

# Freebooters on the Frontier

**Freebooter:** from the Dutch *vrijbuit* “plunderer, robber;” literally “free booty.”

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## INTRODUCTION

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This game is about exploring dangerous wilderness in search of treasure. The emphasis is on resource management, survival, and the acquisition of wealth.

It's intended for use with the *Dungeon World* rules, and makes use of concepts presented in *The Perilous Wilds*, a *Dungeon World* supplement. You will need both of these books in order to make sense of everything presented herein.

The characters in *Freebooters on the Frontier* are not the powerful heroes of *Dungeon World*. They are but some among many who have forsaken lives of medieval drudgery in order to pursue great fortune at the edge of the civilized world. They are generally regarded as fools, destined for early graves. Treasures glitter in the darkness, awaiting plunder—and that darkness is littered with the remains of many who have gone before.

The goal of *Freebooters* is to survive long enough to amass 10,000 silver pieces, enough to retire in comfort and see your exploits turned to legend, sung by bards from shore to shore throughout the realm.



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## KNOW THE RULES

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*Freebooters on the Frontier* plays pretty much like *Dungeon World*, but with a number of “house rules” and many custom moves in place. Overarching rules changes are covered in this section; character creation is explained in “Make a Freebooter” (p5); and numerous other changes are folded into the class playbooks, moves lists (starting on p14), and equipment list (p22).

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### THE JUDGE

In *Freebooters*, the GM is called the Judge. The Judge is considered the final authority on the game’s setting and mechanics, and will be called upon by specific moves to exercise that authority. It’s the Judge’s duty to be **clear**, **strict** and **fair**. Several moves, particularly Perceive and Establish (both on p14), may put the Judge in the position saying “No” to the players, or denying them certain options. Likewise, the magic system depends upon creative and consistent interpretation of a broad set of variables, a task in which the players may participate, but which ultimately falls to the Judge.

Note that the Judge’s role as arbiter is intended to encourage strict adherence to the fiction, but the fiction still emerges from the conversation among everyone at the table. In other words, Judge: be clear and be strict—but don’t be a dick.

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### THE PLAYERS

By the same token, players, realize that a Judge who is strict and fair gives the fiction integrity, which is essential when the survival of your character is on the line. Character death is a very real possibility. You should expect to die, while you do everything possible to survive long enough to retire. That’s what the game’s about.

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## CHARACTERS

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Players have 4 playbooks to choose from: Fighter, Thief, Cleric, and Magic-User. Unlike *Dungeon World*, the PCs in *Freebooters on the Frontier* are not the only ones of their kind; they are uncommon folk in that they have chosen the high-risk career of treasure-hunting, but others on the Frontier share that line of work. *FotF* characters start out quite weak compared to their *DW* counterparts, but—if they live long enough—can grow into accomplished adventurers.

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### HIT DICE & HIT POINTS

Each class has its own hit die: d10 for Fighters, d8 for Clerics, d6 for Thieves, and d4 for Magic-Users. You roll your hit die once when you create your character to determine your starting hit points, adding your CON to the result (but never reducing the total below 1). Each time you reach a new even-numbered level (2, 4, etc.), you roll your hit die again, add your CON, and increase your maximum hit points by that amount. Note that the Burn Luck move (p15) allows you to increase the result of your hit die roll, even when you’re creating your character.

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### ABILITY SCORES

Ability scores are rolled instead of chosen (see “Making a Freebooter,” p5). Ability scores grant modifiers as in the core *Dungeon World* rules, but debilities are replaced by ability damage.

#### Ability damage

Certain moves, made by players or the Judge, may cause **ability damage**. When a given ability is damaged, it is temporarily reduced, and its modifier is adjusted accordingly. For instance, Domino the Thief has a Dexterity of 13 and a DEX of +1, but if she suffers 2 points of Dexterity damage her Dexterity is reduced to 11, and her DEX drops to +0.

## ABILITY DAMAGE DESCRIPTORS

Ability	Modifier		
	-1	-2	-3 (or worse)
<b>STR</b>	<i>weak</i>	<i>drained</i>	<i>immobilized</i>
<b>CON</b>	<i>tired/hungry</i>	<i>exhausted/sick</i>	<i>dying</i>
<b>DEX</b>	<i>clumsy</i>	<i>shaky</i>	<i>palsied</i>
<b>INT</b>	<i>stunned/confused</i>	<i>scattered</i>	<i>mindless</i>
<b>WIS</b>	<i>weak-willed</i>	<i>pliant</i>	<i>broken</i>
<b>CHA</b>	<i>off-putting/scarred</i>	<i>repellant/disfigured</i>	<i>repulsive</i>
<b>LUC</b>	<i>unlucky</i>	<i>cursed</i>	<i>doomed</i>

The Judge should consider inflicting ability damage when making the “deal damage” and “use up their resources” moves, or as a monster move. As a rule of thumb, 1 point ability score damage is minor, 1d4 is significant, 1d6 is serious, and 1d8 is major.

Taking ability damage is also called “burning” an ability, and when you incur permanent ability damage (reducing your maximum score in that ability), it’s called “perma-burning.”

The Ability Damage Descriptor table on this page gives some examples of how ability score damage might be described in terms of the fiction. Ability scores may never drop below 3.

### Healing ability damage

Lost ability points can be regained using the Make Camp and Recover moves (p18 and p20, respectively).

### DAMAGE DICE

Unlike *DW*, the damage a given character inflicts depends on the weapon they wield, not their class. See the Marketplace on page 22 for details.

### WEIGHT & LOAD

As in *DW*, the Load limit of PCs varies by class, but it has been lowered significantly across the board. The drawbacks of carrying too much weight are covered by the Shoulder Burden move (p14).

### MAGIC & DIVINE POWERS

The spells, blessings, and curses wielded by Magic-Users and Clerics are broadly defined, extremely powerful, highly volatile, and subject to interpretation. Ultimately, their effects are arbitrated by the Judge.

As a rule of thumb, keep in mind that when a spell or invocation goes wrong, its repercussions should be in proportion to the intended effect. If Magdalia the Magic-User casts Lafloo’s Devilish Fire in an attempt to light a candle and fails, the tip of her finger might be singed; if she uses the same spell to attempt to cause a foe to burst into flame and fails, she or an ally may burst into flame instead. See the Arcane Accident and Test of Faith tables in the Magic-user and Cleric playbooks, respectively, to get an idea of how things can go wrong.

### WEAPON & ARMOR LIMITATIONS

There are none. If you can carry it, you can use it. However, since Load is class-based, Fighters and Clerics are most capable of carrying big weapons and wearing heavy armor. And the interaction of magic and armor may have consequences that will only emerge in play, at the Judge’s whim.

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## BONDS

Traditional *Dungeon World* bonds don't play a part in *Freebooters*. This is in part because the life of a freebooter can be short, and coming up with new bonds for new characters on a regular basis would be tiresome. Rest assured that, thanks to alignment and traits, character relationships will form in the course of play—they just have no mechanical impact.

