping on a bedroll
- ▶ Eating a cooked meal (not rations)

If a PC doesn't sleep, they get the Tired condition (-1 to all Checks), until they do sleep.

Rations

Rations use a Usage Die similar to Coins. When you eat rations, you roll the appropriate Usage Die, and on a roll of 1 or 2, the rations are completely eaten up. Rations can be shared but must be rolled for each individual eating them.

Usage Die	RATIONS TYPE
d6	Normal Rations
d8	Nackadonkee Tubesteaks
d10	Mr. Rations

Wandering Creatures

When the party makes camp, there's a chance a wandering creature comes stumbling upon them in the wilderness or in a dungeon.

Normally, this happens if the GM rolls a 1 on a D6. This is called the Wandering Creature Chance. The Wandering Creature Chance can be increased due to other circumstances, like if the party is currently in a particularly dangerous area, or if they rolled Unwanted Attention on a Travel Check result. If both of these circumstances are true, then the Chance would increase to 3, and a result of 1, 2, or 3 on a D6 would result in a wandering creature, etc.

Roll on the Wandering Creatures table to determine what sort of creature or creatures appear. And then roll on the Creature Disposition table to find out how they'll react to finding the PCs.

FINDING RESOURCES

If the party needs to comb a Hex for resources for food and crafting materials, they can do so. PCs can opt to Hunt, Gather Materials, Fish, or Pick Herbs. Each action requires a Wilderness Check. And if you successfully find a resource, you roll on the appropriate region table, starting on page 87.

One of these actions can be taken by a PC who successfully makes a Travel Check and gets a result of Uneventful Journey or Discovery.

The party can also forego Traveling and commit one Leg (a half day's time) to taking these actions. In this case, PCs in the party can go off and attempt different actions, attempt the same action separately, or if desired, they can join forces.

If one PC wants to aid another PC's Check, they roll the requisite Aid skill before the main Check is rolled. On a 6+, the aiding PC adds +1 to the acting PC's check. Remember that a Check can only have max bonus of +3.

Actions to find resources don't result in explicit encounters. But certain Check results attract Unwanted Attention from the Bump in the Road Table, increasing the Wandering Creature Chance for the party.

Hunt

When you Hunt, you head out into the wild to hunt an animal, or forage for food. You can potentially find enough food for the entire party for the rest of the day. On high roll results, you can also salvage Components from hunted critters. (Aid Skills: Athletics, Might, Search)

ROLL A D12 + WILDERNESS

1-2	No food, and you attract Unwanted Attention
3-5	No food
6-8	Enough food for a day. But you attract Unwanted Attention
9-11	Enough food for a day, and roll a random Critter Component
12	Enough food for a day, and choose a Critter Component

Gather Materials

When you Gather Materials, you harvest materials like wood, ore, stone, et. (Aid Skills: Might, Realms)

ROLL A D12 + WILDERNESS

1-2	No Materials gathered, and you attract Unwanted Attention
3-5	No Materials gathered
6-8	You gather 1d6 Materials. But you attract Unwanted Attention
9-11	You gather 1d6 Materials and a random Elemental Component
12	You gather 1d6 Materials, and choose an Elemental Component

Fish

(Aid Skills: Realms, Perception)

ROLL A D12 + WILDERNESS

1-2	No fish caught, and you attract Unwanted Attention
3-5	No fish caught
6-8	You catch a random fish. But you attract Unwanted Attention
9-11	You catch a random fish
12	You choose a fish from the table

Pick Herbs

(Aid Skills: Search, Lore)

ROLL A D12 + WILDERNESS

1-2	No herbs found, and you attract Unwanted Attention
3-5	No herbs found
6-8	You find a random herb. But you attract Unwanted Attention
9-11	You find a random herb
12	You choose an herb from the table

CONFLICTS

A Conflict occurs when tension between two sides has escalated to the threat of combat. This is not to say every Conflict turns into combat. In fact, most of the time, players will have opportunities to avoid combat. NPCs and creatures who are in a conflict with the PCs are called **Adversaries**.

A Conflict round is broken up into four phases. At the beginning of a Conflict round, players state their intended actions to Parley, do an Action, Run, or fight in Combat. As we'll learn below, the number of times the party can attempt to parley with an Adversary is limited.

CONFLICT PHASES

Phase 1: Parley

At the beginning of any conflict, a PC who wishes to talk first gets the chance to do so. Charm, Inspire, Intimidate, and Trickery are the skills most often used for this purpose, as well as many Class Abilities. If all goes well, the PCs may avoid combat altogether.

All adversaries have a Parley score of 0, 1, or 2, that determines how many times PCs can attempt to negotiate during a Conflict. The more fearsome and hostile the adversary, the harder it is to parley. Especially tough enemies can even impose a penalty or Disadvantage on skill checks.

During the Parley phase, rolling a result of Failure with a Plus is up for interpretation, just like other Check results. But here are some ideas:

- ▶ You fail to sway the adversary, but they spill some information.
- ▶ You fail to sway the adversary, but you've distracted them from something else.
- ▶ You fail to sway the adversary, but they have no interest in killing you; they want something else.
- ▶ Or, if the adversary has Parley 2, then another PC can still attempt to Parley if desired.

Rolling a Complete Failure generally always means that things have gone awry, and the adversary is even more angry.

Critters can only be parleyed with by using the Wilderness Skill.

Phase 2: Action

After the Parley phase comes the Action phase, when anyone who wants to *do something* other than attack can attempt to do so. This is the time that PCs can use their non-social Skills and Abilities to defeat or defuse the situation. For instance, to cave in an entrance, cut the rope bridge, or dive for the precious item.

Phase 3: Run

If the PCs wish to run, they are only as fast as their slowest in the party. The PC with the lowest Nimbleness rolls a Nimbleness Check. Failure results in combat ensuing. Success means that the PCs have escaped, or that a chase ensues, which is up to the GM. If the players do escape, returning to the same location often results in combat.

Phase 4: Combat

The combat phase uses Initiative. Every player Rolls+Perception to determine the attack order. Anyone who rolls a 6+ goes before the adversaries, and anyone who rolls a 5 or less goes after the adversaries.

To attack, roll a D12 and apply your Attack bonus minus the adversary's Defense.

If the Attack hits, deal Dread to the target's Courage.

After the combat phase, a new round begins. In the new round, if there is still the option to Parley, anyone who wants to do that will go first, followed by PCs in the Action phase, Run phase, and then Combat phase.

COMBAT

Combat in *Land of Eem* is meant to be quick and decisive. By design, characters don't have boatloads of Courage to absorb many hits over the course of several rounds, and because there is a counterattack mechanic, you are liable to get hit on your own turn. Therefore, running away is a completely acceptable option.

Remember that even when you enter combat, players who want to Parley, do an Action, or Run get to do so first at the top of the round.

RANGE AND MOVEMENT

Land of Eem is largely a "theater of the mind" game when it comes to combat. Distances between characters are broadly defined. The ranges are: *Close*, *Nearby*, *Faraway*, and *Distant*.

A PC can attack an adversary who is Close or Nearby, otherwise the PC must spend a whole round to move to a Faraway adversary.

Distant adversaries are rarely relevant in a Conflict. It takes two rounds to move to a Distant adversary.

Ranged attackers cannot attack Close adversaries, and have Disadvantage against Distant adversaries.

MELEE COMBAT

Melee Combat uses the same dice result chart as Skill Checks, but is defined by a hit and miss dynamic when attacking.

ROLL A D12 + ATTACK - DEFENSE

1-2	Complete Miss
3-5	Miss with a Plus
6-8	Hit with a Counterattack
9-11	Hit
12	Critical Hit

RANGED COMBAT

The chart for Ranged Combat is slightly different; it is more difficult to hit as a ranged attacker, but a ranged attacker can't be counterattacked.

ROLL A D12 + ATTACK - DEFENSE

1-2	Complete Miss
3-8	Miss with a Plus
9-11	Hit
12	Critical Hit

SUCCESS AND FAILURE

Complete Miss

A Complete Miss is something negative that also happens in addition to missing an attack. This could mean swinging and accidentally damaging the precious item you've come to retrieve; or it can result in a mechanical penalty, like getting in the way of an ally, and giving them Disadvantage on their next roll.

If the GM can't come up with anything in the moment, they are encouraged to collaborate with the players, or roll on the following table.

d6 Complete Misses

1	Character misses and fumbles their weapon or item
2	Character misses and puts themselves in a bad or precarious position
3	Character misses and accidentally hits an ally or object in the environment for a negative effect
4	Character misses and alerts or draws the ire of other adversaries
5	Character misses and disrupts an ally's next attack or action
6	Character misses and accidentally hurts themselves

Miss with a Plus

When you Miss with a Plus, some sort of silver lining or positive outcome occurs despite missing. This could mean missing but knocking the adversary closer to the edge of the nearby cliff; or it could mean a mechanical bonus like missing but setting up an ally to flank, giving them Advantage on their next roll.

If the GM can't come up with anything in the moment, a quick solution for Miss with a Plus is that both the attacker and defender take 1 Dread. Otherwise the GM is encouraged to collaborate with the players, or roll on the following table.

d6	Miss with a Plus
1	Character misses but sets up an ally's next action or attack
2	Character misses but disrupts the adversary's planned attack or action
3	Character misses but hits an object in the environment for a positive effect
4	Character misses but is able to guard a vulnerable ally
5	Character misses but disrupts or delays other adversaries in the fight
6	Character misses but puts the adversary in a bad or precarious position

Hit with a Counterattack

You hit and deal Dread, but your target can make an Attack roll against you. If they roll a Hit with a Counterattack against you, you can counterattack against them as well, and so on. In this way, a chain of lucky counterattacks can simulate a duel.

Hit

You successfully hit and deal Dread to your target.

Critical Hit

You successfully hit and deal double your Dread roll to the target. Add any Dread bonuses first, then multiply the total by 2.

COURAGE

Courage is a measure of your character's bravery, will, and toughness to stay standing during an adventure. In other games this is commonly called Hit Points, but the key here is that much of what Courage represents is the mental aspect of dealing with harm and adversity.

Your starting Courage is determined by your Class+Vim. You can spend 5 XP to gain 1d6+Vim up to 2 times over the course of a PC's lifetime. Some magical items also bestow extra Courage.

DREAD

Damage from weapons and other sources is expressed as Dread, which reduces your character's Courage. Only Dread from a physical source can be Blocked by armor.

Your Dread die is determined by your Class. Some Classes have Abilities that increase their Dread die, and some magical items increase Dread as well.

You can attack with just about anything: a shovel, a pan, an umbrella, etc. But when you do attack without using a true weapon, your Dread roll has Disadvantage.

HEALING

Most Classes have Abilities that let them heal themselves or the party at some point in their Level progression. Aside from that, there are certain Magic Items, Herbs, Fish, and Alchemy recipes that heal Courage. But these must be sought out and found in the world.

Food and Rest

If a PC is able to sleep in an inn or place of comfort, eating food can be handwaved, and resting heals full Courage.

While traveling on the road, the rules are more strict. A PC gains 1d6 Courage only after eating and a night of rest. If a PC doesn't do one or the other, they don't gain Courage.

In addition, for each of the following, you get a +1 bonus to your Healing roll after eating and resting:

- ▶ Sleeping on a bedroll
- ▶ Eating a cooked meal (not rations)

If a PC doesn't sleep, they get the Tired condition (-1 to all Checks), until they do sleep.

DEFEAT AND DEATH

If reduced to 0 Courage, you are Defeated, which means you fall unconscious for 1d4 rounds. Roll+Vitality to Resist Wounds - On a 5 or less you suffer a Wound. A Wound gives you a -1 penalty to all rolls.

When you regain consciousness, you heal Courage equal to 1D6 + Level. An ally can use an action to wake up an unconscious PC. Wounds persist until the next adventure unless healed by some sort of magic.

Defy Death

If you are reduced to 0 Courage twice or more in a session, Roll+Vitality to Defy Death. You can use multiple Quest Points on a Check to Defy Death.

ROLL A D12 + Vitality

- | | |
|-----|---|
| 1-5 | Your character can perform a last heroic action before death. |
| 6-8 | Your character lives but suffers a lasting injury |
| 9+ | Your character lives |

If all characters are Defeated, the GM describes what happens based on the adversary. Some enemies take prisoners or demand retribution, while others, like dragons, are ruthless and might gobble up the PCs.

CONFLICT EXAMPLE

On their way through the Used T'Be Forest, the party encounters a pack of four hungry weorgs: three Goons, and a Champion weorg. This begins a Conflict!

Parley Phase

Kiri the Bard decides she wants to try and parley with the weorgs, so she goes first. "You don't want to eat us," she says. "We're malnourished adventurers. Our meat's all stringy!"

The GM calls for a Charm Check, but Kiri's player rolls a 3, Failure with a Plus. The GM decides that the weorgs are still hungry, but they won't notice what other PCs are doing as they lick their chops at Kiri. "Meat is meat!" they snarl back.

Action Phase

The next phase is for Actions, anything that would be non-combat. Squeeze the Dungeoneer decides to lay a trap in the nearby weeds using his Boobytraps Ability. He makes a Tinker Check and gets a Success! The trap is set, and the weorgs don't notice.

Run Phase

Everyone with turns left decides they won't run--they'll stand and fight.

Combat Phase

Time for initiative, which happens every combat round. Whoever rolls a 6+ goes before the weorgs.

That turns out to be Galen the Knight-Errant and Rylee the Loyal Chum. Warbly the Gnome and Voricia the Rascal will go after the weorgs.

Rylee attacks a weorg and rolls a 12, scoring a Critical Hit. She rolls her Dread, and doubles the result of 3, for 6 Dread. That's enough to defeat the weorg Goon.

Galen attacks the weorg Champion and gets a 7. That will hit, but the weorg gets a counterattack. Galen deals 5 Dread, and the weorg rolls an 8 on its counterattack. That means Galen will get to counterattack as well But first the weorg deals 7 Dread. On his counterattack, he rolls a 4: a miss but the GM says the Plus means this weorg was forced to recoil, and will be -1 to its next attack.

Now it's the weorgs' turn. The weorg Champion attacks

Galen at -1. It would have landed a Critical Hit, but instead it's an 11, and the weorg deals normal Dread. Taking 3 more Dread, that puts Galen at 6 Courage.

The two other weorg Goons attack Rylee. One rolls a 5, Failure with a Plus. The GM says that it misses its bite, but knocks Rylee into the other weorg, who will get +1 on its attack. The other weorg gets a result of 9, and deals 6 Dread to Rylee.

At the end of the round are Warbly and Voricia. Warbly uses his Fie Ability to attack the weorg Champion. He gets a result of 8, which isn't enough because the Ability only triggers on a 9+. So Warbly's player decides to use a Quest Point. Warbly deals a whopping 11 Dread to the Champion, who still stand.

Voricia attacks one of the Goons and gets a 6, Hit with a Counterattack. She deals 4 Dread, and the weorg gets a 2: Critical Miss! The GM says the weorg stumbles into Squeege's trap!

That leaves one Goon and Champion left. And the round starts over. Since weorgs only have a Parley Score of 1, the Parley phase is skipped, and anyone who wants to do a non-combat action can do so!

ITEMS & EQUIPMENT



EQUIPMENT

INVENTORY

Every item has an Item Slot value. This represents an approximation of weight, and each item generally takes up 0, 1, 2, or 3 Inventory Slots.

A PC's Inventory Slots are equal to 20 + Might + Vitality.

Regular clothes that are only worn for narrative or flavor purposes are not factored into the equation, while especially heavy or bulky items may take up more than 3 slots, or be impossible to carry.

If you are carrying more than your max Inventory allows, you get the Tired condition (-1 to all rolls) and Disadvantage on Movement Checks.

Worn Vs. Carried

Items in your Inventory are either Worn or Carried. Worn items are those that the PC is currently wearing such as clothes, armor, and accessories. Carried Items are what a PC is carrying on their person in bags and sacks, and on belts and bandoliers.

Worn Items actively confer any bonuses and are instantly at the ready, while Carried Items must be taken out to be used.

Item Slots

(0) SLOT ITEMS

These are small trinkets like jewelry, and little objects such as potions, keys, etc. You can have up to five (0) Slot items Worn on you, and five (0) Slot Items Carried on you.

(1) SLOT ITEMS

These are items like light weapons such as daggers, slings, a quiver of arrows; various tools and gear; a pouch of coins; a week's rations; light armor; small shields; helmets; special or magical footwear, gloves, bracers, hats, masks, capes, cloaks, etc.

(2) SLOT ITEMS

These are medium weapons like longswords, axes, maces, bows; medium shields; larger tools and gear; chain mail, ring mail, brigandine armor, pauldrons etc.

(3) SLOT ITEMS

These are heavy weapons like polearms, greatswords, battle axes, etc.; crossbows; large shields; plate armor.

ITEM TYPES

There are four different types of items, which have different properties.

Mundane Items

Mundane items are regular items with no special properties.

Mundane Items are rolled on the Mundane Item Table using a d200. Instead of using two d10's like you would for a d100, use a d20 and a d10.

Magnificent Items

Magnificent items are items of exceptional quality. They have a special Trait that confers some sort of benefit or property.

Magnificent items are first rolled on the Mundane Item Table; once the type of item is rolled, you then roll on the relevant Magnificent Item Trait table.

Magic Items

Magic items are rare items with unique magical properties. They vary greatly in power and usefulness.

Magic items are rolled on the Random Magic Item table.

Relics

Relics are legendary items with more magical power, or more cultural significance within the land of Eem. Whenever the party finds a Relic, they gain 1 XP.

Relics are rolled on the Relics table.

WEAPONS

By default, weapon damage is determined by Class. You can attack with just about anything: a shovel, a pan, an umbrella, etc. But when you do attack without using a true weapon, your Dread roll has Disadvantage.

Magnificent weapons have Traits that make them more effective.

ARMOR

When you wear Light Armor like a gambeson, leather, or hide armor, you gain Advantage whenever you must Defy Death after being Defeated twice in a session.

Medium Armor (chainmail) and Heavy Armor (plate armor) also give Advantage to Resisting Wounds, which happens after you are Defeated for the first time in a session.

Medium Armor and Heavy Armor also impose some Disadvantages. Movement Checks refer to all Athletics, Nimbleness, and Sneak Checks.

After actually suffering a Wound or having to Defy Death, armor is considered broken and must be repaired to confer benefits.

Block

Heavy Armor and some magical armor have a Block rating (usually 1 or 2). Block reduces incoming damage equal to the Block rating. However, Block only reduces damage taken from a physical source. For instance, a fear-based effect couldn't be blocked by armor or shields.

Armor Types

LIGHT ARMOR (1):

- + Advantage: Defy Death

MEDIUM ARMOR (2):

- + Advantages: Resist Wounds, Defy Death
- + Disadvantage: Sneak

HEAVY ARMOR (3):

- + 1 or 2 Block
- + Advantages: Resist Wounds, Defy Death
- + Disadvantages: All Movement Checks

Shield Types

SMALL SHIELD (1):

- + Once per combat, Block 1d4 Dread.

MEDIUM SHIELD (2):

- + Once per combat, Block 1d6 Dread.

LARGE SHIELD (3):

- + Once per combat, Block 1d10 Dread.

Helmets

Wearing a helmet adds +1 to your Checks to Defy Death and Resist Wounds. Remember, the max bonus to any Check is +3, except when Quest Points are used.

Pieces of Armor

You might find individual pieces of armor like gauntlets, greaves, or pauldrons, etc. While they don't act as Light, Medium, or Heavy Armor on their own, you could potentially collect a piecemeal suit of armor with enough pieces.

Otherwise, they provide narrative benefits. For instance if acid drips on your hands, maybe your gauntlets are destroyed before you're harmed; or if you kick a dude in the shins while wearing greaves, maybe it hurts extra.

COINS

In the land of Eem, people use various Coins of differing values, all stemming from different eras and regions. Because of this, tracking money is a bit abstracted. If you find money in a Hoard or someone pays you, instead of tracking each individual coin, players track discrete “pouches” of Coins.

COIN TYPES

There are Copper Coins, Silver Coins, Gold Coins, and Ancient Coins. When you spend a pouch of Coins, you roll a Usage Die. A Usage Die determines if the Coins are completely spent (on a roll of 1 or 2), or if the Coins just reduce a step in value.

Coin Type	Usage Die
Copper Coins	d6
Silver Coins	d8
Gold Coins	d12
Ancient Coins	d20

ITEM COST

Items to purchase each have a Cost: Cheap, Pricey, Expensive, or Really Expensive. Copper Coins, for example, can only pay for Cheap items. Silver Coins can buy Pricey or Cheap items. Gold Coins can buy Expensive, Pricey and Cheap items. And finally, Ancient Coins can pay for any item.

Coin Type	Max Item Cost
Copper (d6)	Cheap Items
Silver Coins (d8)	Pricey Items
Gold (d12)	Expensive Items
Ancient (d20)	Really Expensive Items

BUYING STUFF

When you want to buy something, it must first be available where you are. This is up to the GM. Then, if you have the proper Coins to pay for the Cost, you can buy the item.

Roll the Usage Die of the pouch of Coins. On roll of 1 or 2, the Coins are entirely spent and removed from your Inventory completely.

On any other result, the Coins move down a value step: Ancient Coins become Gold Coins, Gold Coins become Silver Coins, Silver Coins become Copper. Copper Coins don't reduce a step and are only spent completely if you roll a 1 or 2.

It's important to note that when you purchase items, unless the items are bundled together, each item must be bought individually, and you make a separate Usage Die roll for each one.

You can guess that using Ancient Coins to buy a Cheap item probably isn't worth it. It would be like buying a pack of gum with a bar of gold. And in the event that you roll a 1 or a 2 on a d20, you wouldn't even get change back.

Increasing Purchasing Power

You can combine like pouches of Coins in almost any city and convert them to higher value Coins.

Combine	Convert To
3 pouches of Copper Coins	1 pouch of Silver Coins
3 pouches of Silver Coins	1 pouch of Gold Coins
3 pouches of Gold Coins	1 pouch of Ancient Coins

Shops

A shop's inventory will vary depending on the location. For instance, a frontier shop will have a very limited selection, while a town shop has less items available than a city shop. Cities should have just about any mundane items the PCs need. A typical frontier shop is listed to the right, as well as a typical town shop on the following page.

Food and Services

The cost for services like booking passage on a wagon, or buying a meal are listed below.

Food/Service	Cost	Slots
Normal Rations (d6)	Cheap	1
Nackadonkee Tubesteaks (d8)	Pricey	1
Mr. Rations Brand (d10)	Expensive	1
A Meal	Cheap	N/A
A Fine Meal	Pricey	N/A
A Feast	Expensive	N/A
Lodging	Cheap	N/A
Messenger	Pricey	N/A
Wagon Ride (Town, City)	Pricey	N/A
Ship Passage	Expensive	N/A
Bank Vault (City)	Cheap	N/A

Rascal Fences

Cities especially, and some towns with a presence of rascals and thieves, have rascal fences who sell illicit goods and services.

Item/Service	Cost	Slots
Lockpicks (Tool)	Pricey	0
Shackles (Tool)	Cheap	1
Trip Wire (Tool)	Cheap	1
Acid (Tool)	Pricey	1
Disguise Kit (Tool)	Pricey	2
Grappling Hook (Tool)	Pricey	2
Poison (Tool)	Expensive	1
Blowgun (Ranged)	Cheap	1
Sap (Blunt)	Cheap	1
Spitfire (Ranged)	Expensive	3
Gutter Flop Lodging	Expensive	N/A
Informant	Pricey	N/A

TYPICAL FRONTIER SHOP

Item	Cost	Slots
Bag (Tool)	Cheap	1
Barrel (Tool)	Cheap	3
Bedroll (Tool)	Cheap	1
Blanket (Tool)	Cheap	1
Blasting Charge (Tool)	Pricey	1
Bottle (Tool)	Cheap	1
Bucket (Tool)	Cheap	1
Cage (Tool)	Cheap	2
Canoe (Tool)	Expensive	-
Cart (Tool)	Pricey	-
Chain (Tool)	Cheap	2
Chalk (Tool)	Cheap	0
Compass (Tool)	Pricey	1
Cookware (Tool)	Cheap	1
Crampons (Tool)	Cheap	1
Explosive Powder (Tool)	Pricey	2
Fishing Pole (Tool)	Cheap	2
Hammer (Tool)	Cheap	1
Hanglider (Tool)	Expensive	3
Hook (Tool)	Cheap	1
Lantern (Tool)	Cheap	1
Lock (Tool)	Pricey	1
Medicine (Tool)	Pricey	1
Mirror (Tool)	Cheap	1
Net (Tool)	Cheap	2
Parchment (Tool)	Cheap	1
Pickaxe (Tool)	Cheap	2
Quill and Inkpot (Tool)	Cheap	0
Raft (Tool)	Expensive	-
Blunderbuss (Ranged)	Expensive	2
Club (Blunt)	Cheap	1
Knife (Bladed)	Cheap	1
Longbow (Ranged)	Pricey	3
Longsword (Bladed)	Pricey	2
Gambeson (Light Armor)	Pricey	1

TYPICAL TOWN SHOP

Anvil (Tool)	Expensive	-	Repelling Harness (Tool)	Pricy	1
Bag (Tool)	Cheap	0	Rope (50') (Tool)	Cheap	2
Barrel (Tool)	Cheap	3	Rucksack (Tool)	Cheap	0
Bedroll (Tool)	Cheap	1	Saddlebags (Tool)	Pricy	1
Bell (Tool)	Cheap	1	Saw (Tool)	Cheap	1
Blanket (Tool)	Cheap	1	Sewing Kit (Tool)	Cheap	1
Blasting Charge (Tool)	Pricy	1	Shovel (Tool)	Cheap	2
Blasting Machine (Tool)	Expensive	2	Snare (Tool)	Pricy	2
Bottle (Tool)	Cheap	1	Strongbox (Tool)	Pricy	2
Bucket (Tool)	Cheap	1	Telescope (Tool)	Expensive	2
Cage (Tool)	Cheap	2	Tent (Tool)	Cheap	3
Canoe (Tool)	Expensive	-	Tinderbox (Tool)	Cheap	1
Cart (Tool)	Pricy	-	Torch (Tool)	Cheap	1
Cauldron (Tool)	Cheap	3	Wax (Tool)	Cheap	0
Chain (Tool)	Cheap	2	Axe (Bladed)	Cheap	2
Chalk (Tool)	Cheap	0	Wheelbarrow (Tool)	Cheap	-
Compass (Tool)	Pricy	1	Blunderbuss (Ranged)	Expensive	2
Cookware (Tool)	Cheap	1	Club (Blunt)	Cheap	1
Crampons (Tool)	Cheap	1	Knife (Bladed)	Cheap	1
Detonator (Tool)	Expensive	1	Longbow (Ranged)	Pricy	3
Explosive Powder (Tool)	Pricy	1	Longsword (Bladed)	Pricy	2
Fishing Pole (Tool)	Cheap	2	Mace (Blunt)	Pricy	2
Hammer (Tool)	Cheap	1	Pike (Polearm)	Pricy	3
Hanglider (Tool)	Expensive	3	Quarterstaff (Blunt)	Cheap	2
Hook (Tool)	Cheap	1	Scythe (Bladed)	Cheap	3
Lantern (Tool)	Cheap	1	Short Sword (Bladed)	Cheap	1
Lock (Tool)	Pricy	1	Slingshot (Ranged)	Cheap	1
Magnet (Tool)	Cheap	1	Spear (Polearm)	Cheap	3
Medicine (Tool)	Pricy	1	Two-Handed Sword (Bladed)	Pricy	3
Mirror (Tool)	Cheap	1	Bear Skin (Medium Armor)	Expensive	2
Net (Tool)	Cheap	2	Buckler (Armor)	Pricy	1
Paint (Tool)	Cheap	1	Chain Mail (Medium Armor)	Expensive	2
Parchment (Tool)	Cheap	1	Gambeson (Light Armor)	Pricy	1
Pickaxe (Tool)	Cheap	2	Kettle Helm (Armor)	Pricy	1
Prybar (Tool)	Cheap	1	Kite Shield (Armor)	Pricy	3
Quill and Inkpot (Tool)	Cheap	0	Leather (Light Armor)	Pricy	1
Raft (Tool)	Expensive	-	Ring Mail (Medium Armor)	Pricy	2

d200		MUNDANE ITEMS			Item	Cost	Slots
1	Axe (Bladed)	Cheap	2	33	Bag (Tool)	Cheap	0
2	Ball and chain (Flexible)	Cheap	2	34	Ball and chain (Tool)	Cheap	3
3	Bat (Blunt)	Cheap	1	35	Bandolier (Tool)	Cheap	1
4	Blowgun (Ranged)	Cheap	1	36	Barrel (Tool)	Cheap	3
5	Bolas [entangle]	Cheap	1	37	Bedroll (Tool)	Cheap	1
6	Boomerang (Ranged)	Cheap	1	38	Bell (Tool)	Cheap	0
7	Claws (Bladed)	Cheap	1	39	Bellows (Tool)	Cheap	1
8	Cleaver (Bladed)	Cheap	2	40	Blanket (Tool)	Cheap	1
9	Club (Blunt)	Cheap	1	41	Bottle (Tool)	Cheap	1
10	Cookware (Tool)	Cheap	1	42	Broom (Tool)	Cheap	2
11	Crampons (Tool)	Cheap	1	43	Bucket (Tool)	Cheap	1
12	Dagger (Bladed)	Cheap	1	44	Cage (Tool)	Cheap	2
13	Darts (Ranged)	Cheap	1	45	Cattle prod (Tool)	Cheap	1
14	Javelin (Ranged)	Cheap	2	46	Cauldron (Tool)	Cheap	3
15	Knife (Bladed)	Cheap	1	47	Chain (Tool)	Cheap	2
16	Lash (Flexible)	Cheap	1	48	Chalk (Tool)	Cheap	0
17	Main Gauche (Bladed)	Cheap	1	49	Dye (Tool)	Cheap	0
18	Mallet (Blunt)	Cheap	2	50	Fanny Pack (Tool)	Cheap	0
19	Quarterstaff (Blunt)	Cheap	2	51	Flask (Tool)	Cheap	1
20	Sap (Blunt)	Cheap	1	52	Fishing Pole (Tool)	Cheap	2
21	Scythe (Bladed)	Cheap	3	53	Frying Pan (Tool)	Cheap	1
22	Short Sword (Bladed)	Cheap	1	54	Goggles (Tool)	Cheap	1
23	Sickle (Bladed)	Cheap	1	55	Gong (Tool)	Cheap	1
24	Sling (Ranged)	Cheap	1	56	Galoshes (Tool)	Cheap	1
25	Slingshot (Ranged)	Cheap	1	57	Hammer (Tool)	Cheap	1
26	Spear (Polearm)	Cheap	2	58	Hook (Tool)	Cheap	1
27	Staff (Blunt)	Cheap	2	59	Lantern (Tool)	Cheap	1
28	Throwing Knives (Ranged)	Cheap	1	60	Lasso (Tool)	Cheap	1
29	Truncheon (Blunt)	Cheap	2	61	Magnet (Tool)	Cheap	0
30	Whip (Flexible)	Cheap	1	62	Mirror (Tool)	Cheap	1
31	Abacus (Tool)	Cheap	1	63	Net (Tool)	Cheap	2
32	Alarm (Tool)	Cheap	1	64	Paint (Tool)	Cheap	1

65	Parchment (Tool)	Cheap	1	100	Falchion (Bladed)	Pricey	2
66	Pickaxe (Tool)	Cheap	2	101	Flail (Blunt)	Pricey	2
67	Prybar (Tool)	Cheap	1	102	Glaive (Bladed)	Pricey	3
68	Quill and Inkpot (Tool)	Cheap	0	103	Greataxe (Bladed)	Pricey	3
69	Rope (50') (Tool)	Cheap	2	104	Greatclub (Blunt)	Pricey	3
70	Rucksack (Tool)	Cheap	0	105	Greatsword (Bladed)	Pricey	3
71	Satchel (Tool)	Cheap	0	106	Halberd (Polearm)	Pricey	3
72	Saw (Tool)	Cheap	2	107	Khopesh (Bladed)	Pricey	2
73	Scissors (Tool)	Cheap	1	108	Kukri (Bladed)	Pricey	1
74	Sewing Kit (Tool)	Cheap	1	109	Lance (Polearm)	Pricey	3
75	Shackles (Tool)	Cheap	2	110	Longbow (Ranged)	Pricey	3
76	Shovel (Tool)	Cheap	2	111	Longsword (Bladed)	Pricey	2
77	Stilts (Tool)	Cheap	2	112	Mace (Blunt)	Pricey	2
78	String (Tool)	Cheap	0	113	Machete (Bladed)	Pricey	2
79	Tankard (Tool)	Cheap	3	114	Mancatcher (Polearm)	Pricey	3
80	Tent (Tool)	Cheap	3	115	Maul (Blunt)	Pricey	3
81	Tinderbox (Tool)	Cheap	1	116	Morning Star (Blunt)	Pricey	2
82	Tongs (Tool)	Cheap	1	117	Pike (Polearm)	Pricey	3
83	Torch (Tool)	Cheap	1	118	Ranseur (Polearm)	Pricey	3
84	Trip Wire (Tool)	Cheap	1	119	Rapier (Bladed)	Pricey	1
85	Tuning Fork (Tool)	Cheap	1	120	Saber (Bladed)	Pricey	2
86	Umbrella (Tool)	Cheap	1	121	Scimitar (Bladed)	Pricey	2
87	Wax (Tool)	Cheap	0	122	Scourge (Flexible)	Pricey	1
88	Wheelbarrow (Tool)	Cheap	-	123	Shortbow (Ranged)	Pricey	1
89	Whistle (Tool)	Cheap	0	124	Throwing Axes (Ranged)	Pricey	1
90	Bardiche (Polearm)	Pricey	3	125	Trident (Polearm)	Pricey	3
91	Battleaxe (Bladed)	Pricey	3	126	Two-Handed Sword (Bladed)	Pricey	3
92	Bec de Corbin (Polearm)	Pricey	3	127	War Axe (Bladed)	Pricey	2
93	Blade (Bladed)	Pricey	2	128	War Pick (Blunt)	Pricey	2
94	Bow (Ranged)	Pricey	2	129	Warhammer (Blunt)	Pricey	3
95	Chain sickle (Flexible)	Pricey	2	130	Quilted (Armor)	Pricey	1
96	Crossbow (Ranged)	Pricey	2	131	Padded (Armor)	Pricey	1
97	Cutlass (Bladed)	Pricey	2	132	Leather (Armor)	Pricey	1
98	Dual Axes (Bladed)	Pricey	2	133	Ring Mail (Armor)	Pricey	2
99	Dual Daggers (Bladed)	Pricey	1	134	Pauldrons (Armor)	Pricey	2

135	Gambeson (Armor)	Pricey	1	168	Strongbox (Tool)	Pricey	2
136	Buckler (Armor)	Pricey	1	169	Wig (Tool)	Pricey	1
137	Greaves (Armor)	Pricey	1	170	Anvil (Tool)	Expensive	-
138	Kite Shield (Armor)	Pricey	3	171	Bear Skin (Armor)	Expensive	2
139	Gauntlets (Armor)	Pricey	1	172	Blasting Machine (Tool)	Expensive	1
140	Jousting Helm (Armor)	Pricey	1	173	Blunderbuss (Ranged)	Expensive	2
141	Kettle Helm (Armor)	Pricey	1	174	Breastplate (Armor)	Expensive	3
142	Goblin Helm (Armor)	Pricey	1	175	Brigandine Mail (Armor)	Expensive	2
143	Chain Mail Coif (Armor)	Pricey	1	176	Canoe (Tool)	Expensive	-
144	Acid (Tool)	Pricey	0	177	Chain Mail (Armor)	Expensive	2
145	Astrolabe (Tool)	Pricey	2	178	Chariot (Tool)	Expensive	-
146	Blasting Charge (Tool)	Pricey	1	179	Detonator (Tool)	Expensive	1
147	Caltrops (Tool)	Pricey	0	180	Great Helm (Armor)	Expensive	2
148	Cart (Tool)	Pricey	-	181	Heater Shield (Armor)	Expensive	3
149	Chemistry Set (Tool)	Pricey	2	182	Horned Helm (Armor)	Expensive	2
150	Compass (Tool)	Pricey	1	183	Lamellar (Armor)	Expensive	2
151	Deck of Huzzah Cards (Tool)	Pricey	0	184	Paraglider (Tool)	Expensive	3
152	Disguise Kit (Tool)	Pricey	2	185	Poison (Tool)	Expensive	0
153	Divining Rod (Tool)	Pricey	1	186	Powder Keg (Tool)	Expensive	3
154	Explosive Powder (Tool)	Pricey	1	187	Scale Mail (Armor)	Expensive	2
155	Grappling Hook (Tool)	Pricey	2	188	Spitfire (Ranged)	Expensive	3
156	Lock (Tool)	Pricey	1	189	Targe (Armor)	Expensive	2
157	Lockpicks (Tool)	Pricey	0	190	Telescope (Tool)	Expensive	1
158	Journal (Tool)	Pricey	1	191	Timepiece (Tool)	Expensive	0
159	Crafting Tools (Tool)	Pricey	3	192	Tower Shield (Armor)	Expensive	3
160	Medicine (Tool)	Pricey	1	193	Toxin (Tool)	Expensive	0
161	Parachute (Tool)	Pricey	3	194	Hunting Dog	Expensive	-
162	Perfume (Tool)	Pricey	0	195	Pony	Expensive	-
163	Raft (Tool)	Pricey	-	196	War Horse	Really Expensive	-
164	Repelling Harness (Tool)	Pricey	1	197	Boat	Really Expensive	-
165	Saddlebags (Tool)	Pricey	-	198	Wagon	Really Expensive	-
166	Sail (Tool)	Pricey	-	199	Ballistae	Really Expensive	-
167	Snare (Tool)	Pricey	2	200	Broken Flying Machine	Really Expensive	-

MAGNIFICENT ITEM TRAITS

d12 BLADED WEAPON TRAITS

- 1 [trusty]: The item can't be fumbled or accidentally dropped.
- 2 [light]: Once per combat, attack twice in a round.
- 3 [exceptional]: Advantage on one Attack per combat
- 4 [parry]: Once per combat, negate a counterattack
- 5 [quick]: Always attack first in a round.
- 6 [slash]: Critical Hits are +1d6 Dread
- 7 [cleave]: Ignores damage reduction
- 8 [gilded]: Sells for Gold Coins
- 9 [true]: +1 Dread
- 10 [lucky]: Once per session, reroll a failed attack.
- 11 [steady]: This weapon is always caught when tossed to someone.
- 12 [starfell-make]: Roll two Traits

d8 RANGED WEAPON TRAITS

- 1 [true] +1 Dread
- 2 [quick]: Always attack first in a round
- 3 [trusty]: The weapon can't be fumbled or accidentally dropped.
- 4 [lucky]: Once per session, reroll a failed attack.
- 5 [gilded]: Sells for Gold Coins
- 6 [exceptional]: Advantage on one Attack per combat
- 7 [accurate]: There is no penalty when attacking Distant targets
- 8 [starfell-make]: Roll two Traits

FLEXIBLE WEAPON TRAIT

- 1 [entangle]: On a 9+, the target can't move and is +1 Defense until next round

d12 BLUNT WEAPON TRAITS

- 1 [grim]: Once per session, gain Advantage on an Intimidate Check
- 2 [bonk]: Critical Hit causes adversary to lose attack next turn
- 3 [trip]: On a 10+ Hit, adversary is -1 Defense for a round.
- 4 [beastly]: +1 Item Slot. +2 Dread.
- 5 [light]: Once per combat, attack twice in a round.
- 6 [exceptional]: Advantage on one Attack per combat
- 7 [parry]: Once per combat, negate a counterattack
- 8 [gilded]: Sells for Gold Coins
- 9 [wicked]: Increase Dread by one die. -5 to max Courage
- 10 [parry]: Once per combat, cancel a counterattack
- 11 [heavy]: Once per combat, deal double damage.
- 12 [heavy]: Once per combat, deal double damage.

d10 ARMOR TRAITS

- 1 [gilded]: Sells for Gold Coins
- 2 [parry]: Once per combat, negate a counterattack
- 3 [grim]: Once per session, gain Advantage on an Intimidate Check
- 4 [hardy]: 1 Block
- 5 [nimble]: No Disadvantage on Nimbleness
- 6 [repellent]: Once per combat, give Disadvantage to a damage roll against you
- 7 [stalwart]: Once per combat, give Disadvantage to a attack roll against you
- 8 [mirrored]: Reflects light brilliantly.
- 9 [sturdy]: Cannot be broken.
- 10 [starfell-make]: Roll two Traits

d12 POLEARM TRAITS

- 1 [reach]: -1 Defense against melee attacker
- 2 [wicked]: Increase Dread by one die. -5 to max Courage
- 3 [charge]: When you move two range bands to an adversary and attack, it cannot be countered.
- 4 [gilded]: Sells for Gold Coins
- 5 [cleave]: Ignores damage reduction
- 6 [exceptional]: Advantage on one Attack per combat
- 7 [light]: Once per combat, attack twice in a round.
- 8 [trip]: On a 9+ Hit, adversary is -1 Defense for 2 rounds.
- 9 [parry]: Once per combat, negate a counterattack
- 10 [beastly]: +1 Item Slot. +2 Dread.
- 11 [heavy]: Once per combat, deal double damage.
- 12 [unwieldy]: -1 Attack in small rooms and tight spaces. +1 Dread. Roll another Polearm Trait

d8 TOOL TRAITS

- 1 [superb] Advantage on relevant Skill Check when using item
- 2 [well-crafted] +1 to relevant Skill Check when using item
- 3 [gilded]: Sells for Gold Coins
- 4 [sturdy]: Cannot be broken.
- 5 [lucky]: Once per session, reroll a failed roll.
- 6 [steady]: This item is always caught when tossed to someone.
- 7 [trusty]: The item can't be fumbled or accidentally dropped.
- 8 [mastercrafted] Advantage on relevant Skill Check

TREASURE HUNTING

MAGIC IN THE LAND OF EEM

On its surface, the Land of Eem is a low magic setting. Only one of the Classes--the Gnome--is capable of wielding magic, and there isn't a list of spells to speak of. All of those have been lost to time, gone with the last wizards of the world many years ago. Now only the odd witch or warlock persists with their pale rituals and incantations.

