

# THE ELECTRUM ARCHIVE



## FREE RULES

v1.4

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## Special thanks to

Hedwig Klamer for believing in me.

The folks of the Good Sleep Collective for their feedback and good vibes.

Marshall @vaphobos, founder of House Uvri and Archaeomancer (aka Neonrelic), the ink-sniffer who inspired the Voidlight Society.

All my patrons, including Fabio Maiorana, Greyson Yandt, Hairic Lilred, Jim, Joseph Lucas, Marcia B., Mathijs Lemmers, Peter Eijk, renaak and zacobin.

Everyone who helped fund the project, shared their feedback, or participated in the playtest on the CULT OF THE LIZARD KING Discord.

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The Electrum Archive Free Rules (Version 1.4, 2024)

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# THE WORLD OF ORN

- 1 Long ago the people of Orn were brought here by a starfaring civilization of god-like creatures, whose names are now long forgotten. They are known simply as **the Elders**. Most of the knowledge of the Elders was lost when their ships fell from the heavens and buried themselves in the surface of Orn in an age long past.
- 2 Gold and silver are abundant in the soil of Orn and hold almost no value. Because of this, the main currency is **drops of elder ink**, a magical substance that was left behind by the Elders.
- 3 Inhaling vaporized elder ink temporarily expands the mind, allowing it to enter **the Realm Beyond**, a parallel dimension inhabited by spirits, and tap into its magical energy. Ink can also be used to power a variety of ancient constructs like golems and airships.
- 4 What trade is left between regions of Orn is facilitated by a handful of **ancient Merchant Houses** that fight a cutthroat war amongst themselves, desperately trying to return to their former glory.
- 5 **Bone spores**, a fungal parasite that caused the collapse of most of the Houses' trade network, still ravages some parts of the Spore Wilds but is kept in check due to the work of a group known as the Order of Ilsaar.
- 6 An expansive network of tunnels and caves known as **the Sunless Princedoms** hides beneath the surface of Orn. Here the insect-like Irr are locked in a cold war over control of their ancestral city.
- 7 A person known as **the Twin-Souled Emperor** claims they are a spirit from the Realm Beyond born into human flesh and rules from the ancient City of Nol.

# CHARACTER CREATION

## 1. Roll Attributes & Hit Points

Roll a **d4** for each of your **attributes** and note down the results. Also, roll **2d4** to determine your starting **hit points**.

## 2. Choose Background

Choose or randomly determine a background from the options below. Your background grants **talents** (see page 12) and bonuses to your **attributes** as well as which **languages** your character is able to use (see page 24). It also provides you with an idea of what your character has experienced before they became an adventurer. Note these things down on your character sheet.

## 3. Choose Archetype

Pick an **archetype** you want to play (see pages 6-11). The archetype you choose grants you some archetype-specific **features**, which you should note on your character sheet. For example, the warlock gains the ability to use spell names.

## 4. Choose Equipment

You start with **one common weapon** and a **toolkit** of your choice, **rations**, and **torches** (see pages 16-19).

Your character also starts with an **electrum vial** filled with a small number of **drops**. Note down the vial on your sheet in one of your item slots and roll **2d8** and **double the result** to determine the number of drops you start with.

## 5. Choose a Name

Give your character a **name**. Put some thought into how they look, what pronouns

### Attributes

Your character has five attributes that determine the strength of certain aspects of their character.

**Agility** - Acrobatics, speed, and precision work. Scale walls, dodge danger, pick locks, etc.

**Archive** - Information, literacy, and insight. Quickly search through archives, diagnose and treat wounds, use ink tech, etc.

**Body** - Physical strength and endurance. Break through obstacles, resist poison and disease, lift heavy objects, etc.

**Mask** - Charisma and stealth. Move stealthily, hide your intentions, influence others, etc.

**Spirit** - Intuition and mental endurance. Resist magical effects, keep a level head in tense situations, read a creature's intentions, etc.