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## LEVELING UP

Each time you reach a new level, you regain 1 point of burned Luck. Then, if your new level is an even-numbered level (2, 4, etc.), you gain 1 ability score point of your choice, and add 1 roll of your hit die +CON to your maximum HP. Each time you reach a new odd-numbered level (3, 5, etc.), you choose 1 new move from your playbook. These changes are reflected in the new Level Up move (p15).

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## COINS

The standard coin of the realm is the **silver piece** (sp). 10 silver pieces are equal to 1 gold piece (gp). Whenever any reference to “coin” in the *Dungeon World* rules applies, 1 coin = 1 silver piece. Note that *Freebooters on the Frontier* has its own gear list (Marketplace, p22), with prices that differ from those in the *DW* rules.

Since the acquisition of treasure is the main goal in *Freebooters*, it's important to track each character's load. Valuable objects weigh as much as comparable items on the Marketplace list, but when it comes to sacks of cash, 100 coins (of any type) = 1 weight.

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## FOLLOWERS

The mechanics for followers are as described in *The Perilous Wilds*, the only exception being that followers inflict damage according to the weapons they wield, just like the PCs.

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## DURATION

*Duration* is a new tag for items, spells, and anything else that lasts for a limited time. Duration 1 is brief, duration 3 is relatively short, and duration 5 is long-lasting. When an item or spell with duration is used, make a countdown equal to the duration's value. Duration is a resource to be used up like any other, so it's up to the Judge to make moves that force mark off duration countdowns.

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## MULTICLASSING

Some classes have moves that allow characters to “multiclass” to another class, granting access to that class' abilities and moves. The first time you take such a move, you gain all of the Starting Moves of your new class. Thereafter, each time you level up, you may choose to gain a new level in your original class or in your new class. Your current level in each class is tracked independently

All level-based moves and effects are calculated according to the class to which they apply. For instance, Cuthbain is a level 3 Cleric and level 2 Fighter, but for purposes of calculating his maximum favor (a Cleric-specific variable), he counts only his 3 Cleric levels. Likewise, when he levels up from 2nd level Fighter to 3rd level Fighter, he must choose his new move from the Fighter playbook; and when he levels from 3rd level Cleric to 4th level Cleric, he must roll his Cleric hit die of d8 to gain hit points, instead of his d10 Fighter hit die.

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## MAKE A FREEBOOTER

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1. **Choose or roll a playbook.** Take a copy of the playbook of your choice, or roll for one:

**1d12 Playbook**

1-6	Fighter
7-9	Thief
10-11	Cleric
12	Magic-User

2. **Roll your ability scores.** Roll 3d6 for each ability score, in order, and record the results. Then, you may swap any two scores.

3. **Roll your heritage.** Roll 1d12 to mark a Heritage box in your playbook. Adjust your ability scores according to the instructions, and take note of your Heritage move.

4. **Choose or roll a name.** Choose a name appropriate to your campaign setting, or roll one up on the Name Tables (pp6-7). If you're a Magic-User, you may choose to roll up a Wizard Name using the Spell Name table (p10).

5. **Choose or roll your appearance.** Write down 2-3 noteworthy details —things that people notice when they look at your character. Or, if you feel like trusting the Fates, roll on the Appearance Table (p8).

6. **Roll your hit points.** Roll your hit die once and add your CON to the result (minimum of 1). You may Burn Luck (p15) to increase this roll.

7. **Roll your alignment.** Roll 1d12 to determine your alignment, mark the appropriate box, and note your alignment goal; pursuing this goal is one way to gain XP.

8. **Roll your traits.** Traits are rolled using the Trait Table on page 9. The type and number of traits you have depend on your alignment:

**Alignment Virtues Vices**

Evil	0	3
Chaos	1	2
Neutral	1	1
Law	2	1
Good	3	0

9. **Read your Starting Moves.** Familiarize yourself with the Starting Moves included in your playbook, and make any decisions called for by those moves.

10. **Roll and purchase gear.** Referring to the "Gear" section of your playbook, note your starting gear and roll for any variable items as indicated. Then, you may spend any silver you have in hand on any additional equipment (see the Marketplace list on page 22).

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## ADVANCED FUNNEL WORLD

A character from the *DW* hack *Funnel World* is easy to adapt to *Freebooters on the Frontier*. When your *Funnel World* character reaches level 1, choose an appropriate *Freebooters* playbook and transfer all of your character's information onto it. Roll new HP, but use your old HP if your new total is lower. Choose an alignment if you haven't already done so, and choose traits from the Trait Table (p9) until you have the number of virtues and vices dictated by your alignment (see "8. Roll your traits," above). If you have a Magic-User, keep the names of any spells already known instead of rolling new ones, but use the spellcasting rules of your new playbook when casting those spells. Discuss any other adaptations with your Judge.

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## NAME TABLE · Human and Halfling

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1d100	Human, Male	Human, Female	Halfling, Male	Halfling, Female
01-02	Athelan	Acca	Adaman	Adelle
03-04	Aldred	Alodia	Adelard	Agilward
05-06	Alger	Andessa	Adred	Alfreda
07-08	Archard	Anlis	Agilward	Amalinde
09-10	Astyrian	Ara	Arnest	Balba
11-12	Bowden	Ardith	Balbas	Bella
13-14	Brogan	Berroc	Barton	Beryl
15-16	Caden	Bernia	Bell	Bess
17-18	Cerdic	Bodica	Banco	Camelia
19-20	Devan	Brigantia	Bowman	Cordelia
21-22	Druce	Brimlid	Cal	Daisy
23-24	Dugal	Caro	Emmet	Demona
25-26	Edlyn	Cwen	Erling	Drogga
27-28	Ebis	Darel	Fastman	Elanor
29-30	Esward	Dawn	Foda	Ella
31-32	Firman	Diera	Freebern	Elsbeth
33-34	Framar	Dotor	Frid	Elsina
35-36	Fugol	Eda	Gerd	Emerly
37-38	Garret	Elene	Hadred	Foda
39-40	Gidwin	Elga	Hagar	Gilda
41-42	Gord	Elswyth	Halbert	Gilly
43-44	Govannon	Elva	Hamfast	Hanna
45-46	Greme	Elvina	Hildred	Hilda
47-48	Grindan	Erlina	Huge	Hildred
49-50	Halwen	Esma	Isen	Janna
51-52	Holt	Faradan	Jaco	Jilly
53-54	Iden	Freya	Jungo	Kat
55-56	Irbend	Garmang	Helm	Klare
57-58	Kendrik	Gloris	Konner	Lily
59-60	Leor	Harmilla	Lambert	Lobelia
61-62	Lufian	Hunnar	Leon	Lorna
63-64	Nyle	Juliana	Linus	Lucie
65-66	Odel	Kandara	Marko	Magda
67-68	Ord	Laralan	Matti	Marga
69-70	Orleg	Lorn	Mekel	Mari
71-72	Radan	Maida	Melchior	Marigold
73-74	Reged	Megdas	Lesser	Marka
75-76	Rowe	Mercia	Nenko	Marlyn
77-78	Scrydan	Mora	Nob	Mina
79-80	Seaver	Ogethas	Olo	Noba
81-82	Shepard	Ossia	Ortwin	Olga
83-84	Snell	Pallas	Otto	Otillia
85-86	Stedman	Rathet	Paladin	Pansy
87-88	Swift	Sibley	Pasco	Pervinca
89-90	Teon	Sunnivar	Quintus	Poppy
91-92	Tobrec	Tate	Sifro	Rose
93-94	Tredan	Udela	Ted	Rowan
95-96	Ware	Viradeca	Tolman	Salina
97-98	Warian	Wilona	Wilber	Tella
99-100	Wulf	Zora	Wiseman	Ulrica