But that isn't to say the world itself isn't rich with old and hidden magic. Many creatures you might encounter are inherently magical, and the fantastic might of another age still awaits to be found in items and relics in the depths of the world.

TREASURE HOARDS

Every dungeon has at least one Treasure Hoard, which is deliberately placed by the GM in a particular location of a dungeon. Treasure Hoards are assigned a Level of 1 through 10, based generally on the difficulty of the dungeon, and the average Level of the creatures therein.

When PCs find a Hoard, they make Treasure Hunting Checks to determine what items they actually find. There are four types of Hoards: Loot Pile, Old Hoard, Ancient Hoard, and Mythic Hoard.

GUARANTEED CONTENTS

Guaranteed Contents are items that you are guaranteed to find in a Hoard. For instance, in an Old Hoard you are guaranteed to find 2 Components, 1d8 Materials, and 1d6 Mundane Items. Ideally, the GM should figure out the Guaranteed Contents before the session.

POSSIBLE CONTENTS

These are items you have a chance to find, sifting through dust and decay to scavenge anything still functional or of value. To do so, PCs need to make Treasure Hunting Checks.

But first the GM should determine how many chances the party gets to make their Checks. An Old Hoard, for instance, has 1d4 possible Magnificent Items and 1 possible Magic Item.

Loot Pile

A petty thief's pilfer goods, the loot mangy bandit, or a commoners stored away valuables.

Guaranteed Contents:

- ▶ 1 Component
- ▶ 1d6 Materials
- ▶ 1d6 Mundane Items

Old Hoard

A river boat gambler's winnings, the haul from a warrior's campaigning days, or the treasures of a mighty brigand.

Guaranteed Contents:

- ▶ 2 Components
- ▶ 1d8 Materials
- ▶ 1d6 Mundane Items

Possible Contents:

- ▶ 2 Magnificent Items
- ▶ 1 Magic Item

Ancient Hoard

A forgotten hero's collection, a wily wizard's secret stash, or a cunning rogue's retirement cache.

Guaranteed Contents:

- ▶ 3 Components
- ▶ 1d12 Materials
- ▶ 1d6 Mundane Items
- ▶ 1 Magnificent Item

Possible Contents:

- ▶ 2 Magnificent Items
- ▶ 2 Magic Item

Mythic Hoard

A forgotten royal vault, a hidden reliquary from ages past, or a powerful creature's legendary treasures.

Guaranteed Contents

- ▶ 5 Components
- ▶ 1d20 Materials
- ▶ 1d12 Mundane Items
- ▶ 1d4 Magnificent Items
- ▶ 1 Magic Item

Possible Contents:

- ▶ 2 Magnificent Items
- ▶ 3 Magic Items
- ▶ 1 Relic

Adversary Treasure

At their discretion, the GM can also allow a Treasure Hunting Check after the PCs defeat certain adversaries. This is completely up to the GM, but it should not be the norm. Players shouldn't be rewarded often for going around killing creatures; rewards should be reserved for defeating particularly evil fiends and the like.

Treasure Hunting Checks

To make a Treasure Hunting Check, you roll percentile dice (1d100). The Level of the Hoard or Adversary multiplied by 10% determines the base percentage chance to find useable items in a Treasure Hoard. Then add any bonuses a PC might have. If you roll under the total number, you successfully find an item of that type.

PCs start out with +0% Treasure Hunting. Certain Class Abilities and magic items increase Treasure Hunting, and you can also increase Treasure Hunting by spending XP.

Treasure Hunting Checks must be spread out equally among the PCs when there are enough chances to do so.

Example:

The party finds a Level 3 Ancient Hoard. The GM has determined that it has Guaranteed Contents of 6 Mundane Items and 1 Magnificent Item.

The party proceeds to roll up six items on the Random Mundane Item Table. The party also rolls one Magnificent Item.

An Ancient Hoard has a Possible Contents of 2 Magnificent Items and 2 Magic Items. This means the players will have 2 chances to find Magnificent Items and 2 chances to find Magic Items. using their Treasure Hunting scores.

Because it's a Level 3 Hoard, the base chance to succeed is 30%. And since there are five PCs and a total of five possible items, each one will get an opportunity to make a check. Squeege the Dungeoneer has +10% Treasure Hunting giving him a 40% chance, but no one else has a bonus.

Squeege attempts to find a Magic item and rolls a 36. Success! Kiri the Bard rolls a 39 but fails because she only had a 30% chance. Fooyey!

However, Squeege ends up finding a magical instrument, which he certainly has no use for, but it's clear that Kiri the Bard would make good use of it!



CRAFTING

MATERIALS

Crafting items requires Materials. You don't have to keep track of carrying wood, iron, leather, or stone, etc. It's all lumped together under abstracted units of Materials. Materials can be gathered in the wild, found in hoards, or more rarely, bought from a supplier.

2 Materials take up 1 Item Slot.

TOOLS

Once you have Materials, you need the proper tools to craft. All items require Crafting Tools.

Any item that needs metal also requires a Forge. Forges, however, are too large to lug around on an adventure. So the crafter has a few options. Most towns should have an available Forge that can be used by the crafter at a small cost. But with enough money, the crafter can purchase a Forge in a settlement of their choice. An alternative is to pay a blacksmith to craft something for you one Coin step cheaper than the listed price. The minimum payment is Copper Coins.

Additionally, the Loyal Chum's Class Ability called Mobile Forge allows them to use their own Forge while traveling.

Really Expensive Items might require a crafting crew to craft if the project is large enough.

Tools Costs

CRAFTING TOOLS

Standard Tools: Pricey

Master Tools (+1 Tinker): Really Expensive

FORGE

Rent: Cheap/Day

Own: Really Expensive

CRAFTING CREW

Standard: Cheap/Day

Skilled (+1 Tinker): Pricey/Day

TIME

Once you have the Materials and tools, you need time. Cheap Items take 1 Leg (a half day) to craft, and Pricey Items take 2 Legs (a full day) to craft.

Expensive Items take 1d6 Days to craft. This might require a PC to craft something during downtime between sessions.

The crafting time for Magnificent Items depends on the Item Cost.

MATERIALS COSTS

Item Cost	Materials Cost	Crafting Time
Cheap	1d4/Item Slot	1 Leg
Pricey	1d6/Item Slot	2 Legs
Expensive	1d8/Item Slot	1d6 Days
Magnificent	1d10/Item Slot + Components	Varies by Item Cost

All non-magical items that can be crafted have a Materials Cost that is based on the Item Cost and Slots. For instance, a Kite Shield, which is a (3) Slot, Pricey Item, would require 1d6 Materials per Item Slot: so that's 3d6 Materials. And it would take a day to craft.

Because Materials are abstracted, you need to roll the Materials Cost for an item each time you craft that item. This represents the varying usefulness of your Materials for your current project.

Makeshift Items

A Makeshift Item is one that is made quickly and shoddily, and lasts only for an encounter or session (up to the GM) before it breaks beyond repair. Makeshift Items are ideal if a PC needs to craft something in a pinch to solve a problem during a session.

The benefit of Makeshift Items is that their cost is always Cheap, hence their Material Cost is 1d4 per Item Slot, and Crafting Time is 1 Leg.

MAGNIFICENT ITEMS

Crafting a Magnificent Item is just like crafting a Mundane Item, except that it requires special Components in addition to the Materials Cost. Components can be found in Treasure Hoards, or in the wild by Gathering Materials, Hunting, Fishing and Picking Herbs.

Each region of the Mucklands has its own random table for Elemental, Critter, Fish, and Herb Components, from pages 87 through 91.

Component Types

ELEMENTAL COMPONENTS

These are obtained by Gathering Materials, or by finding them during your adventures. Elemental Components are special types of ore, minerals, wood, etc. like Felmog Iron and Wurlwood. Each one bestows a specific or random Magnificent Trait.

CRITTER COMPONENTS

These can be obtained by Hunting or by defeating a certain critter. They are generally not that useful alone and require multiple other Components for Crafting and Alchemy recipes.

FISH COMPONENTS

These are obtained by Fishing, but are less common than Elemental and Critter Components.

HERB COMPONENTS

These are obtained by Picking Herbs, but are less common than Elemental and Critter Components.

CRAFTING CHECKS

Mundane Items

Roll A D12 + Tinker

1-2	You fail to craft the item and lose all the Materials
3-5	You fail to craft the item
6-8	You craft the item
9-11	You craft the item using 1d4 fewer Materials
12	You craft a Magnificent Item. Roll a random Magnificent Item Trait

Magnificent Items

Roll A D12 + Tinker

1-2	You fail to craft the item and lose all the Materials
3-5	You fail to craft the item
6-8	You craft the item
9-11	You craft the item using 1d4 fewer Materials
12	You craft the item. Roll an additional Magnificent Item Trait



Alchemy

You can use Tinker to create powerful alchemical potions and concoctions. All Alchemy recipes can be crafted if you have the necessary ingredients, except for those with “Witch” marked in parenthesis. Witch recipes can only be acquired from or crafted by a witch for a fee, which often involves a quest.

All Alchemy consumables are have two uses by default, unless the crafting Check alters the result.

Roll A D12 + Tinker

- | | |
|------|---|
| 1-2 | You fail to craft the item and lose all the Materials |
| 3-5 | You fail to craft the item |
| 6-8 | You craft the item, but it only has one use. |
| 9-11 | You craft the item |
| 12 | You craft the item and it has three uses. |

Crafting Magic Items

Only powerful NPCs and Level 10 Gnomes can create Magic items.

Creating a Magic Item is like creating a Magnificent Item in terms of Materials and Components. Then the player and GM work together to design the item’s magical property or properties. Answer the following questions:

- ▶ Is the item a weapon, armor, or tool?
- ▶ What magical effects does the item do?
- ▶ Is the item useful in combat or non-combat situations?
- ▶ What are the limits of its capabilities? Does it have limited charges? How long does the effect last? How much Dread does it deal? How many targets does it affect at once?

Based on the design, the GM might impose penalties to the Tinker Check.

Roll A D12 + Tinker

- | | |
|------|--|
| 1-2 | You fail to craft the item and lose all the Materials and Components |
| 3-5 | You fail to craft the item and lose Components |
| 6-8 | You craft the item, but there is a Flaw. |
| 9-11 | You craft the item |
| 12 | You craft the item. One property is better than expected. |

Magic Item Crafting Flaws

- | | |
|---|--|
| 1 | You attract the attention of a powerful NPC in the Land of Eem |
| 2 | The item has a limited number of uses than desired |
| 3 | The magical properties are less effective in some way than intended |
| 4 | If you roll a 1 when using the item, it doesn’t work for the rest of the session |
| 5 | If you roll a 1 when using the item, the item deals 1d6 Dread to its user |
| 6 | You craft the item. One property is better than expected. |

REPAIRING ITEMS

Over the course of an adventure, it’s possible that an item might break. A weapon might shatter if you roll a Complete Failure in combat, or a tool might snap during a fall. Armor breaks when a character takes Wounds or Defies Death.

In order to fix items you need Materials. It’s just like Crafting except it costs less Materials. To repair a Mundane Item, you must use 1 Material per Item Slot. And to repair a Magnificent Item, you must use 2 Materials per Item Slot.

Roll A D12 + Tinker

- | | |
|------|--|
| 1-2 | You fail to repair the item and lose all the Materials |
| 3-5 | You fail to repair the item |
| 6-12 | You repair the item |

RANDOM COMPONENT TABLES

USED T'BE FOREST CRITTER COMPONENTS

d12	Critter Component
1	Bandy Clamp Pearl
2	Singeviper Venom
3	Grail Tick Mucus
4	Singeviper Fang
5	Blynx Hide
6	Muckland Bat Wing
7	Wolf Pelt
8	Pocket Fiddler Strings
9	Zozo Bird Egg
10	Used T'Be Tiger Bones
11	Krowl Beak
12	Crag Lizard Scale

USED T'BE FOREST ELEMENTAL COMPONENTS

d12	Elemental Component
1	Mountain Tooth
2	Sunderslab Fragment
3	Cumberstone
4	Featherflint
5	Felmog Iron
6	Adamant
7	Bloodpebble
8	Inkvale Iron
9	Goblin Alloy
10	Juggernite Chip
11	Greyglitter Ore
12	Ironwold Root

USED T'BE FOREST FISH

d12	Fish
1	Whiskered Gentleman
2	Speckled Reacher
3	Arrowhead angler
4	Weorgmouth
5	Sandscreamer
6	Hand Biter
7	Narrow Slimer
8	Hatchet Toothed Growler
9	King Runner
10	Sleeping Norga
11	Salty Liverjack
12	Luminous Mungfish

USED T'BE FOREST HERBS

d12	Herb
1	Blackburr
2	Creep Thistle
3	Witchweed
4	Itch Thicket
5	Ettinsblood
6	Owl Tongue
7	Spiritbloom
8	Sticky Wickle Vines
9	Weorg's Eye
10	Whiteflame
11	Gorg Nettle
12	Ashblossom

DRIPPY DOWNS CRITTER COMPONENTS

d12	Critter Component
1	Drippy Elk Hide
2	Great Stag Antler
3	Blinking Cave Incher Ichor
4	Snagbunny Tooth
5	Funghoul Spores
6	Razorback Tusks
7	Cairn Stinger Venom
8	Rackowl Pellet
9	Quillrat Needle
10	Jackalrabbit's Foot
11	Thunderhorn Tooth
12	Pindersnap Twinkle

DRIPPY DOWNS ELEMENTAL COMPONENTS

d12	Elemental Component
1	Mountain Tooth
2	Sunderslab Fragment
3	Volcanite
4	Cumberstone
5	Huxwood
6	Wurlwood
7	Adamant
8	Bloodpebble
9	Sturdy Whetstone
10	Juggernite Chip
11	Greyglitter Ore
12	Gold Ore

DRIPPY DOWNS FISH

d12	Fish
1	Carniverous Grouper
2	Bubble Carp
3	Spotted Lilyfish
4	Verdant Garbler
5	Glowing Toadfish
6	Frog Snapper
7	Salty Liverjack
8	Luminous Mungfish
9	Sleeping Norga
10	Magmabelly
11	Wire worm
12	Marbled Leaper

DRIPPY DOWNS HERBS

d12	Herb
1	Melding Root
2	Dweorgbane
3	Dryad's Beard
4	Doohagenberry
5	Dwimmerseed
6	Elder Root
7	Esper Flower
8	Gnome Cap
9	Mountain Hermit
10	Songbloom
11	Troll Bark
12	Stickercloud

FLEABAG COUNTY CRITTER COMPONENTS

d12	Critter Component
1	Kaleidoscoropion Tail
2	Bogril Tortoise Nail
3	Keestersnap Pinchers
4	Lizard Tail
5	Zozo Bird Egg
6	Quillrat Needle
7	Jackalrabbit's Foot
8	Rootersnoop Trunk
9	Guardvark Snout
10	Ramgore Horns
11	Guttersnail Shell
12	Warbling Snapnoodle Bill

FLEABAG COUNTY ELEMENTAL COMPONENTS

d12	Elemental Component
1	Featherflint
2	Bunglewood
3	Felmog Iron
4	Starfell Shard
5	Quagbirch
6	Inkvale Iron
7	Orch Iron
8	Goblin Alloy
9	Bogril Bronze Leaf
10	Oily Wardstone
11	Cairn Crystal
12	Dunhamite Chip

FLEABAG COUNTY FISH

d12	Fish
1	King Runner
2	Bubble Carp
3	Emerald Sharpfin
4	Blackrill Blobfish
5	Scumeater
6	Freshwater Fireback
7	Ghostjaw Creeper
8	Bogswilling Piker
9	Rill Master
10	Sour Keisterclam
11	Slipperbeak
12	Spotted Lilyfish

FLEABAG COUNTY HERBS

d12	Herb
1	Blackscar
2	Clunchweed
3	Dweorgbane
4	Doohagenberry
5	Glasswood
6	Gorg Nettle
7	Muckroot
8	Skyflower
9	Creep Thistle
10	Throng Weed
11	Underblossom
12	Blackburr

QUAGMASH CRITTER COMPONENTS

d12	Critter Component
1	Bandy Clamp Pearl
2	Silt Serpent Skin
3	Blinking Cave Incher Ichor
4	Merga Toad Slime
5	Spider Eye
6	Slurpworm Teeth
7	Thoad Tongue
8	Skeeter Needle
9	Salamander Mucus
10	Morb Bark
11	Railworm Tallow
12	Skeeter Needle

QUAGMASH ELEMENTAL COMPONENTS

d12	Elemental Component
1	Bunglewood
2	Dwimmersteel
3	Glassbeam
4	Quagbirch
5	Orch Iron
6	Bugbear Metal
7	Bogril Bronze Leaf
8	Oily Wardstone
9	Cairn Crystal
10	Ghostbough
11	Ironwold Root
12	Weirding Gem

QUAGMASH FISH

d12	Fish
1	Bog Squid
2	Quagdad
3	Crawldad
4	Flying Deathray
5	Man-Eating Warbler
6	Black Shrieker
7	Wrymfish
8	Quag Blip
9	Deep Quag Devil
10	Swamp Shark
11	Mossray
12	Salty Liverjack

QUAGMASH HERBS

d12	Herb
1	Bogflower
2	Bogsnap Ichor
3	Darkshroom
4	Crimsonhook
5	Flinder Dust
6	Glittermoss
7	Gloomweed
8	Orchsnout
9	Quagmoss
10	Rot Vine
11	Weeping Ichor
12	Witchweed

RIVER COUNTRY CRITTER COMPONENTS

d12	Critter Component
1	Bandy Clamp Pearl
2	Crawdad Claw
3	Falcon Feathers
4	Terrordac Talon
5	Skeeter Needle
6	River Ram Fin
7	Liger Shark Jaw
8	Thornhawk Feather
9	Koogra Beak
10	Thoad Tongue
11	Salamander Mucus
12	Crag Lizard Scale

RIVER COUNTRY ELEMENTAL COMPONENTS

d12	Elemental Component
1	Huxwood
2	Wurlwood
3	Gold Ore
4	Glassbeam
5	Sturdy Whetstone
6	Bugbear Metal
7	Oily Wardstone
8	Featherflint
9	Bunglewood
10	Weirding Gem
11	Dunhamite Chip
12	Volcanite

RIVER COUNTRY FISH

d12	Fish
1	Snapjack
2	Crawbad
3	Nackadinkee Gold Duster
4	Sting Whistler
5	Nackadonkee Reaver
6	River Wheeler
7	Dwimmerscale Shad
8	Marbled Leaper
9	Nackadinky Glittershrimp
10	Wharf Rambler
11	Dancing Razorfin
12	Freshwater Fireback

RIVER COUNTRY HERBS

d12	Herb
1	Dragon Lily
2	Dreamwake
3	Emberkiss
4	Doohagenberry
5	Ice Lichen
6	Reckonholly
7	Rivergold
8	Silfren Flower
9	Steorra Flower
10	Wyrmtail Vine
11	Whisperleaf
12	Dryad's Beard

CRITTER COMPONENTS TABLE

d100	Fish	Recipes
1-2	Bandy Clamp Pearl	Alchemy: Strong Potion
3-4	Blinking Cave Incher Ichor	Alchemy: Deep Breath Potion
5-6	Blynx Hide	Alchemy: Shadow Walk Potion
7-8	Bogril Tortoise Nail	Crafting: Bogril Bone Armor
9-10	Cairn Stinger Venom	
11-12	Crag Lizard Scale	Crafting: Crag Scale Armor, Alchemy: Dragon Scale Potion
13-14	Crawdad Claw	Crafting: Reaver's Mancatcher
15-16	Drippy Elk Hide	Crafting: Magnificent Swimming Pantaloons
17-18	Falcon Feathers	Alchemy: Gutter Glue, Flight Potion, Crafting: Welkin Armor
19-20	Funghoul Spores	Alchemy: Sleep Powder
21-22	Grail Tick Mucus	Alchemy: Courage Potion
23-24	Great Stag Antler	Crafting: Helm of the Great Stag
25-26	Guardvark Snout	Alchemy: Sniffing Potion
27-28	Guttersnail Shell	Alchemy: Gutter Glue
29-30	Jackalrabbit's Foot	Alchemy: Springheel Potion, Lightfoot Potion
31-32	Kaleidoscorpion Tail	Crafting: Kaleidoscorpoin Flail
33-34	Keestersnap Pinchers	Crafting: Magnificent Climbing Gloves
35-36	Kilorat Tail	
37-38	Koogra Beak	Crafting: Koogra Ax
39-40	Krowl Beak	Crafting: Orch Iron Halberd
41-42	Liger Shark Jaw	Crafting: Liger Shark Helm
43-44	Lizard Tail	Alchemy: Hex Powder
45-46	Merga Toad Slime	Alchemy: Gutter Glue
47-48	Morb Bark	Crafting: Rubbery Morb Shield, Troll Armor
49-50	Muckland Bat Wing	Alchemy: Silence Potion, Batweave Cloak
51-52	Pindersnap Twinkle	Alchemy: Shrinking Potion
53-54	Pocket Fiddler Strings	Crafting: Magnificent Fiddle

55-56	Quillrat Needle	Crafting: Prickly Leather Armor, Thieves Tools
57-58	Rackowl Pellet	Alchemy: Digesting Powder
59-60	Railworm Tallow	Crafting: Rubbery Morb Shield
61-62	Ramgore Horns	Crafting: Magnificent Ramgore Hammer
63-64	Razorback Tusks	Crafting: Razorback Spear
65-65	River Ram Fin	Crafting: Magnificent Swimming Pantaloons
67-68	Rootersnoop Trunk	
69-70	Salamander Mucus	Alchemy: Sticky Glue
71-71	Silt Serpent Skin	Alchemy: Love Potion
73-73	Singeviper Fang	Crafting: Kaleidoscorpoin Flail
75-76	Singeviper Venom	Alchemy: Black Poison
77-78	Skeeter Needle	Crafting: Prickly Leather Armor, Dozing Arrow
79-80	Slurpworm Teeth	Crafting: Magnificent Fishing Rod
81-82	Snagbunny Tooth	
83-84	Spider Eye	Alchemy: Cursebreaker Potion
85-85	Terrordac Talon	Crafting: Wingspan Cloak
87-88	Thoad Tongue	Crafting: Sword of Thoads, Alchemy: Cursebreaker Potion
89-90	Thornhawk Feather	Crafting: Wingspan Cloak
91-92	Thunderhorn Tooth	Crafting: Thunderhorn Dagger
93-94	Used T'Be Tiger Bones	Crafting: Bogril Bone Armor
95-96	Warbling Snapnoodle Bill	Alchemy: Mimic Potion
97-98	Wolf Pelt	Crafting: Batweave Cloak, Alchemy: Cowl of the Pack Potion
99-100	Zozo Bird Egg	Alchemy: Gigantism Potion

ELEMENTAL COMPONENTS TABLE

Elemental Component	Magnificent Traits
Adamant	<ul style="list-style-type: none"> Armor, Tools - [sturdy]: Cannot be broken.
Bloodpebble	<ul style="list-style-type: none"> Bladed - [slash]: Critical Hits are +1d6 Dread
Bogril Bronze Leaf	<ul style="list-style-type: none"> Bladed, Tools - [steady]: This item is always caught when tossed to someone.
Bugbear Metal	<ul style="list-style-type: none"> Bladed, Polearm - [cleave]: Ignores damage reduction
Bunglewood	<ul style="list-style-type: none"> Blunt - [trip]: On a 10+ Hit, adversary is -1 Defense for a round.
Cumberstone	<ul style="list-style-type: none"> Blunt - [beastly]: +1 Item Slot. +2 Dread.
Dunhamite Chip	<ul style="list-style-type: none"> Armor - [stalwart]: Once per combat, give Disadvantage to a attack roll against you
Dwimmersteel	<ul style="list-style-type: none"> Bladed, Ranged, Tools - [trusty]: The item can't be fumbled or accidentally dropped.
Featherflint	<ul style="list-style-type: none"> Bladed, Blunt, Polearm - [light]: Once per combat, attack twice in a round. Armor - [nimble]: No Disadvantage on Nimbleness
Felmog Iron	<ul style="list-style-type: none"> Bladed, Polearm, Blunt, Ranged - [exceptional]: Advantage on one Attack per combat Armor - [hardy]: 1 Block Tools - [superb] Advantage on relevant Skill Check when using item
Garganite Chip	<ul style="list-style-type: none"> Polearm - [unwieldy]: -1 Attack in small rooms and tight spaces. +2 Dread. Roll another Polearm Trait
Glassbeam	<ul style="list-style-type: none"> Armor - [mirrored]: Reflects light brilliantly.
Goblin Alloy	<ul style="list-style-type: none"> Bladed - [quick]: Always attack first in a round.
Gold Ore	<ul style="list-style-type: none"> Bladed, Blunt, Polearm, Ranged, Armor, Tools - [gilded]: Sells for Gold Coins
Greyglitter Ore	<ul style="list-style-type: none"> Bladed - [lucky]: Once per session, reroll a failed attack. Tools - [lucky]: Once per session, reroll a failed roll.
Huxwood	<ul style="list-style-type: none"> Bladed, Ranged - [true]: +1 Dread
Inkvale Iron	<ul style="list-style-type: none"> Blunt, Polearm - [wicked]: Increase Dread by one die. -5 to max Courage
Ironwold Root	<ul style="list-style-type: none"> Ranged - [accurate]: There is no penalty when attacking Distant targets
Juggernite Chip	<ul style="list-style-type: none"> Polearm - [charge]: When you move two range bands to an adversary and attack, it cannot be countered. Armor - [repellent]: Once per combat, give Disadvantage to a damage roll against you
Mountain Tooth	<ul style="list-style-type: none"> Blunt, Armor - [grim]: Once per session, gain Advantage on an Intimidate Check
Oily Wardstone	<ul style="list-style-type: none"> Bladed, Blunt, Polearm - [parry]: Once per combat, negate a counterattack
Orch Iron	<ul style="list-style-type: none"> Blunt, Polearm - [heavy]: Once per combat, deal double damage.
Quagbirch	<ul style="list-style-type: none"> Polearm - [trip]: On a 9+ Hit, adversary is -1 Defense for 2 rounds.
Starfell Shard	<ul style="list-style-type: none"> Blades, Ranged, Armor - [starfell-make]: Roll two Traits
Sunderslab Fragment	<ul style="list-style-type: none"> Blunt - [bonk]: Critical Hit causes adversary to lose attack next turn
Volcanite	<ul style="list-style-type: none"> Tools - [well-crafted] +1 to relevant Skill Check when using item
Wurlwood	<ul style="list-style-type: none"> Polearm - [reach]: -1 Defense against melee attacker Ranged - [quick]: Always attack first in a round

FISH TABLE

d100	Fish	Properties
1-2	Arrowhead angler	Crafting: Arrowhead Lance: [heavy]: Once per combat, deal double damage.
3-4	Black Shrieker	Pet: Must carry a fishbowl (3 Slots). If pulled out of water the fish will shriek, stunning anyone without earplugs.
5-6	Blackrill Blobfish	Consumable: +1 Intimidate for the next 24 hours
7-8	Bog Squid	Crafting: Magnificent Weapon Trait: [weapon black] Rascal gets +1 to Backstabbery Checks
9-10	Bogswilling Piker	Consumable: Immunity or cure to any poison for 1 use
11-12	Bubble Carp	Consumable: +1 Charm for the next 24 hours
13-14	Carniverous Grouper	Consumable: +5 Courage for the next 24 hours
15-16	Crawldad	Crafting: Magnificent Crawldad Glaive: [cleave]
17-18	Dancing Razorfin	Crafting: Razorfin Rapier: Magnificent Bladed Weapon Trait [quick]: Always attack first
19-20	Deep Quag Devil	Crafting: Magnificent Deep Quag Devil Armor [grim]: Once per session, gain Advantage on an Intimidate Check
21-22	Dwimmer-scale Shad	Crafting: Armor Trait: Dwimmerscalemail: Magnificent Armor Trait [mirrored]: Reflects light brilliantly
23-24	Emerald Sharpfin	Crafting: Magnificent Sharpfin Armor: [hardy] 1 Block
25-26	Flying Deathray	Pet: Must carry a fishbowl (3 Slots). Roll+Ranged Attack to launch the flying deathray at an adversary, dealing 1d12 damage.
27-28	Freshwater Fireback	Consumable: Naturally spicy and probably going to burn coming out, but good for 3 PCs
29-30	Frog Snapper	Consumable: Jump 10ft like a frog for a session
31-32	Ghostjaw Creeper	Consumable: +1 Sneak for the next 24 hours
33-34	Glowing Toadfish	Crafting: Magnificent Glowing Weapon: [glow] weapon can light up like a torch
35-36	Hand Biter	Consumable: Deal +1 Dread for the next 24 hours
37-38	Hatchet Toothed Growler	Consumable: Your voice lowers several octaves. +1 Intimidate for the session.
39-40	King Runner	Consumable: +1 Spryness for the next 24 hours
41-42	Luminous Mungfish	Consumable: See in the dark for the next 24 hours
43-44	Magmabelly	Consumable: Breath 1D4 Dread fire for 24 hours
45-46	Man-Eating Warbler	Consumable: Feeds the whole party. But watch for bones and teeth! +1 Dread
47-48	Marbled Leaper	Consumable: Marbled indeed! Earthy, nutty, aromatic. Feed the whole party!

49-50	Mossray	Tool: Substitutue for bandages
51-52	Nackadinkee Gold Duster	Barter: Worth Gold Coins anywhere in the Mucklands
53-54	Nackadinky Glittershrimp	Delicious, yes. But the shell glows like a lantern for 24 hours.
55-56	Nackadonkee Reaver	Consumable: +1 Might for the next 24 hours
57-58	Narrow Slimer	Alchemy: Narrow Slimer Grease, an extremely slippery substance.
59-60	Quag Blip	Barter: This rare find sells for Silver Coins to Trolls
61-62	Quagdad	Alchemy: Prized by witches for Alchemy
63-64	Rill Master	Barter: A trophy fish worth a copper coins to The Puddlejumper Association
65-66	River Wheeler	Barter: Worth Gold Coins to Quortles
67-68	Salty Liverjack	Consumable: Feeds the whole party. Oh, and prepare for some flatulence. -1 Sneak for 24 hours
69-70	Sandscreamer	Consumable: Your companions better put in earplugs. Your next spoken words are deafening for 1 hour
71-72	Scumeater	Pet: Must carry a fishbowl (3 Slots). This thing will eat anything.
73-74	Sleeping Norga	Barter: Silver Coins
75-76	Slipperbeak	Consumable: A little stringy, but good for 2 PCs
77-78	Snapjack	Consumable: Breath underwater for a session
79-80	Sour Keisterclam	Barter: A delicacy worth a gold coin to bogrils.
81-82	Speckled Reacher	Barter: Worth Copper Coins to orches
83-84	Spotted Lilyfish	Consumable: +1 Perception for the next 24 hours
85-86	Sting Whistler	Crafting: Magnificent Sting Whistler Blade: +1 Dread
87-88	Swamp Shark	Barter: A bounty worth silver coins to Big Fame Hunters of Quagmash
89-90	Verdant Garbler	Barter: Worth Silver Coins to Quagmash residents
91-92	Weorgmouth	Crafting: Magnificent Weorgmouth Blade: [slash] Critical hits are +1d6 Dread
93-94	Wharf Rambler	Consumable: Delicious! Good for 3 PCs.
95-96	Whiskered Gentleman	Crafting: Stringed Instrument Trait: +1 Healing
97-98	Wire worm	Tool: Wire worm fins can be used to saw through objects as tough as stone or steel
99-100	Wrymfish	Crafting: Magnificent Wrymfish Scale Armor [repellent]: Once per combat, give Disadvantage to a damage roll against you

HERBS TABLE

d100	Fish	Consumable Properties	Recipes
1-2	Ashblossom	Protection from malevolent ghosts	
3-4	Blackburr	Nothing is worse than stepping on a Blackburr. Can be used like caltrops.	Invisible Ink Mixture
5-6	Blackscar	Prized by witches for its use in many recipes of rot and decay	Black Poison
7-8	Bogflower	A tasty flower that adds +1 to Courage rolls after eating and a night of rest	Waking Potion
9-10	Bogsnap Ichor	Paralytic	Tranquilizer Potion
11-12	Clunchweed	When braided, clunchweed is long enough and strong enough to make good rope.	
13-14	Creep Thistle	Grows extremely fast	Silence Potion, Magnificent Climbing Gloves
15-16	Crimsonhook	A key ingredient in hex magic	Crimsonhook Caltrops, Hex Powder
17-18	Darkshroom	If ingested, you become sick for days.	Shadow Walk Potion
19-20	Doohagenberry	Induces positive feelings.	Courage Potion
21-22	Dragon Lily	After a night of rest, heal Courage with Advantage	Dragon Scale Potion
23-24	Dreamwake	Roleplay a dream scenario	Invisible Ink Mixture, Waking Potion, Thought Potion
25-26	Dryad's Beard	Heals wounds	Lifebringer Salve
27-28	Dweorgbane	Ingest too much and you'll go mute for a day.	Sword of Thoads
29-30	Dwimmerseed	Increase Check by +1 for any magical effect	Cantrip Potion
31-32	Elder Root	Have a murky vision of the future	Wyrmtail Rope
33-34	Emberkiss	A flower so beautiful it grants courage temporarily.	Shrinking Potion
35-36	Esper Flower	Petty magicians have long used this flower for short term telepathy.	Cantrip Potion
37-38	Ettinsblood	Gain Advantage on a Might Check	Strong Potion, Gigantism Potion
39-40	Flinder Dust	Sleeping dust	Sleep Powder
41-42	Glasswood	A translucent weed with a flammable sap.	Seeing Potion
43-44	Glittermoss	Reveals invisible or hidden creatures if sprinkled in their direction.	Sniffing Potion
45-46	Gloomweed	Imbued with gloom	Ghost Speech Potion
47-48	Gnome Cap	Increases Knowhow by +1 for an hour	Animal Speech Potion, Cantrip Potion
49-50	Gorg Nettle	A natural toxin	Itching Potion

51-52	Itch Thicket	Irritant so itchy it can drive you mad.	Itching Potion
53-54	Melding Root	A strong adhesive to bind two things	Sticky Glue
55-56	Mountain Hermit	Protection from disease	Seeing Potion
57-58	Muckroot	A super adhesive favored as a field dressing by bandits.	Sustaining Potion
59-60	Orchsnout	Highly prized by orches. Can be used to replace another herb in a recipe	
61-62	Owl Tongue	Orches and dweorgs are allergic to owl tongue	Animal Speech Potion
63-64	Quagmoss	Touch quagmoss at your own risk, it might grow onto you like a parasite.	Deep Breath Potion
65-66	Reckonholly	Remember lost memories	Mimic Potion
67-68	Rivergold	As valuable as a gold coin.	
69-70	Rot Vine	When properly prepared it will rot organic material at an alarming rate.	Digesting Powder
71-72	Silfren Flower	Silver flower that can be reliably sold in towns for Silver Coins	Lightfoot Potion
73-74	Skyflower	Can be used to replace another herb in a recipe	Springheel Potion, Flight Potion
75-76	Songbloom	Protection from evil	Love Potion
77-78	Spiritbloom	Grows on the graves of fallen heroes. Consumable: Increases Courage permanently by +1 (Can only be done once)	Cowl of the Pack Potion, Ghost Speech Potion, Lifebringer Salve
79-80	Stickercloud	These thorny vines are like natural bear traps.	Prickly Leather Armor
81-82	Sticky Wickle Vines	Like barbed wire	Magnificent Fishing Rod
83-84	Throng Weed	This thorny vine brews in to tea with lots of pep. Stay awake all night without side effects.	
85-86	Troll Bark	Extremely adhesive	Sustaining Potion, Troll Armor
87-88	Underblossom	Poisonous	Batweave Cloak
89-90	Weeping Ichor	Subdue a beast	Tranquilizing Poison
91-92	Weorg's Eye	In the dark, this plant glows bright red like a weorg's eye	Cowl of the Pack Potion
93-94	Whisperleaf	Whisper a message to leaf and blow it on the wind	Love Potion, Thought Potion
95-96	Whiteflame	Consumable: +1 Attack with ranged weapons for a combat, or +1 Nimbleness for 24 hours	Dozing Arrow
97-98	Witchweed	Prized by witches	Cursebreaker Potion, Hex Powder, Black Poison
99-100	Wyrmtail Vine	Highly poisonous. Used as poison by Felmog assassins	Wyrmtail Rope

