





Marketplace			
Gear		Armor	
Air Bladder	5	Shield (+1 Armor)	10
Antitoxin	20	Helmet (+1 Armor)	10
Bandages (3 uses)	30	Gambeson (+1 Armor)	15
Bathing Goods (Soap, Perfume, etc.)	5	Brigandine (1 Armor, bulky)	20
Book	50	Chainmail (2 Armor, bulky)	40
Caltrops	10	Plate (3 Armor, bulky)	60
Card Deck	5		
Chain (10ft)	10		
Chalk (petty)	1		
Chest	25		
Chisel	5		
Common Agents (Glue, Grease, etc.)	10		
Common Tools (Hammer, Shovel, etc.)	10		
Compass	75		
Complex Instruments (Bagpipes, Fiddle, etc.)	50		
Containers (Sack, Waterskin, etc.)	10		
Cooking Gear (Pots, Utensils, etc.)	10		
Costume Gear (Face Paint, Disguise)	15		
Dowsing Rod	15		
Expeditionary Gear (Climbing Spikes, Pulley), etc.	10		
Fire Oil	10		
Fishing Rod	10		
Games (Cards, Dice, etc.)	10		
Gloves (petty)	20		
Grappling Hook	25		
Lantern	10		
Mirror	5		
Net	10		
Oil can (6 uses)	10		
Outdoor Comfort (Blanket, Hammock, etc.)	10		
Parchment (3 uses)	10		
Pole (10ft)	5		
Repellent (Wolfsbane, Mugwort, etc.)	10		
Rope (25ft)	5		
Sedative	30		
Sewing Kit	20		
Simple Instruments (Pipes, Lute, etc.)	10		
Smoking pipe (petty)	15		
Specialized Tools (Ink, etc.)	20		
Spiked Boots	15		
Spyglass	40		
Tent (fits 2, bulky)	20		
Thieving Tools (Lockpick, Metal File, etc.)	25		
Torch (3 uses)	5		
Trap (d6 STR damage)	35		
Whistle (petty)	15		
Wilderness Clothes (petty) (Poncho, Cloak, etc.)	15		
		Weapons	
			gp
		Dagger, Cudgel, Sickle, Staff, etc. (d6 damage)	5
		Spear, Sword, Mace, Axe, Flail, etc. (d8 damage)	10
		Halberd, War Hammer, Long Sword, etc. (d10 damage, bulky)	20
		Sling (d6 damage)	5
		Bow (d6 damage, bulky)	20
		Crossbow (d8 damage, bulky)	30
		Upkeep & Recovery	
			gp
		Room & board (per night)	10
		Private Room & Board (fits 4)	35
		Stable & Feed (per night)	5
		Medical Healing	50
		Rations (3 uses)	10
		Animal Feed (3 uses, bulky)	5
		Hirelings (daily rate in gp)	
		Alchemist	30
		Navigator	10
		Animal Handler	5
		Sailor	5
		Blacksmith	15
		Scholar	20
		Bodyguard	10
		Tracker	5
		Local Guide	5
		Trapper	5
		Lockpick	10
		Bodyguard	20
		Transport	
			gp
		Cart (+4 slots, bulky)	30
		Wagon (+8 slots, slow)	200
		Horse (+4 slots)	75
		Mule (+6 slots, slow)	30
		Carriage Seat	5
		Ship's Passage	10

Procedures		
Scars		
If damage to a PC would reduce their HP to exactly 0, look up the result on the table below based on the amount of HP lost in the attack. For example, if a PC went from 3 HP to 0 HP, they would look at entry #3 (Walloped).		
HP Lost	Scars	
1	<b>Lasting Scar:</b> Roll 1d6. 1: Neck, 2: Hands, 3: Eye, 4: Chest, 5: Legs, 6: Ear. Roll 1d6. If the total is higher than your max HP, take the new result.	
2	<b>Rattling Blow:</b> You're disoriented and shaken. Describe how you refocus. Roll 1d6. If the total is higher than your max HP, take the new result.	
3	<b>Walloped:</b> You're sent flying and land flat on your face, winded. You are deprived until you rest for a few hours. Then, roll 1d6. Add that amount to your max HP.	
4	<b>Broken Limb:</b> Roll 1d6. 1-2: Leg. 3-4: Arm, 5: Rib, 6: Skull. Once mended, roll 2d6. If the total is higher than your max HP, take the new result.	
5	<b>Diseased:</b> You're afflicted with a gross, uncomfortable infection. When you get over it, roll 2d6. If the total is higher than your max HP, take the new result.	
6	<b>Reorienting Head Wound:</b> Roll 1d6. 1-2: STR, 3-4: DEX, 5-6: WIL. Roll 3d6. If the total is higher than your current attribute, take the new result.	
7	<b>Hamstrung:</b> You can barely move until you get serious help and rest. After recovery, roll 3d6. If the total is higher than your max DEX, take the new result.	
8	<b>Deafened:</b> You cannot hear anything until you find extraordinary aid. Regardless, make a WIL save. If you pass, increase your max WIL by 1d4.	
9	<b>Re-brained:</b> Some hidden part of your psyche is knocked loose. Roll 3d6. If the total is higher than your max WIL, take the new result.	
10	<b>Sundered:</b> An appendage is torn off, crippled or useless. The Warden will tell you which. Then, make a WIL save. If you pass, increase your max WIL by 1d6.	
11	<b>Mortal Wound:</b> You are deprived and out of action. You die in one hour unless healed. Upon recovery, roll 2d6. Take the new result as your max HP.	
12	<b>Doomed:</b> Death seemed ever so close, but somehow you survived. If your next save against critical damage is a fail, you die horribly. If you pass, roll 3d6. If the total is higher than your max HP, take the new result.	