### Hit Points

Your character has a number of **Hit Points (HP)** that determine how much damage they can take before they go down. This is detailed further on page 14.

they use, what their relationship is with the other characters in the group, and how their background has influenced them to become the person they are at the start of the game. You don't have to decide all this right now; it's okay to let your character develop as you play. Just be careful not to get too attached; it's a dangerous world out there.

Good luck, traveler!

# BACKGROUNDS

## ARCHIVIST

You spent years of your life inscribing other people's tales in the glimmering slabs of the Electrum Archive. Did you leave of your own accord or were you forced to leave the Shattered Tower?

**+2 *Archive*, +1 *Body***

**Talents:** History, Culture, Geography

**Languages:** Trade Tongue, Lahmaic script

## HOUSEBORN

Born into a minor Merchant House, you've been trained since birth to play both markets and people. Are you the last of a dying House or one of many kin with no other way to leave your mark on your House's legacy?

**+2 *Mask*, +1 *Agility***

**Talents:** Influence, Politics, Trade

**Languages:** Trade Tongue, Lahmaic script

## MUSCLE

Whether you were a prize fighter, a hired thug, or a prestigious house guard, you know how to hold your own in a skirmish. Did you get tired of fighting or are you just looking for a new challenge?

**+1 *Body*, +2 *HP***

**Talents:** Intimidation, Brute Force, Tactics

**Languages:** Trade Tongue, Riftspeak

## NOMAD

You traveled the wilds with your tribe, away from the meddling of the Houses. Did you set out on a task given to you by your tribe's elders or were you banished from their tents and left to wander on your own?

**+1 *Agility*, +1 *Archive*, +1 *Spirit***

**Talents:** Healing, Survival, Herbalism

**Languages:** Trade Tongue, an additional language of your choice.

## CULTIST

You are privy to obscure mysteries not known to outsiders. Did you break with your brothers and sisters or do you travel Orn to further your cult's tenets still?

**+2 *Spirit*, +1 *Mask***

**Talents:** Religion, Spirits, Rumors

**Languages:** Trade Tongue, Nollish

## PERFORMER

You were part of a traveling troupe of actors, artists and acrobats, showing off your skills to cheering crowds. Are you in search of inspiration for your next act or for an audience more appreciative of your talents?

**+2 *Agility*, +1 *Mask***

**Talents:** Art, Performance, Acrobatics

**Languages:** Trade Tongue

## SCAVENGER

You are familiar with the dangers lurking in elderships and how to get your hands on the ink tech hidden within. Are you in it for the ink or to sate your own curiosity?

**+1 *Agility*, +1 *Archive*, +1 *Mask***

**Talents:** Ink Tech, Stealth, Traps

**Languages:** Trade Tongue, Riftspeak

## WORKER

A life of toiling in iron mines, working the lumenpod fields or building the strongholds and halls of House nobles has hardened your body and spirit. Did you take pride in your work or are you happy to have left it behind?

**+2 *Body*, +1 *Spirit***

**Talents:** Endurance, Animals, Repair

**Languages:** Trade Tongue

# THE FIXER

## Skills

### ARCHETYPE FEATURE

You have a variety of special skills. When you create your character and each time you gain a level you may choose a skill from below or gain mastery in a skill you already have.

### SWIFT

You no longer trigger a free attack when disengaging.

#### MASTERY:

As long as you're not surprised and not wearing heavy armor or wielding a shield, you always act before the enemy.

### EXPERTISE

Once per session, you may re-roll any check.

#### MASTERY:

You may re-roll any die instead.

### BACKSTAB

When you attack a creature that isn't aware of you, in addition to the advantage you would normally gain, you also double the damage rolled.

#### MASTERY:

Triple the damage instead.

### NETWORK

When entering a new settlement, make a *Mask* check. If you succeed, make a note that you have a contact in the settlement. The nature of this contact is up to you and the Seer and can be fleshed out whenever the need for it arises.

#### MASTERY:

You may make a *Mask* check each session to see if you have a contact in the area, regardless of if you're new to the area.