## NAME TABLE · Dwarf and Elf

1d100	Dwarf, Male	Dwarf, Female	Elf, Male	Elf, Female
01-02	Bagan	Berin	Amánd	Amidë
03-04	Banar	Bibura	Amioril	Anadriedia
05-06	Belir	Bisil	Analad	Anarania
07-08	Besil	Dagna	Anin	Anebriwien
09-10	Boran	Delinia	Anumir	Anilmadith
11-12	Darin	Deris	Calithrambor	Beliniei
13-14	Dirin	Dira	Calóng	Calararith
15-16	Doibur	Disia	Calór	Cebridith
17-18	Doigan	Dorinda	Cebrin	Celénia
19-20	Fagan	Faran	Cóldor	Celil-Gathiel
21-22	Fignus	Fasina	Corfindil	Cidien
23-24	Firin	Fignis	Delithran	Eäróndra
25-26	Gesil	Foifur	Eliithranduil	Eärorfindra
27-28	Glagan	Foimli	Elverion	Eláthien
29-30	Glasil	Gerda	Eowóril	Eláviel
31-32	Glenus	Gestis	Galithrar	Eleniel
33-34	Goirin	Ginus	Gelith	Elorfindra
35-36	Gosil	Glegna	Gladriendil	Elváwien
37-38	Hanar	Glelia	Glamir	Eoweclya
39-40	Heran	Glelis	Glarang	Eowodia
41-42	Hoibur	Glemlia	Gil-Gang	Fórih
43-44	Hoili	Gloigas	Glundil	Gilmadith
45-46	Hoinar	Gloigna	Gorfilas	Gladrieclya
47-48	Holir	Glonara	Góriand	Glélindë
49-50	Homli	Hegna	Hal	Gorfinia
51-52	Kimli	Hignara	Harang	Hadrieviel
53-54	Koisin	Hoimlis	Isil-Galith	Haniel
55-56	Lasin	Kana	Isilith	Hebriclya
57-58	Legan	Kemlir	Isónd	Legithralia
59-60	Loilir	Keri	Isorfildur	Lómithrania
61-62	Mirin	Keris	Legaraldur	Meclya
63-64	Moli	Kilina	Lómebrildur	Mélith
65-66	Nasil	Kolina	Mil-Gan	Módien
67-68	Nefur	Korana	Náldur	Paclya
69-70	Neli	Lifur	Nelith	Paradien
71-72	Nignar	Loilis	Niol	Pedith
73-74	Noifur	Loilina	Porfindel	Pil-Gandra
75-76	Ramli	Mamli	Ráldur	Pirith
77-78	Regnar	Milina	Silmandil	Porficlya
79-80	Safur	Moibur	Tand	Sithralindë
81-82	Sali	Moli	Taralad	Thrédith
83-84	Saran	Noris	Tararion	Thrimadith
85-86	Segnar	Nosi	Tëndil	Thrithien
87-88	Serin	Rana	Téril	Throrfindra
89-90	Simli	Ribura	Tildur	Tilmaclya
91-92	Tasil	Sasilia	Tiniomir	Tilmawen
93-94	Teli	Soirina	Unálad	Tinilmania
95-96	Tisin	Soran	Unebrin	Uradriethiel
97-98	Toilin	Toigna	Unëndil	Urithrarith
99-100	Toinus	Tomlis	Uriong	Urorfiviel

## APPEARANCE TABLE

Roll 3 details. Keep all 3 or drop 1 of your choice. Descriptors of degree are relative to your heritage (i.e., "dark skin" is darker than the prevailing skin tone among people of your heritage and genetic makeup, whatever that may be).

1d100	Fighter	Thief	Cleric	Magic-User
01-02	big feet	broken nose	big feet	acid scars
03-04	big mouth	chin whiskers	blazing eyes	aged
05-06	big mustache	clean-shaven	bushy eyebrows	bald
07-08	notable nose	clear-eyed	circlet	black teeth
09-10	braided hair	crooked teeth	clean-shaven	booming voice
11-12	broken nose	curly hair	clear-eyed	burn scars
13-14	chiseled	dark skin	cleft chin	bushy eyebrows
15-16	clear-eyed	deep voice	crooked teeth	chin whiskers
17-18	cleft chin	disfigured	curly hair	crooked teeth
19-20	crooked teeth	disheveled	dandruff	curly hair
21-22	curly hair	gap-toothed	dark skin	dark skin
23-24	dark skin	gaunt	dirty	disfigured
25-26	deep voice	goatee	earrings	forked tongue
27-28	dirty	hirsute	gaunt	gaunt
29-30	earrings	hooded	goatee	glowing eyes
31-32	gap-toothed	limp	gray hair	gnarled hands
33-34	goatee	little mouth	headband	goatee
35-36	headband	long fingers	heavysset	gray hair
37-38	high cheekbones	matted hair	high forehead	haggard
39-40	hirsute	missing eye	hirsute	hairless
41-42	lantern jaw	missing finger	hooded	headband
43-44	large ears	missing teeth	large hands	high cheekbones
45-46	large hands	narrowed eyes	long beard	high forehead
47-48	large head	notable footwear	missing teeth	hooded
49-50	long-legged	notable gloves	miter	limp
51-52	matted hair	notable cap/hat	notable helmet	long beard
53-54	missing ear	notable nose	notable nose	long fingernails
55-56	missing eye	overbite	notable garb	long hair
57-58	missing finger	pale skin	pale skin	mismatched eyes
59-60	missing teeth	pencil mustache	perfect posture	missing teeth
61-62	notable boots	perfect posture	perfumed	no eyebrows
63-64	notable helmet	pockmarked	piercing gaze	notable nose
65-66	perfect posture	pointy chin	pockmarked	notable robes
67-68	pockmarked	poor posture	rosy cheeks	oily skin
69-70	raspy voice	raspy voice	scarred	pale skin
71-72	rosy cheeks	ratty clothes	shaved head	pockmarked
73-74	sandals	red-rimmed eyes	shining eyes	pointy hat
75-76	scarred	scarred	smelly	poor posture
77-78	tattoos	shifty eyes	smiling	raspy voice
79-80	shaved head	small hands	square chin	scarred
81-82	smelly	smelly	square-shouldered	skeletal hands
83-84	smiling	squint	strange marks	skullcap
85-86	squint	stubble	stubble	smelly
87-88	steely gaze	tattoos	tattoos	strange marks
89-90	stubble	unsmiling	thundering voice	sunken eyes
91-92	tattoos	unwashed	tonsure	tattoos
93-94	unsmiling	well-groomed	unwashed	unwashed
95-96	well-scrubbed	whispery voice	warty	warty
97-98	youthful	widow's peak	well-scrubbed	white hair
99-100	roll on Thief	roll on Magic-User	roll on Fighter	widow's peak





## TRAIT TABLE

Roll according to your Alignment.