ALCHEMY RECIPES TABLE

Item	Properties	Recipe
Courage Potion	Heals 1d12 Courage.	Grail Trick Mucus, Doohagenberry
Gutter Glue	Extremely adhesive glue.	Guttersnail Shell, Merga Toad Slime,
Silence Potion	Make no physical sound for an hour	Creep Thistle, Muckland Bat Wing
Springheel Potion	Jump 20 Feet for a day	Jackalrabbit's Foot, Skyflower
Sleep Powder	Make a Goon or Bruiser fall asleep	Flinder Dust, Funghoul Spores
Sniffing Potion	Track something in the wild	Guardvark Snout, Glittermoss
Flight Potion	Fly for 10 minutes	Falcon feathers, Skyflower
Tranquilizing Poison	Tranquilize a critter for 1d4 hours	Weeping Ichor, Bogsnap Ichor
Seeing Potion	Gain the ability to see through solids for an hour	Glasswood, Mountain Hermit
Sticky Glue	Hold a creature in place	Salamander Mucus, Melding Root
Animal Speech Potion	Gain the ability to speak to animals for a day	Owl Tongue, Gnome Cap
Deep Breath Potion	Hold your breath for an hour	Quagmoss, Blinking Cave Incher Ichor
Mimic Potion	Sound like anyone you've met for an hour	Reckonholly, Warbling Snapnoodle Bill
Digesting Powder	Non-living materials will degrade and corrode	Rot Vine, Rackowl Pellet
Invisible Ink Mixture	Ink that is only visible by moonlight	Dreamwake, Blackspurr
Waking Potion	Require no sleep for a week	Dreamwake, Bogflower
Lightfoot Potion	Gain the ability to run as fast as a jackrarrabbit for 10 minutes	Jackalrabbits Foot, Silfren Flower
Thought Potion	Read one creature's thoughts	Dreamwake, Whisperleaf
Cantrip Potion	Cast a cantrip like the Gnome's Dwimmercrafty Ability	Dwimmerseed, Gnome Cap, Esper Flower
Dragon Scale Potion	Gain -1 Defense for an entire combat	Dargon Lily, Crag Lizard Scales
Sustaining Potion	Require no food for 2 days	Muckroot, Troll Bark
Shrinking Potion	Shrink to the height of an apple for up to a day	Pindersnap Twinkle, Emberkiss
Gigantism Potion	Grow to the size of a house for 10 minutes	Ettinsblood, Zozo Bird Egg
Itching Powder	Creates a maddening itch that the target will try to scratch at all costs	Itch Thicket, Gorg Nettle
Cursebreaker Potion (Witch)	Remove a curse that's been placed on you	Spider Eye, Thoat Tongue, Witchweed
Shadow Walk Potion (Witch)	Become a shadow for an hour	Darkshroom, Blynx Hide, Oily Wardstone
Hex Powder (Witch)	Place a curse on someone	Lizard Tail, Witchweed, Crimsonhook
Cowl of the Pack Potion (Witch)	Transform into a wolf for up to a day	Wolf Pelt, Weorg's Eye, Spiritbloom
Black Poison (Witch)	Anyone struck by a weapon with this poison must make a 9+ Vitality Check or die.	Blackscar, Singeviper Venom, Witchweed
Ghost Speech Potion (Witch)	Speak with a dead or undead creature for 10 minutes	Gloomweed, Spiritbloom
Lifebringer Salve	Heals mortal wounds.	Dryad's Beard, Spiritbloom,
Strong Potion	All Might Checks have Advantage for a session	Ettinsblood, Bandy Clamp Pearl
Poison Antidote	Cure any poison	Singeviper Venom, Throngweed

CRAFTING RECIPES TABLE

Item	Properties	Recipe
Reaver's Mancatcher	Grab two opponents at once.	Crawdad Claw, Huxwood
Helm of the Great Stag	Once per session, Roll+Intimidate to pacify a hostile critter	Great Stag Antlers, Adamant
Kaleidoscorpion Flail	Paralyzing Blow	Kalleidoscorpion Tail, Singeviper Fang, Inkvale Iron
Bogril Bone Armor	Heavy Armor. 2 Block	Used T'Be Tiger Bones, Bogril Tortoise Nail
Razorback Spear	+3 Dread	Razorback Tusks, Huxwood
Liger Shark Helm	Breathe underwater	Liger Shark Jaw, Goblin Alloy
Koogra Ax		Koogra Beak, Garganite Chip
Magnificent Fiddle	Advantage on Healing	Pocket Fiddler Strings, Wurlwood
Magnificent Swimming Pantaloons	Advantage on Swimming	Drippy Elk Hide, River Ram Fin
Orch Iron Halberd	[cleave] Ignores Block. +2 Dread	Orch Iron, Krowl Beak
Thieves Tools	Get +1 to Picking Locks	Quillrat Needle, Feather Flint
Magnificent Climbing Gloves	Advantage on Climbing Checks	Keestersnap Pinchers, Creep Thistle
Magnificent Ramgore Hammer	[stun] Once per combat, the target loses an action.	Ramgore Horns, Cumberstone
Troll Armor	Heal 1 Courage at the beginning of every combat round	Troll Bark, Morb Bark, Sunderslab Fragment
Magnificent Fishing Rod	Get +1 to Fishing	Slurpworm Teeth, Sticky Wickle Vines, Quagbirch
Rubbery Morb Shield	Absorbs dread from a blow that can be dispersed to multiple enemies up to the total	Morb Bark, Railworm Tallow
Batweave Cloak	Almost invisible in darkness	Muckland Bat Wing, Wolf Pelt, Underblossom
Crag Scale Armor	Heavy Armor. 2 Block	Crag Lizard Scale, Mountain Tooth
Wingspan Cloak	Safely glide from high places.	Thornhawk Feather, Terrodrac Talon
Dozing Arrow	Anything struck dozes off to sleep	Skeeter Needle, Whiteflame
Welkin Armor	0 Slot Heavy Armor. 1 Block	Featherflint, Falcon Feathers, Greyglitter Ore
Thunderhorn Dagger	Thunderhorn Dagger	Thunderhorn Tooth, Bugbear Metal
Crimsonhook Caltrops	Slow movement until actively removed.	Crimson, Glassbeam
Wyrmtail Rope	100 feet of rope with 1 Item Slot	Wyrmtail Vine, Elder Root
Sword of Thoads	Once per session, a successful counterattack disarms the target	Thoad Tongue, Bunglewood, Dweorgsbane
Prickly Leather Armor	When attacked, attacker receive 1 Dread.	Skeeter Needle, Quillrat Needle, Stickercloud
Starfell Eyeglass	Magnify objects in the distance by ten times.	Starfell Shard, Glasswood
Sharpfin Armor		Emerald Sharpfin
Wyrmfish Scale Armor	[Repellent] Once per combat, give Disadvantage to a damage roll against you	Wyrmfish

GM TABLES



d100 DANGEROUS ENCOUNTERS

- 1-2** A blind bugbear stares at a sign post that points in the direction of Dunk. He says he needs to get there posthaste and deliver an overdue bridge toll to Shrugga the Stomper.
- 3-4** A gnome sits sullenly in a small cage with a sign posted next him that reads: "Arrested for cultivation of trees." He asks for some food and water, and pleads to be set free so he can get back to the Green Gallivanter.
- 5-6** An escaped prisoner is on the run from a goblin tycoon for stealing a precious gem. The prisoner swears they are innocent...but begs for help hiding a suspicious blue gem.
- 7-8** A caustic bard heckles the party as they pass, making fun of one random party member in particular.
- 9-10** You step into a sinkhole that falls fifteen feet into a cavern, shattering a giant violet crystal. Angered, a group of chromadytes emerge to defend their home.
- 11-12** A traveling fair Gramble's Fun Fair is full of games. The carnies, a mish mash of goblins, boggarts, and shrym, challenge the party to win prizes. But, little do the PCs know, the prize is a cursed magical item!
- 13-14** A wild-haired bogril prop comic sits on large chest by the side of the path with a giant rubber thumb extended. "I'm headed to Wally's Amateur Night! You want to come?"
- 15-16** A bare-knuckle boxing match rages between two furious bandits, a one-eyed bruiser and a rapid pipsqueak. As their rowdy comrades hoot and holler, a sleazy boggart in a top hat is taking bets on who will win. What's your wager?
- 17-18** An angry mob with torches and pitchforks warns you about a living gloomwork skeleton that was seen roaming the countryside.
- 19-20** A stage coach with two shabby passengers and a mute driver has just enough seats to invite the adventures in for a ride. While riding along the road, the coach is attacked by bandits!
- 21-22** A manticore sits on a tree stump trying to incite nearby miners into going on strike. The manticore, whose name is Eddie, yells about dental insurance and vacation pay passionately, but no one is listening and Eddie the Manticore is getting furious.
- 23-24** A wild-looking kobold insists he is a wizard as he waves around a lazy looking, rotund cat at the party. He accuses the party of stealing his invisible dog.
- 25-26** Two dweorgs have lost control of a captured Used T'Be Tiger. The giant cat isn't happy.
- 27-28** A yowljack raiding party is laying siege to a caravan of goblin merchants from Fleabag County.
- 29-30** A Skrokwing flies overhead casting a huge, ominous shadow.
- 31-32** A huge group of boggles are blocking the path. They furiously deny your passage unless you renounce the goblin tycoon overlords and agree to join their revolution.
- 33-34** The ground beneath your feet collapses and you slide hundreds of feet down into a tunnel. Boggles, boggarts, and goblins are surprised, looking at you from behind their mining helmet lights with wide eyes.
- 35-36** A Bogril Junkmonger with a mountain of junk on his back is in a tight spot, trapped in a hungry inkpot spider's web.
- 37-38** Grashnog the ettin is camping nearby and is secretly in love with another ettin named Luk'la. Grashnog wants advice about how to win her love, but if the advice fails, Grashnog will eat the party.
- 39-40** The party wanders near a blynx den. The blynx is asleep, and invisible, but if any PC fails a Sneak check, the blynx awakens, angry.
- 41-42** A trio of bogril Bulwarks rides up to the party, ready to take them in for questioning. A group matching the party's description is said to have robbed a caravan recently. This may be true, but if not, the informant is a random rival of the PCs.
- 43-44** You spot a lone rider ahead of you. The rider rears their horse and blows a horn, summoning two more riders that draw their blades and charge. Bandits!
- 45-46** What appears to be an old human knight will challenge a party member to an honorable duel. Winner will gain the knight's aid for the remainder of the session.
- 47-48** A wealthy goblin merchant is traveling to Bogtown. You remember you've just seen a shady group of characters loitering at the side of the road behind you.
- 49-50** A skeleton lies partially unburied in a mound of loose earth near the mouth of a large cave, the entrance to a dungeon.

d100 DANGEROUS ENCOUNTERS

- 51-52** You find a gruff, boggart warrior called Rotgar the Bold. Rotgar is berating his squire Jop, because the boy can't lift a two-handed sword.
- 53-54** A traveling fortune teller invites the party into their wagon for a reading, only a pouch of copper coins each. The fortune teller is very pushy. However, those who have their fortune told get +1 Quest Point for the session. Those who do not get their fortune told are -1 Quest Point. for the session.
- 55-56** As the party crosses the bridge of the troll Skunkworth the Smelly, they must make Nimbleness Checks to cross fast enough, or else the smell gets baked into their clothes. Anyone who fails is -2 to all social interactions for the session and needs new clothes.
- 57-58** Sven the Yodeling Troll is waking up villagers in the middle of the night, and the town mayor wants someone to give him a stern talking to.
- 59-60** A fight between rival SPL and Krog & Sons dungeoneers breaks out in front of you on the road. A worker with a glass eye and hook hand demands to know which side you are on.
- 61-62** You just had a fight! Bandits came out of nowhere and attacked. Everyone lose 1d6 Courage. You were able to fend them off and they ran to the hills, leaving behind one of their comrades. Now you have a bandit prisoner to deal with, an ornery boggart called Moe.
- 63-64** Skarn the one-eyed, wolf herder is taking his prized pack to get branded in Fleabag County. But there's a long road and his pack needs to feed. Look's like you're lunch!
- 65-66** A scruffy gnome replanting trees in the wasteland needs your help planting a Sungold seed near the Moldy Cave.
- 67-68** A trio of Bogril Bulwarks is searching for a runaway criminal: the Cutthroat Crumpler, last seen near these parts and wanted for murder.
- 69-70** Zulg the Troll is terribly ill from eating a poisonous fish. He pleads for aid, having only a few days left and needs a cure.
- 71-72** A sparrow-sprite asks you to deliver a message to someone named G. Barnum Wanderbout who was on their way to Wally's Waffles and Weorgs. The message reads: "The serpents have found the gem. Be warned."
- 73-74** Ella Smidgely is selling discount fireworks at the side of the road. There's a 1 in 6 chance that the fireworks deal 2d12 damage to the user.
- 75-76** A shrym named Blimey Pete is stuck in what can only be a giant mouse trap. Pete is frantically trying to escape before the kilorats come back.
- 77-78** Arty the blacksmith can't seem to sell his brilliant weapons to anybody and he desperately needs the money. Arty pressures the PCs to buy his amazing weapons, for a pouch of copper coins each. The weapons, however are of such poor quality the first time they are used, they break.
- 79-80** A troupe of boggart musicians are missing their kazoo player Irene, and they need a replacement for the gig in one hour.
- 81-82** A boggart woman is crying, holding her sick child. The woman curses the witchbreath of the Quagmash, convinced her daughter has been afflicted. "Please help me find a healer." she pleads.
- 83-84** A goblin runaway wont go back to school and wont go back home. The kid, a Dungeoneer Academy drop out is named Groy and wants to follow you around forever.
- 85-86** Todd Brenk, little brother of SPL's Dastina Brenk, spots you trouncing through company land. You're trespassing on Subterranean Pits and Lairs LLC property! And he wants everyone to know who his sister is.
- 87-88** A parade in the honor of Agravaine Bide rolls along the road. Some raucous merrymakers throw trash and smash rascal cider bottles as they holler in celebration.
- 89-90** A private detective named Barry Boarbelly asks a PC about where they were last night. He's investigating the disappearance of a precious stone from Unassailable Co.
- 91-92** A Bogrillian War Tortoise rambles down the road without its rider. Investigating the saddlebags shows that it belongs to a Bulwark named Rork.
- 93-94** A giant skunk blasts a PCs with its noxious spray. All social Checks are -1 until the scent is properly washed away.
- 95-96** Fish in the river float belly up. Investigation reveals that a goblin logging operation is polluting the nearby water supply.
- 97-98** A goblin dungeon recruiter attempts to hire the party. He promises adventure, exploration, and excitement. But if they accept, they will be responsible for catching a loose manticore in Orfong's Dungeon.
- 99-100** A wanderer in a filthy coat is eager to sell you a magical item of mysterious origin. But the wanderer will only trade if you offer up all of your shoes and food.

- 1 A starving mantichore leaps from the brush and attacks.
- 2 The sky darkens and a giant skrokwing swoops down, snatching a random PC.
- 3 Zodour the Felmog ambassador and his entourage are coming down the road. Anyone who makes eye contact with him will be punished!
- 4 Azred the Mad Poet of some place called the Clovensteppe, recites a poem to a PC and expects a poem in return. The poem is: "Three Houses bound by oaths, Forsake their past and bow to death. Alas for Kreeth, alas for Ur, alas for the Iron Suns that were." Azred demands a poem in return. Fail and be cursed.
- 5 A team of boggart lumberjacks are stumping trees. You're covered head to foot in saw dust which makes you most delicious to the giant merga toad that springs out of the biggest stump.
- 6 You all feel groggy and exhausted, and struggle to stay awake, when a fellow called Jummy the Hauker, a boggart merchant, wanders up to sell you all of your own belongings. Jummy is mysterious and any attempt to steal from him, and he will vanish into thin air. If you can't afford to buy your own belongings, Jummy recommends you do him a favor and find the gold vein in Helgroathe Mine.
- 7 A goblin engineer has his tie caught in a giant stump grinder. If he doesn't get free in the next thirty seconds, he's mulch!
- 8 A particularly cruel Krog & Sons, Inc. taskmaster is forcing boggles to lower themselves into an abandoned well to fetch his lost watch. The boggles are terrified because the well has a clunch dragon at the bottom.
- 9 You find an old blackened tree all alone in a field surrounded by tree stumps. The tree has twelve axes embedded into it, but there's nobody around. Removing one ax makes the tree move. Removing all the axes and the tree comes to life and curses a PC for gazing upon its sorry state.
- 10 Mimzy Momzy's Traveling Side Show is headed to Fleabag County, but she's distraught because her most prized attraction escaped the iron carriage with barred windows. She'll pay a handsome sum if you bring "Marty" back. Just be careful, because tonight there is a full moon and Marty is a werewolf.
- 11 You find a Nork's Noodle Nook, a pretty well known noodle cart chain from Fleabag County. You're famished so it's great timing. As you're eating, a slurpworm larva bursts from the chest of one of the patrons eating next to you. When you take a second look at your noodles, you realize their squirming.
- 12 A shrym is being chased by a gang. Shumwise the Shrym swears he isn't a turncoat--he has no idea where Brunt Manheel's loot is! Save him from Brunt's gang and he vows to be your butler.
- 13 A Subterranean Pits and Lairs LLC armored carriage is under attack by orches. You bet there'd be a sweet reward if you helped 'em out. Well, that or a fair share of the haul if you went the other way.
- 14 Dozens of kilorats spill from weird sewer as gas pours out behind them. The rats are violent and attack without any remorse. The gas is green and breathing it for more than 3 rounds will make the PCs aggressive as well.
- 15 A windowless wagon zooms by from out of nowhere. A masked occupant leans out of the door and snatches 1 random PC with a potato sack and rolls off towards a cave. The cave is a bandit mining operation and the kidnapped adventurer is meant to be forced to work there.
- 16 The road veers off into a huge field thick with thorny brush that leads to a hovel where there's a witch who is waiting to trade a curse for a coin.
- 17 On the side of the road there's a basement door with a long staircase that leads to some kind of abandoned goblin bunker. Below there are beds, empty footlockers, and a note pinned to a bulletin board that reads: "Off to the Fleabag County Fair. Whoever should help yourself. There's rascal cider in the broom closet. Just don't disturb the Glarmy's ghost."
- 18 You stumble across a giant mushroom, a hundred feet high. It casts lots of shade and you don't mind taking a moment to get out of the hot sun. Once the PCs step into the shade, spores are released. The spores cause PCs to forget one ability for the remainder of the session unless they make a 6+ Vitality Check.
- 19 You find a tiny boggle and a huge wug are having tea on a tree stump. They have a delightful spread with tea and biscuits. They invite you to join them! Anyone who consumes them must make a Vitality Check or fall unconscious, so they can rob you and leave you for dead.
- 20 Piles of trash create a maze that leads into a clunch dragon nest wherein a clutch of eggs have hatched and the babies are hungry.

- 1 You find what must be one of the last living trees in the Used T'be Forest. Its a wispy looking birch with a smooth white bark. A boggle sits in on one of the branches; they're a member of the Green Gallivanter, sworn to protect it.
- 2 You find a log cabin in a clearing marked with a cricket banner. Looks like an outpost of sorts. An insectoid creature notices you approach and flips the Closed sign to Open. The insectoid creature is called Yek. Rooms and meals are Copper Coins, and there's a small collection of potions for sale.
- 3 You find an abandoned picnic spread on a rock. A friendly gnome is waiting to "ambush" you for lunch. And that's what they do, they make lunch and ask for any interesting news.
- 4 You find a shrym excavator drill that has emerged from an old tunnel. The drill seems to be in good working order, but has no owner apparently.
- 5 A mute golem sits on a rock as filthy crows perch on its head and shoulders. It is covered in droppings from head to toe. If anyone cleans the golem off, it will follow them for the rest of the session and provide protection.
- 6 You come upon an entrance to an old tomb covered in mud and lichen. There is a sign that reads "Grave Robbers Beware!" Inside the tomb is a ghost using their own coffin like a dining table. There is treasure everywhere, piles of gold, silver, weapons. The ghost says frankly, "You're welcome to pay your respects, but take anything and you'll be a ghost yourself."
- 7 You find hoof prints with flowers growing in them. A Lore or Wilderness Check confirms these are unicorn prints.
- 8 In the mud, you find a love letter addressed to a Marla from someone named Nom. There is much regret and sorrow in Nom's words, and he fears that he will have died in vain on some fool's errand for the Thane of Munch.
- 9 A chorus of pocket fiddler spiders plays a surprisingly melodic tune. If a Bard decides to play along, they are able to harmonize and jam together. Afterwards, the pocket fiddlers bestow a magic twig to the musician. The magic twig will summon a pocket fiddler spider to play music once per session.
- 10 You find the entrance to a tunnel lit by luminescent fungi. You suspect that this is what locals refer to when they spoke of Shroomglow Cave. If a mushroom is plucked, it will faintly glow forever.
- 11 You find an abandoned carnival. All the games and prizes are in tact, but there's no sign at all of the carnival workers.
- 12 You find a bandit in a dangling cage. The bandit was abandoned by his gang, but if you let him down, he'll lead you to his hidden share of the loot nearby.
- 13 You find a pool of cool, clear water. A toadstool ring is growing all the way around it. Drinking from the pool will bolster your courage by +2, but also compel you to spend another Leg of your journey here.
- 14 You find a massive mechanical saw with enormous adamant teeth on the saw blades, partially obscured by thorny bramble. A Lore Check reveals this saw is Graag Gargoony's saw forged by the boggarts of Munch at the dawn of the dungeony era. This device can cut through any substance be it wurlwood, stone, or solid steel.
- 15 You find an old welkin hermit named Nedward Quip. He's lost one of the books from his library, an Encyclopedia of Fun Facts. Find a copy for him and he'll give you a magic item.
- 16 You find a gaggle of boggles all climbing on top of each other and struggling to fit into a trench coat. The boggle acting as the "head" puts on a hat and tries to play off that he's a goblin tycoon, late for an exclusive party at Subterranean Pits and Lairs LLC. The boggles awkwardly shake hands and stumble into the wilderness.
- 17 You find a goblin merchant name Gaudy Wartfarthing with magnificent wares of all kinds, but his wagon has fallen into a sinkhole. Help him get the wagon out and he'll gift each of you a magnificent item.
- 18 You find a treasure chest poorly obscured by dirt and debris. But it's is locked. If opened, the chest has a note that reads: "Hardy's Hideaway. Password is "Pumpernickle" ask for the one-eyed, bogril by name of Obie Dundy--he's got jobs for rogues like us."
- 19 You find an iron double door. No building or walls, just the double door. You can walk around it. However, if you knock on the door, it opens revealing a stone room. The room has two doors, and one is locked. The other door is unlocked and leads outside again. Behind the locked door is a treasure horde. Passing through the unlocked door makes the door disappear, leaving the PCs alone on the path once more.
- 20 You meet a wandering quortle monk named Squode, who is searching for the meaning of life. He decides to accompany you on your journeys if allowed.

D100 WANDERING CREATURES

1	Dryad	49-51	Bogrill
2	Ghost	52-54	Muckmen
3	Flinderkin	55-57	Kilorats
4-5	Spithra	58-60	Mushrooms
6-7	Krabrak	61-62	Snagbunnies
7-8	Chromadyte	63-64	Mung
9-10	Inkpot Spider	65-66	Kobold
11-12	Lichenoids	67-68	Troll
13-14	Cairn Stinger	69-70	Harpy
15-16	Muckland Bats	71-72	Mandra
17-18	Wisp	73-74	Wug
19-20	Gelatinous Goo	75-76	Quag Bleaker
21-22	Faerie	77-78	Witch
23-24	Sarpathi	79-80	Weorg
25-26	Brownie	81-82	Slurpworm
27-28	Singe Vipers	83-84	Blemmy
29-30	Imp	85-86	Crag Lizard
31-32	Yowljack	87-88	Thoad
33-34	Shrym	89-90	Clunch Dragon
35-36	Bandits	91-92	Ettin
37-39	Dweorg	93-94	Felmog Knight
40-42	Boggles	95-96	Poltergeese
43-45	Bugbear	97	Skeleton
46-48	Boggart	98	Vampire
		99	Werewolf
		100	Gwarglebeast

D20 CREATURE DISPOSITION

1 Attacks!

2 Hostile

3 Angry

4 Hungry

5 Defensive

6 Unfriendly

7 Steals

8 Wants Treasure

9 Suspicious

10 Annoying

11 Cautious

12 Unaware

13 Lost

14 Needs Help

15 Inquisitive

16 Wants to Trade

17 Friendly

18 Wants to Join

19 Generous

20 Helpful

1-2	Cardsharps	Boggart bandits armed to the teeth, playing a rowdy game of cards.
3-4	Mushrum Food	Hungry mushrooms, frothing at the mouth, clack their spears against their shields ready to attack.
5-6	Sarpathi Grave Robbers	A team of sarpathi explorers are robbing what looks to be a grave site in the walls, looking for treasures and relics.
7-8	The Ghost	A ghost paces back and forth in an empty chamber, distraught. Approaching the ghost, you learn that they've lost a precious family heirloom in the dungeon. A Book of Treasure Maps.
9-10	Impish Behavior	An imp dangling in a cage begs to be released. The imp swears they are innocent, had nothing to do with poisoning their master, and certainly didn't steal his cache of potions. But between the adventurers and himself, he'll share a potion or two if you let him out. The thing is, the potions are all hexes or curses.
11-12	Mung Drip	The ceiling is covered in dripping mung that oozes from the cracks. The mung is hungry and hostile. And should a combat begin, every round new mung forms. Once 3 mungs are present, roll a d6 on a 1-2 the mung combines into a Champion Mung.
13-14	Kilorat Frenzy	Kilorats are in the midst of a feeding frenzy, devouring the remains of what looks like a some giant beast.
15-16	Bounty Hunter	A bounty hunter has finally caught up to one of the players after an event relating to a previous quest or their backstory. The bounty hunter wants to take them in, by any means necessary.
17-18	Bandit Initiation	Bandits are in the process of initiating a new member in their secret ceremony. Anyone that watches the ceremony must be eliminated!
19-20	Huzzah Game	Three brigands are playing a high stakes game of Huzzah with a dozen more rascals as an audience. They need one of the seats to be filled because the last player was a cheat and got what was coming to them. Play or be on their bad side.
21-22	Orch Sty	A group of Orches are piling mud and garbage into a giant mound in the center of their room. Probably building a new orch sty. They don't want to be disturbed!
23-24	Chained Riversaur	An enormous riversaur is chained in a chamber far too small to hold its immense bulk. The eyes flash yellow and its silver scales glimmer in the pale light. The beast is growling.
25-26	The Dead Walk	A group of skeletons are tunneling with pick axes. Disturbing them will surely result in conflict.
27-28	Rackowl Roost	A roost of slumbering rackowls will attack anything that makes a sound. Better sneak through undetected.
29-30	Roving Muckmen	A pack of roving muckmen slowly creep forward, coating every part of the floor with slick, oily muck.
31-32	The Worm Host	A friendly boggle is pleased to see you. He had a nasty run-in with slurpworms several hours ago. You just may be his ticket out of here alive. But after a few moments, a brood of worms bursts from his chest and attack the party.
33-34	Hole in the Wall	A drunk dweorg shouts obscenities from behind a hole in the wall, where he shoots a spitfire at the party. The area is such that the dweorg has great range of fire.
35-36	Waiting to Pounce	A blynx stalks the passageways and, until it's dealt with, will keep tailing the party until they are vulnerable.
37-38	Crag Lizard Lair	A sleeping crag lizard will wake at the slightest sound of intruders. Its heavy, cold breaths stink up the passageway with the smell of rotten meat.
39-40	The Torchbearer	A lone torchbearer struggles to fend off a group of yowljacks, her companions already dead on the floor
41-42	The Rival Dungeoneer	A rival dungeoneer cuts the rope bridge between you and him, as angry muckland bats flap violently around the cavern.
43-44	Trial By Combat	A rival group of adventurers wants to settle who gets dibs on this dungeon. The strongest fighter against the strongest fighter.
45-46	Gremlin Games	A group of gremlins playing horseshoes.
47-48	Harpy Coven	A coven of harpies fighting over a bone suddenly turn to you and grin devilishly.

49-50	Weorgs and Dweorgs	A weorg being lassoed as three dweorgs struggle to bring it down.
51-52	Big Baby Spiders	A pulsating web sack is about to burst with hungry giant inkpot spiderlings.
53-54	Catch of the Day	A haggard gnome fishes for guppies in a fetid pond but soon catches something huge on the line: a riversaur!
55-56	Entertain the Vampire	A bored vampire lord who wants entertainment, or else!
57-58	Bogsnap Surprise	A hallway full of carnivorous bogsnaps bite at you and attempt to wrap you with their viny tendrils
59-60	Scumseer Ambush	In knee-high water, scumseers attack, and attempt to drag their targets into the deeper dark waters.
61-62	Harpoons from Below	Nyads emerge from a subterranean lake and attack with harpoons
63-64	Slumbering Ettin	A sleeping ettin tosses and turns, blocking the passageway forward.
65-66	Haywire Sputterbots	A group of haywire sputterbots patrol the corridors, spinning blade saws and spouting goutts of flame.
67-68	Kidnapped	Goblin bandits drag away a kidnapped traveller while rifling through their bags for anything of worth
69-70	Outrider's Hoard	A Felmog Outrider has discovered a treasure hoard and believes you're there to steal it from them.
71-72	Muckland Bats	A colony of Muckland bats are suddenly awoken and starving. Anything within ten feet looks delicious.
73-74	Bowl of Noodles	A discarded bowl of Nork's Noodles is home to a warbling snapnoodle that strikes out with sharp teeth out of fear.
75-76	The Inkwell	An old well is home to an ancient, blind inkpot spider that springs up to snatch its prey and pull them into the well.
77-78	Blemmy in the Brig	A blemmy is chained to a iron pole in a small room. The blemmy will lash out violently at anyone near it, until of course it is released from he pole. But good luck releasing an angry blemmy who is too mad to think.
79-80	Menace in a Jar	A room is so overstocked with jars that nagivating it without breaking one, or tipping one over is a challenge. Should an adventurer fail to navigate the room and a jar break, a muckman will emerge. Every jar is another muckman.
81-82	Masks of the Phantasms	Several phantasms are suddenly woken from their spectral sleep. Each phantasm will take the form of a different adventurer, making it difficult to tell anyone apart. Don't strike the wrong person!
83-84	Red Knight	A nameless knight, searching the world for a worth adversary happens up the adventurers in a dangerous place and bids them to choose a champion. Should they defeat the Red Knight in duel, they will earn his respect. Should they fail, well. It shall be their death and the Red Knight's disappointment.
85-86	Yowljacks Don't Share	A small ground of yowljack marauders have stalked the adventurers for days and spring upon them now to rob them.
87-88	Breaking a Terrordrac	A huge, terrordac rages in a cramped room. Strangely, the terrordac has a bridle and saddle strapped to it. Impossibly, someone must have been training it.
89-90	Skeeter Cloud	A plume of buzzing furry rises from a dark corner. Skeeters attack, stinging everything in sight.
91-92	Chromadyte Cadre	Chromadytes are working to preserve a shattered crystal formation. They believe you are responsible and ready for a fight.
93-94	Used T'Be Tiger Den	The floor is covered in the bones of animals. From deep into cavern are growling Used T'Be Tiger slowly stalks into the room, licking its fangs.
95-96	Tricky Toe Heist	A group of Tricky Toe gangsters is startled by your approach. They were in the process of stealing a precious gem and they won't give it up.
97-98	Gator Pit	A deep pit with a slurry of muddy water prevents the adventurers from proceeding. Within the pit is a gator that scrambles up to attack.
99-100	Witch's Toadies	Kobolds with curly knives are collecting components for their master, a witch. The adventurers have ears that are perfect for her spell.

d100 DUNGEON TRAPS/OBSTACLES

1-2	Brass Circle	There is a circular brass lock where a door knob would be. There is a round circular brass key that can be found somewhere in the dungeon. The lock can be picked, but failing to pick the lock or trying to bash the door down causes a trap door to open to a 15 foot drop and pit full of mung.
3-4	Corridor of Beasts	The hallways are lined with five iron cages, behind which skulk a menagerie of creatures. Navigate five trap floor tiles to prevent the cages from opening and the creatures from attacking.
5-6	False Relic	Two stone altars stand on opposite sides of the room. A magnificent relic sword rests on the farthest stone altar. Removing the relic triggers a series of rotating blades that emerge from the floor, ceiling, and walls. Only placing the relic sword on the alternate altar will stop the blades.
7-8	Sticky Tome	An old, leather bound book with unfamiliar writing rests on a table. Opening the book is harmless, but turning the pages triggers a mystical, gummy ooze that curses the book's handler with hands so sticky, they can't release their grip from anything they touch.
9-10	Scumseer Idol	The crude, black stone idol of an unidentifiable tentacle monster rests in a small pile of gold. Removing the idol causes it to weep black oil, and for torches to ignite throughout the room. The idol weeps until the chamber is completely flooded and explore when the oil touches the torches. The only exit is a small grate in the ceiling.
11-12	Sinking Causeway	An unremarkable path sinks under the weight for more than one person. The more weight on the ground, the faster and deeper it sinks to a depth of on fifty feet. Only by passing across the causeway one at a time, will the trap not be triggered.
13-14	Brittle Bridge	An ordinary door opens to an abyss with a crystal bridge connecting one room to another. Every time someone crosses it, the bridge becomes more brittle and will ultimately break. First time 25% chance of breakage, Second time 50% chance of breakage, Third time,75% chance of breakage, Fourth time the bridge breaks and whoever is standing upon it, will fall thirty feet into a pit of chromadytes.
15-16	Crossbow Chandelier	An elaborate ballroom with a marble dance floor, punch bowl filled with wine, and mysterious music emanating from the walls. There is a huge chandelier above the dance floor, but instead of crystals or glass hanging from it, there are dozens of crossbows. Passing beneath the chandelier will activate the crossbows. However, dancing beneath to the exit it will not.
17-18	Golden Gator	A large, golden gator status rests in the corner of a treasure room. The gator's mouth is partly ajar with a shining weirding gem in its jaws. Taking the gem will result in the gator's mouth snapping shut. However, replacing the gem with similar sized object prevents the trap from triggering.
19-20	Hand Grabber	In the corner of the room is a small, chest with a lock on it. Attempt to unlock the chest and it will latch onto the adventurers hand and never let go. Adventurers with a Hand Grabber are -1 to Vigor rolls until the Hand Grabber is removed. Removing a Hand Grabber isn't complex, they are hungry and just need to be fed something delicious.
21-22	Super Spring Traps	An uneven wooden floor hide a series of spring traps with enough power to propel a bear into the ceiling. One misstep an adventurer will fly into the ceiling and splat.
23-24	Golden Soup	A cold cauldron hangs over a doused fire. Within the cauldron is a slimy looking, translucent soup with 6 gold coins glittering at the bottom. Attempt to collect the coins and become petrified by the cursed soup. Relight the fire, however, and the soup will burn up instantly making the coins safe to take.
25-26	Biting Rope	A hallway stretches from the room but the floor has collapsed, falling into a chasm. There is a single rope hanging from the ceiling. However, the rope is not what it seems, there are tiny quills woven into the rope making it painful to grab.
27-28	Whispering Wall	A fresh, whispery breeze blows from a small, almost imperceptible crack in the wall. There is a secret door, but once opened a 1d10 arrows fire from a Felmog Porcupine siege device on the other side of the door.

29-30	Fountain of Swords	A fountain babbles in the center of the room. The surface of the glimmers with cool light. But, upon closer inspection, the water is actually a dozen enchanted swords that spring up and attack.
31-32	Abandoned Gauntlet	The room looks to be an abandoned training room with battle dummies and a low, collapsing ceiling that has rusted halfway down. The only way through is to crawl on your knees through the room. But watch your hands and feet, a few fire traps are still active on the floor.
33-34	Collapsing Stairs	A staircase spirals downward. The stairs moan and creak as adventurers ascend them, but once they reach the middle, the stairs flatten into a slide that drops adventurers into a prison cell.
35-36	Phantasmal Pendulum	The chamber is filled with swinging pendulums. Their silver blades ring as they slice through the air. An adventurer with good perception might discover that most of the pendulums are just illusions. However, at least 3 of them are real.
37-38	Eaves Dropper's Wall	A room without exists, behind a trick wall a group of goons awaits the adventurers, overhearing their every word. Should the adventurers search for a secret door, the tick wall will reveal enemies ready to strike.
39-40	The Illusionary Path	A tunnel diverges into two paths. One path is dark, dank and wet, covered in cobwebs. The second path is well-lit and clean, but anyone who examines closely can tell that it's a magical illusion. However, in a bit of reverse psychology, the well-lit path leads to the next area with no problems, while the dark path leads to an inkpot spider nest.
41-42	The Dumbwaiter	A dumbwaiter big enough for a person, lowers into a hidden kitchen filled with foraging and hunting options, but also with a villainous cook looking to cook adventurers and feed them to a captive gator.
43-44	Cave in	The passage is unstable, the ceiling begins to rumble and crack. Cave in!
45-46	Portcullis	A rusty iron portcullis suddenly crashes down, barring with way forward with heavy, grated metal.
47-48	Reverse Gravity	The chamber defying reality as any who enter it immediately find themselves standing on the ceiling. A single switch resides in the center of the room, but on the floor (the real floor). The party must find a way to trip the switch now that they are standing on the ceiling.
49-50	Wall of Fire	A blazing fire fills the hallway, so hot it scorches the party's eyebrows.
51-52	Wall of Ice	A solid, frozen mass of ice blocks the way, so cold the party can see their breath from ten feet away.
53-54	Lava Flow	A slow, babbling flow of lava divides the room, easily 15 feet wide. An impossible jump without a plan of action.
55-56	Moving Platforms	A pit yawns into a dark abyss and above it a series of moving platforms clack and click on hidden sputtering mechanics. There must be a pattern, but the party can't immediately see it.
57-58	Acid Pool	A large, still pool of acid stretches into the chamber. It is entirely placid, until something falls in. Then is sizzling and smokes violently as the foreign object dissolves.
59-60	Bed of Funghouls	A writhing bed of funghouls covers the entire floor. They gnash their teeth and growl ravenously. Hungry, these funghouls are!
61-62	Rolling Drill	A patrolling mechanical drill powered by mad boggles plugs up the passageway demolishing and ripping anything unfortunate enough to be left in its path.
63-64	Flooding	The chamber is flooded with water. It'll take some tip-top swimming to find the exit and swim to freedom.
65-66	Rickety Rope Bridge	A rickety rope bridge stretches over a chasm. It will hold an adventurers weight, but how many and how long? The bridge swings violently as people cross and if there are more than 1 there is a risk of collapse.
67-68	Kaelidoscorpion Den	A colony of stinging kaelidoscorpions skitter all over the ceiling and walls. Watch out, they pinch and sting!