As a Fixer, you have a way of procuring things others can't get their hands on, from valuable objects to well-guarded secrets.

## SUPPLIES

In a settlement, you may spend 4 drops to buy a Supply. A Supply is an abstract item only available to the fixer. It can be changed into any kind of commonly available item whenever you want.

### MASTERY:

The price of Supplies is lowered to 2 drops.

## MANY POCKETS

It no longer takes an action to retrieve an item from your backpack slots during combat, and you are able to use Ammo stored in a backpack slot.

### MASTERY:

You gain two additional backpack slots.



# THE VAGABOND

## Maneuvers

### LEVEL 1 FEATURE

You know a variety of maneuvers you can perform in combat. You do this by spending a resource called grit. You start with two grit. At every level you gain an additional grit. You may use multiple maneuvers at the same time.

As long as you are not deprived, you will regain a grit when taking a short rest.

All grit you spend is restored after you take a long rest.

- **Focus** - When making an attack, you may spend a grit to ignore the target's Armor.
- **Not on my watch!** - You may spend a grit to re-roll your Speed roll when determining combat order.
- **Shake it off** - Whenever you take damage, you may spend a grit to reduce the damage by 1d6.

## Advanced Maneuvers

### LEVEL 2, 5 & 7 FEATURE

At 2nd, 5th and 7th level, you may choose one of the maneuvers below and add them to your repertoire.

- **Command** - Instead of making an attack, you may spend a grit to allow an ally to make an attack that deals 1d6 additional damage.
- **Payback** - When an ally takes damage from an enemy within the range of your weapon, you may spend a grit to immediately make an attack against them.
- **Shield** - When an ally you share a zone with takes damage, you may spend a grit and add your AV to theirs for this Round (this can increase it above 6).
- **Split fire** - When you use a ranged weapon, you may spend a grit to shoot at two separate targets at once.
- **Taunt** - You may spend a grit to make all enemies attack you this Round.
- **Rally** - At the start of a Round, spend a grit to give you and your allies +1 additional damage until the end of the Round.
- **Cleave** - Instead of making a normal attack, you may spend a grit to make a single attack hitting up to four enemies you share a zone with. This attack deals only half damage but still ignores Armor on a critical hit.



As a Vagabond, you know how to take care of yourself in the harsh world outside the city walls, and how to deal with the dangers that lurk there.

## Trophies

### LEVEL 3 FEATURE

After you defeat a creature in combat you may take a trophy from their remains.

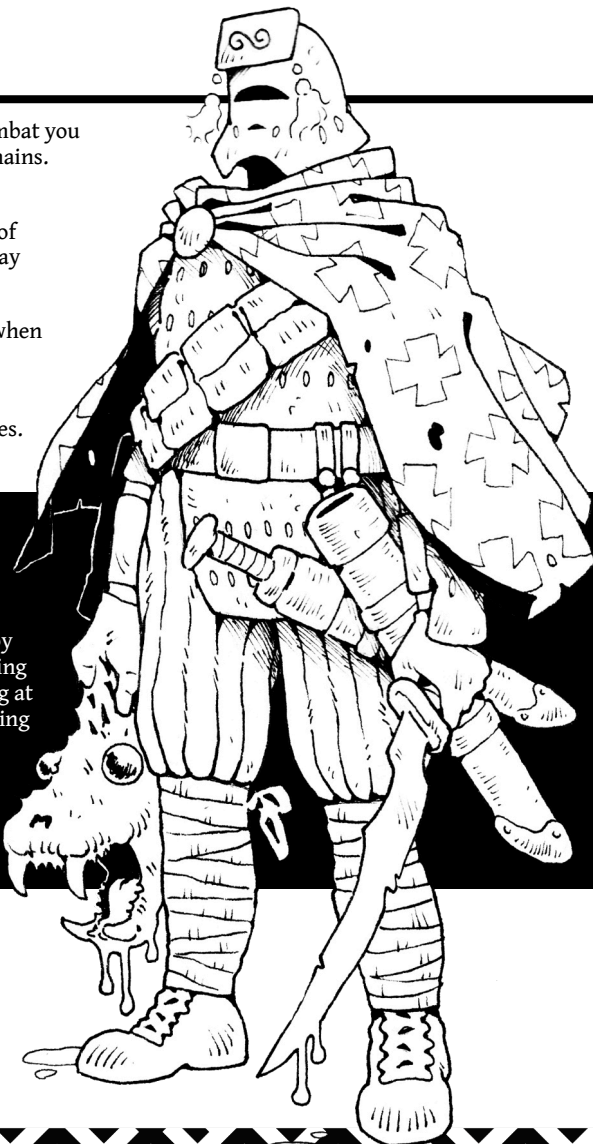
A trophy takes up one item slot.