1d100	Virtue	Vice
01-02	Ambitious	Addict
03-04	Benevolent	Aggressive
05-06	Bold	Alcoholic
07-08	Brave	Antagonistic
09-10	Charitable	Arrogant
11-12	Chaste	Boastful
13-14	Cautious	Cheater
15-16	Compassionate	Covetous
17-18	Confident	Cowardly
19-20	Considerate	Cruel
21-22	Cooperative	Decadent
23-24	Courteous	Deceitful
25-26	Creative	Disloyal
27-28	Curious	Doubtful
29-30	Daring	Egotistical
31-32	Defiant	Envious
33-34	Dependable	Gluttonous
35-36	Determined	Greedy
37-38	Disciplined	Hasty
39-40	Enthusiastic	Hedonist
41-42	Fair	Impatient
43-44	Focused	Inflexible
45-46	Forgiving	Irritable
47-48	Friendly	Lazy
49-50	Frugal	Lewd
51-52	Funny	Liar
53-54	Generous	Lustful
55-56	Gregarious	Mad
57-58	Helpful	Malicious
59-60	Honest	Manipulative
61-62	Honorable	Merciless
63-64	Hopeful	Moody
65-66	Humble	Murderous
67-68	Idealistic	Obsessive
69-70	Just	Petulant
71-72	Kind	Prejudiced
73-74	Loving	Reckless
75-76	Loyal	Resentful
77-78	Merciful	Rude
79-80	Orderly	Ruthless
81-82	Patient	Self-pitying
83-84	Persistent	Selfish
85-86	Pious	Snobbish
87-88	Resourceful	Stingy
89-90	Respectful	Stubborn
91-92	Responsible	Vain
93-94	Selfless	Vengeful
95-96	Steadfast	Wasteful
97-98	Tactful	Wrathful
99-100	Tolerant	Zealous

## SPELL NAMES

### 1d10 Spell Name Template

1	[Element] [Form]
2	[Adjective] [Form]
3	[Adjective] [Element]
4	[Form] of [Element]
5	[Form] of the [Adjective] [Form]

### 1d10 Spell Name Template

6	[Form] of [Adjective] [Element]
7	[Wizard Name]'s [Adjective] [Form]
8	[Wizard Name]'s [Adjective] [Element]
9	[Wizard Name]'s [Form] of [Element]
10	[Wizard Name]'s [Element] [Form]

### 1d100 Form Element Adjective Name (1st part) Name (2nd part)

01	Armor	Acid	All-Knowing	A-	-ak
02	Arrow	Aether	All-Seeing	Ab-	-alto
03	Aura	Air	Arcane	Aga-	-ana
04	Bane	Anger	Befuddling	Alha-	-anti
05	Beast	Ash	Binding	Appol-	-aris
06	Blade	Avarice	Black	Apu-	-ark
07	Blast	Balance	Blazing	Arne-	-asta
08	Blessing	Blight	Blinding	Asmo-	-balia
09	Blob	Blood	Bloody	Baha-	-bus
10	Blood	Bone	Bright	Bal-	-by
11	Bolt	Bones	Cacophonous	Barba-	-cas
12	Bond	Brimstone	Cerulean	Bol-	-ce
13	Boon	Clay	Concealing	By-	-derol
14	Brain	Cloud	Confusing	Can-	-deus
15	Burst	Copper	Consuming	Cinni-	-din
16	Call	Cosmos	Crimson	Cir-	-dok
17	Charm	Dark	Damnable	Cyn-	-dor
18	Circle	Death	Dark	Cyto-	-dred
19	Claw	Deceit	Deflecting	Dar-	-driar
20	Cloak	Despair	Delicate	Darg-	-dula
21	Cone	Despair	Demonic	De-	-dun
22	Crown	Dimension	Devastating	Des-	-dustin
23	Cube	Doom	Devilish	Dra-	-er
24	Cup	Dust	Diminishing	Dul-	-fant
25	Curse	Earth	Draining	Elez-	-fia
26	Dagger	Ember	Eldritch	Ely-	-fonse
27	Dart	Energy	Empowering	Ez-	-gad
28	Demon	Envy	Enlightening	Fal-	-gax
29	Disturbance	Fear	ENSORCELLING	Faral-	-glana
30	Door	Fire	Entangling	Flo-	-goria
31	Eye	Fog	Enveloping	Fol-	-goth
32	Eyes	Force	Erratic	Gaili-	-heer
33	Face	Fury	Evil	Garg-	-houlik
34	Fang	Glory	Excruating	Gast-	-ia
35	Feast	Gluttony	Expanding	Gil-	-iala
36	Finger	Gold	Extra-Planar	Gy-	-iana
37	Fissure	Greed	Fearsome	Haz-	-ingar
38	Fist	Hate	Flaming	Heca-	-ista
39	Gate	Hatred	Floating	Her-	-jan
40	Gaze	Health	Freezing	Hog-	-jobulon
41	Glamer	Heat	Glittering	Hur-	-kan
42	Globe	History	Gyrating	I-	-kang
43	Golem	Hope	Helpful	Ik-	-konn
44	Guard	Ice	Hindering	Ilde-	-lah
45	Guide	Iron	Icy	In-	-leius
46	Guise	Justice	Illusory	Jas-	-leo
47	Halo	Knowledge	Incredible	Jir-	-leou
48	Hammer	Lead	Inescapable	Ju-	-lin
49	Hand	Lies	Ingenious	Krak-	-lonia
50	Heart	Life	Instant	Kul-	-lonius