Spellbooks		
Spellbooks contain a single spell and take up one slot. They cannot be easily transcribed or created; instead they are recovered from places like tombs, dungeons, and manors.		
Spellbooks sometimes display unusual properties or limitations, such as producing a foul or unearthly smell when opened, possessing an innate intelligence, or being legible only when held in moonlight.		
Spellbooks will attract the attention of those who seek the arcane power within, and it is considered dangerous to display them openly.		
Casting Spells		
Anyone can cast a spell by holding a Spellbook in both hands and reading its contents aloud. They must then add a Fatigue to inventory.		
Given time and safety, PCs can enhance a spell's impact (e.g., affecting multiple targets, increasing its power, etc.) without any additional cost.		
If the PC is deprived or in danger (such as during combat), the Warden may require a PC to make a WIL save to avoid any ill-effects from casting the spell. Consequences of failure are on par with the intended effect, and may result in added Fatigue, the destruction of the Spellbook, injury, and even death.		

Rules Summary

Attributes

- STR:** Physical power, lifting gates, bending bars, resisting poison, etc.
- DEX:** Poise, speed, reflexes, dodging, climbing, sneaking, balancing, etc.
- WIL:** Persuade, deceive, interrogate, intimidate, charm, provoke, manipulate spells, etc.

Saves

- Roll a d20 and compare the results to the appropriate attribute. If equal to or under that attribute, success. Otherwise, failure. 1 is always a success and a 20 is always a failure.
- If two opponents are each trying to overcome the other, whoever is most at risk should save.
- If two more characters would need to take an action together, whoever is most at risk should save (typically the character with the lowest Attribute).

Healing & Recovery

- Resting a few moments plus a drink of water restores lost HP but leaves party exposed. Bandages can stabilize a character after critical damage.
- Attribute loss is usually restored with a week's rest, facilitated by healer or other appropriate means.

Deprivation & Fatigue

- A PC that lacks a crucial need (such as food or rest) is Deprived. Anyone Deprived for more than a day adds Fatigue to their inventory, one for each day. A Deprived PC cannot recover HP, Attributes, or remove Fatigue.
- A PC also adds Fatigue after casting spells or due to events occurring in the fiction. Each Fatigue occupies one slot and lasts until the PC is able to obtain a night's rest.
- If a PC has more Fatigue than free slots, they must drop an item from their inventory.

Armor

- Value is subtracted from damage result before being applied to HP.
- Shields and similar armor provide a bonus defense (e.g. +1 Armor), but only while the item is held or worn. Nothing can have more than 3 Armor.

Reactions

Roll 2d6 When the PCs encounter an NPC whose reaction to the party is not obvious.

2	3-5	6-8	9-11	12
Hostile	Wary	Curious	Kind	Helpful

Morale

- NPCs save WIL to avoid fleeing when they take their first casualty and again when they lose half their number.
- Some groups may use their leader's WIL in place of their own. Lone foes must save when they're reduced to 0 HP.
- Morale does not affect PCs.

Hirelings

- Adventuring parties can recruit hirelings, relying on their unique skills, knowledge, and training to aid in expeditions.
- To create a hireling, choose an appropriate role from the Hirelings table in the Marketplace. Roll 3d6 for each attribute, and 1d6 for their HP. Give them equipment appropriate to their station, then roll on the Character Traits tables to further flesh them out.
- Alternatively, choose an appropriate background and name from the Character Creation guide. Roll (or choose from) the tables for that background. Then, roll for Rations, Gold Pieces, Attributes, HP, and age.

Die of Fate

- Optionally, roll 1d6 whenever the outcome of an event is uncertain or to simulate an element of randomness and chance.
- A roll of 4 or more generally favors the PCs, while a roll of 3 or under usually means bad luck for the PCs.