When you encounter a creature of which you carry a trophy, you may spend a grit to:

- Deal 1d6 additional damage when making an attack against it.
- Gain advantage on a check against that creature's abilities.

## MOCK TROPHIES

You can also construct a trophy by scouting a creature's lair and taking something from it, or by spending at least a week extensively researching the creature using adequate resources. This mock trophy is destroyed after it is used once.



# THE WARLOCK

## Spell Names

### LEVEL 1 FEATURE

You have the ability to cast spells. You do this by learning the names of spell spirits that inhabit the Realm Beyond. You start with knowing one spell name (see page 20), and your ink vial comes equipped with an **inhaler**.

## Ink Sense

### LEVEL 2 FEATURE

Inhaling elder ink has given you a sixth sense which allows you to detect its presence. Once a day, you can concentrate to sense any sources of ink in the area around you. This includes ink inside objects and through walls.

You gain an additional daily use of this power at 4th and 6th level.

## Name-crafting

### LEVEL 3 FEATURE

When you learn a new spell name, instead of learning a random spell name you may choose parts of names you already know, and combine them into a new spell using a name template of your choice.

## CASTING SPELLS

To cast a spell, you must have your inhaler in a body or hand slot.

When casting a spell, choose a spell name you know and describe the effect you want to create using it. The Seer then determines the potency of the proposed spell effect (described on page 20); you and the Seer may negotiate to modify your proposal if needed.

When you are ready, you can attempt to manifest your spell. Roll to determine the casting cost and inhale that many drops of elder ink. If you don't have enough ink to inhale, you take damage equal to the remaining cost. At the Seer's discretion the spell either does not take effect or manifests along with an unintended side effect proportional to the spell's potency.

As a Warlock, you manifest powerful spells by inhaling elder ink and calling upon spirits from the Realm Beyond.

## Focused Breath

### LEVEL 5 FEATURE

Once a day, you may re-roll a single die when determining the ink cost of a spell you cast.

At 8th level you gain an additional re-roll.