1d100	Form	Element	Adjective	Name (1st part)	Name (2nd part)
51	Helm	Light	Invigorating	Laf-	-loo
52	Horn	Lightning	Invisible	Long-	-lume
53	Lock	Lore	Invulnerable	Ma-	-ma
54	Mantle	Love	Liberating	Mer-	-mas
55	Mark	Lust	Maddening	Mercur-	-mast
56	Memory	Metal	Magnificent	Mor-	-mia
57	Mind	Might	Many-Colored	Mune-	-miel
58	Mouth	Mist	Mighty	Munno	-motto
59	Noose	Moon	Most Excellent	Murz-	-moulian
60	Oath	Mud	Omnipotent	Naf-	-mut
61	Oracle	Nature	Oozing	O-	-nak
62	Pattern	Oil	Penultimate	Osh	-nia
63	Pet	Pain	Pestilential	Pande-	-nish
64	Pillar	Perception	Piercing	Pander-	-nob
65	Pocket	Plane	Poisonous	Par-	-o
66	Portal	Plant	Prismatic	Per-	-ol
67	Pyramid	Poison	Raging	Quel-	-ool
68	Ray	Quicksilver	Rejuvenating	Ra-	-pa
69	Rune	Revulsion	Restorative	Ragga-	-pheus
70	Scream	Rot	Screaming	Rhi-	-phim
71	Seal	Salt	Sensitive	Satan-	-por
72	Sentinel	Shadow	Shimmering	Satur-	-quint
73	Servant	Sight	Shining	Semi-	-ramis
74	Shaft	Silver	Silent	Sera-	-rezzin
75	Shield	Smoke	Sleeping	She-	-ro
76	Sigil	Soil	Slow	Shrue-	-rrak
77	Sign	Soul	Smoking	Sloo-	-ry
78	Song	Souls	Sorcerer's	Sol-	-sira
79	Spear	Sound	Strange	T'-	-sta
80	Spell	Spirit	Stupefying	Tcha-	-te
81	Sphere	Stars	Terrible	Tol-	-teria
82	Spray	Steam	Thirsty	Tub-	-thakk
83	Staff	Steel	Thundering	Tur-	-thalon
84	Storm	Stone	Trans-Dimensional	U-	-tine
85	Strike	Storm	Transmuting	Vag-	-toomb
86	Sword	Sun	Ultimate	Val-	-torr
87	Tendril	Terror	Uncontrollable	Vance-	-troya
88	Tongue	Time	Unseen	Ver-	-tur
89	Tooth	Treasure	Unstoppable	Vish-	-tuva
90	Trap	Truth	Untiring	Wa-	-u
91	Veil	Vanity	Vengeful	Win-	-valva
92	Voice	Venom	Vexing	Xa-	-vance
93	Wall	Vigor	Violent	Yu-	-viik
94	Ward	Void	Violet	Za-	-wink
95	Wave	Water	Viridian	Zal-	-xa
96	Weapon	Will	Voracious	Zan-	-yop
97	Weave	Wind	Weakening	Zili-	-zant
98	Whisper	Wisdom	White	Zim-	-zark
99	Wings	Wood	Wondrous	Zuur-	-zirian
100	Word	Youth	Yellow	Zza-	-zred

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## SEE THE FRONTIER

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This section is addressed to the Judge and covers setting creation, based on some of the ideas set down in *The Perilous Wilds*. At some point during the first session, you may wish to set the stage by reading this introduction to the players:

*You have come here, to the utmost edge of civilized lands, to seek your fortune in the wild. Few have ventured into the unknown, and fewer have returned, but those who live to speak of it tell great tales, indeed: of ancient, rubble-choked ruins; of terrible beasts; of great riches awaiting plunder.*

*Society offers order, with everyone in their proper place, and duty, labor, and protection awaiting the obedient. You want none of these things. Nor do ancient ruins and terrible beasts interest you overmuch.*

*You seek only riches.*



---

## The Map

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After the players have created their freebooters, follow these steps to create the geographical framework for the adventures to come.

---

### 1) Start with a blank map.

Ask everyone to imagine a civilized kingdom or empire that is mostly off the map, and ask someone to draw an outline of the small part of this realm that reaches onto the map. This line is the border between civilized lands and the unexplored wilderness.

---

### 2) Add their home steading.

Ask someone to draw a steading just inside the civilized border, and decide whether it's a village, town, keep, or city. Perched on the frontier, this steading will act as the party's home base between expeditions. Draw a dotted or dashed line from the steading to the nearest map edge: this is the road back to the capital city, some days or weeks away.

---

### 3) Define the steading.

Refer to relevant steading entry on pages 46-47 of *The Perilous Wilds*. Read the first list of options, and ask a player to choose one that applies. Then, ask a different player to do the same for the list of problems. In both cases, let the players know they can roll instead of choose if they would prefer to leave those details to chance.

Discuss the implications of the results, asking questions and taking notes as necessary (for instance, if the steading is built around a church, what is the higher power to which it is devoted?). If the results indicate new things that would logically be added to the map, ask players to draw those things in.

---

**4) Name the steading.**

Ask them the name of the steading, and write it on the map. If they're stumped for a name, suggest something simple that reflects a concrete aspect of the steading's position, surroundings, or the details determined in the previous step (examples: "Clearwater," "Farport," "Iron Town").

---

**5) Define their home base.**

Ask them the name of the inn, tavern, or other place they call home when they're in town. This is where they'll regroup, recover, and recount their exploits and losses after returning from the wilderness.

Ask more questions about their home base as you see fit, especially if you're curious about particular details.

---

**6) Share knowledge of the wilds.**

Get them to define the wilderness by going through each of the steps below, switching from player to player with each step. Repeat steps (b) through (e) as many times as you like, soliciting information from a different player each time. Take notes as they say things, and make sure they add things to the map.

a) What is the predominant terrain of the wild frontier, stretching away from civilized lands as far as the eye can see? Dark forest? Misty wetlands? A crystalline waste? Something else?

b) Name one ancient civilization that is said to have once flourished in the wilderness.

- i) How is that civilization said to have met its end?
- ii) What remnants of that civilization may still be found scattered throughout the wilderness?

c) Name one region within the wilderness that borders civilized lands, and draw its outline on the map. If you need ideas, roll up a name using the "Random Region" table on page 16 of *The Perilous Wilds*.

- i) What is the defining terrain of that region?
- ii) What is a striking rumor about that region?

d) Name one landmark in the area, and mark its location on the map. If you draw a blank, just roll one up using the "Random Place" table on page 17 of *The Perilous Wilds*.

- i) What's notable about it?
- ii) How long does it take to get there on foot?

e) Name one creature, among the countless known or rumored to inhabit the wild, that the locals speak of fearfully. Mark its alleged habitat on the map.

f) What is the nearest known ruin? Draw it on the map.

- i) Who or what is thought to have built it?
  - ii) What is said to have been its original function?
  - iii) What thing of great value did an expedition recently find there?
  - iv) What terrible danger is said to reside within?
- 

**7) Make a plan and sally forth!**

Set the stage: they're at their home base, gathered around a map of the known frontier laid out on a table, or carved into the table itself. Ask them about their plans for their first expedition. Some shopping might be in order.

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## Basic Moves

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### HELP or HINDER

When you *assist or interfere with someone*, say what ability you use, how it applies to the situation, and roll +that ability: **on a 10+**, they take +1 or -2 to their roll, your choice; **on a 7-9**, they take +1 or -2, but you expose yourself to danger, retribution, or some other cost (ask the Judge what).

---

### PERCEIVE

When you *pay close attention to a person, place or thing*, roll +WIS: **on a 10+**, hold 3; **on a 7-9**, hold 1. Spend your hold 1-for-1 to ask the Judge questions about the object of your attention, either now or later. But ask carefully; if there's no way you could reasonably perceive the answer, the Judge will just say that you don't notice anything unusual.

---

### ESTABLISH

When you *recall something you know about the subject at hand*, say how you might have come by such knowledge. If the Judge buys it, roll +INT: **on a 10+**, the Judge will tell you a relevant truth, or ask you to establish one; **on a 7-9**, the Judge will say what you recall, but you won't know how true it is until you put it to the test. If the Judge doesn't buy how you might have come by such knowledge, it turns out you don't know much about the thing after all.

---

### NEGOTIATE

When you *want something from someone that they don't want to give up*, make your case and roll +CHA: **on a 10+**, they name their absolute minimum price; **on a 7-9**, they name a price they could live with; **on a 6-**, mark XP, and prepare to be milked for all you're worth.

---

### SHOULDER BURDEN

When you *carry weight more than your Load but equal to or less than twice your Load*, you are encumbered, and suffer -1 ongoing until you lighten your burden. When you *carry more than twice your Load* (within reason), you can't do much more than struggle along at a snail's pace.