69-70	Railworm Brood	A tangle of railworms are brooding in a massive, piles and worming through the ground the party stands on.
71-72	Guttersnail Nest	A nest of guttersnails slowly inch and lazily scoot along the walls. Their slime covers the floor, and their shells knock together like billiard balls.
73-74	Ligershark Pool	A deep, dark pool is home to a ligershark that dwells in the waterways beneath these passages.
75-76	Raging Ramgore	A ramgore rages throughout the dungeon, smashing its huge horns into the walls, cracking the stone and sending shudders throughout the entire area.
77-78	Krowl Catacomb	Krowls pick through a multitude of discarded or collected bones. Their black eyes blink at the opportunity to add more to their collection.
79-80	Skeeter Hatchery	Buzzing, skittering sounds reveal a hatchery of skeeters hovering over hundreds of their egg clutches stuck to the walls and ceiling.
81-82	Pillar Bridge	Huge lumber pillars are driven into a pit. Their saucer sized tops are positioned 3 feet apart from one another and jumping from one to the other is the only obvious way across.
83-84	Witchbreath	A dense, fog of witchbreath fills the chamber and passages. The witchbreath gives anyone a sense of dread.
85-86	Lost Prison	A series of jail cells are packed with skeletons. All but one of the. Roll a random NPC to determine who is imprisoned inside.
87-88	Enchanted Painting	A huge beautiful painting is the only object in a small chamber. There is no way out, but closer inspection into the painting will reveal that there are moving objects like birds and clouds. The painting is actually an enchanted door to the next chamber.
89-90	Choppers	A series of human sized cleavers lines the hallways. Any movement sets them off in a series of violent chopping motions. Grooves in the stone clearly show how strong these mechanical choppers are. Beware!
91-92	Rat Thief	You glimpse a rat skitter away into a hole, dragging away what must be the key to the next chamber door.
93-94	Throng Weed Maze	A maze of black, thorny throng weed blocks the way, leaving no room to pass without getting scratched up by the barbs.
95-96	Poison Gas	Looks like an old trap went off, flooding the area with yellow, sour smelling poison gas.
97-98	Collapsed Tunnel	The tunnel forward has been partially collapsed. You can just barely glimpse the other side but a boggle can't even squeeze through without moving rocks.
99-100	Molten Moat	A moat of molten lava blocks the way forward. But the lever to lower the partially-raised drawbridge must be on the other side of the portcullis.

d100 DUNGEON RIDDLES/PUZZLES

1-2	Mirror Mirror	A mirror stands in a room with no apparent exit. The mirror reflects the party, as well as other items in the room: the mirror itself, a rusty knight's helmet, a wooden stool, and a candle stick resting in the corner of the room. The candlestick, however, only appears in the mirror. Only by following their own reflection to pick up the candle stick will a hidden door open and the candle stick ignite to light the way.
3-4	Laughing Phantasm	A door is locked and impenetrable with a phantasm guarding it. The phantasm is an old, withered knight composed of spectral green light and asks: "What's a good password, eh?" The door will only open when the party realizes the phantasm is asking for a suggestion for a password. Roll+Charm to convince the phantasm to use your password and the door will open.
5-6	Thirsty Wall	A door opens up to stone wall. Dead end. But there is a riddle on the wall that reads: "The key is found in every rill, every lake, and every gill." Splashing water on the stone door will open it.
7-8	Maestro's Floor	The tiles in the room raise and fall periodically with a chime of music, kind of like piano keys. If left on its own, the floor will play a tune that is whistled by someone else in the dungeon. Play that same tune in this chamber and the music will stop and a door will open.
9-10	Sparkling 10 Lock Door	There is a door with ten locks on it and one key left inside the highest lock. Use the key to open the doors in sequence. Opening every odd lock: 1, 3, 5, 9, will unlock the door. Opening every even lock: 2, 4, 6, 8, 10 will lock the door. Opening all 10 locks in a row, in any order, will trap the key in the final lock and electrify the door.
11-12	Never-ending Staircase	A winding staircase that does not end. The party will continue to spiral upwards or downwards without making progress. There are torches that line the staircase. Only by traversing the staircase in total darkness will it lead safely to the exit.
13-14	Conqueror's Sword	A chamber filled with what were once magnificent swords, but now are rusty with neglect. The bones of a forgotten conqueror sit at the far side of the room with empty hands and a riddle carved into his throne: "Present to me my mightiest weapon." There are hundreds of swords in the room, and a giant book and quill, like a catalogue that lists their names. Names like: Deathbringer, Ruinmaker, Stormcleaver, Sword of Conquest, Blade of Giants, and Destroyer of Hamarung. Bring the conqueror the quill next to the giant book and the door will open.
15-16	Eyes of the Griffon	A stone griffon head marks the entrance into the next chamber, however its eye sockets are hollow. There are two gems hidden in the dungeon and placing them into the eye sockets of the statue will open the door.
17-18	The Snorting Door	An immense iron banded door with the brass face of a wild boar grimaces in the darkness. As you approach the brass boar animates and snorts rudely to you with a grumbling tone. The door complains, "Nope. No more. Tired of bein' treated like dirt, I am. Rude, rude, rude, you all are! All's I do all the day is open shut, open shut. Well, I'll tell you lot, today the way is shut. So don't boss me!" The door is impassible until the adventurers say "Please" when requesting the door to open.
19-20	Spitting Serpent	A golden serpent statue coils around the room. The eyes are emeralds the size of fists. Attempt to steal one of the gleaming, green eyes and the serpent's fangs will flood the room with water. Only resetting the emerald eye will stop the flooding.
21-22	The Cursed Painting	A finely adorned room with nice furniture and a big, brass banded door with ornate scribbles on the metal. The door is locked. There is a massive fresco on one wall depicting two ettins fighting over a key. Placing a hand on the key, it will materialize and fall to the floor. However, should they touch either or both ettins, they will also materialize and fight you for the key without parley.
23-24	Runes on the Door	A door is marked by several glowing runes. They must be translated to decipher their meaning. A +Lore Check will do it, and reveal this message: "That wasn't so bad. But you're not done yet. Here's a slice of cake for you...I'm not a diamond but go on a ring and I've got teeth but I won't bite. What am I?"

25-26	The Bull's Eye	A simple wooden door with a bull's eye painted onto it with red and white. Strike the bull's eye with a projective, a thrown rock, a loosed arrow, a knife, etc. and the door will swing open.
27-28	The Caskets	A room with no doors is filled with ten caskets and coffins. One of the caskets is actually a secret passage way to a new room or treasure hoard. The other caskets are full of skeletons, and there's a 50% chance each will be undead
29-30	Venom Darts	The floor is covered with tiny holes. Any pressure on the floor will fire dozens of venomous darts that will poison adventurers. On the opposite side of the room is a lever which will disarm the darts.
31-32	The Skeleton's Voice	A skeleton is chained to a door. Touching the door will chain an adventurer as well. Elsewhere in the dungeon there is a jug of rascal cider that has a voice that says: "Just one sip." and that is all. Give the skeleton a sip and it will warn you not to touch the door! The skeleton will also share that they should have spent for energy searching for the key, hidden another room.
33-34	That's a Mouthful	A locked door with the face of a menacing dragon knocker spews insults at the adventurers. However, the knocker is missing its ring. Stuff something into the dragon's mouth and use it to knock and the door will open.
35-36	The Dead End	A long hallway leads to a dead end and is solid stone. An etched message reads: "Eyes on me if you want to escape." But when adventurers turn around the find themselves trapped. The only way out is to look at the etched message and walk backwards.
37-38	Seven Knights	A chamber with 7 portraits of 7 Knights, all named. There is a large door with 7 nails pounded into it. Only by placing the portraits in alphabetical order will the door open. The knights as they are: A = Arnnon, B = Borz, C = Cherith, D = Dario, E = Eileen, F = Faria, G = Gregarius
39-40	Conversation With a Book	A library full of books on many mundane subjects. There is no interesting lore or magic here, just textbooks and uninteresting histories. In the middle of the room is a book with the words written in it: "Tell me everything." There is no pen available, but if "everything" is written in the book, the door to the next chamber opens. If something else is written, the book tries to magically suck the person inside itself starting with their hand.
41-42	Switches	There is a hallway with 5 levers protruding from the walls and 5 iron doors thwarting the way forward. When a lever is toggled it opens a door, but must be held in place to keep the door open. Once released a door shuts. All doors lead to spiked pit traps except for Door 4.
43-44	The Mechanical Owl	A mechanical owl perched on petrified tree branch hoots above a locked door. The owl sputters and clicks, then cocks its head and asks a riddle: "I can ford the angriest river, but never learned to swim. I can scale the greatest canyon, but never learned to climb. What's my name?" Answer: the wind.
45-46	The Greedy Goblin	A gaudy, papier-mache goblin with bright green skin and almost clownish makeup stands beside an iron gate. The goblin's eyes seem to follow you, despite being inanimate, and its gaping open mouthed grin looks more menacing than joyful. Strangely enough, there is a sign draped around its neck that reads: "Hungry? Me too! Feed me. Feed me a snack with a head, a tail, but no legs, feet, arms, or hands." Drop "a coin" in its gaping grin and the gate will open.
47-48	The Shushing Statue	A statue of a Felmog Knight looms over you. The statue is standing in a static pose, with a finger over its lips. There are words carved into its plinth up which it stands. The words say: "You already possess this precious treasure. Yet, you want to share it. But when you share it, you will lose it forever. And should you keep it, you can never spend it...or enter. Share a "secret" to open the door.
49-50	Repeating Vapor	A room is locked, but a free floating vapor drifts before you and speaks: "You can hear me, but cannot see me, and I cannot reply without being spoken to. What am I?" The vapor dissipates and reveals a hidden door if the word "echo" is uttered.
51-52	The Hungry Pit	A huge shrym shovel machine sits with a bucket full of earth on a ledge overlooking an enormous hole. There is a rusty panel device with toggles marked by letters rests on a pedestal. There's a note on the table that reads: "Passcode Required. Left you a hint. The more that you give me, the smaller I am. The more that you steal, the bigger I GET. What am I?" Should the adventurers toggle in the answer: "Pit" the shovel machine will fill the pit with earth making it easy to cross.

53-54	Cackling Jack	Bones are strewn throughout a room where the ceiling has crumbled away and the sun shines in through the cracks. Birds squawk and cackle in the dark above, but you cannot see them. Suddenly, a voice like breaking glass cackles at: "Innocent am I! No crime was done. Yet every day I'm part of a murder for fun! Tell me, what am I?" Should the party answer: a crow, the Cackling Jack will swoop down to reveal himself and lead the party to the next room.
55-56	The Pauper and the King	A tapestry of a pauper, a king, and a cow. The pauper sits on a pile of mud, the king sits on a throne. Stitched into the tapestry are these words: "The pauper has it. The King needs it. Devour it and you'll perish. What am I?" Should the adventurers say: "Nothing," the tapestry will fall to the ground, revealing a secret compartment about ten feet off of the floor.
57-58	The Bellowing Forge	A bright, furious forge spits fire and growls with crackling heat. A message is cut from the hot metal and fire illuminates the words: "I am black when I'm born. Red when I'm alive. White when I die. What am I?" The answer is "coal" and uttering it will squelch the forges fire, revealing a passage way through furnace itself.
59-60	The Beggar and the Thieves	You find an old, wily beggar hunched by a locked door. The beggar laughs and says: 'I was headed to the Middle-Route Run and met a thief and 40 thugs. Each thug had 60 brutes. Each brute had 80 goons. Each goon had 90 hounds. How many were headed to the Middle-Route Run?' Should the adventurers answer "1" the beggar will show you to a key hidden behind a stone in the wall.
61-62	The Caves	A cavernous room with three cave mouths and a subterranean river snakes through the room, with bridges to each cave mouth. Words are etched into the floor. "Day or night, I never sleep. I always run, I never creep. I sing and speak without a voice. Take your time to make your choice." The answer to the riddle is to take "the river". The three caves each lead to a different random creature.
63-64	The Thousand Year Scroll	A skeleton in robes is hunched over a scroll, overlooking a stairway blocked by a glimmering gate, with a lock made of adamant. On the lock there are numbers 1-10 and Letters A-Z. The scrolls the skeleton was reading has these words on it: "What comes once in a minute, twice in a moment, but never in a thousand years?" The answer is the letter "M" and selecting that letter on the lock will open the gate.
65-66	Candles in the Library	A library filled with candles glitters in the dark. A door on the opposite side of the room is locked with an alter before it. The alter has a marker with the words: "Young I am tall, old I am short. What am I?" The answer is candle, and placing one lit onto the alter will open the door.
67-68	Wrinkled Riddle Master	A chamber with a door on all four walls the ceiling and the floor. A small, hunched creature in a hood sits on a stool. The creature, a knobby leathery thing with one eye open and the other eye shut says: "What am I?" And nothing more. Should the adventured answer "a question" all of the doors will open.
69-70	The Toad Door	A giant toad's head blocks the way through to the next chamber. The mouth is open and its long, tongue paves the way to a green door like a pathway. On the door are the words: "I twinkle yet I am no star. I blink but never with my eyes." The answer is a "firefly" and speaking it will open the green door.
71-72	The Maze Map	There is a maze before the adventurers with a warning carved in the stones above the entrance. "Woods without trees, mountains without stones, oceans without water, cities without houses. What am I?" The answer is a "map" and uttering it aloud will open a compartment with a map of the maze.
73-74	The Hound	A ten foot hound chained in the center of the floor barks and growls at you. Bones are scattered about. A chest of treasure rests between the hound's feet. Suddenly the hound speaks in a gravelly, throaty snarl. "What animal keeps the best time?" Should the adventurers answer "watchdog" the hound will laugh and become friendly, nudging the treasure forward with its nose.

75~76	This Reflection	A bed chamber in disarray, the bed shredded, the chest of drawers splintered and a vanity mirror the size of a tower field is cracked down the middle. When anyone approaches, their reflections will stare back at them intently. The closes PC's reflection says: "What is deaf, dumb, blind, and mute, but always tells the truth?" The answer is "a mirror" and uttering it correctly will prevent the doppelgangers in the mirror from bounding out to attack.
77~78	The Laughing Dead	A Catacomb is lined with skeletons of the long dead, bound in burial wrappings. On the far end of the chamber, a box jiggles and shakes. A voice moans inside and says: "Listen. Answer. Answer or join us." Then the voice in the box says: "How...do you get a skeleton to laugh?" A pause. "Three tries. Or everyone one dies." The answer is "tickle its funny bone." The skeletons will all laugh if answered correctly, then go silent forever.
79~80	The Fungal Door	A magically sealed door overgrown with lichen stands before you. On the stone arch above, carved words read: "This is the room you cannot enter." If the word "mushroom" is uttered, the door will open.
81~82	The Goblin Mouth	A door in the shape of a grotesque goblin mouth is locked by iron teeth. It says the phrase: "I sometimes slip, even though I'm held. If you're smart, you'll use me well. What am I?" If anything other than "tongue" is answered a noxious gas emits from the mouth, otherwise the door opens, unfurling a long carpeted tongue.
83~84	The Heavy Rock	A large boulder sits in the middle of the room with no doors. The rock cannot be moved by any means. Carved into the rock are the words: "Forwards I'm heavy, backwards I'm not." The answer is "a ton," and when spoken, a hidden hatch in the floor opens up leading downward.
85~86	Copper Statues	Three copper statues stand in a room with no doors. One statue is a copper singe viper, one statue is a copper ramgore, and one statue is a copper gator. The words "It has a copper head and it has a copper tail, but it has no body" are inscribed on the floor. The answer is "a copper coin" but each time a wrong guess is uttered one of the statues comes to life.
87~88	The Clam	The door slams shut behind you as you enter a chamber with ankle-high, murky saltwater. In the center of the room is an ancient clam that utters: "You keep me when you do not need me, and throw me out when you do." With a wrong guess the water begins to rise to the ceiling as the clam repeats the question over and over. Answer: An anchor.
89~90	The Comedian	A cackling skeleton in front of a sealed door acts like it's doing a stand-up routine, but it never gets to the punchline. "Wait, wait, wait--Have you heard this one? What do you call a boggle crossed with a bull? HAHA!" Answer: A mini-taur!
91~92	The Weeping Ghost	You find what looks to be an old kitchen, with dishes and food strewn about. A knife sticks in a cutting board and next to it a plump ghost gorges himself on food while crying: "You cut me with a knife and still you weep at my death! What am I? What am I?" The answer is "an onion." But if guessed wrong, the ghost shouts "NO!" and becomes violent.
93~94	Ghost in the Dark	You walk into a completely dark room, where all light is magically snuffed away. A ghostly whisper says: "All night long, I cry and cry. But if you do not kill me, I will surely die." If "candle" is not guessed, a bloodcurdling scream causes 1d10 Dread to everyone in the room.
95~96	The All-Mighty Dragon	The door to the next room is actually a snarling dragon head that growls: "Don't you know what I am? I am the beginning of eternity! I am the end of space and time!" If "the letter E" is not guessed, the dragon breathes fire in a straight line in any direction.
97~98	The Haunted Workshop	A workshop with piles of lumber, saws, nails, sanding paper, traps the adventurers the moment they enter. Suddenly hammers and nails rise into the air and the saws begin to buzz. Tools violently toil, uncaring of the adventurers who may be in the way. A piece of parchment lays undisturbed on a workbench. The paper reads: "I'm a kind of wood that's never straight, never crooked, and holds no weight. What kind of wood am I?" The answer is "sawdust" and uttering it will deaden the haunted workshop.
99~100	The Dawn Door	A room is empty but for a giant, impassible door with a giant grinning sun painted onto it. Beneath the sun's wide grin are these words: "Never have I been, but always shall I be. We haven't met, yet you're expecting me. What am I?" Should the adventurers answer: "Tomorrow" the doors will swing open.

RANDOM NPC TABLE

(ROLL A D100 FIVE TIMES)

d100	First Name	Last Name	Species	Profession	Detail
1	Grunkston	Wurlwort	Boggart	Blacksmith	with a limp
2	Chuster	Ganderly	Boggart	Rat Catcher	with a one cloudy blind eye
3	Faldo	Sambree	Boggart	Herder	with a stutter
4	Sharkey	Tenderfeef	Boggart	Hunter	with a clubbed foot
5	Sven	Wrynych	Boggart	Farmer	with a handsome hair do
6	Nandy	Starward	Boggart	Demolitionist	with an eye patch
7	Pand	Cheel	Boggart	Dungeoneer	with a cruel smile
8	Shelly	Andur	Boggart	Underling	with a bad temper
9	Nance	Knorf	Boggart	Mercenary	with a gentle temperment
10	Zeek	Ribaldo	Boggart	Night Watchman	with a lisp and a secret
11	Pinder	Krug	Boggart	Brewer	with whistling front teeth
12	Brianth	Hrumfwiddle	Boggart	Noodle Puller	with shifty eyes
13	Shandy	Deek	Boggart	Strongarm	with a beaming smile like they've got it figured out
14	Braelin	Strongbottle	Boggart	Bard	with pieced nose
15	Glista	Shrempp	Boggle	Miller	with a golden tooth
16	Ophelia	Zoowurther	Boggle	Miner	with an arresting gaze
17	Sheanine	Nok	Boggle	Excovator	with a sooty pipe
18	Gorl	Tak	Boggle	Claims Adjuster	with a hat made of feathers
19	Flora	Sharkey	Boggle	Money Changer	with a bird skeleton on their shoulder
20	Hooch	Donahee	Wug	Messenger	with a clubbed hand
21	Fram	Dundamor	Wug	Poet	with a hook
22	Peztamere	Fezdun	Wug	Sellsword	with a peg leg
23	Relf	Primwinkle	Wug	Master Carpenter	in a wheelchair
24	Twee	Parnwarsh	Wug	Shop Keeper	with a pair of crutches
25	Oggie	Muldorf	Kobold	Tooth Sharpener	wearing a suit of rusty platemail
26	Elza	Postlewain	Kobold	Apprentice Weaponsmith	in shining armor
27	Captain	Gangroo	Kobold	Journeyman Rope-maker	with a barrel of explosives on their back
28	Isadora	Nothwin	Kobold	Tunneling Foreman	chewing on a chicken bone
29	Gale	Burglemut	Kobold	Deathtrap Artist	eating a haunch of weorg meat
30	Armington	Borgle	Spithra	Scribe	that can't stop blinking
31	Icabod	Cragmanch	Spithra	Marsh Warden	that's sweating profusely
32	Nester	Twoo	Spithra	Guardener	that chuckles incecantly
33	Rosaline	Chunch	Troll	Tailor	that's very good looking
34	Brum	Prunksly	Troll	Tinker	sucking on a lolipop

35	Braggly	Keen	Troll	River Watch Inspector	snacking on a roasted bat
36	Quorg	Snout	Troll	River Watch Guard	with an honest-to-goodness lizard tail
37	Busky	Notch	Troll	Insect Collector	on stilts
38	Dook	Roon	Welkin	Antique Dealer	covered in soot
39	Mov	Lundy	Welkin	Frontier Guide	covered in slime
40	Blanch	Plasterpot	Welkin	Cooper	drinking a mug of rascal cider
41	Olly	Canticle	Welkin	Cobbler	with wrists clapped in irons
42	Dancy	Torchwith	Welkin	Shoe Shine	with shackles around their ankles
43	Two-Top	Ironshod	Bogril	Chimney Sweep	holding a sword twice their size
44	Nanwich	Chants	Bogril	Carnival Busker	with the hiccups
45	Skeez	Lugworm	Bogril	Actor	with a terribly, snotty cold
46	Jusper	Broff	Bogril	Puppeteer	covered in spiderwebs
47	Dwin	Hoop	Bogril	Singer-Songwriter	covered in paint
48	Urchly	Murggle	Bogril	Mime	with a bag filled with boggles
49	Winona	Spittertooth	Bogril	Mason	with a disarming smile
50	Murine	Ish	Bogril	Alchemist	that smells just terrible
51	Olive	Lobrod	Bogril	Apothecary	who looks strikingly like a fish
52	Gwedy	Stringlewake	Bogril	Librarian	with a ruddy, leathery face
53	Pendy	Bandershoosh	Gnome	Soothsayer	who is missing all of their teeth
54	Miriam	Frunch	Gnome	Wtich	with wooden teeth
55	Humdy	Preel	Gnome	Hex-breaker	in a featureless mask made of mirrors
56	Dar	Tucket	Gnome	Witch Hunter	on crutches with a broken foot
57	Emor	Dumdy	Gnome	Magician	wearing bronze-colored mechanical wings
58	Reming	Widdlefiddle	Human	Cook	followed by an ordinary white duck
59	Carl	Jeepers	Human	Chef	with a dog at their side
60	Linell	Lampwright	Human	Gambler	wearing a blindfold
61	Noggle	Sheeb	Human	Thief	with clothes two sizes too big
62	Beeple	Nardly	Human	Pickpocket	pulling a cart filled with old books
63	Ganz	Gandalee	Human	Curse-smith	pulling a cart filled with delicious fruit
64	Hooper	Tronks	Human	Curse-breaker	pulling a cart filled old swords
65	Selo	Plyx	Human	Toy Maker	pulling a cart with fresh bread
66	Wilbur	Gleckles	Human	Cartographer	fiddling with a deck of cards
67	Pepper	Tandy	Human	Medicine Maker	jingling a bag of solid gold coins
68	Hankle	Grunkles	Goblin	Jeweler	scarfing down a bowl of Nork's Noodles
69	Vinny	Chumps	Goblin	Stonesplitter	tying to light a lantern
70	Flower	Zwitch	Goblin	Sailor	with a crooked nose
71	Shundra	Cheevel	Goblin	Soldier	with tatooes all over their face and arms

72	Ragtack	Squeege	Goblin	Accountant	holding a sprite in a tiny wooden cage
73	Nashur	Spamwidge	Goblin	Merchant	polishing a rapier
74	Harriet	Dundood	Goblin	Jester	carrying a armfull of wanted posters
75	Kang	Fruthers	Goblin	Thug	who looks to be delivering a parcel
76	Oobs	Ooble	Goblin	Rapscallion	who clearly doesn't take kindly to strangers
77	Reegle	Murmuss	Goblin	Scallywag	who hasn't got all day
78	Yulina	Proodle	Dweorg	Hooligan	who never takes no for an answer
79	Bean	Grumperdink	Dweorg	Bandit	who can't believe his eyes
80	Vasonja	Skeelz	Dweorg	Brigand	who just doesn't give a hoot
81	Loretta	Rotunda	Dweorg	Gangster	who is clearly blind
82	Salty	Mundoople	Dweorg	Clockwork Engineer	who isn't from around here
83	Cryx	Rathbonnet	Dweorg	Lore Master	who looks promisingly trustworthy
84	Ernest	Snagtooth	Quortle	Wildreness Tracker	with a pair of brass knuckles
85	Vera	Pinnersnout	Quortle	Scholar	who is certain they know you
86	Val	Flabbershucks	Quortle	Sword Instructor	who is no fan of the River Watch
87	Sal	Lodbroom	Quortle	Tower Guard	who has seen it all before
88	Tully	Dipperswell	Quortle	Silversmith	who knows their way around a dungeon
89	Cord	the Obsequious	Shrym	Baker	strapped with a sign that reads: "Shame on me!"
90	Thrang	the Gentle	Shrym	Butcher	with the most beautiful whistle you've ever heard
91	Halafox	the Brave	Shrym	Lizard Catcher	with hands as big as anvils
92	Needle	the Cunning	Shrym	Weaponsmith	wearing a stack a a dozen different hats
93	Skuff	the Huge	Shrym	Armorsmith	with gems instead of teeth
94	Owd	the Truthful	Shrym	Leathersmith	with a third, blinking eye on their forehead
95	Martha	the Untruthful	Shrym	Fletcher	with an additional clockwork arm
96	Worm	the Cowardly	Shrym	Falconer	holding paper and pen as if you were to sign something
97	Theol	the Mighty	Shrym	Bird Catcher	eating live snails out of a wooden bowl
98	Maise	the Rich	Shrym	Beast Master	brushing their hair with a lizard skeleton
99	Sonja	the Brilliant	Imp	Construction Worker	holding a towershield riddled with arrows
100	Mindy	the Wise	Skeleton	Architect	pulling a cart with a barrel of rascal cider

CURSES

Curses are the bread and butter of witches, warlocks, and necromancers. All of these curses are permanent unless broken. And some of them are pretty devastating, even possibly leading to character death if they're not dealt with in a timely fashion. The intent is for curses to require the PCs to stop what they're doing and focus on breaking the curse. Luckily, there are a few tried and true ways to break a curse. But all of these may require an adventure or two:

- ▶ Persuading a witch
- ▶ Finding a powerful NPC gnome
- ▶ Crafting a Cursebreaker Potion with Alchemy

d100	Curses	Effect
1-2	Bones of Glass	Your bones break so easily a single blow will cause a Wound.
3-4	Iron Feet	You cannot run fast or jump.
5-6	Bray of the Beast	You have a goat head and speak only goat language.
7-8	Fibber's Collar	You cannot tell a lie
9-10	Honest Folk's Folly	You cannot tell the truth
11-12	Gold to Dust	Money that you don't spend disappears turns to dust at the end of the day.
13-14	Hunchback	Your Charm and Inspire are reduced by -1
15-16	Blood of Blades	Your blood is acid
17-18	Rat	You turn into a talking rat
19-20	Mushrum	You are slowly turning into a fungal creature. In 3 sessions, you will be a mushrum
21-22	Lycanthropy	You become a werewolf
23-24	Boiling Spittle	Your saliva is boiling hot. When you talk there is a 25% chance you will burn someone.
25-26	Cowardice	You fear the dark, and have -3 Courage
27-28	Burning Dawn	Your skin burns in the sunlight.
29-30	Wretched Stink	You smell awful and all social Checks are made with Disadvantage
31-32	Translucence	Your skin is translucent. Your Charm and Inspire are reduced by -1
33-34	Polymorph	You turn into a random species
35-36	Deathless	You are a ghost. You cannot physically interact with objects or people.
37-38	Vegetable	You turn into a talking turnip
39-40	Bad Luck	You can't roll with Advantage or use Quest Points to increase a Check.
41-42	Butter Fingers	You always drop things at the worst moments, and can't catch anything thrown to you.
43-44	Warrior's Curse	You may only use cursed weaponry.
45-46	Petrified	You are slowly turning into stone. In 3 sessions, you will become a stone golem
47-48	Witch's Thrall	You must complete a quest of the witch who cursed you.

49-50	Fool of the Court	You are laughably clumsy. All rolls have a Twist.
51-52	Coal Heart	You are humorless, uninspiring, and -1 Vim.
53-54	Bottomless Gut	You require 2 food rations per day to live.
55-56	Dark Heart	There is malice in your heart. You are corrupted and verging on evil.
57-58	Worm Host	A demonic worm will burst from your body in 3 sessions causing local havoc.
59-60	Misery of Muck	You are muckman and in 3 session you will melt into sludge.
61-62	Mold Sickness	You cannot be healed except with rest. Everyone you meet must make a 6+ Vitality Check or be infected.
63-64	Lead Fingers	Your hands are fixed and your fingers cannot grasp objects.
65-66	Scent of Prey	You smell delicious to predatory beasts.
67-68	Dreadful	You refuse to harm evil creatures.
69-70	Brain Warp	Your Vigor and Knowhow (and all associated Skills) are swapped.
71-71	Woe of the Woods	You are transforming into a tree and in 3 sessions you will set roots forever where you stand.
73-73	Priceless	You are believed to be worth a fortune to bandits.
75-76	Golden Head	Your head is made of pure gold.
77-78	Scales and Fangs	You transform into a snake.
79-80	Mutation	You mutate into a creature based on the last animal you touched.
81-82	Sleepless	You cannot sleep. After 9 days, you fall asleep forever.
83-84	Fish Gills	If you don't breathe water for an hour each day, you lose all your Quest Points.
85-86	Frail	You can carry only 1/3 of your inventory capacity.
87-88	Decrepify	You age 3d10 years.
89-90	Magnetism	You are magnetic. Metals are drawn to you and you are drawn to them.
91-92	Young Again	You turn into an eleven year old child.
93-94	Deathly Grip	You cannot let go of the last thing you touched.
95-96	Jingle	Every move you make there's a jingling sound. It's impossible to Sneak.
97-98	Decomposing	You are rotting to pieces. In 3 sessions you will be a skeleton.
99-100	Gaze of the Gloom King	At the stroke of midnight you will become a Lich, a sorcerer thrall of the Gloom King, and a primary villain of this campaign.

RANDOM MAGIC ITEM TABLE

d100	Item	Ability	Lore
1	Acorn of Clairvoyance	Plant this unassuming acorn somewhere to monitor the location from afar	<i>This brownie enchanted acorn, once planted, will immediately grow to full size and act like a natural surveillance tool.</i>
2	Angry Manacles	If the wearer of these manacles tries to escape, the cuffs get angry and bite for 1d8 Dread	<i>Angry manacles were saved for only the most notorious criminals in the dank dungeons of Old Munch</i>
3	Astrolabe of Larbie's Make	Triangulate your location accurately without any access to maps, landmarks, or stars.	<i>Made by the hands of the famed gnome inventor, Larbie Flabisham, this astrolabe aids wayward travelers who are lost and have no sight of the stars.</i>
4	Bag of Lightning	This bag is, against all logic and reason, filled with lightning. Careful!	<i>The kobold hex-thief, Snarlyx Shyx, thought he could capture the power of storm. And though he did capture it, he did not survive to loose it upon his gnome enemies.</i>
5	Bag of Marbles	These toys will always trip up an assailant giving chase.	<i>Brightly colored marbles in a simple cloth sack, the marbles were enchanted by a boggle magician with far too much time on her hands.</i>
6	Baleful Obo of Crypts	If played where the dead are at rest, this obo will wake and anger the spirits around it.	<i>Waking the dead is a gloomy business and should not be attempted unless supervised by a necromancer or adept of death magic.</i>
7	Balm of Fury	Rub this on your hands to get two attacks per round in a combat	<i>Though this balm stinks to high heaven fish and frog farts, it sure whips up a anyone who uses it into a mighty fury.</i>
8	Barding of the Ember	This barding gives all party members +1 Courage in combat, and the mount's rider deals +1 Dread.	<i>This horse armor, forged of starfell metal, is extraordinary among Knights-Errant of the Order of the Ember, and was likely passed down through generations.</i>
9	Barding of the Messenger	This barding makes a mount move more swiftly, doubling their speed.	<i>The fate of the old kingdoms sometimes fell into the laps of heralds who had to swiftly relay messages across the Land of Eem</i>
10	Bearskin of Trivia	Once per session, Roll+Lore to make up a piece of trivia about an animal or monster.	<i>This bearskin cloak was worn by the great gnome L. Dorothy Tanno, who traveled all of Eem and had conversations with all of its creatures. Tanno was credited as a source for P. Gandy Gandermun's Encyclopedia of Eem.</i>
11	Bellows of Separation	A gust from these bellows unbinds things that are connected	<i>The kobold warlock Mandible Shankwhif needed a quick way to separate the subjects of his experiments gone wrong...</i>
12	Black Ink of the Ancient Queen	If used as ink in a book, this residue will remember any one time use ability to use a second time in an adventure.	<i>Books don't forget and neither does this magical ink. Extracted from the belly of a kraken and marked by the will of an ancient queen who wanted her tales to be remembered for all time.</i>
13	Bludgeoning Bagpipes	Knock an enemy (1 per charge) off its feet with a blustery cacophony.	<i>Bogril music isn't subtle and nor are their bagpipes. These are particularly bold, in that they were hexed by a witch who had enough of them.</i>
14	Bogril Glowing Cheese	Eat this cheese to gain +2 to a skill for a day	<i>Not all cheese is created equal. This bogril made cheese is absolutely the best.</i>
15	Bolas of Persuasion	A target wrapped up in these bolas can be commanded to surrender	<i>These finely woven, leather bolas were enchanted by the Witches of the Cloven Steppe and originally meant as a gift to the first Commandant of the Riverwatch.</i>

d100	Item	Ability	Lore
16	Brigand's Ball and Chain	This weapon increases your Class damage die by one step (d6 to d8, etc) up to a max of d12	<i>Once an instrument to shackle the worst of bandits, his heavy, iron ball and chain was repurposed as a weapon by Mauvra the Smasher, Brigand and Warlady of the River Country.</i>
17	Brooch of the Sailing Star	Grants +1 Inspire to a Bard or Knight-Errant.	<i>This valuable, rare golden brooch was worn by the Knights of Epoli, gifted to them upon returning from war or daring adventures by the nobility of their golden city.</i>
18	Buckle of the Road	Rub this buckle to conjure a pony for one hour.	<i>For the adventurer who sometimes needs a steed, but doesn't want to worry about stabling, feeding, or hoping your horse doesn't get stolen by bandits while you dungeon delve.</i>
19	Buckler of the Goblin's Grin	This garishly painted buckler laughs audibly when an attack misses you, giving a -1 penalty to the enemy's next attack against you.	<i>It was quite disconcerting to be on the side of the bugbears during the War of the Willows, as maniacal laughter rang through the air, and the Goblin's Grin Battalion swept in from south in a pincer maneuver.</i>
20	Burbling Mirror of Useless Knowledge	All Ingenuity, Lore, Wilderness, and Realm checks cycle between +1 and -1 between uses.	<i>The entity living in the reflection of this mirror knows a whole lot about nothing. For what purpose? None can truly say. But there is something to be said for vengeful wizards with a sense of humor.</i>
21	Canned Skrokwing	Open up the can to release a Skrokwing	<i>How did we fit a giant thunderbird into a small little can? Well, that's our little secret.</i>
22	Carrot of Pain	+1 Attack. +2 Dread. Once per combat, cause an adversary to lose 1 Courage each round.	<i>Grown in the rib cage of a giant, the carrot of pain adopted all of the vile, wickedness the giant collected in his belly and sprouted from the earth with a rind as red as blood.</i>
23	Cavalry's Saddlebags	Requires a mount. Inventory +10, and the saddlebags can magically hold objects as long as a polearm	<i>It is a great convenience to store massive polearms and greatswords in a simple saddlebag on the long march to war.</i>
24	Chainmail of Darkness	In darkness, the wearer of this armor becomes almost impossible to see.	<i>The Witch-Son Torax Zenethir used this armor to usurp the throne of the Cloven Tongue, and his reign was known as the Invisible Dominion.</i>
25	Chime of the Old Fog	This innocuous chime will not ring in the wind, but if rung by a person will issue from it a small cloud of Gloom.	<i>Legend tells of a Thaumatat called Zhadazar, a grim and terrible miracle maker and servant to the Gloom King. This Zhadazar is a maker of cursed things, and one of those things is an unnatural chime whose ring and jingle summons the Gloom to its music.</i>
26	Circlet of Divination	Roll+Perception to see a possible, most likely outcome of a future event	<i>In the days of old, the wizard council of Epoli would rely on visions of the future. But the future is impossible to predict entirely, and doom has befallen those who believe everything they see.</i>
27	Clogs of Comedy	Click the heels to make everyone around you erupt in joy and laughter	<i>The comedian Hack Shmapplegap always had a backup plan in case he bombed on stage...which was quite often.</i>
28	Cloven Tongue Anklet of the Vulture	When an enemy is defeated, you gain 1d4 Courage.	<i>No one knew by what hex magic the Cloven Tongue Countess of Khet appeared to be invincible in battle.</i>
29	Cloven Tongue Helm of Concealing	This helm grants the wearer the ability to tell a completely believable lie.	<i>Few are more cunning than the Felmog knights of the Order of the Cloven tongue. Their true purpose is almost always concealed.</i>

d100	Item	Ability	Lore
30	Collar of the Warden	This armor has 1 Block	<i>This gorget is imbued with the spirits of every wearer that came before them, bolstering its power to protect and defend riches and wonders long lost to history.</i>
31	Comb of Vanity	Once you begin combing your hair with this dainty, wooden comb you will feel so beautiful you'll never be able to stop.	<i>Many a luxurious pompadour has been combed to wispy baldness by this cursed comb.</i>
32	Concertina of the Hidden Passage	Play the concertina to reveal all secret doors within earshot	<i>The warble of concertina was tuned and enchanted by a wizard with good humor who is recorded to have said: "Where there's a warble there's a way."</i>
33	Coral Saber	This saber can be activated to cast a wave of water that knocks down anyone in its path	<i>Coral Sabers are the finely crafted side-arms of the merfolk of the sunken kingdoms. They are very rare, and rarer still on land!</i>
34	Crowbar of Unlocking	This crowbar can open any non-magically locked or sealed door, chest, etc.	<i>A favorite tool of the thief Quonnet Fimp, who famously pilfered the estate of the Mad Earl of Scrunk</i>
35	Cube of the Riddlemaster	Ask the cube a riddle and it will give you an answer, but you must decide if the cube is correct	<i>Having lost 1/3 of her adventuring party to the Death Riddles of Roogmunder, Elzi the Alchemist procured this mysterious cube to aid her with solving riddles.</i>
36	Cymbals of Thunder	When activated these cymbals make a thunderous clash and knock back a target 20 ft	<i>Resonant and powerful as a thunderclap, these enchanted cymbals clap and boom with tremendous force.</i>
37	Dazzling Leather Gloves of Detection	Once per session, pick an object or creature. These ornate gloves will shine bright white when within 100 feet of them.	<i>These dazzling gloves were originally enchanted to aid a truffle farmer secure her quarry, since they've been a favorite amongst bodyguards and thieves.</i>
38	Diamond Cleaver of Yesteryore	This beautiful, glittering axe will transmogrify into coal dust and back again by its owners will.	<i>The War of the Shimmering Shar unearthed many treasures and oddities, including this ancient, deep weapon of the mysterious skash. The magic used to create this weapon is lost, but its metamorphic properties are still potent. Coal in the diamonds and diamonds back to coal.</i>
39	Disc of the Flame and Star	A Bard heals +1 Courage with this in their possession.	<i>This dinner plate sized, wall decoration tells the visual story of the Star and Flame of Epoli.</i>
40	Draconic Leash	This leash is indestructible. Roll+Wilderness: 6+: Tame an ordinary animal or a non-Elite creature equal or lower to your Level.	<i>This leash was threaded by beings of might and wonder to wrangle dragons.</i>
41	Dragoon's Greathelm of Lies	The wearer of this helm has a knack for lying. Increase Trickery by +1.	<i>A good dragoon knows that for every ounce of grit you need two ounces of guile.</i>
42	Draught of the Campfire	Drink to feel fully warmed and rested. Any penalties or negative status effects are removed.	<i>The quest can be hard on the body and mind, and this draught of liquid was developed to make a traveller as if they never left home.</i>
43	Druidic Rope	This rope will magically move and tie itself on command	<i>Crafted of living vines by the snakemen of the south, who some say are masters of earth magic.</i>
44	Drums of the tomb dwellers	These drums can lull undead back to sleep for a limited time.	<i>In the land of Ur the dead are restless. The native tomb dwellers prefer not to share their crypt-like homes and have developed a magic all their own to lull the undead to sleep.</i>