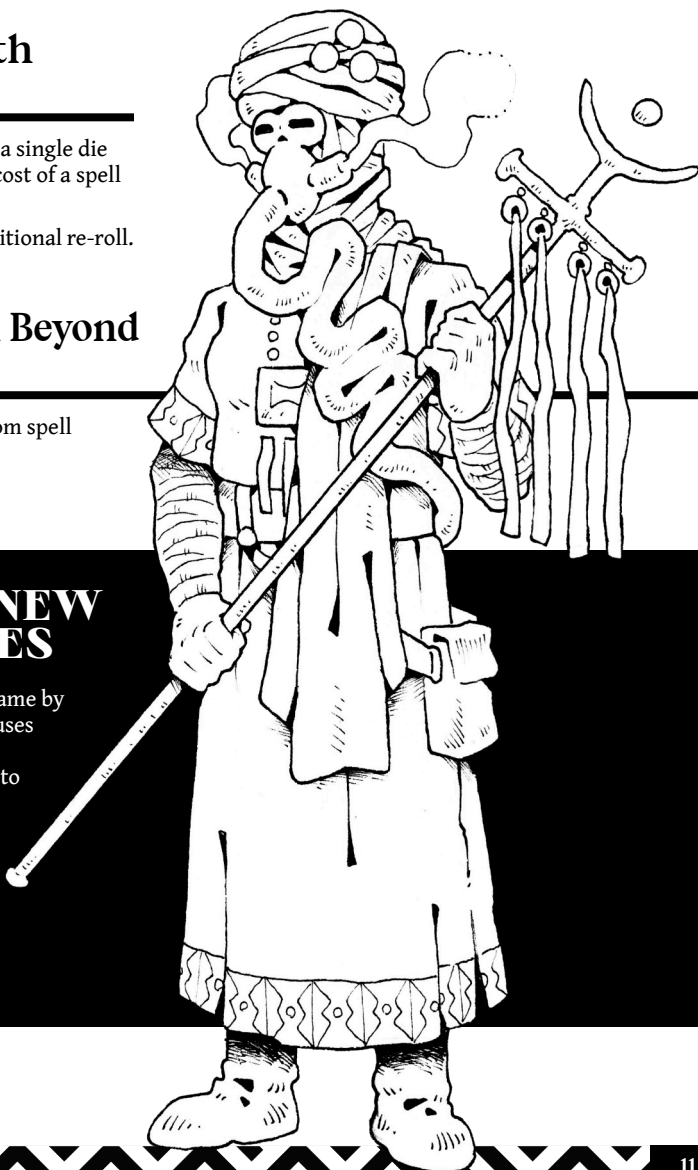
## Whispers from Beyond

### LEVEL 7 FEATURE

Each dawn you gain a random spell name you can use that day.

## LEARNING NEW SPELL NAMES

You can learn a new spell name by **inhaling 50 drops**. This causes your mind to shift into the Realm Beyond and opens it to receive a new random spell name. This process takes a day and leaves you unable to act in the physical realm.



# THE BASICS

## Attribute Checks

When the outcome of an action is uncertain and failing the action would have a meaningful consequence, the Seer may ask for an attribute check. To make an attribute check, the Seer determines which attribute is most applicable to the situation, after which the player **rolls a d10**. If the result is **equal to or lower** than their character's attribute, they succeed.

## Advantage & Disadvantage

If a character has a situational **advantage**, they may **roll two d10s** and keep the **best result**. If they are at a **disadvantage**, roll two d10s and keep the **worst result**.

## Talents

Talents are the areas of expertise of a character. They grant **advantage** on relevant checks. The Seer might even rule that a check succeeds automatically if a character is also carrying relevant equipment (e.g. they have the "Healing" talent and are using a healer's toolkit to treat a wound).

## Time

Besides the use of days and weeks, time is often tracked using two other time scales for combat and exploration:

- **Combat Round** - A Round is enough time for you to move and perform an action like attacking, roughly 10 seconds.
- **Exploration Turn** - A Turn is enough time for you to explore a dungeon room or to catch your breath after a fight, roughly 10 minutes.

# COMBAT

Combat is dangerous and smart adventurers seek to avoid it. Still, sometimes violence is inevitable.

Before combat commences, the Seer determines if a side is **surprised**. If so, that side does not act in the first Round of combat.

## Zones

At the start of combat the Seer divides the battlefield into zones.

The number of zones can vary, but generally a battlefield is made up of at least three zones; one where the party starts, one where the enemies start, and the area between them.

Creatures that share a zone can physically interact with each other (melee attack, trade items etc.)

The number of zones can change over the course of combat. For example, if a creature uses an elder artifact to levitate, it creates its own flying zone which can't be entered by creatures without the ability to fly.