---

### MAKE A SAVING THROW

When you *act or react in the face of danger*, roll...

- ...+STR to use sheer might
- ...+DEX to use speed, agility, or a delicate touch
- ...+CON to resist or endure
- ...+INT to think fast, focus, or remember
- ...+WIS to use intuition or willpower
- ...+CHA to charm or impress
- ...+LUC to close your eyes and pray

**On a 10+**, you do it, as well as one could hope; **on a 7-9**, you do it, but there's a catch—the Judge will offer you a worse outcome, hard bargain, or ugly choice.



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### GET LUCKY

When you *hope things will go your way*, roll +LUC: **on a 10+**, they do, this time; **on a 7-9**, they do, but there's a tradeoff—ask the Judge what; **on a 6-**, DO NOT mark XP, and you get the opposite of what you hoped for.

---

### BURN LUCK

When you *have made any roll except a +LUC roll*, you may burn 1 Luck to raise or lower the result of that roll by 1.

---

### RISE TO THE OCCASION

When you *assume the role of a follower and embrace the life of a freebooter*, choose a follower and fill in a new playbook for them. Follow the usual instructions for making a freebooter, but use the follower's name

and what you know about them to choose (instead of roll) their alignment and traits. You start with whatever gear the follower had.

---

### WRAP UP

When you *reach the end of a session*, do the following:

- \* Mark XP if you fulfilled your alignment goal at least once
- \* Mark XP if you fulfilled at least 1 trait in a memorable way
- \* If you're a Fighter, mark XP if you defeated a worthy foe
- \* If you're a Thief, mark XP if you deceived or stole from anyone
- \* If you're a Cleric, mark XP if you fulfilled your tenet at least once
- \* If you're a Magic-User, mark XP if you discovered something magical

Then answer the following questions as a group. For each "yes" answer, everyone marks XP.

- \* Did we learn something new and important about the world?
  - \* Did we overcome a notable monster or enemy?
  - \* Did we loot a memorable treasure?
- 

### LEVEL UP

When you *have XP equal to or greater than 10 + (5x your current level)*, and enough time to reflect on your experiences and hone your skills, do the following:

- 1) Subtract  $10 + (5 \times \text{your current level})$  from your current XP.
- 2) Increase your level by 1.
- 3) Regain 1 point of burned Luck.
- 4) If your new level is even, permanently increase one ability score of your choice by 1 (to a maximum of 18) and increase your maximum hit points by 1 roll of your hit die +CON (minimum 1HP).
- 5) If your new level is odd, choose a new advanced move from your class.





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## Combat Moves

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### FIGHT

When you **face a foe in hand-to-hand combat**, roll +STR: **on a 10+**, you deal your damage; **on a 7-9**, you deal damage but suffer the enemy's attack as well.

---

### SHOOT or THROW

When you **attack a target with a ranged weapon**, roll +DEX: **on a 10+**, you inflict damage; **on a 7-9**, you inflict damage after resolving 1 of your choice:

- \* Mark off 1 ammo
  - \* Just winged 'em—roll damage twice and use the lower roll
  - \* You attract unwanted attention
- 

### LEAD THE RETREAT

When you **urge your comrades to follow your example and run for their lives**, burn 1 Charisma and roll +CHA: **on a 10+**, each person who runs (including you) takes +1 ongoing until they stop fleeing from the threat; **on a 7-9**, your allies take +1 forward to whatever they do next.

---

### BITE THE DUST

When you **have zero or less hit points**, you're incapacitated and probably dead, but if someone rolls you over to check within a few hours, roll +LUC: **on a 10+**, it's a miracle!—you're alive with 1 HP, and choose 2 from the list below; **on a 7-9**, you're alive with 1 HP, and choose 3 from the list; on a 6-, you're gone. Which is also the case if no one rolls you over to check within a few hours.

- \* You're unconscious until you heal up to half your total HP
- \* You'll die within the next hour without proper treatment
- \* You've incurred a major, permanent injury of the Judge's choosing
- \* You suffer 1d8 ability score damage to each of 2 abilities (Judge's choice)

When you **die**, you may Rise to the Occasion now (p15), or wait until you get back to town and Sign Up as a new character (p21).



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## Follower Moves

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### RECRUIT

When you **go looking to hire help**, tell the Judge who you're looking for, phrased in one of the following ways:

- \* A group of \_\_\_\_\_ (porters, guards, minstrels, angry farmers, etc.)
- \* A skilled \_\_\_\_\_ (guide, sage, burglar, bodyguard, etc.)

A group is a follower like any other, but with the *Group* tag.

If the Judge says you can't find that hereabouts, start over or move on. Otherwise, roll +nothing and take +1 if you have a good reputation in these parts: **on a 10+**, they're yours for the hiring; **on a 7-9**, the Judge chooses 1 from the list below; **on a 6-**, mark XP, and no one shows.

- \* They demand greater compensation, in coin or some other form
- \* No one here fits the bill, but you hear of someone elsewhere who does
- \* They have a need that must be met first (permission, a favor, etc.)
- \* You can tell at a glance they are less than ideal (ask the Judge how)

The Judge will choose or roll their specifics (Quality, Loyalty, Instinct, etc.) as needed, to be discovered through play. Which might mean grilling them, right now.

---

### ORDER FOLLOWER

When you **order or expect a follower to do something dangerous, degrading, or contrary to their Instinct**, roll +Loyalty: **on a 10+**, they do it, now; **on a 7-9**, they do it, but Judge picks one from the list below.

- \* Decrease the follower's Loyalty by 1
  - \* They complain loudly, now or later, and demand something in return
  - \* Caution, laziness, or fear makes them take a long time to get it done
- 

### DO THEIR THING

When you **have a follower do something chancy within the scope of their tags or moves**, roll +Quality: **on a 10+**, they do it, as well as one could reasonably hope; **on a 7-9**, they do it, but there's an unforeseen cost, consequence, or limitation (ask the Judge what).

---

### CALL FOR ASSISTANCE

When **a follower helps you make a move that calls for a roll**, take +1 to that roll, but that follower is exposed to any risks or consequences of the move.

When **a follower helps you Fight or Shoot/Throw**, roll their damage die alongside yours and use the higher die.

---

### PAY UP

When **a follower is compensated for their efforts by having their Cost met**, increase their Loyalty by 1 (to a maximum of +3). This move cannot be made again until after the follower and their leader have both Made Camp.

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### WATCH THEM GO

When **a follower has -3 Loyalty**, they betray or abandon you at the next opportunity.

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## Travel and Exploration Moves

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### JOURNEY

When you **travel by a safe route**, through safe or dangerous lands, indicate your destination on the map. The GM will tell you how long the trip takes, and what—if anything—happens along the way. When you reach your destination, choose someone to Manage Provisions to see how many rations you ate.

---

### UNDERTAKE A PERILOUS JOURNEY

When you **travel through dangerous lands**, and not on a safe route, indicate the course you want to take on the map and ask the GM how far you should be able to get before needing to Make Camp. If you're exploring with no set destination, indicate which way you go.