45	Dungeon Keeper's Divining Rod	Using this divining rod will greatly help you dowse for treasure, water, oil, or bones. +1 to any such Search Check.	<i>Orfong the Defiler made his first fortunes using this rod, until he accidentally dropped it down a chasm after escaping the clutches of Fangrath, the Giant Inkpot Spider.</i>
46	Dungeoneer's Expanding Trident	This pocket-sized rod expands into a trident at will. +1 Dread	<i>The official Dungeoneer Brand Trident is a mainstay for Subterranean Pits and Lairs, LLC management and is frequently awarded as a gift to managers of the year.</i>
47	Dungeoneer's Eye of the Shapeshifter	This goggle monocle can see someone's true nature if they are disguised or transmogrified	<i>This official Dungeoneer Brand monocle was developed to boost treasure horde security. No magic is too strong, no mustache too real to fool this top of the line, wonder tool!</i>
48	Dungeoneer's Gumboots	These garish and gaudy boots are slip, stick, heat, and cold resistant.	<i>Dungeoneer Brand Gumboots are a necessity for any dungeoneer to keep their footing down in the Underlands where wet, webbing, magma, or ice could send one to an early grave.</i>
49	Dungeoneer's Slingshot of Trollbane	This slingshot does 1d12 against trolls	<i>The official Dungeoneer Brand slingshot comes in many varieties, this one is design "to trounce a troll and avoid that toll!"</i>
50	Dust of Banishment	Sprinkle this on an item to make it disappear from reality	<i>A powerful dust, left from the aftermath of a lich's demise</i>
51	Dweorg Lure	Ring to lure the nearest dweorg to your location.	<i>This little bell dings in the mind of the nearest dweorg--a trinket originally made by a very lazy Underwizard, who never liked to leave his tower for material components</i>
52	Dwimmertongs	If you're scared to touch something, use these tongs. They can withstand anything!	<i>Tongs like this are favored by witches and warlocks to carefully handle cursed objects and deadly poisons</i>
53	Egg of Insight	Ask the egg a question and give it a shake. Roll+Mettle - On a 9+, a phoenix emerges from the egg, and you'll get your answer before it flies away.	<i>When the fortune tellers and prophets are at a loss, they shake a phoenix egg and hope for the best</i>
54	Elastic Snail	This rubbery mollusk can stretch, flatten, and squeeze through or around just about anything.	<i>Ordinary in every respect except one, this snail accidentally ate an enchanted flower in the garden of the famed wizard Ambrosious Isdemus IX, and can squeeze, stretch, bend, and flatten into any shape.</i>
55	Electric Marbles	When activated or tripped, these marbles explode and crackle with a field of electricity dealing 1d8 dread to anyone caught in the area.	<i>"I'll show you!" were Borgam the lightning wizard's last words at the Tri-Muck County Marble Competition 200 years ago.</i>
56	Elixir of Ettin Speech	Drink to permanently learn the Ettin tongue	<i>Ettins are ornery and impossible to reason with, that is unless you share their tongue.</i>
57	Elixir of Gliding	Drink to glide from a height as if on a hang glider	<i>Having lost her husband to the perils of an unsure foot on a steep, winding path, an enchantress made 30 bottles of this elixir to celebrate their 30 years of love and friendship.</i>
58	Elixir of Mimicry	Drink to mimic any voice or animal call that you've heard before	<i>The alchemist-thief Okese Onose used his impressive skills of potioneering to create tools to make his heist most efficient. After all, how doesn't trust the voice of a trusted friend?</i>
59	Epolian Medicine	Heal a permanent Injury	<i>Many ancient and wonderful arts have faded into history and been forgotten. The medicinal arts of Epoli are among them, but in secret places, their magic still holds firm.</i>

d100	Item	Ability	Lore
60	Expanding Whip	This normal sized whip can extend up to 30 feet at the wielder's will	<i>This whip was clearly designed to wrangle and wrap creatures that fly.</i>
61	Fedwor, Great Axe of the Octopus	+2 Dread. When your attack roll total is 8, the enemy can't counterattack	<i>This nimble weapon was once wielded by the deep lord, Elobek the Octopus, and was fourth of eight mythical weapons owned by the mighty cephalopod.</i>
62	Filo Symm, the Welkin Ghost	Once per session you can ask Filo Symm to give you an info dump on a piece of Lore.	<i>Filo Symm was a welkin academic, extremely learned in the subjects of archaeology and ancient history. However, he lacked the knowhow of real world dungeoneering, and bit the dust when he mistimed a jump over a yawning pit. He regrets never finishing his thesis on Ancient Bugbear Burial Mounds and Their Relation to Postmodern Ideations of Self Within Bugbear Society.</i>
63	Flagon of the Quest	Every morning this clay flagon is full of wine	<i>Quests are long and arduous. This ancient flagon was a gift to a weary, errant knight on the Middle-Route Run by the famous wizard, Ambrosious Isdemus Ix.</i>
64	Flaming Decanter	Pour any pure liquid into this decanter and swish to make incendiary fire oil	<i>Non-natives to the Underlands know that if there is one thing you need to survive, it's fire. This transmuting, goblin decanter assures any wayfarers will have plenty of fire-oil to cause havoc and mayhem.</i>
65	Footpad's Scarab	This figurine turns into a living scarab on command, and follows orders to steal or fetch a small item	<i>This scarab was trained by kobold toadies over the course of 11 years to steal books of magic from a gnome named L. Nerman Fuddle. Though it has never been successful.</i>
66	Frying Pan of the Fortress	Cook up fresh food (not rations) for one person that can feed up to ten people	<i>Gnomes love to cook and enjoy friendly gathering. Sometimes their magical benevolence can be repurposed, or in this case, be used to feed an army.</i>
67	Gem of True Aim	When socketed permanently into a bow, the weapon gets +1 Attack and +2 damage	<i>This gem was cut and polished by a warrior mage called only by his moniker: The Trueshot.</i>
68	Ghoulish Fanny Pack	This fanny pack rots whatever is stored in it. However, if an unmagically rotten, decayed thing is put inside, it is instead restored and the fanny pack loses its magic.	<i>Something went terribly wrong when Alabast the tinker tried to make a fanny pack of holding.</i>
69	Gizmo of the Chronomancer	Stop time in your vicinity for a limited amount of time	<i>This indescribable jumble of cogs and spinners was engineered by the mysterious Chronomancer, Leelyn Loolyn, or The Lady Without Time, a wizard obsessed with choices, consequences, and the pressures of the unstoppable nature of time.</i>
70	Gleaming Doohickey	This amorphous doohickey gleams unrelentingly; in any darkness, it shines like a star.	<i>No darkness can stamp out the light of this gnome device, originally intended as a night light, but often repurposed as crypt-fiend repellent.</i>
71	Gnomish Tuning Fork of Matrimony	Roll+Charm to try to make two creatures fall in love	<i>It may seem morally questionable to make two people fall in love, but gnomes never use this item unless to prevent catastrophe.</i>
72	Goblet of the Footman	Drinking from this goblet gives you incredible endurance	<i>During the battle of the spire at Lionen, this goblet was passed amongst the footmen of the spire to embolden them in the valiant defense of their city from the forces of Malicor the Black.</i>

d100	Item	Ability	Lore
73	Guardian Golem	This stone golem will not let anyone pass through its designated door without express permission.	<i>In the Age of Flame, any wizard worth their salt had a golem guarding their libraries</i>
74	Handcuffs of the Wraith	These phantasmal handcuffs phase in and out of corporeality based on the innocence or guilt of the prisoner.	<i>These bindings are not of the living world, but forged in the absolute darkness of the Ink Vale by the smithies of vampires who lord over the lightless kingdom at the bottom of the Canyons of Pim.</i>
75	Hard Hat of instant boggles	Knocking on this hat twice summons a boggle to do your bidding	<i>Working in the deepest dungeoneering tunnels can be a real grind.</i>
76	Harmonica of Possession	Whoever plays this harmonica is possessed by the spirit of musician Slagfoot Grumbleonion, a gruff blues musician who wants revenge on his former music partner	<i>Slagfoot Grumbleonion was betrayed by his music partner Churly Cho. The two boggarts had developed a rivalry surrounding the affections of a young singer.</i>
77	Hasted Pastry of the Tycoon	Eating this gives you a fast-talking silver tongue, great for bartering and striking deals	<i>Goblin tycoons are legendary businessfolk and practice a long, revered art of negotiation and deal making. They even bake goods for the occasion, like this hexed pastry.</i>
78	Hauberk of Mirth	This sturdy hauberk grants the wearer and every ally in a 10 foot radius an additional 5 Courage at the beginning of any combat.	<i>This brilliant, prismatic chainmail shirt was forged in the gnome city of Mirth by gnome craftsmen and magicians.</i>
79	Hollow Helm of the Iron Sun	This cursed helm causes blindness, but reduces all damage by 2 and bestows +4 Dread	<i>There are those who would sacrifice gazing upon a beautiful vista, a spectacular sunrise, the warm smile of a lover...all for prowess in combat</i>
80	Homunculus of the lost king of Ur	This creature of clay and mud will filthily and sloppily perform domestic chores poorly.	<i>Long after its master was entombed, the servant persisted, performing its daily duties for no one at all.</i>
81	Hourglass of the Wolf	Whoever flips this hourglass will turn into a werewolf once the time is up	<i>This cursed hourglass was intended as a wedding gift for Kaled Khasadar, Count of the Order of the Black Candle and Ruler of Felmog. It was discovered quickly and discarded, the guest who gave it was never heard from again.</i>
82	Immovable Longjohns	While wearing these longjohns you cannot be moved from your position by force	<i>Thousands of years ago, the lumberjacks of Mt. Hetch wore longjohns like these to withstand the powerful gales and hail storms that came of giants fighting amongst themselves in the clouds.</i>
83	Imp-Winged Boots	While wearing these hip boots, you can flutter about like an imp	<i>These stylish boots were once worn by a vampire who, due to a sickness, had lost his power of flight.</i>
84	Incense of Mind Control	Those who breathe in this incense become ensorcelled by the one who burned it	<i>Summoners are a nasty breed. Never cross one and never breathe the sweet incense permeating in their inner chambers, lest your mind be compelled to do their bidding.</i>
85	Indestructible Stilts of Striding	These invulnerable stilts require no skill to use, and will double the distance an adventurer can walk without ever tripping.	<i>When the Quagmash was even muckier and inhospitable to bipeds, the great boggart pioneer Teamond Dogwater used these stilts to cross the Icky Strait</i>
86	Irving the Intelligent Shovel	This opinionated and smug shovel always seems know exactly where to start digging.	<i>This sentient implement of digging was imbued with the smug personality of a long-deceased finder of lost things named Irving Crumweld. It is profoundly overconfident, but surprisingly effective.</i>

d100	Item	Ability	Lore
87	Ishryx Hide	This armor gives its wearer an immunity to the cold. -1 Defense	<i>This powdery white, scale mail was woven from the scales of Ishryx the Cold after being defeated by Sir Maglamore of Waed.</i>
88	Ishta, the Cat Familiar	This peculiar cat understands any language, but only speaks the common tongue. She can also identify witchcraft ingredients	<i>A former familiar of the witch Velga Diddersmoot, this cat escaped her clutches after years of poor treatment</i>
89	Magician's Armband of Nigh Invulnerability	When the runes on this armband are read, the wearer and an ally get -2 Defense for a round	<i>Magicians are not known for their martial prowess, so they employ a variety for enchanting tricks to increase their ability to protect themselves from physical harm.</i>
90	Jumping Blood	A drop of this blood on an inanimate object gives it the ability to jump up to 20 ft high at your command	<i>Sprong-vipers are known to leap and attack their prey from a great distance, and it would seem that a witch has harnessed the viper's natural abilities within a vial of blood.</i>
91	Junkmonger's Spectacles	You gain +20% Treasure Hunting.	<i>Junkmongers have an eye for treasure.</i>
92	Kilt of Telekinesis	Once per session, you can move objects up to 100 lbs with your mind.	<i>Boruz the caber toss cheat commissioned this witch-wrought, hex-kilt to win the Tri-Muck Country Log Lord competition.</i>
93	Kobold Whistle	This whistle startles kobolds and they will be all ears to your command for a limited time	<i>Exceedingly rare, a kobold whistle is carved by the magic hands of gnomes to deal with mischievous kobold toadies and witches.</i>
94	Ladder of the Rainbow Brigade	This tiny stick expands into a ladder that can reach up to 200 feet	<i>This tiny twig is a handy tool to all Rainbow Brigade soldiers, and was first used to scale the walls of Castle Rengwere to defeat the Werewolves of Nok</i>
95	Lantern of the Haunt	This lantern never burns out, even in Gloom	<i>Crafted by magicians in the days following the fall of Epoli, this lantern cannot be snuffed out.</i>
96	Lock of the Lone Warrior	Once per session, this trinket may be used to add +1 to any Vim Check.	<i>The dark braid of an unknown warrior of great merit. Sometimes memories are far more potent than magic.</i>
97	Longsword of the Jester	Once per session, a knick from this blade will make the victim laugh hysterically.	<i>Hexed by the dejected, mad, jester Mervyn Framble, this longsword forces laughter unto its enemies with every vengeful blow.</i>
98	Lozenge of Friendship	Suck this lozenge while conversing with someone, and they'll become your friend!	<i>Good breath is a polite accommodation when networking with new folk. Gnomes know this well, which is why their lozenges are so darn good.</i>
99	Lute of the Verdant Glade	This lute heals for +2, and once per session when a listener is healed they get a Quest Point	<i>This lute is strung with unicorn hairs, and its dulcet tones make one feel as if resting in a verdant glade.</i>
100	Magic Fishing Pole	Once per session, if you roll a natural 12 while fishing in a natural body of water, you find a magical item.	<i>P. Nudward Bindlebaum loved the peaceful ritual of fishing, but hated the idea of harming actual fish.</i>

RANDOM RELIC TABLE

d20	Item	Ability	Lore
1	Charismatic Libram of Instantaneous Fun	One-time Use: Read the runes in the book to completely change the tone of a situation to chaotic fun	<i>This peculiar book was written by a troupe of comedic actors who once performed for the noble court of Zam, who were particularly picky about their entertainment.</i>
2	Purple Book of Monster Tongues	When parleying with a monster that requires a Wilderness check, you may use Charm, Inspire, or Trickery instead.	<i>This comprehensive guide to the tongues of Monsters was penned by the famed monster wrangler, Kyratha Namb. She is said to have collected every "greetings" of every monster, in two purple volumes.</i>
3	Tapestry of the Griffonheart	Knight-Errants gain an additional +2 XP from this Relic	<i>The tapestry depicts a long, intricate history of Epoli and its knight-hoods. A procession of different knights from different time periods all passing through, into the city through the Griffon gates, returning to their city after having embarked grand adventures.</i>
4	Prop Comic's Grimoire	Once per session, pull out a mundane item for comedic purposes	<i>The kobold pioneer of prop comedy Rutabaga Trot was more than just a comedian. He was a wielder of magic, and copiously inscribed each of his item incantations to make the crowds howl with laughter.</i>
5	Etching of the Cott Brothers	Gazing upon this gives the party +2 permanent Courage	<i>The simple sketch is not famous for its depiction of two sturdy, axe wielding warriors, but rather its depiction of two smiles that show the love between two brothers.</i>
6	Orange Tome of the High Priestess	You gain Advantage on Religion	<i>The tome was penned by the high priestess Illia, who traveled the land of Eem searching for the secret link between all beliefs. Her book, though enigmatic, contains many cultural sacraments and legends that illuminate the origins of many faiths.</i>
7	Worn Encyclopedia of Fun Facts	With a complete set, you gain the Gnome Ability: Chronicler	<i>These rare volumes contain an astounding amount of information about the Land of Eem. Published originally by the gnome imprint, Meticulous Mirth, in the gnome city of Mirth, the Encyclopedias of Fun Facts were a popular addition to any fortunate gnome household and always a hit at fancy dress parties.</i>
8	General's Manual of the West	You gain Advantage on War Tactics	<i>A famed book of military tactics, considered perhaps the most ingenious collection of war strategies ever penned. The book is written by an unknown author, who collected the greatest tactics ever committed to a battlefield. The book is notably missing several from the section mysteriously titled: "The Enemy".</i>
9	Forbidden Text of the Unseen	Once per session, become invisible for an hour	<i>This book appears to be blank, but for a single woodcut stamp on the first page in the shape of a crescent moon.</i>
10	Predatory Hordiculture and Other Dangerous Plants	Once per session, awaken a nearby predatory plant to join a Combat.	<i>The book is mostly pictures, actually. With simple descriptions of each strange, carnivorous plant. However, one details is worth noting, the paper of the book itself is green with yellow ink. Presumably the paper is made from a special type of tree, perhaps even predatory.</i>
11	Schlemrick's Book of Useful Excuses	You gain Advantage on Making Excuses.	<i>The famed thief, Orlin Schlemrick often had a magnificent list of excuses for his knavery. So many so, that some years after his death a book of them was collected, to help upstart knaves improve themselves.</i>

12	Tolroy's slippers	You gain Advantage on Sneak.	<i>Clumsy wizards need a little help if they're going to traverse the den of an ancient dragon without waking them. Tolroy the Sneak enchanted this ordinary looking pair of slippers to aid him in stealing a book of magic from the hoard of an ancient dragon. The slippers worked like a charm, too bad he didn't invent something to prevent him from sneezing.</i>
13	Cowl of Corbishi	Once per session, transform into a formless vapor.	<i>Myla Corbishi was a powerful witch that dwelled in the Quagmash some years before the Dungeon Era. While foraging for material components one morning, she uncovered a pale flower that seemed to constantly spore. But upon closer inspection, she witnessed the flower dematerialize and rematerialize as if it were in a constant flux between material and immaterial. Fascinated, she spent a dozen years perfecting a powerful potion, that when applied to a person or object would grant the amazing ability to shift their material body into a formless vapor for a short time.</i>
14	Abner's Spectacles	You gain Advantage on Detecting Traps.	<i>The wizard Abner Twiffmoot of the Bing, yes that was his name, was a bit paranoid at the end. Having traversed a lifetime of perils and dangers, he enchanted his spectacles to perceive the slightest uncertainties that could impede him. Uncertainties that bite, like death traps and magic.</i>
15	Mad Marian's Multiple Map	3 Uses: You gain +90% Treasure Hunting on a roll.	<i>Mad Marian was a treasure hunter that lived long ago and marked his precious map with the locations of many, many treasures. Eleven wars have been waged over three centuries to possess the map. In many ways, it is more valuable than any one of the treasures it could lead you to.</i>
16	Crypt Watcher's Tome, or How to Talk With Spirits	Once per session, summon a spirit for informational purposes.	<i>The Crypt Watcher of Narn was actually a ghost themselves, a ghost who had only one motivation, which was to help other ghosts achieve their goals. The Crypt Watcher penned his powerful volumes for both the living and the dead, that they may converse directly and efficiently to get to the bottom of their woes.</i>
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18	Shandworth's Book of Machination	You gain Advantage on Engineering.	<i>The famed shrym inventor, Shandworth was one of the sputter-mechanic pioneers in the Land of Shrym. Shandworth documented many applications, instances, and engineering schematics to aid shrym upstarts with their discovery of the world of clockwork and machines. Few copies of the book remain and are highly coveted by goblin tycoons and warlords looking to apply its knowledge to industry or war.</i>
19	Pommel of the Lion	You gain Advantage on Mettle.	<i>The lion shaped pommel once belonged to a two-handed, broad sword of Lionen, the ancient sister city of Epoli, where there are legends that knights rode winged lions to battle and soared through the skies like great and terrible birds. The pommel is of a lion with both eyes closed, bearing its teeth, and is made entirely of gold.</i>
20	The Grey Glaive	The owner must reach the sea.	<i>The colorless blade is shaped like a majestic, breaching fanned fish, The Grey Glaive once belonged to an ancient undersea ruler known as the Grey King. The king sailed beneath the waves in search for a mythical beast that would grant him immortality. The king finally found the gigantic creature and was cursed with eternal unlife as a ghost of the sea. In a rage the king hunted down the great beast and hurled his glaive to slay it, but the throw missed and the glaive was lost in the impossible deep of the creature's abyssal lair. Now the Grey King searches endlessly for his glaive, for with it he can slay the great beast and be at peace.</i>

ADVERSARIES



ADVERSARY TYPES

There are three types of Adversaries: Creatures, Critters, and Creepers.

Creatures

Creatures are sentient beings that can speak with the PCs. They have clear desires and goals, and can be Parleyed with using skills such as Charm, Inspire, Trickery and Intimidate. Their entries have a black header.

Critters

Critters are animals and beasts that cannot speak with PCs (except for Gnomes who can speak with Critters).. All other PCs must use the Wilderness Skill to Wrangle Critters, if the option is available. This represents knowing how to handle, distract, or scare the critters away. Their entries have a purple header.

Creepers

Creepers are insentient bugs, pests, and vermin that are more like hazards in the Land of Eem. The best you can do is avoid them, destroy them, or suffer through them. Their entries have a green header.

ADVERSARY CLASSES

There are three creature Classes: Goon, Bruiser, and Champion. Creature Courage is calculated by rolling a number of appropriate dice equal to their Level. Or, in the case of Goons, multiply their Level by 1.

Goons

- ▶ Goons are the nameless mooks and minions. They're more easily manipulated and quicker to flee.
- ▶ Goons have 1 Courage/Level

Bruisers

- ▶ Bruisers are more stalwart foes than Goons, usually named, and harder to manipulate. In the absence of a Champion, Bruisers are the leaders of Goons.
- ▶ Bruisers have a D6 Courage/Level

Champions

- ▶ Champions are the strongest adversaries. They're the bosses, fiends, the villains, and many Class Abilities simply don't work on Champions.
- ▶ Champions have a D12 Courage/Level

TERMINOLOGY

Level

The possible Level range of the Adversary. The GM can set this at any level desired. Level also determines the PCs Treasure Hunting chance for Hoards.

Classes

The possible Class of the Adversary is listed by the first letter of each Adversary Class. G (Goon), B (Bruiser, C (Champion)

Parley

The number of times a Creature can be Parleyed with is listed, which comes in a range of 0, 1, or 2. (Disadvantage) means PCs have Disadvantage when Parleying with this Adversary.

Wrangle

Essentially Parley for Critters, but instead of social Skills, Wilderness must be used. The acting player must still say how they are trying to Wrangle a Critter, and the GM should compare this to the Critter's Weaknesses and adjudicate accordingly.

The number of times a Critter can be Wrangled is listed, which comes in a range of 0 or 1.

Keywords

The keywords below describe the size, number appearing, and cohorts of a Adversary. In the Adversary's listing, a comma indicates separate keywords, while a slash (/) indicates keywords of the same type that the GM can choose between.

SMALL: This Adversary is smaller than a human and rolls Dread with Disadvantage

LARGE: This Adversary is larger than a human and deals +1 Dread

GIANT: This Adversary is gigantic and rolls Dread with Advantage.

SOLO: Only one of this Adversary appears at a time.

GROUP: This Adversary roams in groups of 2-9 of its kind.

HORDE: This Adversary appears in large numbers of 10+

MINIONS: This Adversary has minions. Minions only have one action.

GUARDS: This Adversary has guards that must be defeated before it can be attacked.

Attack

The Attack modifier of the Adversary.

Defense

The Defense modifier and Block rating of the Adversary.

Dread

The type of weapons or attacks a Adversary has, as well their Dread die.

Actions

The total number of actions the Adversary can take per round. A regular attack is one action.

Abilities

If the Adversary has any special abilities it can perform, these will be listed. Some Abilities specify how many times they can be used by the Adversary in a round or in a combat.

Social

Guidelines on how the Creature will act towards PCs attempting to interact or parley with them, and what their likely motivations and desires are.

Weaknesses

Guidelines on the best way to wrangle and ward off the Critter if an attempt is made. Not appealing to the Critter's Weaknesses when trying to Wrangle should negatively affect any Checks to do so.

Combat

Guidelines on how the Adversary will fight during combat.

Defeat

Guidelines on how the Creature will act after it is defeated in combat.

Victory

Guidelines on how the Creature will act after it is victorious in combat.

ADVERSARY METTLE CHECKS

At some point during a combat, such as if things are looking dire for the Adversaries, or a group has lost its leader, the GM can choose to make a Mettle Check to determine if the Adversary flees or surrenders.

ADVERSARY SKILL CHECKS

Adversary Skill Checks should mostly be avoided. Instead make the PCs roll a Skill Check to resist or avoid the actions of an Adversary. Many Adversary Abilities already require this, calling for Vitality, Mettle, Might, or Nimbleness Checks on the part of the PCs.

If the situation would make more sense to have an Adversary make a Skill Check, just use their Attack modifier.

BANDITS

Bandits are common in the Mucklands. If they weren't born into harsh lives of crime and violence, many of them are washouts of the goblin industrial system, having abandoned slave wages and terrible dental plans to take the highways and pilfer their keeps from others. Usually armed to the teeth with a variety of weapons and equipment, bandits are a force to be reckoned with. It's a good thing that many of them are locked in perpetual gang rivalries.

LEVEL: 1-10 **ATTACK:** +0
CLASSES: G, B, C **DEFENSE:** +0
PARLEY: 2 **DREAD:** d6
GROUP/HORDE **ACTIONS:** 1

ABILITIES

AMBUSH

The first phase of a Conflict with bandits is Combat, followed by Parley, Action, and Run

SOCIAL

Bandits are really looking for money, items, and anything of value. They will avoid fighting if possible, but are not afraid to battle if they feel disrespected. Unless extraordinarily intimidated, they will only be satisfied if the PC's give them what they want, be it money, items, or some kind of service. If bandits have a clear advantage, but are persuaded one way or another to back off, they will likely follow the PC's in secret, looking for another optimal time to steal or strike.

COMBAT

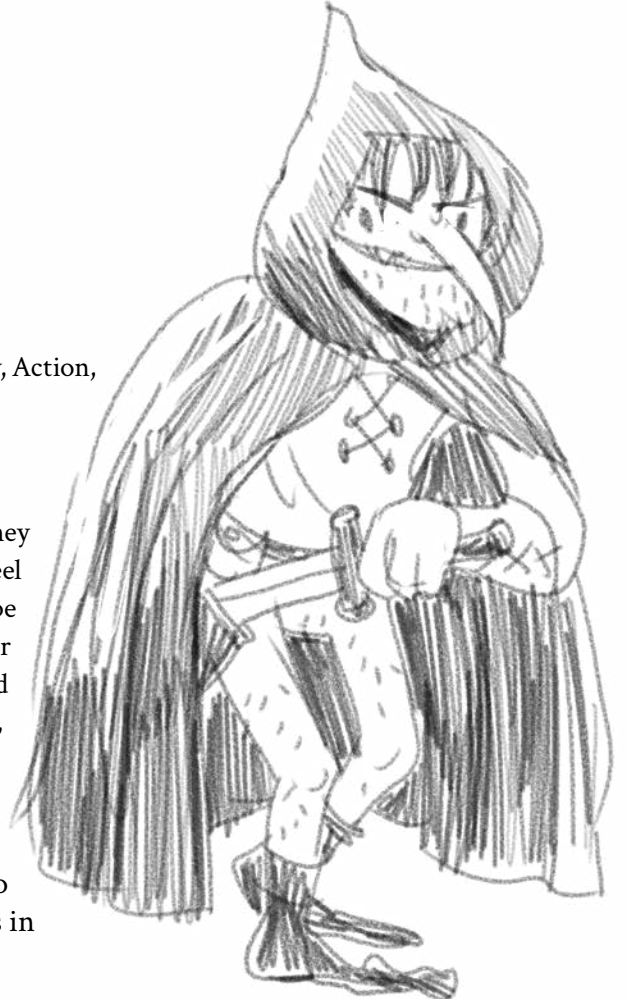
Bandits rely on ambush to get the upper hand. They often try to take out the weaker looking PCs first, while they're leader stands in the background directing the battle.

DEFEAT

Bandits will often scatter when they see that a battle is not going their way. When their leader is subdued, or when their numbers are reduced to 1/2, make a Mettle Check to determine if they flee or surrender.

VICTORY

When bandits are victorious, they take money and items. They will take anything shiny, but will often overlook things like books or unassuming artifacts, regardless of their true value. Bandits rarely have need to kill defeated enemies who surrender; instead they take them as prisoners hoping to draw ransom or servitude out of them.



BLEMMIES

Blemmies are hulking, hairy, headless humanoids, the size of a bear on its hind legs. A grotesque humanoid face--bulging eyes, bulbous nose, and toothy maw--sits squarely on its chest.

LEVEL: 1-10 **ATTACK:** +2
CLASSES: B, C **DEFENSE:** -1
PARLEY: 1 **DREAD:** d8
LARGE, SOLO **ACTIONS:** 2

ABILITIES

GRAPPLE

Blemmies attempts at grappling and wrestling have Advantage. A PC who is grappled can't act and takes 1d6 each round unless they make a Might Check.

GNASH

A miss of 1-2 against a blemmy is liable to cause some problems. On such rolls, the blemmy will gnash a stray weapon or hand that crosses paths with its maw, swallowing or damaging the weapon, or dealing 1d6 Dread.

SOCIAL

Blemmies are not very intelligent creatures, but they can still be bartered with. Unfortunately what blemmies often want is outlandish or depraved. They can easily be deceived, but woe to the adventurer who crosses a blemmy that discovers it's been duped.

COMBAT

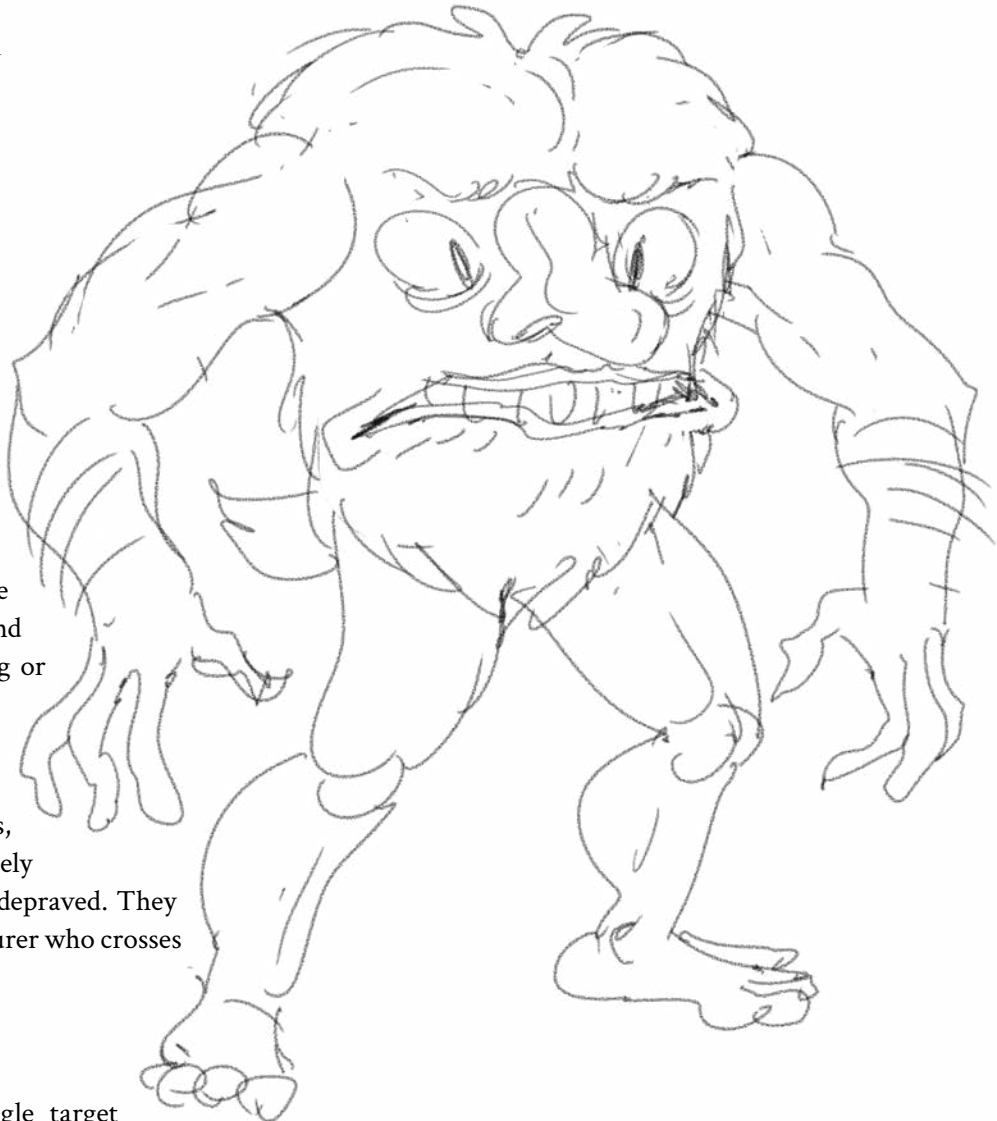
Blemmies will stubbornly focus on a single target or objective. They will never stand and fight if terribly outnumbered and the fight isn't going their way.

DEFEAT

A blemmy does not take defeat well, and will blubber and stutter almost unintelligibly. They are always looking for a way out of the situation, a way to dash away and escape. It takes an Intimidate Check to really make them comply.

VICTORY

Victorious blemmies will steal valuables and/or capture a PC that they find beautiful, and return to their secret lair.



CHROMADYTES

Chromadytes are colorful, pointy, humanoid creatures made of hard crystal that dwell in the Underlands, protecting the earth's minerals from harm. They bear no facial features except for a mouth. They form from a central rocky core that becomes their abdomen, and grow into many shapes and sizes.

LEVEL: 1-5

ATTACK: +1

CLASSES: G, B, C

DEFENSE: -1

PARLEY: 2 (Disadvantage)

DREAD: d6

SOLO/GROUP

ACTIONS: 1

ABILITIES

CRYSTALIZE

A chromadyte can turn a target into a crystalline statue. Each round, the target makes a Vitality Check to resist, and stays crystalized on a 5 or less. If a PC fails their Vitality Checks four rounds in a row, they are crystalized permanently, unable to move at all. Only a chromadyte can partially undo this effect, but the PC will be left with skin of hard crystal. This gives them +1 Defense, but -1 to Vigor and Knack.

SOCIAL

Chromadytes are a generally peaceful species, only interested in the preservation of the Underlands, specifically the many precious crystals, rocks, and gems. They are keen to accept gifts of such minerals, so they can plant them back into the earth. But anyone who tunnels, digs, and destroys the territory under a chromadyte clan's purview is bound to meet their ire.

COMBAT

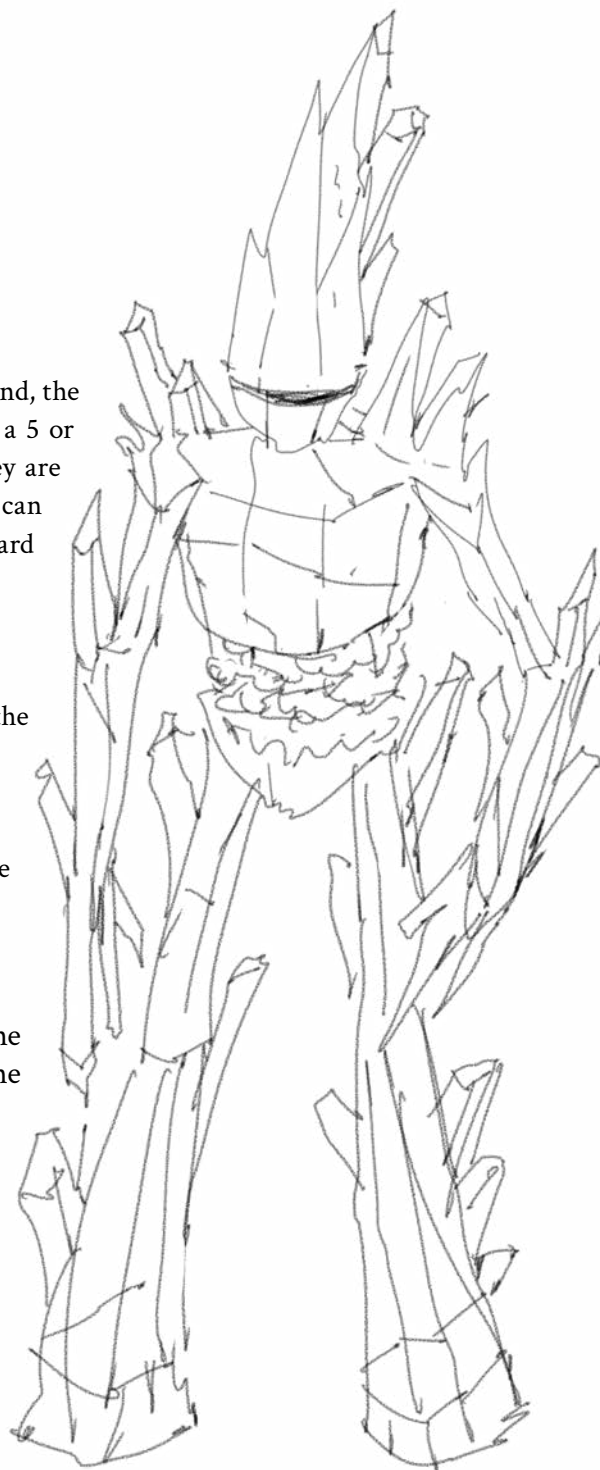
Chromadytes try to crystalize their opponents to subdue the most fearsome attackers. They then strike out with crystalline spikes that sprout from their bodies.