Procedures		
d6	Dungeon Events	
1	Encounter	Roll on an encounter table. Possibly hostile (see Reactions (pg. 64)).
2	Sign	A clue, “spoor,” track, abandoned lair, scent, victim, droppings, etc is discovered.
3	Environment	Surroundings shift or escalate. Water rises, ceilings collapse, a ritual nears completion, etc.
4	Loss	Torches are blown out, an ongoing spell fizzles, etc. The party must resolve the effects before moving on.
5	Exhaustion	The party must take a brief rest (roll on this table again), add a <b>Fatigue</b> , or consume a ration.
6	Quiet	The party is left alone (and safe) for the time being.
d6	Wilderness Events	
1	Encounter	Roll on an encounter table for that terrain type or location. Don't forget to roll for NPC reactions if applicable.
2	Sign	The party discovers a clue, spoor, or indication of a nearby encounter, locality, hidden feature, or information about a nearby area.
3	Environment	A shift in weather or terrain.
4	Loss	The party is faced with a choice that costs them a resource (rations, tools, etc), time, or effort.
5	Exhaustion	The party encounters a barrier, forcing effort, care or delays. This might mean spending extra time (and an additional Wilderness Action) or adding Fatigue to the PC's inventory to represent their difficulties.
6	Discovery	The party finds food, treasure, or other useful resources. The Warden can instead choose to reveal the primary feature of the area.

Combat Order		
<b>Round 1</b>		
All players that pass a DEX save are able to act.		
All player actions are declared first, then resolved simultaneously.		
All opponents act.		
Opponent actions are declared first, then resolved simultaneously.		
<b>Rounds 2+</b>		
All players act.		
All player actions are declared first, then resolved simultaneously.		
All opponents act.		
Opponent actions are declared first, then resolved simultaneously.		



NPC Tables							
d20 Name		d20 Name		d20 Name		d20 Quirk	
1	Alaric	1	Ainsley	1	Alder	1	Alert
2	Carver	2	Azura	2	Alistair	2	Bald
3	Cleaver	3	Brave	3	Caius	3	Bright Eyes
4	Darnel	4	Callan	4	Dain	4	Broad Face
5	Eoin	5	Cedric	5	Dax	5	Crooked Teeth
6	Evander	6	Crow	6	Dorian	6	Gaunt
7	Glyph	7	Finch	7	Godric	7	Good Posture
8	Hemlock	8	Gunnar	8	Harkin	8	Grimy
9	Herald	9	Harper	9	Hildred	9	Harsh Voice
10	Lisbeth	10	Liora	10	Kael	10	Heavy Brow
11	Lucian	11	Lira	11	Kavi	11	Limps
12	Luna	12	Lorelai	12	Mariner	12	Missing Ear
13	Lysander	13	Lysandra	13	Nazira	13	Muscular
14	Marius	14	Marcellus	14	Onyx	14	Notable Hair
15	Mend	15	Shade	15	Rolan	15	Pleasant Voice
16	Milo	16	Shroud	16	Rush	16	Squints
17	Neria	17	Spade	17	Sky	17	Strong
18	Pan	18	Spike	18	Storm	18	Thick Eyebrows
19	Quill	19	Tanner	19	Taros	19	Tired
20	Seraphine	20	Thyme	20	Thaddeus	20	Young
d20 Background		d20 Goal		d20 Virtue		d20 Vice	
1	Academic	1	Ascension	1	Cautious	1	Aloof
2	Assassin	2	Cleansing	2	Compassionate	2	Corrupt
3	Blacksmith	3	Conservation	3	Connected	3	Craven
4	Farmer	4	Defense	4	Courageous	4	Cruel
5	General	5	Domination	5	Disciplined	5	Cynical
6	Gravedigger	6	Enrichment	6	Discreet	6	Deceptive
7	Guard	7	Expansion	7	Honest	7	Greedy
8	Healer	8	Freedom	8	Intelligent	8	Impulsive
9	Jailer	9	Healing	9	Judicious	9	Incompetent
10	Laborer	10	Integration	10	Loyal	10	Inflexible
11	Lord	11	Justice	11	Methodical	11	Manipulative
12	Merchant	12	Peace	12	Meticulous	12	Mercurial
13	Monk	13	Power	13	Polite	13	Naive
14	Mystic	14	Preservation	14	Popular	14	Pedantic
15	Outlander	15	Purification	15	Pragmatic	15	Ruthless
16	Peddler	16	Redemption	16	Resourceful	16	Sarcastic
17	Politician	17	Revenge	17	Suave	17	Selfish
18	Spy	18	Survival	18	Shrewd	18	Stubborn
19	Thief	19	Unity	19	Tenacious	19	Vain
20	Thug	20	Wealth	20	Witty	20	Xenophobic