Then, choose one party member to Scout Ahead, and one to Navigate, resolving those moves in that order.

---

### FORAGE

When you **spend a day seeking food in the wild**, roll +WIS: **on a 10+**, gain 1d4 rations, +1d4 rations if you have the gear to hunt or trap; **on a 7-9**, as 10+, but you must first deal with a Discovery or Danger of the Judge's choice.

---

### MAKE CAMP

When you **settle in to rest**, choose one member of the party to Manage Provisions. Then, if you eat and drink, and have enough XP, you may level up.

If you're bedding down in dangerous lands, decide on a watch order. Then, the GM chooses one person on watch during the night to roll +nothing: **on a 10+**, the night passes without incident; **on a 7-9**, the Judge chooses 1 from the list below; **on a 6-**, everyone marks XP, and a Danger manifests—you'd better Stay Sharp!

- \* One party member of the Judge's choice suffers a restless night
- \* The person on watch notices a nearby Discovery
- \* A Danger approaches—it's not immediately hostile, but whoever's on watch had better Stay Sharp anyway

When you **wake from at least a few hours of uninterrupted sleep**, and you ate and drank the night before, you heal 1+CON (minimum of 1) points, which you may apply to HP and/or damaged ability scores of your choice (excluding Luck).

---

### STAY SHARP

When you **are on watch and something approaches**, roll +WIS: **on a 10+**, you notice in time to alert everyone and prepare, granting all party members +1 forward; **on a 7-9**, you react in time to sound the alarm, but nothing else; **on a 6-**, mark XP, and whatever approaches has the drop on you.



---

### SCOUT AHEAD

When you **take point and look for anything out of the ordinary**, roll +WIS: **on a 10+**, choose 2 from the list below; **on a 7-9**, choose 1.

- \* You get the drop on whatever lies ahead
- \* You discern a beneficial aspect of the terrain—shortcut, shelter, or tactical advantage (describe it)
- \* You make a Discovery (ask the Judge)
- \* You see sign of a nearby Danger (ask the Judge)

---

### NAVIGATE

When you **plot the best path through dangerous or unfamiliar territory**, roll +INT: **on a 10+**, you avoid dangers and distractions and make good time, reaching a point of the Judge's choosing before you need to Make Camp; **on a 7-9**, the Judge chooses 1 from the list below.

- \* You happen upon a Discovery missed by the scout
- \* The going is slow, or you wander off course. The Judge says which, and where you end up on the map
- \* You encounter a Danger; whether or not you're surprised depends on whether the scout has the drop on it

---

### MANAGE PROVISIONS

When you **prepare and distribute food for the party**, roll +WIS: **on a 10+**, choose 1 from the list below; **on a 7-9**, the party consumes the expected amount of rations (1 per person if Making Camp, 1 per person per day if making a Journey).

- \* Careful management reduces the amount of rations consumed (ask the Judge by how much)
- \* The party consumes the expected amount and the food you prepare is excellent—describe it, and everyone who licks their lips takes +1 forward

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## Town Moves

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### RECOVER

When you **spend 1 week of downtime resting in town**, pay your cost of living and heal points accordingly:

**Poor** (6-CHA sp): 1 hit die +CON of HP and/or ability points.

**Modest** (12-CHA sp): 2 hit dice +CON of HP and/or ability points.

**Comfortable** (24-CHA sp): 3 hit dice +CON of HP and/or ability points.

You always heal at least 1 point per hit die, and may not choose to heal Luck.

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### ACQUIRE

When you **go looking for something specific and uncommon**, say who you ask about it and roll +CHA: on a 10+, they know where you can find it, and it can be had for a fair trade; on a 7-9, the Judge chooses 1 from the list below:

- \* It'll cost you more than expected
  - \* You find a poor substitute
  - \* You can get it, but only if you see a guy who knows a guy
  - \* It was on hand until just recently, when someone else acquired it
  - \* It's not here, but there's something else that might do the job
- 

### FIND A BUYER

When you **spend 1 day of downtime seeking to turn art objects or other treasure into coin**, roll +nothing, -2 if you're in a Village, +2 if you're in a City: **on a 10+**, someone will take it off your hands, but you'll need to Negotiate on price; **on a 7-9**, no one can help today, but you can try again tomorrow; **on a 6-**, mark XP, no one can help, and you'll need to wait a week before trying again.



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## BANK IT

When you **stash hard-won treasure**, for each 100 silver pieces worth of loot you put away, mark 1 XP and check 1 box in your Stash. Once you stash treasure, you no longer have access to it. You may stash valuable items as well as coin, even if you don't know how much they're worth; the GM will tell you how many boxes to check off after you've socked them away.

When you **die**, your final score is the number of boxes checked in your stash box. Try to do better next time!

When you **mark your last Stash box**, you've saved up enough to satisfy all your worldly needs, or those of the cause which you serve. Tell everyone how you spend your Stash and retire with the satisfaction of having lived to tell the tale.

---

## SIGN UP

When you **start a new character from scratch after your previous character died**, roll them up as usual. Then, for each Stash box you had marked off on your previous character, gain 1 XP or 10 silver pieces (your choice). Finally, Level Up as many times as your XP dictates, and use your coin to purchase gear.



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## MARKETPLACE

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PCs may sell items for 1/2 the listed price.

### Tag key

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*Ammo:* abstracted quantity of shots.

*Awkward:* potentially troublesome.

*Burns:* 1d6 damage on an ongoing basis.

*Close:* target must be in immediate vicinity.

*Duration:* abstracted length of time, to be marked off at Judge's discretion

*Far:* target must be within sight.

*Forceful:* can force a foe back.

*Hand:* target must be within arm's reach.

*Ignition:* can be used to start fire.

*Near:* target must be within a stone's throw.

*Pierce:* amount of damage that ignores armor.

*Power:* amount of increase to casting power.

*Precise:* roll +DEX instead of +STR to Fight.

*Rare:* hard to come by via common channels

*Reach:* target must be just outside the immediate area.

*Reload:* must be reloaded after each use.

*Slow:* takes a while to take effect.

*Small:* cannot protect against all attacks.

*Throw:* can be thrown effectively.