DEFEAT

Chromadytes who witness the defeat of one of their own will stop everything and rush to pick up the shattered pieces. If a group of chromadytes is defeated, they will begrudgingly comply with the PCs.

VICTORY

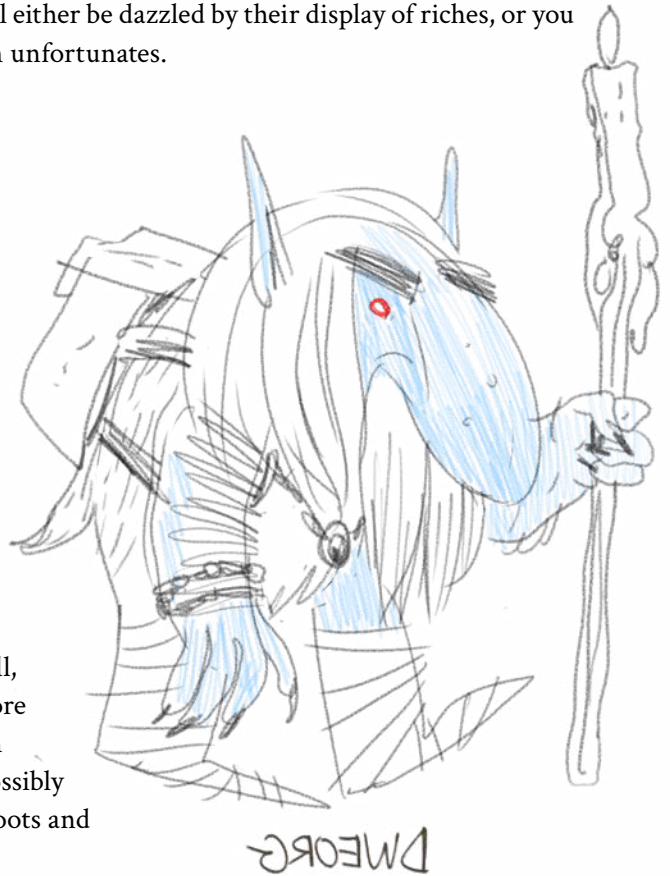
Chromadytes who are victorious in battle will crystalize their defeated foes and leave them in the Underlands to know the pain of the earth.



DWEORGS

Known for their caravans of merchants and traders, dweorgs rove the Underlands and Overlands alike, looking for deals and searching for rare creatures to add to their menageries. While some speak the common folk tongue, they communicate with each other through guttural whistles and belly-hollering, which other species have trouble translating. But little verbal interaction is needed when hostile Dweorgs are encountered. You shall either be dazzled by their display of riches, or you shall be captured and added to their bizarre collection of subterranean unfortunates.

LEVEL: 1-10 **ATTACK:** +1
CLASSES: G, B, C **DEFENSE:** -
PARLEY: 2 (Disadvantage) **DREAD:** d6
GROUP/HORDE; MINIONS **ACTIONS:** 1



ABILITIES

FIRESPLIT

Some Dweorgs wield ranged weapons called firespits, which are actually magic lizards tied to sticks that spit balls of flame. If hit, a PC takes an additional 1d4 fire damage in the next round.

SOCIAL

Dweorgs patrol the Underlands and Uplands for riches, and most of all, for creatures to add to their dark menageries. They desire nothing more than these two things. If the price is right, Dweorgs may engage in an exchange of goods with PCs, in which case any initial hostility can possibly be smoothed over. However, Dweorgs speak in guttural grunts and hoots and hollers, which imposes a penalty of -1 with any attempt to parley.

COMBAT

Dweorgs keep minions, which often include Gelatinous Goos, Giant Centipedes, Sandwolves, Weorgs, Plyxian Pile Worms, and Mushrooms, among many others. They will release these trained minions from their chains and sick them on their enemies as a first line of attack, as dweorgs with firespits will attack from range. Dweorgs armed with other weapons will defend the firespit shooters. Meanwhile, if there is a route, the dweorgs driving their carts of supplies, riches and caged beasts will leave the area.

DEFEAT

When dweorgs realize that defeat is imminent, they will attempt to retreat to their main group if that group has managed to leave the area. Otherwise, dweorgs will surrender to the victors. This happens often between dweorg tribes and is part of their culture. Almost every dweorg has been stripped of their riches and beasts and left to fend for themselves in the Underlands at least once their lives.

VICTORY

If dweorgs defeat a group of PCs, they will take their belongings and cram the PCs into cages already brimming with all manner of creature. Their intent is usually to sell their new acquisitions to some vile buyer on the Underlands black market, or at some other Uplands hub of illicit deals.

ETTINS

Enormous, long-snouted, snaggle-toothed woolly creatures, Ettins are generally not very bright, but are quite clever when it comes to puns and insults. They love make fun of each other, and they adore playing competitive games. Above all, they love toying with their prey. If peckish, they will wander complacently nibbling berries, nuts, and snuffing out wild birds with a flick of their fingers. If hungry, they will raid herds, flocks, and farmhouse grain stores.

LEVEL: 1-10 **ATTACK:** +2
CLASSES: B, C **DEFENSE:** 1 Block
PARLEY: 2 **DREAD:** d12
GIANT, SOLO/GROUP ACTIONS: 2

ABILITIES

SWEEPING BLOW

When an Ettin strikes, it damages (1d4) Close and Nearby creatures.

BOULDER TOSS

Ettins at Faraway and Distant range will often toss boulders at their targets for fun.

WAIL

If close to defeat, a solo Ettin will wail, calling for their brethren.
Roll+Attack - On a 9+, 1d4 Ettins will come to the location within 1d4 rounds.

SOCIAL

Above all else, Ettins want to eat things. But if they have one weakness, it's that they enjoy "playing" with their food. They derive great pleasure from toying, harassing, prodding, and mocking their prey. When in groups, Ettins take on a mob mentality and will egg each other on in this respect. While this makes them more threatening, it also means they are prone to fighting among themselves if appropriately tricked or confused.

COMBAT

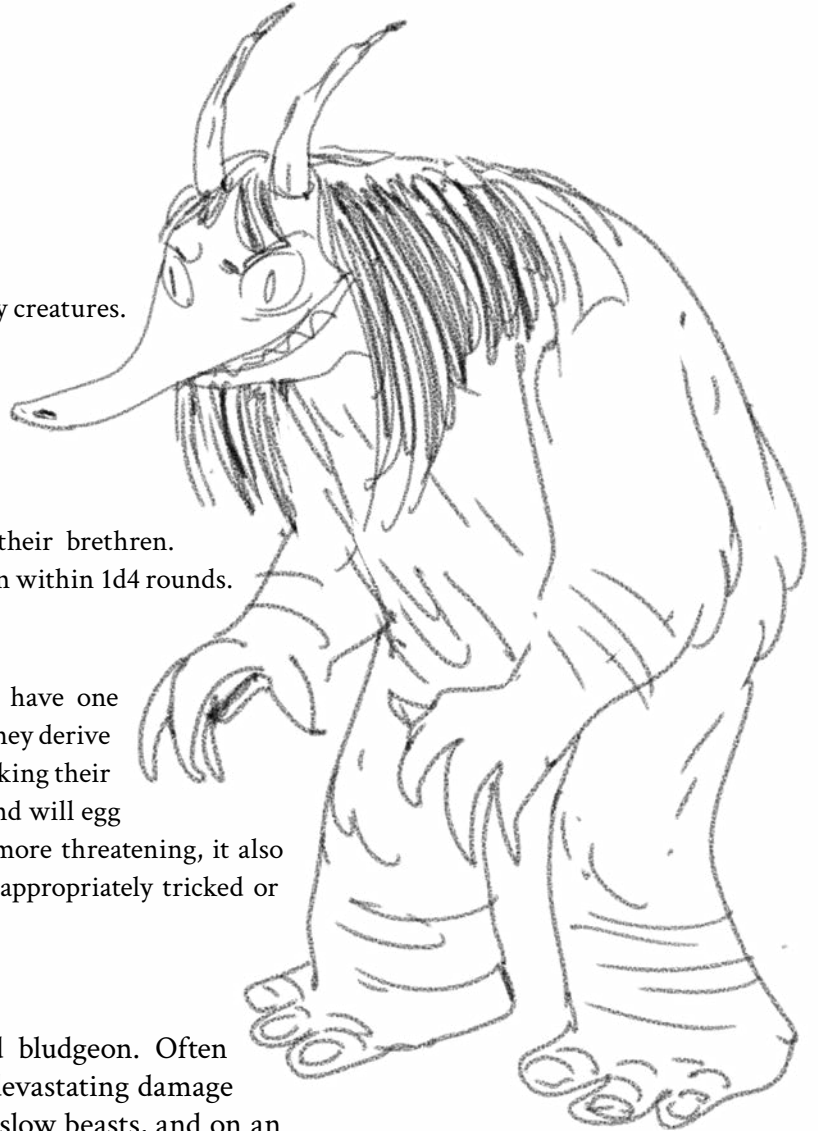
Ettins rely on their brute strength to smash and bludgeon. Often wielding tree trunks and tossing boulders, they do devastating damage to multiple targets at once. But they are lumbering, slow beasts, and on an attack result of 1-2, they accidentally hit each other or themselves when striking.

DEFEAT

When ettins are defeated they howl to high heavens and either submit to the PCs' terms, or retreat to their caves. Any ettins who heard the howl of defeat will know that the PCs are formidable foes.

VICTORY

If ettins are victorious, they stick the PCs into a gibbet made of bones. Then they often leave to acquire spices and herbs that will pair nicely with their soon-to-be feast; but a group will surely leave an ettin behind to guard their new captives.



FELMOG KNIGHTS

The mounted, black-armored Knights of Felmog are renowned for the prowess in war and combat. Belonging to three martial orders: the Iron Sun, Cloven Tongue, and the Black Candle, they live for the quest and the attainment of ancient relics. Those known as Felmog Outriders are comprised of all three orders; they put aside political tensions to operate and trade in the Mucklands.

LEVEL: 1-10

ATTACK: +2

CLASSES: B, C

DEFENSE: -2, Block 2

PARLEY: 1

DREAD: d10

SOLO/GROUP

ACTIONS: 2

ABILITIES

INTIMIDATING VISAGE

At the beginning of a Conflict, all PCs who aren't Gnomes or Knight-Errants must make a Mettle Check.

- 1-3: You run away for 1d4 rounds
- 4-6: You are -2 to all rolls for 1d4 rounds
- 7-9: You can't move for a round and are -2 to your next action
- 10-12: You are emboldened, and get +1 to your next action

MOUNTED CHARGE

When a mounted Felmog Knight charges a target from Faraway they can't be counterattacked.

GREAT CLEAVE

Felmog Knights ignore damage reduction. Once per combat, on a 9+, the Felmog Outrider scores a Critical Hit.

DUELIST

The Felmog Knight can counterattack against a 9-11 hit against them, but so can the PC.

MAGIC ITEM

Roll a magic item for the Felmog Knight

SOCIAL

Felmog Knights are willing to parley with anyone if it means getting what they desire, which is often items, treasure, and political gain. But they do not suffer insolence and foolhardy individuals who believe they hold more leverage than they actually do. If a Felmog Knight finds a negotiation or deal displeasing or laughable, they are likely to walk away or make you suffer for it.

COMBAT

Felmog Knights wield magnificent weapons, and wear sturdy armor. They first attack any Knight-Errants or anyone that displays combat prowess. When mounted they Charge and try to corral their enemies.

DEFEAT

Defeated Felmog Knights do one of two things: they acknowledge that they have been bested and agree to terms, or they make a last ditch effort to escape or betray. Either way, the PCs have likely made lifelong rivals in the process.

VICTORY

Victorious Felmog Knights are often ruthless, but they do sometimes leave their enemies to wallow in defeat. They relish the idea of creating rivals to challenge them in the future. Felmog Knights will also take prisoners, especially if they feel they can gain intel through interrogation.

GHOSTS

Ghosts are the rare, spectral shadows that remain after a person has passed on without fulfilling a goal. More than the misty, cold, and pale vapor and incorporeality, a ghost's goal defines them. The truth is, ghosts range spectacularly in species, personality, and motivations for persisting in the world of the living.

LEVEL: 1-10

ATTACK: -

CLASSES: B, C

DEFENSE: -2

PARLEY: 2

DREAD: d6

SOLO

ACTIONS: 1

ABILITIES

SPECTRAL TOUCH

A ghost's attack cannot be blocked or repelled by any sort of means, even via magic or a special ability.

ROAMING VAPOR

Only magic weapons can harm a ghost. A Ghost can pass through solid objects, including living beings without hindrance.

TELEKINESIS

Ghosts can levitate objects, send them flying through the air, and knock things over from a distance.

SOCIAL

Every ghost persists in the world for a reason. Getting to the bottom of a Ghost's reason for haunting a certain place will de-escalate any encounter with one. Possible reasons that a ghost haunts an area might be that their remains were not properly buried, they still have unfinished business in this world, or some tragedy occurred.

COMBAT

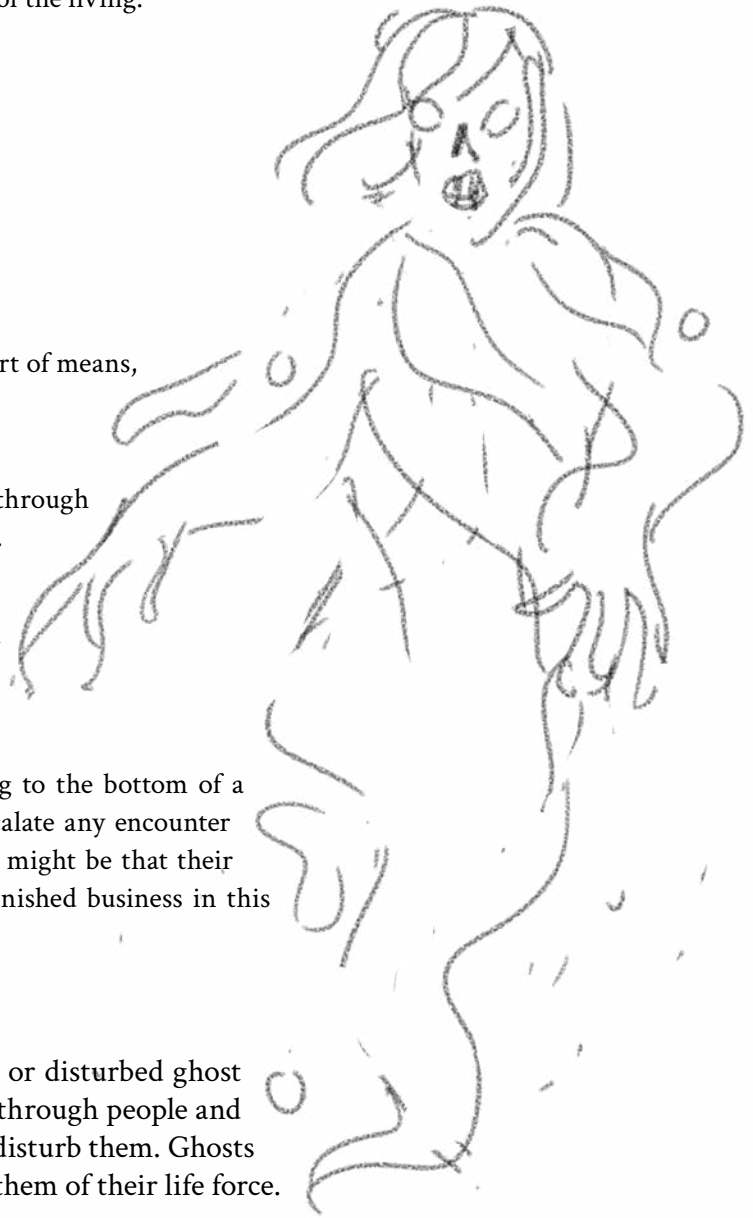
Not all ghosts are inherently violent, but a startled or disturbed ghost will lash out relentlessly. Ghosts are known to pass through people and objects to strike powerful blows against those who disturb them. Ghosts always focus on a single target in an attempt to sap them of their life force.

DEFEAT

When a ghost is defeated they will disperse into thin air, never to haunt the world again.

VICTORY

The ghost may possess and take control of a defeated PC to pursue its motivation. In this case, the player still roleplays as their character, but must now attempt to achieve the ghost's goal at all costs. The ghost can only be expelled by a witch or wizard.



GIANT INK POT SPIDERS

These ancient arachnids never stop growing as they age. The larger the inkpot spider, the more ancient the creature has grown. And in all cases, these enormous, reclusive, and temperamental creatures are known for their fierce territorialism, and absolutely detest dungeoneers and overlanders intruding on their ancient homes.

LEVEL: 5-10

ATTACK: +2

CLASSES: C

DEFENSE: 2 Block

PARLEY: 2

DREAD: d12

GIANT, SOLO

ACTIONS: 4

ABILITIES

THUNDERING LEGS

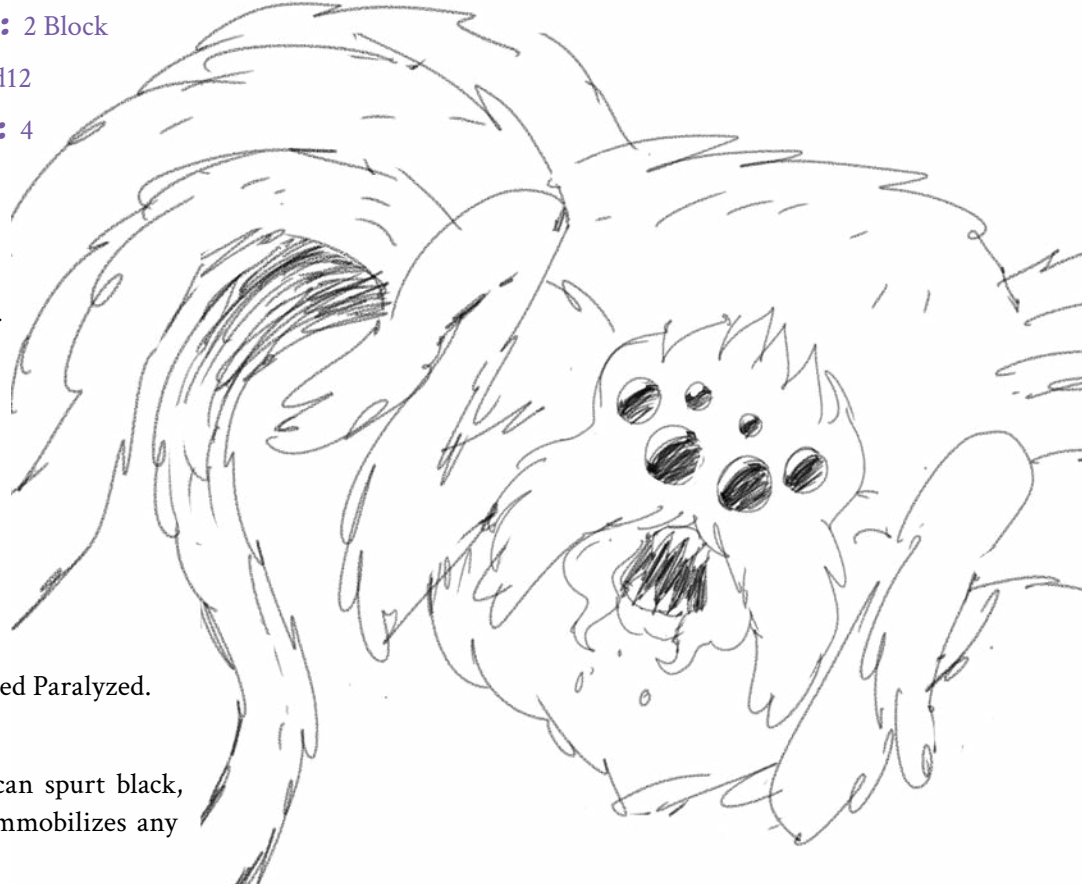
Up to three times per round, the spider can attack with its many legs. If a PC successfully counterattacks against a leg attack, they do not deal Dread; but instead the spider can't attack with that leg in the following round.

PARALYTIC BITE

Once per round, the spider can make a bite attack. On a 9+, the target is poisoned by the spider's bite and rendered Paralyzed.

WEB SPURT

Once every three rounds, the spider can spurt black, sticky web from its rear end, which immobilizes any PCs caught in the 20 foot area blast.



SOCIAL

Giant Inkpot Spiders do not take kindly to intruders and have the upper hand in their lairs. A Giant Inkpot Spider needs to be persuaded or tricked to let adventurers pass through its domain. In return for a favor, Giant Inkpot Spiders often desire a nearby dungeon operation or other meddling group to be disrupted or destroyed; or, perhaps, a rival creature to be dealt with.

COMBAT

Giant Inkpot Spiders will use their Web Spurt in the first round to immobilize their enemies. Anyone left over will be struck with Bite and Leg Attacks. Moving around in a lair requires a Nimbleness Check to avoid the surrounding web.

DEFEAT

Giant Inkpot Spiders will fight until they are reduced to 10 Courage, at which point they will attempt to retreat and recoil their impossible mass into a very tight crevice beyond the main expanse of their web structure.

VICTORY

If a Giant Inkpot Spider wins a Combat, it will wrap its victims in webbing, suspend them in its web, and feed upon them at its leisure over the course of a day.

HARPIES

Most harpies adhere to a dark and terrible practice of witchcraft and a worship of powerful sorcery that they themselves cannot recreate. Feathered and leathery, with sharp talons and the faces of hags and hunchbacks, harpies are terribly vain despite their relative hideousness. They will often anoint themselves with scented oils, make-up, and gaudy jewelry that you can hear jingling above, as they flock and swoop menacingly above.

LEVEL: 1-5 **ATTACK:** +1

CLASSES: G, B, C **DEFENSE:** -1

PARLEY: 1 **DREAD:** d6

GROUP **ACTIONS:** 2

ABILITIES

DROP

Harpies like to lift their quarry into the air high enough to drop to their doom. If a harpy scores a critical hit, they deal +2d6 Dread by dropping their target to the ground.

SWOOP ATTACK

A harpy can attack by swooping down from the air, striking, and then flying back up out of melee range. This attack can't be countered on result of 6-8.

SOCIAL

Harpies are open to making deals and are extremely vain. Offering something of value, such as reagents and ingredients for their dark rituals, or appealing to their vanity will certainly improve their disposition. Harpies also have a deathly fear of apples, the sight of one will send them into a panic.

COMBAT

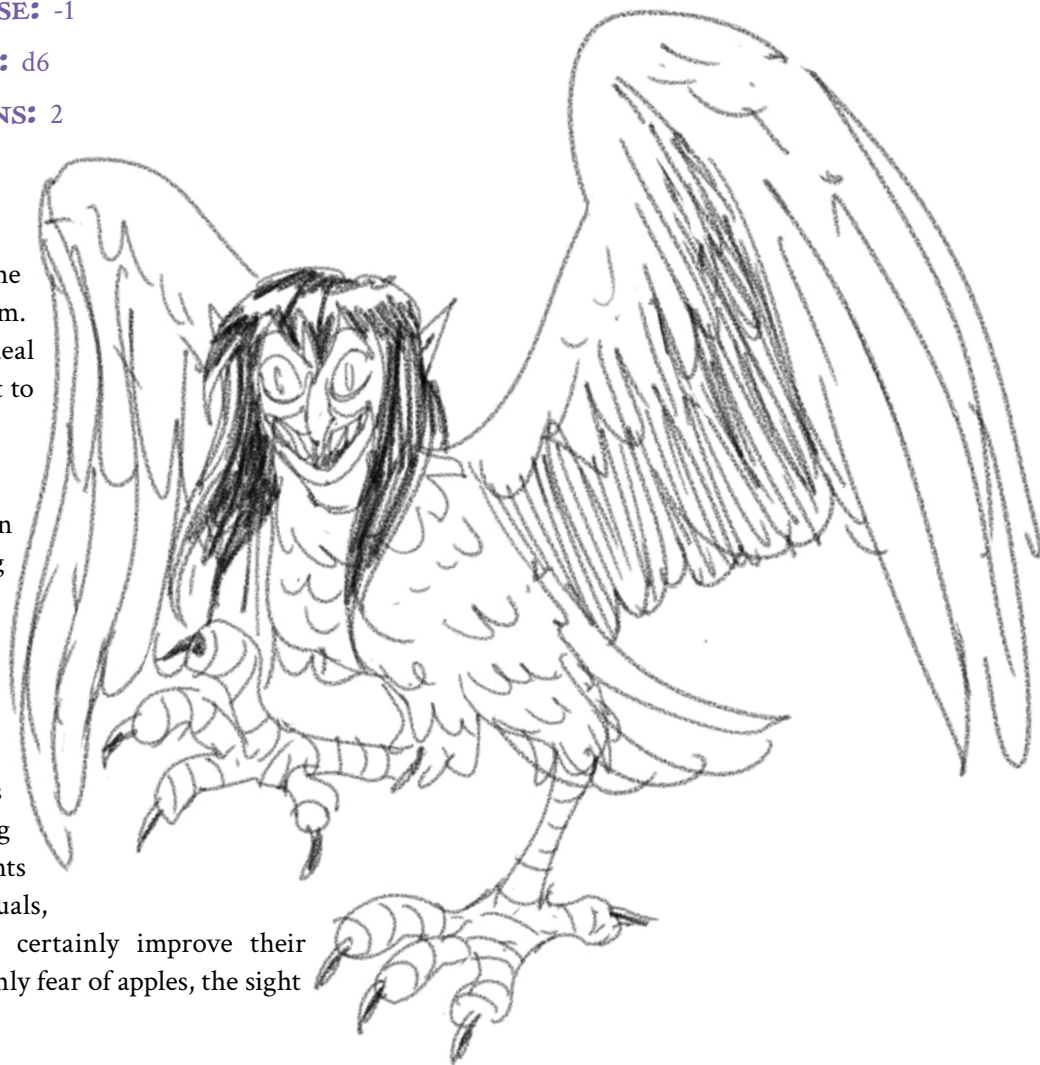
Harpies prefer to first use their Swoop Attack to attack and keep out of melee distance. In subsequent rounds they will use Clasp Talons to grab their targets and inflict extra falling damage. Harpies will also grab at weapons and items to disarm or steal.

DEFEAT

Harpies generally don't stick around to be utterly defeated. If half of their numbers are defeated, the others will try to carry the injured back. Harpies will never menace the same place twice and will flee the area if defeated or convinced.

VICTORY

If a PC is defeated by harpies, the whole group of harpies will attempt to take the PC back to their nest to be fed to the coven.



IMPS

Imps are diminutive, winged creatures who are usually bound to a master, whether to a witch, magician, or anyone else with interest in keeping magic familiars. There are many ways to obtain an imp familiar, but the most common method is through hex magic, by casting a dark dwimmer upon an unfertilized wurm's egg, and incubating it in fire for nineteen moon cycles. Imps are inherently magic creatures, and possess an array of "tricks" as they call it, to deceive their foes and get out of trouble.

LEVEL: 1-10 **ATTACK:** +0

CLASSES: G, B **DEFENSE:** -1

PARLEY: 2 **DREAD:** d4

SMALL, SOLO **ACTIONS:** 2

ABILITIES

TOOTH 'N SCRATCH

Once per combat, the imp can deal 2d6 Dread on one strike. If the imp attacks while hidden, this Dread is doubled.

DISGUISE

Imps can disguise themselves to look like something of a similar size and stature. Because their magic is unreliable, the results often vary wildly. Roll+Attack to determine how believable the disguise is.

HIDE

Imps can hide in plain sight. PCs can only spot a hidden imp on a 9+ Perception Check.

SOCIAL

All imps are servants to some master, and almost always against their will. Should an alternative to servitude seem to outweigh a potential punishment, an imp may be very agreeable. However, the mind of an imp is hard to pin down, and they are quite likely to lie and obfuscate the truth before giving their honest word.

COMBAT

Though obsequious creatures, Imps are no stranger to the rough and tumble and will bite, scratch, and claw to make point. Imps will engage in all manner of dirty fighting, tricky maneuvering and petty magic to win a duel or escape an uncertain fate.

DEFEAT

Imps will always beg for their lives. Imps are skittish, uneasy, and subservient.

VICTORY

A victorious imp will often gloat having outsmarted their opponents into a trap or precarious position. More often than not, a victory for an imp means a victory for their master. Imps will follow through on their master's plans, whatever they may be.

KOBOLDS

The natural rivals of gnomes, kobolds stand a few apples taller than their goodly counterparts, and are covered in oily, matted fur, ranging in dirty powder blue to hazelnut hues. Their eyes, like big blue fetid ponds, glow in the night, their only giveaway to wary forest guardians. Kobolds live to harass, trick, and play morbid pranks on other denizens of the wood. Using dark, forest dwimercraft, they delight in transmogrification, turning beetles into birds and snakes into bunnies, all for a fleeting, cackling laugh.

LEVEL: 1-10 **ATTACK:** +1

CLASSES: G, B, C **DEFENSE:** -1

PARLEY: 2 **DREAD:** d6

SMALL, SOLO, MINIONS **ACTIONS:** 2

ABILITIES

TRANSMOGRIFY

Every two rounds, a kobold can turn their enemies into toads or trees, or anything in between. The target of Transmogrify must make a Vitality Check to resist.

- 1-2: You are permanently transmogrified until the spell is undone by a gnome or witch.
- 3-5: You are transmogrified for 1d4 rounds
- 6-8: You feel weird, but are generally okay. You get -1 to your next action.
- 9-11: You are immune to transmogrification for the encounter

WEIRD WARP

Once per round, a Kobold can alter any natural terrain, by bending, twisting, and warping it to their desire and bidding. This can allow them to manipulate plants, or even open up holes in the ground, etc.

SOCIAL

Kobolds are tricksters at heart and may agree to things that they have no intention of honoring. Even if a roll to parley with a Kobold is successful, it does not guarantee that the kobold won't deceive the party. Often the best way to negotiate with a kobold is to appeal to their wicked sense of humor.

COMBAT

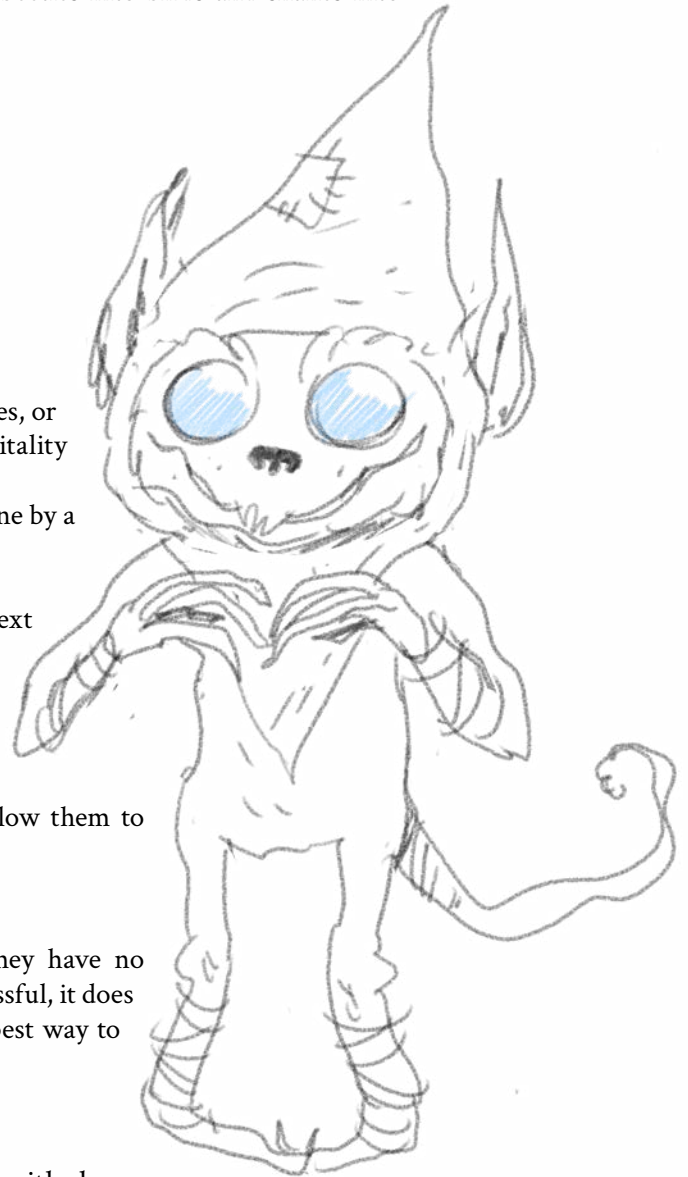
Most kobolds have no intention of outright attacking their foes with sharp, pointy things, and instead revel in outwitting and tormenting them. Kobolds will try to Transmogrify the most powerful looking PC, and then use Weird Warp to alter the terrain to their advantage: entangling PCs, striking out at them, escaping through holes, etc.

DEFEAT

If a kobold has no reason to fight to the death, they will attempt to brush off the whole conflict as if it were a big joke. They will try to smooth things over by giving the party an item or two; there's a chance such items will be cursed, however.

VICTORY

Victorious kobolds will leave their victims transmogrified, cursed, and confused, taking what they want and darting away.



LICHENOIDS

If undisturbed by the industry and arrogance of outsiders, lichenoids are peaceful creatures that aid their habitats with life-bearing growths that nourish the land. They can be found in wondrous variety, often taking shape as humanoid creatures made from living fungus, vines and branches, all woven and held together by patches of colorful lichen.

LEVEL: 1-5 **ATTACK:** +0

CLASSES: G, B, C **DEFENSE:** +0

PARLEY: 1 **DREAD:** d6

SMALL, /GROUP/HORDE **ACTIONS:** 1

ABILITIES

ENTANGLING VINES

On a 9+ attack, the lichenoid can wrap a PC in lichenous tendrils, preventing them from escaping, or making any actions with their arms or hands unless a successful Might Check is made. Entangled PCs are +2 Defense

SPORE BURST

Once every three round, a lichenoid can blast a plume of spores in all directions to Close PCs. Anyone in the blast area must make a Vitality Check

- 1-2: You are afflicted with Lichentrophy. Your Courage is halved.
- 3-5: You are stunned, and double over in a fit of coughing and wheezing.
- 6-8: You are -1 to all actions this and next round.
- 9-11: Nothing happens, and you cannot be affected by Spore Burst for the rest of the encounter



SOCIAL

Lichenoids are very protective of the natural environment, and take issue with anyone who pollutes or blights the land or its inhabitants. They dislike hunters, and of course, goblin industrialists. They often mistake explorers and adventurers for defilers, and are quick to attack. But an earnest PC could persuade lichenoids to let the party pass through without incident if they were to display genuine reverence for nature.

COMBAT

Lichenoids always spring an ambush, even when others in their number are plainly out in the open. The lichenoids will alternate Spore Bursting, so that some of the lichenoids will be able to Spore Burst each round. PCs afflicted with Lichentrophy begin to sprout lichen, moss, and fungi all over their bodies, which gives a -1 penalty to Vim. Once per day, a PC with Lichentrophy can Spore Burst. Lichentrophy can only be cured by a witch or gnome.

DEFEAT

Lichenoids retreat if they see that the battle is not going their way. They scurry and scatter back into the wilderness to hide. But a lichenoid spy will continue to follow the PCs for some time, tracking their activities and movement. If the PCs do anything to disrupt the environment, the lichenoids may return to strike again.

VICTORY

Lichenoids are content to see their enemies run away from their territories, and do not intend to kill any creature.

MANTICORES

LEVEL: 5-10

ATTACK: +2

CLASSES: C

DEFENSE: -1

PARLEY: 1

DREAD: d10

LARGE, SOLO

ACTIONS: 3

ABILITIES

SCORPION TAIL

Once per round, a manticore can attack with its poisonous scorpion tail. On a 9+, the target PC must make a Vitality Check or fall unconscious.

WING BEAT

When a manticore lifts off for flight, or maneuvers in the air, anyone Nearby must make a 9+ Might Check to keep standing. Anyone who fails is pushed back 15 feet and knocked prone, taking 1d6 Dread.

REND

Twice per round, a manticore can attack with its Claws. A successful Claws hit from a manticore attack causes bleeding Dread, which does 1 Dread every round (stacking) until the end of the Combat.

SOCIAL

Manticores are ravenous creatures and spend a great deal of time thinking about food. They take great delight in stalking and preying on rare creatures. Appealing to their taste for exotic cuisine could be a viable way of parleying with a manticore.

COMBAT

Manticores are furious combatants and once they mark a target will attack it until it is no longer a threat. If outnumbered, a Manticore will only switch targets to sting others with its Scorpion Tail, eliminating them as an immediate threat.

DEFEAT

Manticores do not take defeat well, but will begrudgingly accept terms if bested by a worthy foe. If they feel they were somehow deceived, manticores might fly away, often to some of the most remote areas in Eem. There they will dwell for a long time, often depressed and with an appetite and a grudge.

VICTORY

Manticores will likely not eat something they don't find delicious. Instead, they will hide away their enemies like captives, and wait for them to gain their strength before fighting them again like play things.

MUCKMEN

Some say that all muckmen descend from a single, mighty mountain that insulted the sky. Vengeful, the sky rained on the mountain for a thousand years, and in time, the mountain fell and came to pieces in the Quagmash, where all muckmen emerge from. But muckmen can appear anywhere there is muck, mud and debris, writhing and mouthing unintelligibly, wanting nothing more than consuming flesh within their terrible mud.

LEVEL: 1-10

ATTACK: +0

CLASSES: G, B, C

DEFENSE: -1

PARLEY: 1 (Disadvantage)

DREAD: d6

LARGE, GROUP

ACTIONS: 1

ABILITIES

MUCK CHUCK

The muckman throws a blob of mud from Faraway dealing 1d6 Dread.

ENGULF

After a melee hit on a 9+, the muckman can attempt to wrap its target and suffocate them within its muddy body. The target can try to escape by making a Might Check. Every round a PC is engulfed they take 1d6 Dread. If a PC is engulfed for 3 rounds, they lose all Courage and are Defeated.

SOCIAL

Muckmen are menacing, unintelligent predators who cannot be easily negotiated with. While it is still possible, muckmen do not operate on the same wavelength as most other creatures. Muckmen are generally on the hunt for food, territory expansion, or to consume unfortunate souls to assimilate them into their hungry hive. It's also possible to scare away a pack of muckmen with a great display of powerful magic.

COMBAT

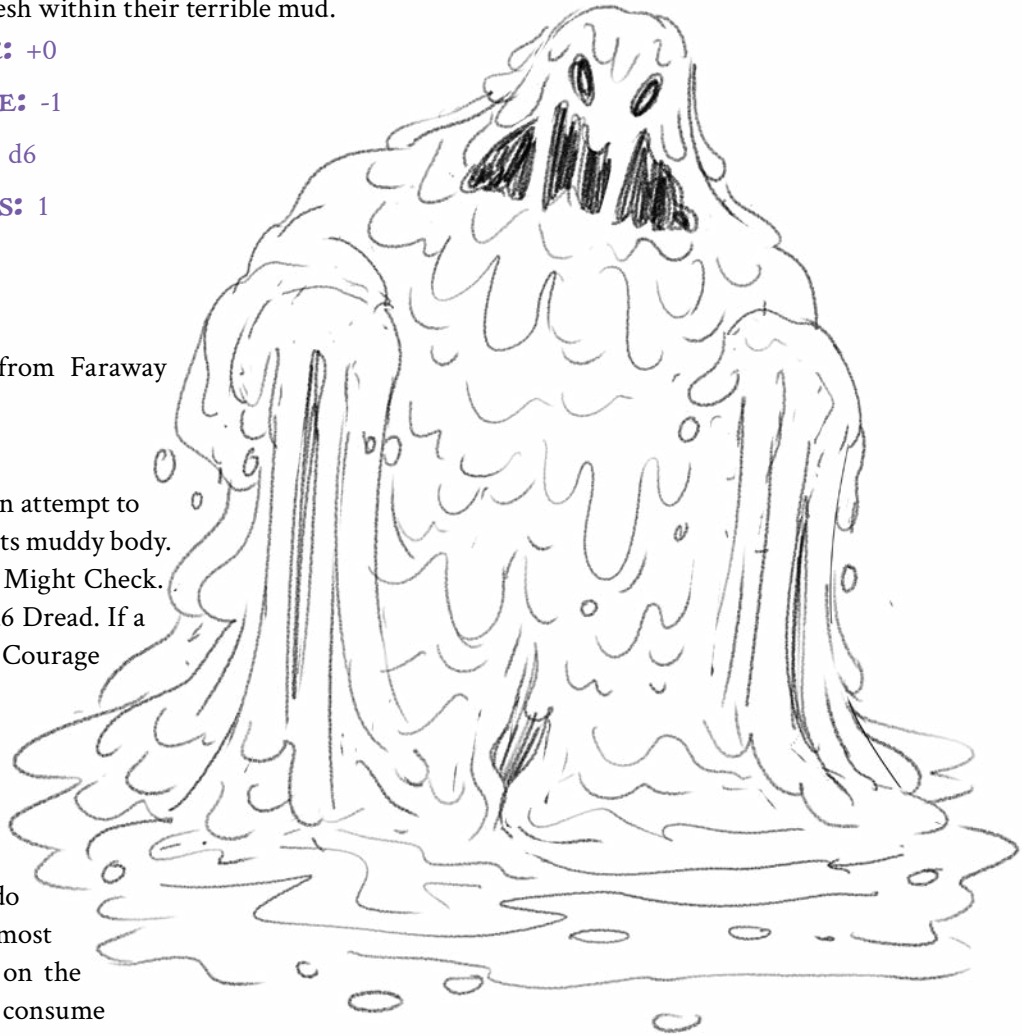
Muckmen will use Muck Chuck to begin combat, until they close the gap into melee combat. Then they strike and Engulf when the opportunity presents itself. They make no distinction between their targets and will usually spread out equally among them.

DEFEAT

Muckmen are relentless and often fight to the death. But they are relatively slow and can be outrun. Defeated muckmen dissolve into the muddy earth from which they sprouted.

VICTORY

The spirit of a PC who perishes within the muddy depths of muckmen mires actually becomes that of a muckman, doomed to roam the marshes and wetlands.



MUNG

Mung are a species of sentient slime from the Underlands of Eem. Mung are infamous for their rivalry with gelatinous goos, and the two species are frequently competing and at odds with each other in the deepest recesses of the subterranean world. Dangerous and predatory, mung range in size from inches high to the size of small houses.

LEVEL: 1-10

ATTACK: +0

CLASSES: G, B, C

DEFENSE: -1

PARLEY: 0

DREAD: d6

ANY SIZE, ANY NUMBER

ACTIONS: 1

ABILITIES

CORRODE

On a 9+ hit, a mung corrodes a non-magical item in its target's possession.

ENGULF

After a hit on a 9+, the mung can attempt to wrap its target and suffocate them within its oozy body. The target can try to escape by making a Might Check. Every round a PC is engulfed they take 1d6 Dread. If a PC is engulfed for 3 rounds, they lose all Courage and are Defeated, and any non-magical items are consumed by the mung.



SOCIAL

Mung cannot be reasoned with anyone other than gelatinous goo PCs, in which case they have Parley 1.

COMBAT

Mung swarm their enemies. Half of their numbers will sniff out the PC with the most items and pounce, while the rest will disperse among the other PCs.

DEFEAT

Mung do not retreat until their alpha mung is defeated. However, there is no way for anyone other than a gelatinous goo to recognize who the alpha mung is in any tribe of mung. If the alpha mung is defeated, the other mung will scatter and slither into the cracks of the earth, where some of their numbers may regroup into smaller tribes.

VICTORY

Mung do not tend to eat people unless they are truly ravenous. Instead they eat items. The items of any defeated PC will be consumed by mung. In exchange for their lives, mung will gladly consume all of the party's belongings, and drive the PCs from their territory.

MUSHRUMS

Mushrooms are small mushroom people that dwell in caverns and caves, and anywhere fungi is prevalent. They speak in a high-pitched, lilting monotone, and generally do not understand the humor of other species. Mushroom society is very rooted in the community, and many mushrooms do not even identify as individuals separate from their tribe.

LEVEL: 1-5

ATTACK: +0

CLASSES: G, B, C

DEFENSE: +0

PARLEY: 2

DREAD: d4

SMALL, GROUP/HORDE

ACTIONS: 1

ABILITIES

MULTIPLY

After being reduced to 0 Courage, a mushroom splits into two mushrooms. Their original Creature Class moves down a step: a mushroom Champion becomes two mushroom Bruisers, and a Bruiser becomes two Goons. A Goon reduced to 0 Courage is considered defeated.

OVERRUN

Four or more mushrooms can combine their attacks into one Attack Roll made at +1. A successful attack deals 1d6 (+1 for each mushroom) Dread. On a 9+, the target PC is knocked prone and held down.

SOCIAL

Mushrooms are inquisitive creatures who will watch travelers from a close distance. They may appear cute and friendly, but that is not always the case. Some mushrooms are intent on finding their next meal. Most of the time, however, they are just being cautious and closely guarding their territory. The most effective way to parley with mushrooms is to appeal to their sense of community. If something only benefits a single mushroom, they care little for it.

COMBAT

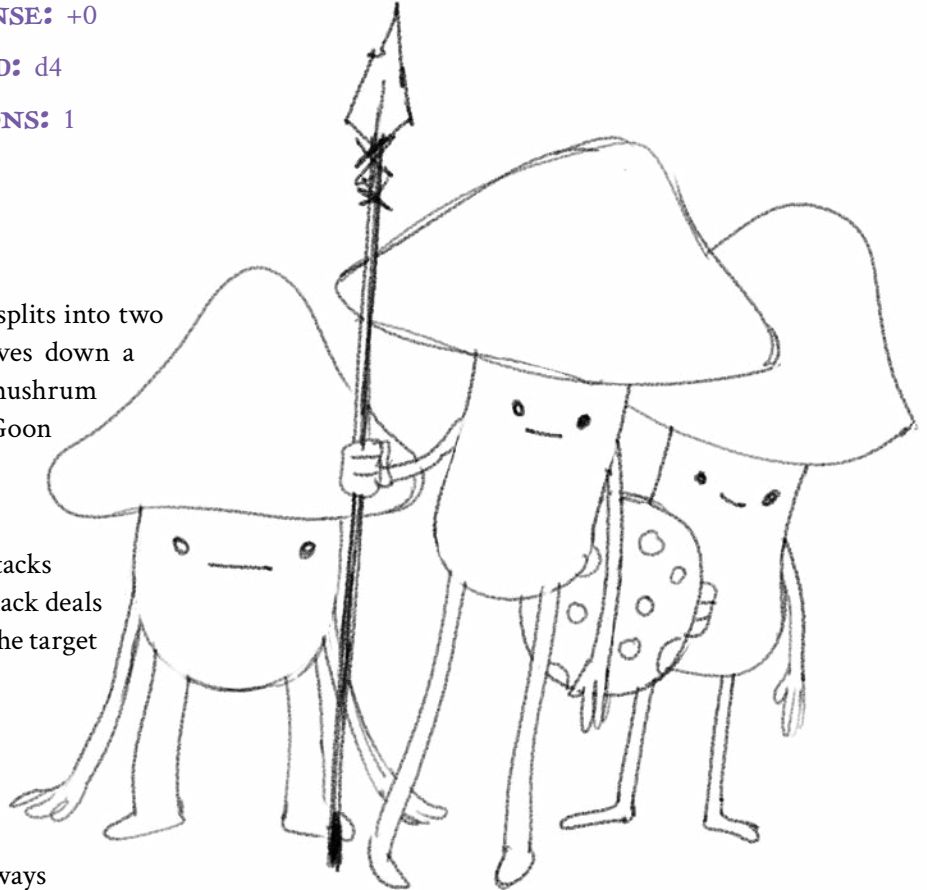
Mushroom Champions tend to surround the strongest looking PCs, and attack with their sharp implements. Mushroom Bruisers swarm their opponents and attempt to overrun them.

DEFEAT

Unfortunately, mushrooms tend to fight the death even when all hope of victory is lost. Once they have committed to fighting, the whole horde is relentless.

VICTORY

Victorious mushrooms will take captive prisoners and bring them to their mushroom overlord.



ORCHES

The pig-faced orches (rhymes with torches) are superstitious creatures that live deep in the swamps and wetlands of the Mucklands. Most often encountered in roving bands and tribes, orches are known for their ferocity and relentlessness in battle, as well as their hunting abilities. They respect strength above all other attributes, so much that their societal structure is based on serving and following that largest orches in a village. Referred to simply as Big Orches, these huge orches are often ten times larger than their average fellow who stands four feet high on average.

LEVEL: 1-10

ATTACK: +1

CLASSES: G, B, C

DEFENSE: -1

PARLEY: 1

DREAD: d8

GROUP/HORDE

ACTIONS: 1

ABILITIES

PHALANX

Three orches can combine their efforts to increase their prowess in combat. They can make a single Attack roll at +1, and on a hit, they deal +3 Dread. They also get -1 Defense

NET TRAP

When fighting in their own territories, orches can set off net traps. Twice per combat, all PCs in a Nearby area must make a 9+ Nimbleness Check or get trapped in a net suspended from a tree.

SOCIAL

Orches tend to be gruff and tough because that's what's valued in their culture. It's looked down upon to give quarter, especially without getting anything in return for the tribe. However, when it comes to magic, sorcery, witchcraft, and dwimmercraft in any shape or form, orches are highly superstitious and careful. Their reactions vary from cowering, fleeing, becoming more hostile, to perhaps even pledging servitude to anyone that can conjure such miracles.

COMBAT

Orches coordinate their fighting in small units, mostly armed with polearms with a long reach. Orches will also spring traps and lead their enemies into difficult terrain, impeding mobility.

DEFEAT

Orches will flee or even pledge themselves to the victors of any fight or contest. Orches value size and strength, and will often offer the honorary title of Big Orch to anyone that proves their mettle.

VICTORY

Orches are known to take captives and bring them back to their filthy sty. There, at first, captives are forced to work at various jobs that keep the sty operating. However, in time, orches have been known to adopt new members of their societies and will treat their conquered foes as equals.

RIVAL DUNGEONEERS

Not all Dungeoneers are the stalwart heroes produced by the renowned Dungeoneer Academy. Many washouts and opportunists are out on their own exploring the frontier, looking to find their fortunes and win their fame. Rival Dungeoneers are either freelance, mercenary type adventurers or loyal company employees working for the likes of goblin corporations such as Subterranean Pits and Lairs LLC, Krog and Song Inc, or Unassailable Co. Whatever their loyalties, all are obsessed with unearthing treasures, exploiting resources, and offering their services to the highest bidder.

LEVEL: 1-10

ATTACK: +1

CLASSES: G, B, C

DEFENSE: -1

PARLEY: 2

DREAD: d8

SOLO/GROUP, MINIONS

ACTIONS: 1

ABILITIES

Rival Dungeoneer Goons have the first Ability, Bruisers have the first three Abilities, and Champions have all Abilities.

WHIPLASH

Roll+Attack to disarm a PC. On a 12+ the Rival Dungeoneer steals the item from the PC.

GOON

Any dungeoneer worth their salt has a goon to boss around and take the hits. The Goon attacks separately from the Rival Dungeoneer. Any attack made against the Rival Dungeoneer can be redirected to the Goon who has half of the Dungeoneer's Courage.

DEMOLITIONS

Once every three rounds, the Rival Dungeoneer can toss a blasting charge to either blow up something in the environment or attack all PCs in an area. On an attack, PCs must Roll+Nimbleness:

- 1-2: Take double Dread
- 3-5: Take normal Dread
- 6-8: Take half Dread
- 9+: Take no Dread

MAGIC ITEM

Roll a magic item for the Rival Dungeoneer.

SOCIAL

Rival Dungeoneers are almost always motivated by money and items and they'll be the first to share that they can be bought. That is, if you can afford it. And there's no guarantee for how long.

COMBAT

Rival Dungeoneers are known to run teams of goons. And they love to set traps, and exploit their environment against their enemies. Some even wield magical items, stolen from treasure hoards.

DEFEAT

They're not paid to die! Rival Dungeoneers will do whatever it takes to survive and no treasure, or fight for that matter, is worth getting killed over. Rival Dungeoneers are never against groveling.

VICTORY

Rival Dungeoneers prefer to take captives or let their environment do the dirty work. That means adventurers can expect to be left to the elements (or local hopefully hungry wildlife), robbed, or even forced to aid the dungeoneers on a job.

SARPATHI WARRIORS

A mysterious society of serpent people, the sarpathi have risen from the Underlands in search of strange relics associated with their evil Cult of Ehk. More so than any other species, the sarpathi are known to be ruthless and evil, caring nothing for those outside of their culture. Their warriors are fierce, wielding curvy, snake blades.

LEVEL: 1-10

ATTACK: +2

CLASSES: G, B, C

DEFENSE: -1

PARLEY: 1 (Disadvantage)

DREAD: d8

GROUP

ACTIONS: 2

ABILITIES

VENOMOUS BITE

On a 9+ attack, the sarpathi bites and poisons the PC, who must make a Vitality Check. On a 5 or less, the PC is Wounded, and takes 1 Dread every round for the rest of combat.

SNAKE ARROW

Sarpathi archers shoot “arrows” that are literal snakes that bite and poison. A hit PC must make a Vitality Check. On a 5 or less, the PC takes 1 Dread every round for the rest of combat, and then 1 Dread every hour thereafter.

SOCIAL

Most sarpathi are ruthless and power hungry. They would rather destroy their enemies than negotiate, but it is not impossible to strike a deal with them. Just be aware that any alliances are only temporary and PCs are likely to get stabbed in the back down the line.

COMBAT

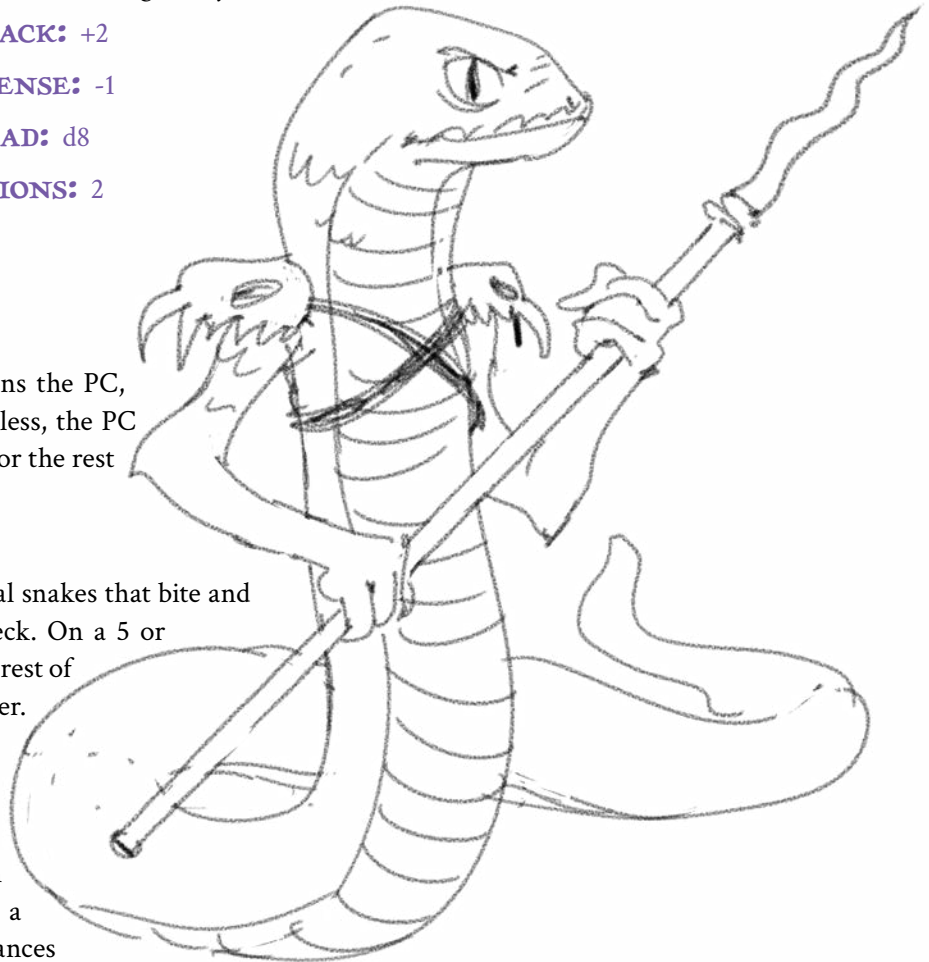
In battle, there are few other creatures as fearsome as the sarpathi. Sarpathi warriors take out the weakest PCs first, while the blood-priests attempt to ensorcel and manipulate the battlefield. Heirophants prefer ensorcelling the strongest PCs, using them to lay waste to the weaker PCs.

DEFEAT

There is nothing more dishonorable to a sarpathi than fleeing from battle. They always fight to the death.

VICTORY

Sarpathi will slay their foes if need be, but prefer to capture them. The serpents take captives back to their lairs and shrines where they perform dark rituals of sacrifice to their gods.



SARPATHI HIEROPHANTS

Sarpathi hierophants are wielders of magic, and take highest rank within their society and the Cult of Ehk. Most are blessed with a physical mutation, like two heads or snakes for arms. Hierophants use what is known as blood magic, manipulating the very life force of their enemies.

LEVEL: 1-10

ATTACK: +2

CLASSES: B, C

DEFENSE: -1

PARLEY: 1 (Disadvantage)

DREAD: d8

SOLO/GROUP, MINIONS

ACTIONS: 2

ABILITIES

VENOMOUS BITE

On a 9+ attack, the sarpathi bites and poisons the PC, who must make a Vitality Check. On a 5 or less, the PC is Wounded, and takes 1 Dread every round for the rest of combat.

LIFE STEAL

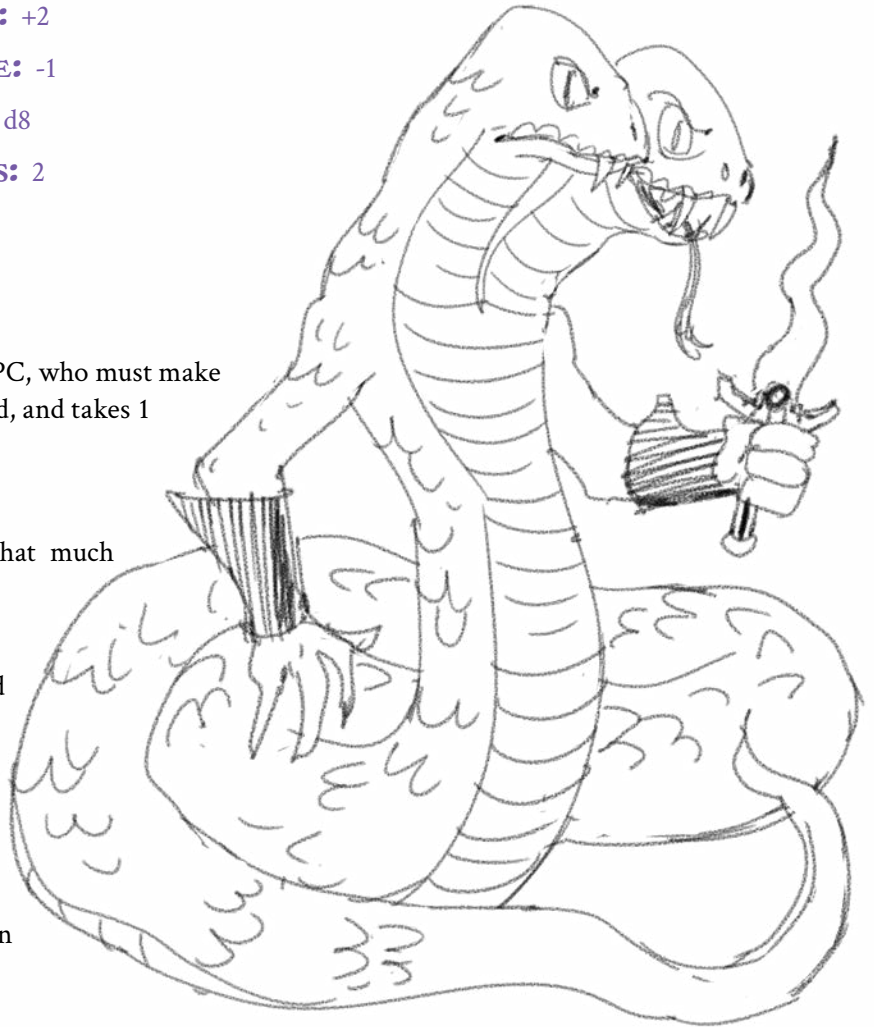
When the hierophant deals Dread, they heal that much Courage

ENSORCEL

A target PC must make a 6+ Mettle Check to avoid becoming mind-controlled. A mind-controlled PC will attack an ally or do the hierophant's bidding. The PC can try to break the ensorcelment each round by making a Mettle Check.

BLOOD SPELL

Roll+Attack - Once per combat, the hierophant can switch the Courage of two creatures.



SOCIAL

Most sarpathi are ruthless and power hungry. They would rather destroy their enemies than negotiate, but it is not impossible to strike a deal with them. Just be aware that any alliances are only temporary and PCs are likely to get stabbed in the back down the line. Hierophants rarely operate alone, choosing to surround themselves with warriors and lesser hierophants.

COMBAT

In battle, there are few other creatures as fearsome as the sarpathi. Hierophants attempt to ensorcel and manipulate the battlefield, and prefer ensorcelling the strongest PCs, using them to lay waste to the weaker PCs.

DEFEAT

There is nothing more dishonorable to a sarpathi than fleeing from battle. They always fight to the death.

VICTORY

Sarpathi will slay their foes if need be, but prefer to capture them. The serpents take captives back to their lairs and shrines where they perform dark rituals of sacrifice to their gods.

SCUMSEERS

Scumseers are four-eyed, bulbous, tentacled water creatures that gather in small, secret numbers to bide their horrible time. They are dreadful creatures, pitiless and paranoid, bent upon the time when their hidden cults will rise from the muck and reclaim a long forgotten kingdom blanketed in a starless sky. They often lure wanderers to their pools and drag them underwater with their long, tentacled fingers.

LEVEL: 1-5

ATTACK: +1

CLASSES: G, B, C

DEFENSE: -1

PARLEY: 1

DREAD: d6

GROUP

ATTRIBUTES: 1

ABILITIES

SNATCH

Snatch: On a 9+ hit, the scumseer can wrap a PC with its tentacles to drag them into the murky depths. This prevents the target from escaping, or making any actions with their arms or hands unless a successful Might Check is made. If on land, the target will be pulled into the water on the next turn. PCs can generally hold their breath for 1 minute (about 2 rounds); after that they must make Vitality Checks, or be Defeated.

LURE

Scumseers have telepathic powers that lure wanderers near their dark waters. Anyone within Faraway range of their dwelling must make a Mettle Check to avoid the urge to investigate the water.

SOCIAL

Scumseers are always scheming, and will entertain anything that might further their goals, which generally center around ushering in a new age of darkness.

COMBAT

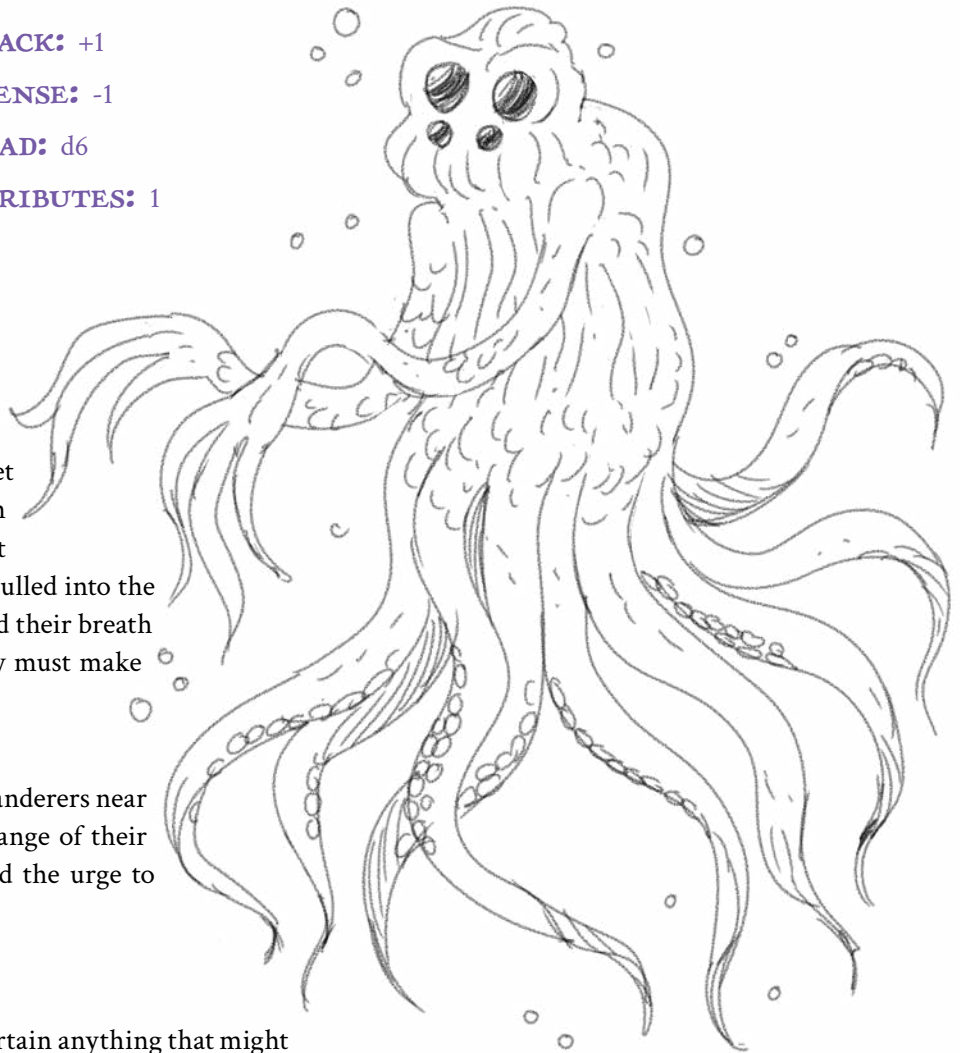
Though they can technically emerge from water to fight on land, they are quite vulnerable doing so, and are +2 Defense in such situations. Scumseers much prefer snatching their foes while in water, and pulling them under to drown. Anyone pulled underwater will be accosted by other scumseers who toss away the target's items one by one.

DEFEAT

Scumseers are cowardly at heart, and will retreat if their attack fails miserably. If they can't retreat they will acquiesce to any demands, even giving up treasures to spare their hideous lives.

VICTORY

Scumseers tend to drown their foes, so it's best not to be Defeated by them. If PCs surrender to scumseers, they'll be magically mind-controlled to complete some sort of task to further the scumseer's plans.



SKELETONS

Mighty and ferocious, weorgs are huge, intelligent, wolfen beasts that rove the hills and prairies from the Grimly Wood to the Mucklands in great packs lead by monstrous matrieorgs, hunting a variety of prey. Weorgs are notoriously cruel, vengeful creatures and have been known to terrorize villages for sport and steal away unlucky folk back to their dens for a meal.

LEVEL: 1-5 **ATTACK:** +0

CLASSES: G, B, C **DEFENSE:** -1

PARLEY: 0 **DREAD:** d8

SOLO/GROUP/HORDE **ACTIONS:** 6

ABILITIES

FEARLESS

Skeletons never retreat and never need to make Mettle Checks.

UNRELENTING

When a skeleton Champion is defeated, it can make a final attack against a Close enemy.

SOCIAL

Skeletons are generally indifferent unless people interfere with their orders or their work. In which case, the skeletons will respond with violence. Only PC skeletons have any chance of parlaying with regular, mindless skeletons, by giving them new orders.

COMBAT

Skeletons are not intelligent in their tactics, but they swarm and are relentless. They tend to simply attack who attacked them. In this way, they can easily be lured.

DEFEAT

Defeated skeletons usually means dead skeletons. Because they are essentially mindless, skeletons fight until they are destroyed.

VICTORY

Unless specifically ordered by their master to take prisoners, hostile skeletons will slay their enemies or leave them for dead.

TROLLS

Trolls are tall, bulky, furry creatures with horns of all shapes and sizes. They come in many varieties, bearing a plethora of fur colors, ranging from dark blacks and browns to vibrant greens and oranges. There are mountain trolls, moss trolls, swamp trolls, river trolls, and rock trolls (that live in the Underlands). Trolls are known to take residence under bridges, demanding tolls from passing travelers. They take great care in choosing their bridges so that travelers will find the prospect of trekking around a bridge very inconvenient and be instead compelled to fork over the payment.

LEVEL: 1-10

ATTACK: +2

CLASSES: B, C

DEFENSE: 1 Block

PARLEY: 2

DREAD: d10

LARGE/GIANT, SOLO

ACTIONS: 3

ABILITIES

HECKLE

A troll can completely throw off an NPC by heckling them. The PC must make a Mettle Check:

1-2: The PC loses their next action

3-5: The PC has Disadvantage on their next action

6-8: The PC is -1 to their next action

9+: If in combat, the PC must attack the troll

THICK SKIN

The first attack against a troll each round has Disadvantage

SWEEPING BLOW

Once per round, when a Giant Troll strikes, it damages (1d4) Close and Nearby creatures.

SOCIAL

Trolls are particular about fair trade, and anyone trying to cross a troll's bridge is subject to their whims. While coinage is preferred, many trolls tend to accept food, items, or even stories. If a troll is offended by an offer, they are liable to dish out a beatdown, or in some cases make the PCs do an errand for them. It's common knowledge in Eem that if you fail to complete a Troll's Errand, you'll be cursed with bad luck.

COMBAT

Trolls like to heckle the most imposing opponents to throw them off their game. Otherwise, they rely on their brute strength to win the day. If desperate, they might also knock over any trees or boulders to cause havoc.

DEFEAT

Most trolls are not foolish enough to continue a fight that is not in their favor. They will reluctantly admit defeat and work to parley with the PCs upon being defeated.

VICTORY

Trolls like to gloat but are by no means sadistic. They might coerce the PCs into running an errand or handing over payment in the form of money or items.



WEORGS

Mighty and ferocious, weorgs are huge, intelligent, wolfen beasts that rove the hills and prairies from the Grimly Wood to the Mucklands in great packs lead by monstrous matrieorgs, hunting a variety of prey. Weorgs are notoriously cruel, vengeful creatures and have been known to terrorize villages for sport and steal away unlucky folk back to their dens for a meal.

LEVEL: 1-10

ATTACK: +2

CLASSES: G, B, C

DEFENSE: 1 Block

PARLEY: 1

DREAD: d10

LARGE, SOLO/GROUP

ACTIONS: 2

ABILITIES

POUNCE

The weorg can charge its target from Faraway or Nearby and get +1 to its attack. On a 9+ the target is knocked to the ground and deals +2 Dread.

BITE AND RETREAT

On a result of 8, a weorg can't be counterattacked.

SOCIAL

Weorgs are vicious predators that cannot easily be scared off or corralled. What they want above all is food, but sometimes they come into conflict with other weorg clans and desire their downfall.

COMBAT

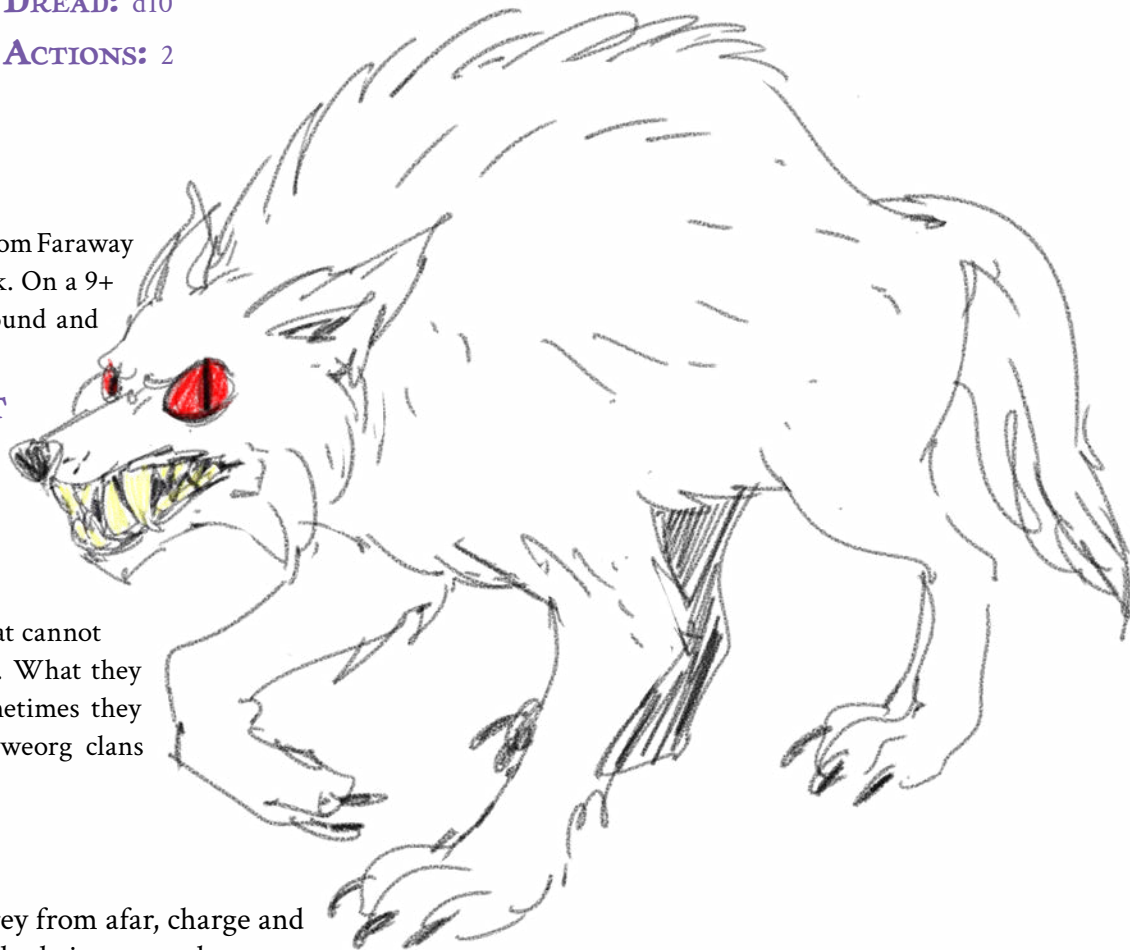
Solo weorgs will stalk their prey from afar, charge and pounce. Groups of weorgs circle their prey and swarm, snarling and growling as they do so.

DEFEAT

If weorgs are clearly at a disadvantage they will retreat and look for easier prey. But unlike wolves, weorgs hold grudges and may be on the lookout for the PCs if they remain or return to the weorgs' territory.

VICTORY

Weorgs will press the advantage and go in for the kill. They are relentless and chase down PCs that run away.



WEREWOLVES

Werewolves are beasts of rage and fury that are believed to live hundreds of years old and dwell in the remote areas of Eem. It is unclear if they are beings afflicted with a curse, or their own species of creature. Many werewolves make their homes in old ruins, for they believe the former glory of such forgotten places will imbue them with power. Above all things, werewolves desire power and legacy--well, that and blood. Werewolves bear an insatiable hunger that grips their bellies with a constant state of starvation.

LEVEL: 5-10 **ATTACK:** +2
CLASSES: C **DEFENSE:** -2
PARLEY: 1 (Disadvantage) **DREAD:** d12
LARGE, SOLO, MINIONS **ACTIONS:** 3

ABILITIES

REND

A successful hit from a werewolf's claws causes bleeding damage, which does 1 Dread every round (stacking) until the end of the Combat.

LEAP

Once per round, an attack against the werewolf has Disadvantage. The werewolf can land anywhere Nearby.

BLOODCURDLING ROAR

Once every three rounds, the werewolf can roar to cause extreme fear. Anyone in the vicinity must make a Mettle Check:

- 1-2: You are stricken speechless and motionless with fear for 1d4 rounds
- 3-5: You are -2 to all rolls for 1d4 rounds
- 6-8: You are -2 to your next action
- 9-11: You are emboldened, and get +1 to your next action
- 12: You are emoldened and get +1 to all actions for the encounter

SOCIAL

Werewolves are intelligent, cunning creatures willing to negotiate under the right circumstance, but they are prone to anger and rage, which imposes a -2 penalty to parley. They desire power and infamy, and they have an insatiable hunger above all else.

COMBAT

Werewolves are ferocious creatures with many attacks and ways to neutralize their opponents. They are smart about who they target and attack, and do not hold back any punches. Especially powerful werewolves have weorg minions.

DEFEAT

Werewolves are unlikely to fight to the death if they can help it, and will retreat if they are close to defeat. They are incredibly difficult to follow and track, and any attempt to do so is -3. If they can't retreat, they will acquiesce, but the PCs can rest assured that they have gained a mortal enemy.

VICTORY

Unless a werewolf has use for defeated PCs in its clutches, which is entirely possible, it is likely to slay them.



WITCHES

Witches are wielders of dark magic, curses, hexes, rituals and brews. Their magic may pale in comparison to the great wizards of the past, but their power is real and to be feared. It doesn't matter what species a witch is, what matters is the witch's skill, which varies wildly from witch to witch.