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### Weapons - Melee

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Axe	14s, 1d8, <i>close</i> , 2 wt
Club	9s, 1d6, <i>close</i> , 1 wt
Dagger	11s, 1d4, 1 pierce, <i>precise</i> , <i>hand</i> , 0 wt
Flail	18s, 1d8, <i>close</i> , <i>forceful</i> , 2 wt
Great axe	24s, 1d10, <i>close</i> , <i>rare</i> , 2-handed, 3 wt
Great hammer	20s, 1d10, <i>close</i> , <i>forceful</i> , <i>rare</i> , 2-handed, 4 wt
Great sword	30s, 1d10, <i>close</i> , <i>reach</i> , <i>rare</i> , 2-handed, 3 wt
Hatchet	10s, 1d4, <i>throw</i> , <i>close</i> , <i>near</i> , 1 wt
Knife	7s, 1d4, <i>precise</i> , <i>hand</i> , 0 wt
Mace	12s, 1d6, <i>close</i> , <i>forceful</i> , 1 wt
Pick	18s, 1d6, 2 pierce, <i>close</i> , <i>awkward</i> , 1 wt
Polearm	18s, 1d10, <i>reach</i> , 2-handed, 3 wt
Shortsword	12s, 1d6, <i>close</i> , 1 wt
Spear	16s, 1d8, <i>throw</i> , <i>reach</i> , <i>near</i> , 2 wt
Staff	6s, 1d4, <i>close</i> , 2-handed, 1 wt
Sword	14s, 1d8, <i>close</i> , 2 wt
Warhammer	12s, 1d6, 1 pierce, <i>close</i> , 1 wt

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### Weapons - Ranged

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Throwing knife	8sp, 1d4, <i>hand</i> , <i>close</i> , <i>reach</i> , <i>near</i> , <i>precise</i> , 0 wt
Sling	6sp, 1d4, <i>near</i> , <i>far</i> , <i>reload</i> , 0 wt
Shortbow	16sp, 1d6, <i>near</i> , <i>far</i> , 2-handed, 1 wt
Longbow	24sp, 1d8, <i>near</i> , <i>far</i> , 2-handed, 1 wt
Lt. crossbow	20sp, 1d6, 1 pierce, <i>near</i> , <i>far</i> , 2-handed, <i>reload</i> , 1 wt
Hvy. crossbow	30sp, 1d6, 2 pierce, <i>near</i> , <i>far</i> , 2-handed, <i>reload</i> , 2 wt

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### Ammunition

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Slingstones	2sp, 3 ammo, 0 wt
Arrows	4sp, 3 ammo, 1 wt
Bolts	4sp, 3 ammo, 1 wt

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### Armor

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Leather	30sp, 1 armor, 1 wt
Chainmail	60sp, 2 armor, 3 wt
Breastplate	80sp, 2 armor, 2 wt
Scale mail	120sp, 3 armor, <i>awkward</i> , 4 wt
Plate armor	200sp, 4 armor, <i>awkward</i> , <i>rare</i> , 6 wt
Buckler	15sp, +1 armor, <i>small</i> , 1 wt
Shield	25sp, +1 armor, 2 wt

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### Garments

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Poor clothes	1sp, <i>worn</i> , 0 wt
Common clothes	2sp, <i>worn</i> , 0 wt
Winter cloak	5sp, <i>worn</i> , 0 wt
Quality clothes	10sp, <i>worn</i> , 0 wt
Official vestment	20sp, <i>worn</i> , 0 wt
Elegant clothes	50sp, <i>rare</i> , <i>worn</i> , 0 wt

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### Gear

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Adventuring gear	20sp, 5 uses, 2 wt
Bag of books	10sp, +1 to Recall, 5 uses, 2 wt
Rope (20')	2sp, 1 wt
Animal snare	2sp, 1 wt
Bedroll	2sp, 1 wt
Animal trap	5sp, 1 wt
Fishing net	5sp, 1 wt
Fishing pole	5sp, 0 wt
Grappling hook	7sp, 1 wt
Tent	7sp, 2 wt
Large Tent	15sp, 3 wt



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## Containers

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Backpack	5sp, <i>worn</i> , 0 wt
Waterskin	2sp, 0 wt
Scrollcase	2sp, 0 wt
Sling pouch	3sp, 0 wt
Quiver	4sp, 0 wt
Saddlebags	7sp, 1 wt

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## Lighting

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Candles	2sp, <i>dim</i> , 3 duration, 5 uses, 0 wt
Torches	2sp, 3 duration, 3 uses, 1 wt
Tinderbox	4sp, <i>ignition</i> , 0 wt
Lamp oil	5sp, <i>burns</i> , 1 use, 1 wt
Lantern	16sp, needs oil, 5 duration, 1 wt

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## Provisions

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Rations	3sp, 5 uses, 1 wt
Spirits (1 pint)	15sp, 0 wt
Grog (1 quart)	1sp, 1 wt
Fine wine (1 pint)	10sp, 0 wt
Poor meal	1sp/4 people
Hearty meal	1sp
Feast	15sp

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## Tools

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Whetstone	1sp, 0 wt
Crowbar or shovel	5sp, 1d6, <i>close, awkward</i> , 2-handed, 2 wt
Pole (10')	2sp, 1 wt
Lockpicks	10sp, 0 wt
Writing kit	10sp, 0 wt
Crafting tools	15sp, 2 wt
Navigation charts	15sp, 1 wt
Mapmaking tools	20sp, 0 wt

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## Healing & Magic

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Antitoxin	10sp, 0 wt
Bandages	3sp, <i>slow</i> , heal 1, 3 uses, 0 wt
Poultices & herbs	10sp, <i>slow</i> , heal 1d4, 2 uses, 1 wt
Healer's kit	24sp, <i>slow</i> , heal 1d6, 2 uses, 1 wt
Healing potion	50sp, heal 1d8, 0 wt
Spell component	2sp, +1 power, 1 use, 0 wt
Magic staff	200sp, 1d4, <i>close</i> , 2-hand- ed, +1 power, <i>rare</i> , 1 wt
Magic orb	400sp, +2 power, <i>rare</i> , 1 wt

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## Poisons

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Name and describe the form, application, effect and speed. The price of 1 dose is determined by effect multiplied by dose:

**Effect:** *minor* (8s) *moderate* (15s), *major* (30s), *fatal* (100s)

**Speed:** *slow* (x1), *fast* (x2), *instant* (x5).

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## Services

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Poor inn	6-CHA sp/week
Modest inn	12-CHA sp/week
Comfortable inn	24-CHA sp/week
Unskilled labor	10sp/week
Military service	30sp/month
"Companionship"	12-CHA sp/night
Entertainment	10-CHA sp/evening
Armed escort	
Safe route	6sp per guard per day
Unsafe route	12sp/guard/day
Perilous	24sp/guard/day
Common murder	5sp
Assassination	120sp
Healing	1sp/1 ability point/1 HP
Prayers	1sp/month
Custom item	Base cost x2
Repairs	Base cost x 1/4

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## Transport

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Cart and Donkey	50sp, load 18
Horse	75sp, load 12
Warhorse	400sp, load 14
Wagon	100sp, load 32
Barge	75sp, load 24
River boat	150sp, load 32
Merchant ship	5,000sp, load 200
War ship	20,000sp, load 100
Passage	
Safe route	1sp
Unsafe route	10sp
Perilous	100sp

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## Real Estate

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A hovel	20sp
A cottage	250sp
A house	2,500sp
A manse	10,000sp
A keep	75,000sp
A castle	250,000sp
A grand castle	500,000sp
Upkeep	1% of cost/month

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# Freebooters on the Frontier

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## Inspiration

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*Dungeons & Dragons*, the “white box” edition, by Gygax & Arneson (TSR, 1974); *Dungeon Crawl Classics Role Playing Game*, by Joseph Goodman (Goodman Games, 2012); *Wilderlands of High Fantasy*, first edition, by Bill Owen and Bob Bledsaw (Judge’s Guild, 1977); the Dying Earth book series, by Jack Vance; the “West Marches” posts by Ben Robbins on his blog, *ars ludi*; the long California summers of 1977-1982.

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## Attribution

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## Playtesters

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