LEVEL: 1-10

ATTACK: +1

CLASSES: G, B, C

DEFENSE: +0

PARLEY: 2

DREAD: d8

SOLO, MINIONS

ACTIONS: 3

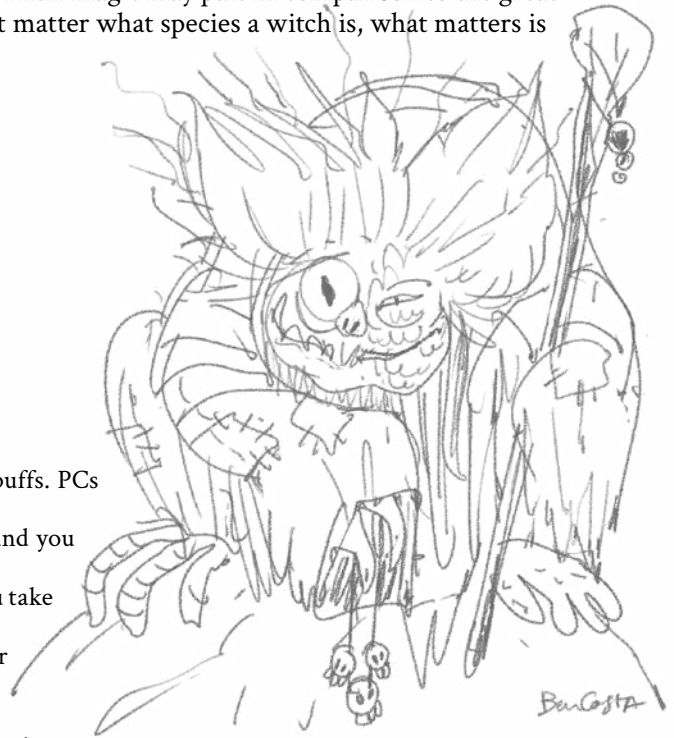
ABILITIES

A witch Goon only has the first Ability. A witch Bruiser has the first three Abilities. And a witch Champion has all Abilities

HEX

The witch can Hex the party, which is a lesser curse that hampers and debuffs. PCs must Roll+Mettle:

- ▶ 1-2: You have Disadvantage to all Checks for the rest of the session, and you take 1d6 Dread.
- ▶ 3-5: You have Disadvantage to all Checks for the rest of the day and you take 1d6 Dread.
- ▶ 6-8: You take 1d6 Dread and are -1 Attack against the witch and her allies.
- ▶ 9-11: You are unaffected.
- ▶ 12: You are unaffected and can't be affected by the witch's Hexes this session.



FAMILIAR

Witches keep familiars, often cats, bats, or owls. Maybe even a creature like a kobold. Particularly powerful witches might even keep werewolves. Familiars share the witches Courage and deal 1d8 Dread, in addition to any Abilities their Creature type might have.

CURSE

The witch can curse an individual permanently. This can be rolled randomly from the random Curse table, or made up by the GM. The PC must make a 6+ Mettle Check to resist.

ZAP

Once every two rounds, the witch can blast a crackle of magical energy from their fingertips dealing 3d6 Dread to a target. A 9+ Vitality Check halves the damage.

TRANSFORM

The witch can transform into a formidable creature while retaining the witch's features. They can't cast other spells in this form, however. Some example creatures are: a blynx, a terrordac, or a clunch dragon.

SOCIAL

Witches are very pragmatic, and prefer not to fight if it can be avoided. They will do favors for favors, and love tricking the gullible into doing their bidding and stumbling into bad deals. They often desire rare spell components, or help doing "dirty work" in order to outdo their enemies and get what they want.

COMBAT

Witches let their familiars engage in melee while they cast spells from as far away as possible. They only tend to transform when things look dire or to show dominance.

DEFEAT

When a powerful witch gets into trouble, they'll transform to escape or make their last stand. Most will acquiesce when all their resources have been spent, and putting up a fight just doesn't seem worth it anymore.

VICTORY

Witches like to gloat and make a mockery of defeated foes. They are more likely to curse PCs and force them into servitude.

YOWLJACKS

Yowljacks are shaggy doglike beings with snub noses and spotty, speckled fur, known for their hellacious laughter and roaming hordes called cackles. A nomadic raid-and-trade society, yowljacks are some of the greatest bandits in the world. They swear their “bones and teeth” to the banners of powerful tribe leaders, those who promise the most riches, resources, and glory. Devout worshipers of ancient codes of marauder conduct, yowljacks often rise in the ranks in mixed groups of brigands due to an almost religious dedication to the art of raiding.

LEVEL: 1-10 **ATTACK:** +1
CLASSES: G, B, C **DEFENSE:** -1
PARLEY: 1 **DREAD:** d8
SOLO/GROUP/HORDE **ACTIONS:** 1

ABILITIES

RAIDER

Yowljacks always go first during the first round of combat. And Initiative rolls in subsequent rounds against them are -1.

LOOTER

On a 9+ attack, a yowljack can steal a random item from a PC.

SOCIAL

Dealing with yowljacks is a mixed and confusing bag. Some are reasonable, some are unreasonable, some are downright mad. However, one rule of thumb seems to unite them: they revile traitors, turncoats, snitches, and liars. At the same time they respond positively to loot and greed.

COMBAT

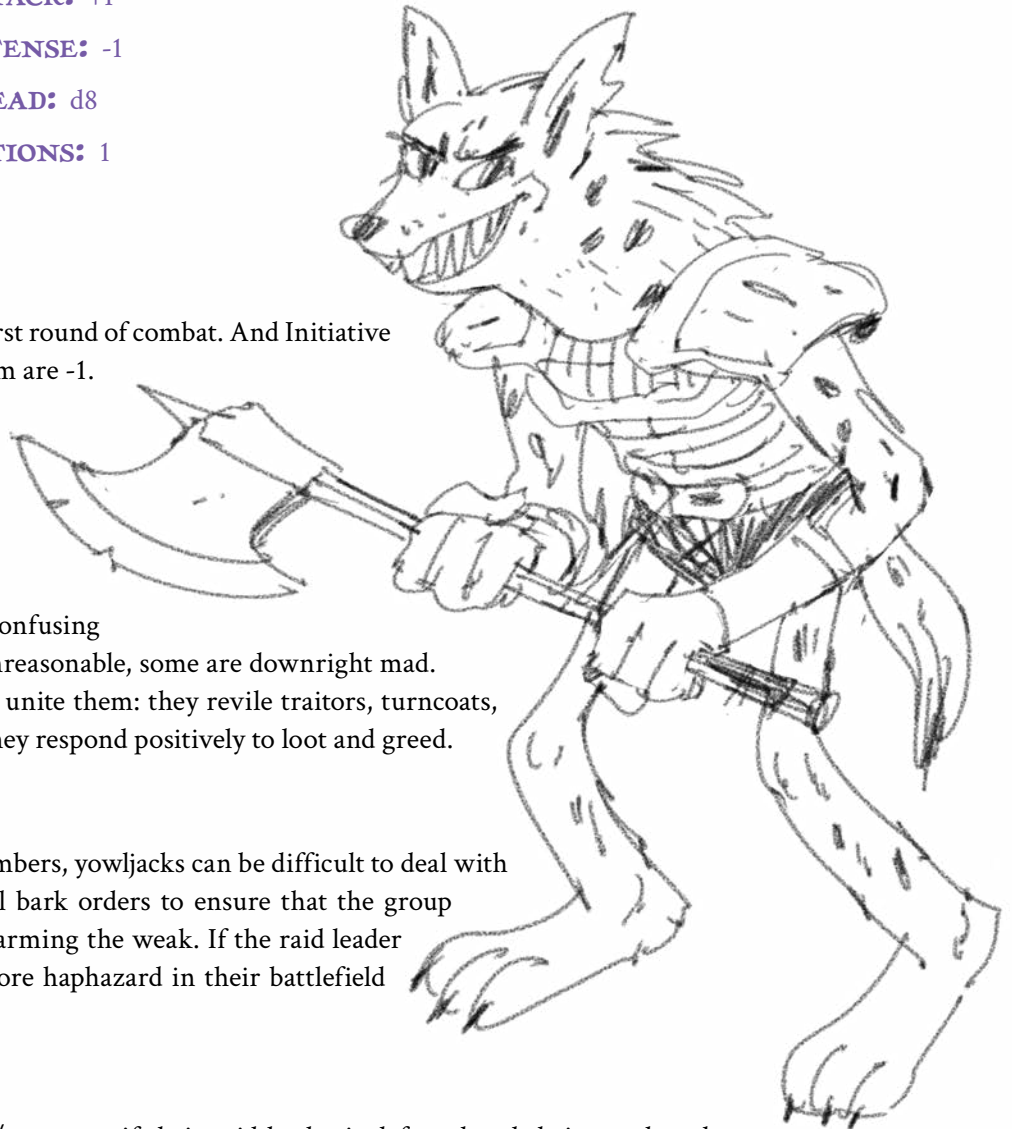
Because they tend to roam in large numbers, yowljacks can be difficult to deal with in battle. If present, a raid leader will bark orders to ensure that the group is choosing targets efficiently, and swarming the weak. If the raid leader is defeated, yowljacks become a bit more haphazard in their battlefield strategy.

DEFEAT

Yowljacks will tend to surrender and/or scatter if their raid leader is defeated and their numbers have dwindled. However, because of their code of honor, it's hard to get information out of them, and even in the face of death, few yowljacks will crack under intimidation tactics.

VICTORY

Yowljacks love the spoils of war, and take any items they can, leaving their fallen enemies to die.



BANDY CLAMPS

A bandy clamp is a kind of clam that lives on land, or rather under it. They have a spikey clam shell and boast several arms with gummy, pink finger-like tendrils as long as twenty feet. These tendrils squirm up through the soil to snatch prey from above and pull them down into the spikey mouth of the hungry bandy clamp.

LEVEL: 1-5

ATTACK: +0

CLASSES: G, B, C

DEFENSE: -2

WRANGLE: 1

DREAD: d6

GROUP/HORDE

ACTIONS: 3

ABILITIES

GUMMY TENDRILS

On a 9+ attack, the lichenoid can wrap a PC in gummy tendrils, preventing them from escaping, or making any actions with their arms or hands unless a successful Might Check is made. Engtangled PCs are +2 Defense and take 1d6 Dread each round.

SWALLOW

The bandy clamp will automatically swallow any PC caught by its gummy tendrils for 3 rounds. A swallowed PC loses all Courage and is Defeated.

WEAKNESSES

Though they live on land, a bandy clamp stays beneath the ground where it is dark and damp. Should a bandy clamp be pulled to the surface in the hot sun, it will panic and dig to safety, or even dry up and shrivel.

COMBAT

Bandy clamps are ambush predators that will snare and snatch their victims with long tendrils that spring out of the ground. Often the first strike is not lethal, but rather trips up their prey so they can pull them into their mouths, deep below the ground.

BLYNX

These nigh invisible great cats are some of the most dangerous predators in the Mucklands. A blynx is a solitary, horse-sized beast with teeth and claws like scimitars. They hunt by the light of the moon, generally, and dwell in the rocky, craggy outcrops of hills, and the foot of mountain ranges, preferring to prey on creatures like crag lizards, small horses, and wayward frontier folk that have lost their way.

LEVEL: 5-10 **ATTACK:** +2
CLASSES: B,C **DEFENSE:** -2
WRANGLE: 1 **DREAD:** d10
LARGE, SOLO **ACTIONS:** 3

ABILITIES

INVISIBLE STALKER

Striking a Blynx is exceedingly difficult and can only be done if the blynx has already revealed its location. PCs have Disadvantage when attacking one.

RAKE

Rake: On 12+, the blynx causes a Wound.

VANISH AND STRIKE

Once per combat, when the lynx is hit on a result of 6-8, it takes no damage, and can still Counterattack.

WEAKNESSES

Being that these giant cats are invisible, weather or other circumstances that would cause their bodies to be visible (mud, snow, rain, etc.) make them skittish. If they see themselves, or believe they are seen, they must make a Mettle Check to avoid fleeing.

COMBAT

Blynx are stalkers. They will strike and hide, circling the smallest, weakest prey and avoiding larger targets if possible.

CRAG LIZARDS

Huge, prickly reptiles, crag lizards live most of their lives clung to the sides of mountains and rock formations, sunning themselves and waiting to pounce on prey. Crag lizards shed their skins almost ten times per year and their scales are considered a valuable crafting material. Boggarts in the Mucklands have used crag lizard scales for generations to build houses, make tools, and even suits of armor.

LEVEL: 1-10 **ATTACK:** +1

CLASSES: B, C **DEFENSE:** -1

WRANGLE: 1 **DREAD:** d10

LARGE, SOLO/GROUP ACTIONS: 1

ABILITIES

STURDY HIDE

Once per combat, when a crag lizard is reduced to half of its Courage, it can regenerate 1d12 Courage.

WEAKNESSES

Crag lizards are exceptionally sluggish and tire easily. If crag lizards are forced to chase their prey, they take 1d6 Dread. They also loathe cold weather and cold effects.

COMBAT

Crag lizards are brutes for the most part. They prefer to corner their prey when possible, often choosing narrow canyons or dungeon hallways to strike.

KILORATS

Kilorats are giant rats with exaggerated features and proportions. It is said that the first kilorats emerged from a Felmog galleon that fell upon the remnants of an old city across the sea and was cursed. The Felmog sailors ended up cursed themselves and their ship was infested with the plague-ridden, transmogrified rats. Absurd, diseased caricatures of their natural selves, no one in Eem knows for sure if the origin of the kilorats is true.

LEVEL: 1-5

ATTACK: +1

CLASSES: G, B, C

DEFENSE: +0

WRANGLE: 1

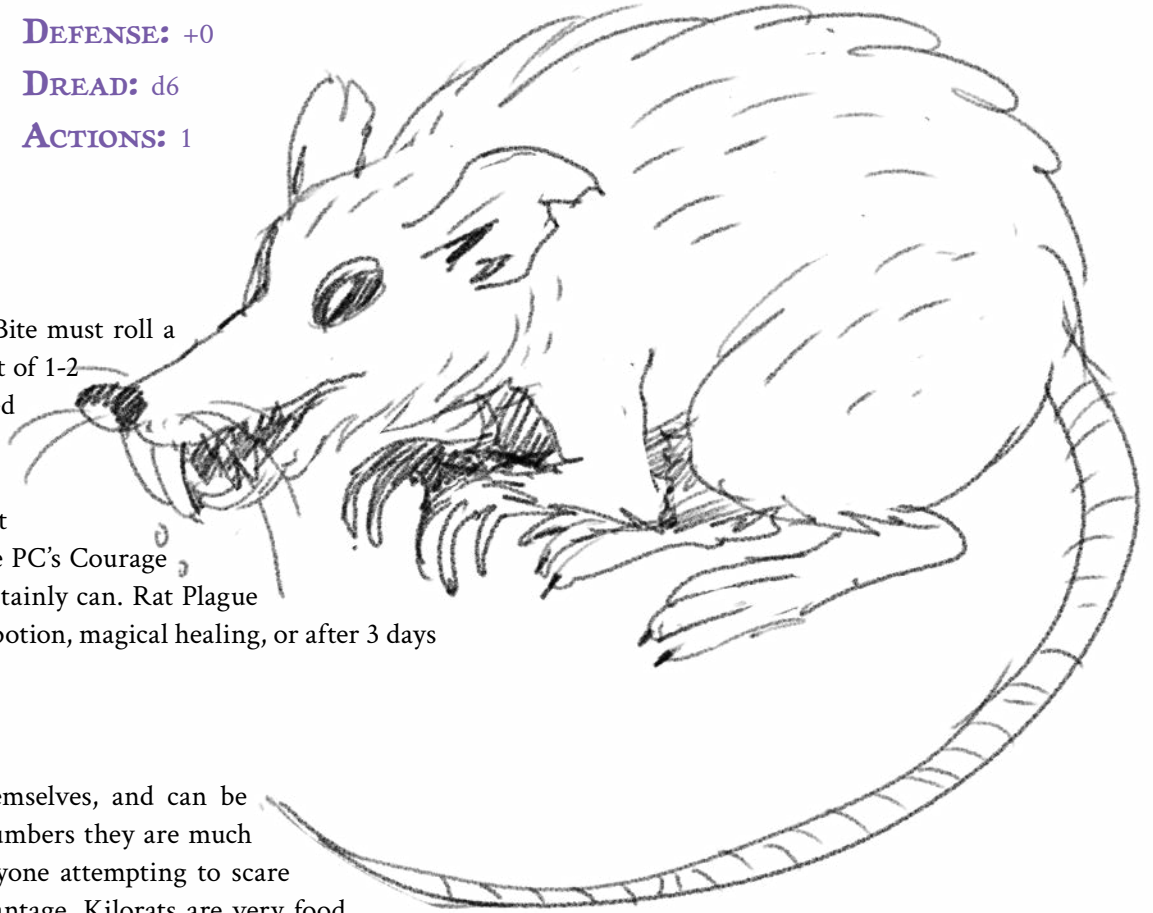
DREAD: d6

SOLO/GROUP/HORDE **ACTIONS:** 1

ABILITIES

PLAGUE BITE

Anyone bitten by a Plague Bite must roll a Vitality Check at -1. A result of 1-2 means the PC has contracted Rat Plague. Every round, they take 1 Dread until they are reduced to 1 Courage. Rat Plague itself can't reduce the PC's Courage below 1, but other harm certainly can. Rat Plague can be lifted with a healing potion, magical healing, or after 3 days rest.



WEAKNESSES

Kilorats are skittish by themselves, and can be scared away. But in large numbers they are much harder to deal with and anyone attempting to scare them off does so at Disadvantage. Kilorats are very food motivated and will gladly take readily available food (assuming there is enough to feed them) than have to work for it in bloody battle.

COMBAT

Kilorats swarm their enemies. Half of their numbers will sniff out the smallest, most tasty-looking PC and pounce, while the rest will disperse among the other PCs. They will flee and run to their holes if they realize that the battle is not going their way.

MERGA TOADS

Huge, fat toads that inhabit the dark, muddy places, merga toads are dangerous and poisonous creatures with insatiable appetites. They are profoundly territorial, never straying too far from the tall clutches of eggs that they lay. Merga toads boast an astounding array of poisons, which they emit through noxious belching and flatulating, with effects that vary.

LEVEL: 1-10	ATTACK: +1
CLASSES: G, B, C	DEFENSE: +1
WRANGLE: 1	DREAD: d6
LARGE, GROUP	ACTIONS: 1

ABILITIES

POISON GAS

Merga toads weaken PCs with belching and flatulence, that must be resisted with a 6+ Vitality Check. Once every two rounds, roll a d4 for each merga toad:

- Stupefying Belch: Stun a PC with a burp for 1 round, losing all actions.
- Fetid Flatulence: 1d4 enemies are -1 Attack for the remainder of combat.
- Stifling Stench: 1d4 enemies are -1 Defense for the remainder of combat.
- Toxic Funk: Take a d10 Dread

SWALLOW

On a 9+ hit, the merga toad manages to attach its mouth around a target's face or feet. Each round the target can try to escape by making a Might Check. Every round a PC is swallowed, they take 1d6 Dread, and the merga toads engulf more of the body. If a PC is swallowed for 3 rounds, they lose all Courage and are Defeated.

WEAKNESSES

Merga toads are territorial. Leave their territory or effectively communicate that you are no threat to them, and a merga toad might very well leave you be. They also find sweet-smelling, aromatic fragrances to be detestful, and will recoil at them.

COMBAT

Merga toads endeavor to weaken their enemies with belching and flatulence. Once an enemy is sufficiently weakened they will use their gaping mouths to swallow them whole.

MUCKLAND BATS

According to an old folk tale, mucklands bats were created by an enchantment. Long ago, a forgotten ruler transmogrified pieces of silver into the large, predatory muckland bats, as a show of their magical power. No one knows if this is true, however mucklands bats are sometimes found to have a silver tooth. So, either there is a veterinary dentist running amok in the Mucklands, or there is some truth to the story. There is a 1/12 chance a muckland bat will have a silver tooth, worth a pouch of Silver Coins.

LEVEL: 1-10 **ATTACK:** +0
CLASSES: G, B **DEFENSE:** -1
WRANGLE: 1 **DREAD:** d6
HORDE **ACTIONS:** 1

ABILITIES

OVERRUN

Four or more Muckland bats can combine their attacks into one Attack Roll made at +1. A successful attack deals 1d6 (+1 for each bat) Dread. On a 9+, the target PC is knocked prone.

WEAKNESSES

Muckland bats can be disrupted by loud, thunderous noises and will shriek in terror as they flee in random directions.

COMBAT

Muckland bats attack in great swarms and try to overwhelm their enemies, often to drive into corners, off of cliffs, or into pits. Muckland bats are skittish. Should their numbers drip below three bats, they will flee for the darkest cave they can find.

OWLIGATORS

Owligators are flying predator lizards that dwell in muddy roosts within swamps and lush forests. Their distinct lizard heads are filled with dozens of razor sharp teeth used for grinding bones, while their bodies are covered in mottled white and brown feathers. They don't normally attack people unless their roosts are threatened. But ironically, owligators have a strange call that sounds almost like a human scream, which has duped many a helpful traveler into wandering too close to a roost.

LEVEL: 1-5

ATTACK: +1

CLASSES: G, B

DEFENSE: -1

WRANGLE: 1

DREAD: d10

SMALL, GROUP

ACTIONS: 1

ABILITIES

SWOOP ATTACK

Once every two rounds, an owligator can attack by swooping down from the air, striking, and then flying back up out of melee range. This attack can't be countered on a result of 6-8.

WEAKNESSES

Owligators are easily distracted by food, specifically rations like Nackadonkee Tubesteaks, which they will quickly snatch up and bring back to their roosts.

COMBAT

Owligators swarm anyone closest to their roost, swooping down and biting them. If not defending their roost, owligators will fly away if they are losing a fight.

RAMGORES

Vicious predators, ramgores are carnivorous hooved terrors that hunt in the crags and mountainous areas of the Mucklands. It has been said that a ramgore's charge is so great that even juvenile ramgores have been known to split stones with their broad, spiraled horns. This tactic is used to stun their prey before devouring them.

LEVEL: 1-10 **ATTACK:** +2
CLASSES: B, C **DEFENSE:** +0, Block 1
WRANGLE: 1 **DREAD:** d10
LARGE, SOLO **ACTIONS:** 2

ABILITIES

HORN SLAM

Ramgores ignore damage reduction. On a 9+ attack, the target is knocked prone and -1 to all actions the following round. Charge.

RAM

When a ramgore charges a target from Faraway it can't be counterattacked. If a Critical Hit is rolled on a Ram attack, the ramgore breaks a PC's weapon or armor.

WEAKNESSES

Ramgores are fierce, powerful creatures who likewise respect other powerful creatures. In fact, ramgores will rarely engage in a fight with an enemy that shows absolutely no fear or is intimidating.

COMBAT

Riversaurs are masters of their river and lake domains. They are exceptionally agile for their size and have no trouble spinning around in the water to strike at whatever they must. Riversaurs tend to bite at the strongest opponent, while thrashing at other foes with their tail in the water to create difficult swimming conditions. The long neck of the riversaur allows them to attack a target within twenty feet outside of their body of water.

RIVERSAURS

Riversaurs haunt the depths of rivers and lakes all throughout the Mucklands. Large, leathery with huge teeth, long necks, and powerful jaws, these ancient aquatic reptiles also never stop growing, and some of the oldest of their number have been recorded to be as large as forty feet. Like sharks, they have incredible senses underwater, able to detect movement and the scent of blood hundreds of yards away.

LEVEL: 5-10

ATTACK: +2

CLASSES: C

DEFENSE: +1, Block 1

WRANGLE: 1

DREAD: d12

GIANT, SOLO

ACTIONS: 2

ABILITIES

CHOMP

On a 9+ bite attack, the PC is chomped and caught in the riversaur's mouth. A Chomped PC takes 1d12 Dread each round, and can't move, but the Riversaur loses its bite until the PC is out of its mouth.

TAIL THRASH

Once per round, a riversaur can attack 1d4 Nearby PCs with its tail. If a PC takes 8 or more Dread from a Tail Thrash, they must make a 6+ Athletics Check to avoid drowning.

WEAKNESSES

Chumming waters with any kind of meat is enough to distract a riversaur, but not for long. And feeding on the blood and meat in the water will only work up a riversaur into a frenzy.

COMBAT

Riversaurs are masters of their river and lake domains. They are exceptionally agile for their size and have no trouble spinning around in the water to strike at whatever they must. Riversaurs tend to bite at the strongest opponent, while thrashing at other foes with their tail in the water to create difficult swimming conditions. The long neck of the riversaur allows them to attack a target within twenty feet outside of their body of water.

SINGE VIPERS

Though small, these poisonous serpents can be quite deadly. The name singe viper comes not only from their vibrant, fiery color but from the effect of their lethal venom. A singe viper's bite is akin to being speared by a white-hot poker—with the sensation of searing flesh. The venom lurches through the bloodstream like molten lead: thick, slow, and unbearably hot. The only known natural cure for a singe viper's bite besides a poison antidote is clunchweed.

LEVEL: 1-5 **ATTACK:** +1
CLASSES: G **DEFENSE:** +0
WRANGLE: 1 **DREAD:** d6
SMALL, GROUP/HORDE **ACTIONS:** 1

ABILITIES

MOLTEN BITE

On a 9+, not only does a singe viper's bite cause Dread, it reduces a target's max Courage by 1. Only when the poison is cured will the target's courage return.

WEAKNESSES

Singe vipers fear water and large birds. If a singe viper is submerged in water, it will almost immediately enter a catatonic state. And should the singe viper detect the presence of a larger predatory bird, it will flee underground.

COMBAT

Singe vipers will tend to strike a target multiple times, compounding the effect of its molten venom.

SKROKWINGS

Skrokings are the largest predatory birds in all of Eem and their reputation for destruction is legendary. They are known to patrol high above roads just waiting to swoop down and carry away entire caravans. If a sudden shadow stretches over a cloudless sky, followed by the sounds of cracking thunder, you'd better run for cover. It has been said that the force of their wing beats can stir dust devils that rival the destructive force of tornadoes. Skrokings make their nests atop the highest peaks, which are formed by a sticky, regurgitated wax substance that the birds swirl into domes and spires.

LEVEL: 5-10

ATTACK: +3

CLASSES: C

DEFENSE: +1

WRANGLE: 1

DREAD: d12

GIANT, SOLO

ACTIONS: 2

ABILITIES

SNATCH

Once per round, a skrokwing can attack a PC with its talons. On a 9+, the PC is snatched up.

WING BEAT

A skrokwing's massive beat of its wings can knock even the most stalwart heroes off their feet. When a skrokwing lifts off for flight, or maneuvers in the air, anyone Close or Nearby must make a 9+ Might Check to keep standing. Anyone who fails is pushed back 15 feet and knocked prone, taking 1d6 Dread.

WEAKNESSES

Skrokings are intelligent creatures but only speak the tongue of birds. It's possible to distract or captivate a skrokwing with a very shiny object, to the point that they will stop at nothing to have it. But scaring away a skrokwing without fighting it is nearly impossible.

COMBAT

Skrokings are formidable foes, but would rather carry off their desired prey into the skies back to their nests than engage in a fight. However, if need be, they will beat their wings to disorient their foes and strike with their beaks and talons. If threatened, they rarely flee from a combat, and always roll Advantage on Mettle Checks.

SLURPWORMS

Slurpworms are relatively large, strange muck dwellers that bury their slimy bulk into mud pools, loose dirt, or debris, and wait for their prey to wander near their gaping mouths. Slurpworms are about four feet long, though they can swallow prey up to twenty times their size, stretching their slime-ridden membranes like rubber.

LEVEL: 1-10

ATTACK: -

CLASSES: G, B, C

DEFENSE: -

WRANGLE: 1

DREAD: Maw (d6)

SOLO/GROUP/HORDE

ACTIONS: 1

ABILITIES

SLURP

On a 9+ hit, the slurpworm manages to attach its mouth around a target's face or feet. Each round the target can try to escape by making a Might Check (at Disadvantage if multiple slurpworms are attached). Every round a PC is slurped, they take 1d6 Dread, and the slurpworm engulfs more of the body. If a PC is engulfed for 3 rounds, they lose all Courage and are Defeated.

STRIKE AND BURROW

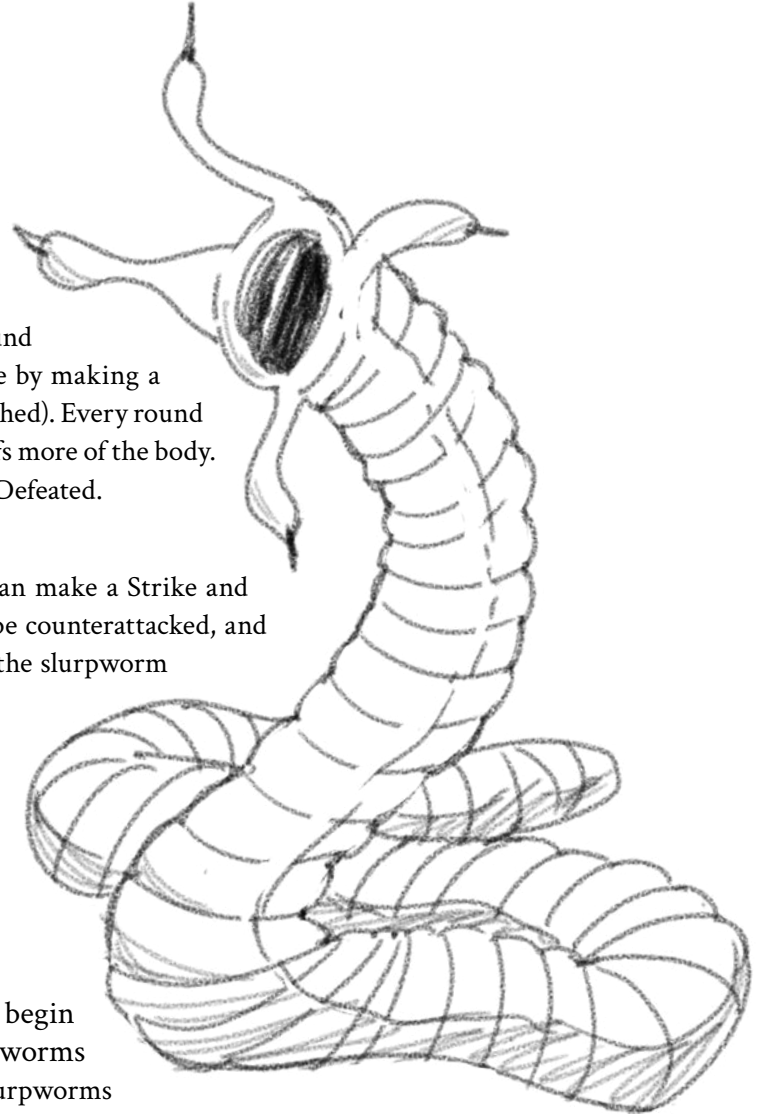
Strike and Burrow: Once every three rounds, a slurpworm can make a Strike and Burrow attack, if in the proper terrain. A result of 6-8 can't be counterattacked, and the slurpworm burrows away until the next round. On a 9+, the slurpworm will likely opt to Slurp, however.

WEAKNESSES

Slurpworms can be scared off with fire, which usually causes them to slither away into any sort of crevice, or rapidly burrow into loose earth.

COMBAT

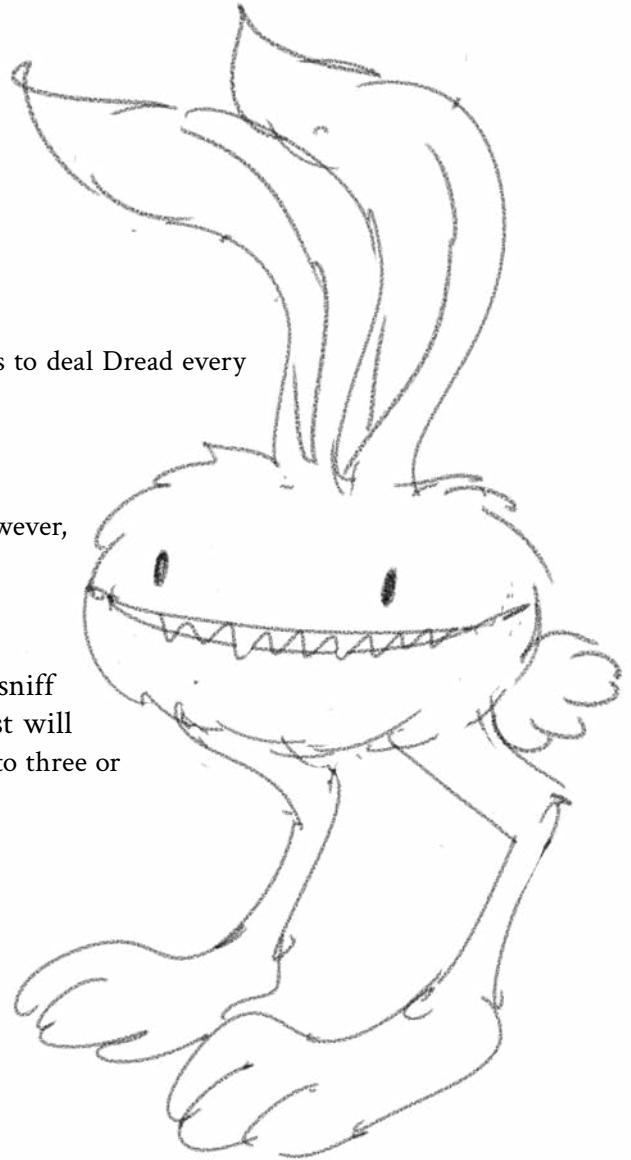
Slurpworms waste no time going directly for the face to begin the slurping process. If their numbers are plentiful, slurpworms without a face to slurp will start working on a PC's legs. Slurpworms will slither away if gravely injured and their assault is thwarted.



SNAGBUNNIES

Snagbunnies are disarmingly cute from afar, but the moment their furry lips part to reveal a wide set of long, jagged, snaggleteeth—well, it might be too late to run. Most often spotted alone, quizzically sniffing at the air with ears perked like a rabbit, the snagbunny is a semi-sentient critter that relies on ambushing and overrunning its prey. These lone “scouts” as they’re called, are actually never alone, for roving in the nearby underbrush is an army of hungry snagbunnies waiting to pounce on anything that engages with the scout.

LEVEL: 1 **ATTACK:** -
CLASSES: G **DEFENSE:** -
WRANGLE: 1 **DREAD:** d4
SMALL, HORDE **ACTIONS:** 1



ABILITIES

BITE OF STEEL

After a successful attack, a snagbunny does not let go, and continues to deal Dread every round without needing to attack again.

WEAKNESSES

Snagbunnies can be scared off with a loud, thunderous noise; however, screaming and yelling at snagbunnies only agitates them further.

COMBAT

Snagbunnies swarm their enemies. Half of their numbers will sniff out the weakest PC (without armor) and pounce, while the rest will disperse among the other PCs. When their numbers are reduced to three or less, they will retreat to their warren.

USED T'BE TIGERS

Most believe these noble beasts have gone extinct in the Land of Eem. However, in the time before the Dungeon Era, before the goblins of the Underlands felled the forests of Brisbee Forest, Huxweald, and Thrushwood, these large, predatory cats were called Thrushwood Tigers and they were the natural enemy of the now rampant and vicious weorgs of Used T'Be Forest. It is unknown whether any tigers still dwell in the Mucklands, but there are rumors that over the course of many years, the creatures adapted to the new landscape, and dwell in the old mines and caves beneath their ancestral home.

LEVEL: 5-10

ATTACK: +2

CLASSES: C

DEFENSE: -2

WRANGLE: 1

DREAD: d12

LARGE, SOLO

ACTIONS: 2

ABILITIES

AMBUSH

The first phase of a Conflict with Used T'Be Tigers is Combat, followed by Parley, Action, and Run.

UNMATCHED SWIFTNESS

A Used T'Be Tiger always attacks first in any combat round.

WEAKNESSES

Used T'Be Tigers have forgotten their woodland heritage. Should a tiger's prey run into a wooded area, or other locations with obscurities like buildings or rocks, the Used T'Be Tiger will depart. Used T'Be Tigers also greatly fear the machinery of the dungeon industrialists with their automated drills and saws.

COMBAT

Used T'Be Tigers are ambush predators, vicious and cunning. They spring upon unaware prey and act faster than any other creature. They tend to target goblins, boggarts, shryms, and humans over other species.

BLINKING CAVE-INCHERS

Though tiny, blinking cave-inchers are a wonder of Eem's Underlands that are as dangerous as they are beautiful. The inchers are famed for blinking a glowing blue light, which some scholars believe to be how they communicate. Their translucent spittle, which they squirt in the face of predators, is highly acidic and has been known to blind hapless miners.

ATTACK: +1

DREAD: d6

GROUP/HORDE

ABILITIES

ACID SQUIRT

Anyone who comes in the close proximity of a blinking cave-incher will be attacked with an acid squirt. A hit PC must make a Vitality Check to resist the effects:

- ▶ 1-2: The target is permanently blinded and takes 2d6 Dread
- ▶ 3-5: The target is blinded for a session, and takes 1d6 Dread
- ▶ 6-8: The target takes 1d6 Dread
- ▶ 9+: The target is unaffected

GRAIL TICKS

These peculiar, magical pests are a strange, yet delectable, treat for many forest dwellers. Grail Ticks are shaped like tiny cups and after feeding on blood, they secrete a mucus that naturally fills the cups. The mucus is a kind of viscous, delicious nectar that sloshes around on the Grail Tick's back, providing a sweet and nourishing snack to woodlanders savvy enough to enjoy. Drinking nectar eliminates the need for food, rest, or water for an entire day of travel, but requires a Wilderness Check to avoid getting bitten. And the bite of a grail tick is definitely something to avoid: there's a chance that they transmit a random curse.

ATTACK: +1

DREAD: 1

HORDE

ABILITIES

CURSED BITE

When a grail tick successfully bites a PC, the PC must make a 6+ Vitality Check to avoid being cursed.

- ▶ If the PC fails the Vitality Check, roll on the Random Curse Table.

FUNGHOULS

Funghouls are small carnivorous mushrooms that are bound to the earth. They usually grow in large beds, waiting for a hapless traveler to stumble into their numbers. A funghoul's bite is laced with toxins that make their prey pass out. Some believe that all Funghouls are the spores of one creature, the Great Funghoul, which leads an unremarkable life as the gigantic, glorified houseplant of a Boggle cult that tends to and feeds the murderous, carnivorous fungal lord deep within the heart of Grimly Wood.

ATTACK: +1

DREAD: 1

HORDE

ABILITIES

TOXIC BITE

When in the middle of a bed of funghouls, a single PC is usually in the vicinity of 1d4 bite attacks at one time.

- ▶ Funghoul bites ignore damage reduction unless the PC is explicitly wearing armor on their legs.
- ▶ PCs that are bitten by a Funghoul must roll a Vitality Check to resist falling asleep. A result of 5 or lower results in falling to the ground prone and asleep.
- ▶ A bed of funghouls will enter a feeding frenzy when a PC is overcome by their toxins and falls asleep. When a funghoul is defeated, it will shrivel into a dried up knot and its toxins ooze into the soil.

KALEIDOSCORPIONS

Rare, but beautiful, kaleidoscorpions are small arachnids with a unique physiology. Constantly changing color and twinkling, these creatures are famed for their beautiful mating rituals that are said to be like no other in the world. Two kaleidoscorpions will shift and shimmer for days until at last they part. However, their sting isn't to be taken lightly.

ATTACK: +1

DREAD: d12

SOLO/GROUP

ABILITIES

KALEIDOSTINGER

A stung PC will change colors and shimmer for several days making them stand out in an environment like a sore thumb.