## Zone Conditions

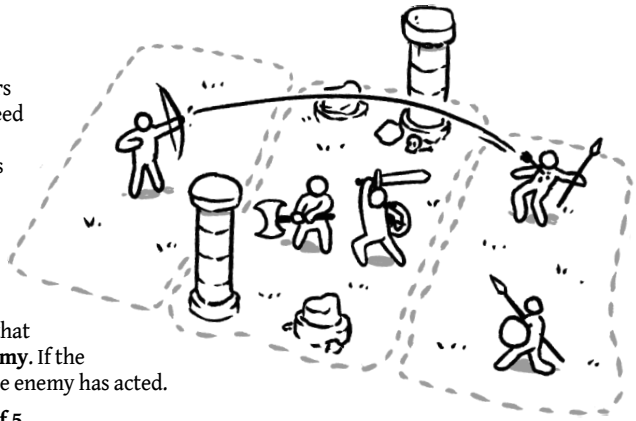
The Seer can assign different conditions to zones. For example, they can limit the number of creatures that fit in a zone to simulate choke points like bridges and tight corridors or rule that a zone filled with poisonous mushrooms forces those fighting there to make checks to resist the spores.

## Speed Rolls

At the start of each Round, players make a **Speed roll**. To make a Speed roll, each player chooses if they want to attack with a weapon this Round or do anything else.

If they choose to attack with a weapon, they declare which weapon they use and **roll a d10**. If the result is **equal to or lower** than the weapon's Speed, that character will act **before the enemy**. If the result is **higher**, they act **after** the enemy has acted.

Otherwise, use a **default Speed of 5**.



## Act

During a Round, a character can **move** from one zone to an adjacent zone and perform an **action**. This action can be anything like attacking, negotiating, making another movement, or casting a spell.



## Attacking

**Attacks always hit.** Declare a target and roll the weapon's damage dice. The result is dealt as damage to the target **minus their Armor Value (AV)**.

If attacking with **advantage**, roll damage twice and deal the **highest result**. If attacking with **disadvantage**, roll damage twice and deal the **lowest result**.

### Critical Hits

Rolling **maximum damage** on a weapon's damage dice is a critical hit. It **ignores the target's AV** and deals all the damage to the target's HP.

### Dual-Wielding

If dual-wielding a set of weapons, use the **lowest Speed** among them, but roll damage for both and choose which result to keep.

### Aiming

Using an action to aim instead of attacking allows a character to **ignore AV with a ranged weapon the next Round**.

## Disengaging

If a character wants to move to another zone while an enemy occupies the zone they are in, they must make a **successful Agility check**. If

they fail, the enemy is granted a free attack before movement. If an ally is also in the zone, or an action is used to move away carefully, no **Agility** check is required.

## Stunts

For other possible actions involving an opposing creature, like pushing a creature into another zone or grappling them, the aggressor should make a relevant check to see if they accomplish it.

## Backpack Items

Retrieving an item from a backpack slot during combat requires an action.



# HARM & HEALING

## On Death's Door

If a player character's HP becomes 0 or lower, they are on Death's door and must **roll a d6**. On a 1-3, they die. On a 4 or above, they fall unconscious and are dying. If their wounds are not treated within a Turn by another character (requires an *Archive* check), they die.

If they survive, they wake up with 1 HP and **gain a scar** from the Scar Table.

## Rest and Healing

Characters can take some time to tend to their wounds.

- **Short rest** - Takes a **Turn**. Eating something (marking a usage dot on a ration) **heals 2 HP**. Making a successful *Archive* check to tend to wounds **restores an additional 1d6 HP**. Another character may make the *Archive* check, but they can only treat one wounded during a short rest.
- **Long rest** - Takes a **day** and **restores all HP**.

## Deprivation

If a character is **deprived** of crucial needs, like rest, food, or water, they gain **disadvantage on all checks** and **can no longer regain HP by taking a short rest**. If a character is deprived for three days they fall unconscious, and will die in a day if the condition is not removed.

To remove the deprived condition they need to eat, drink and take a long rest. This rest will **only heal 1d6 HP** instead of the normal return to max HP.

## Attribute Drain

Some creatures on Orn have the ability to temporarily drain certain attributes from a character. The description of these creatures provides what happens if the attribute in question would be reduced below 1.

Attributes are usually restored to their normal value after a long rest.

### d10 Scar

- 1 **Shattered leg** - You lose a leg. You gain a disadvantage on Speed rolls.
- 2 **Sickly** - You lose 1 *Body*.
- 3 **Nervous twitch** - You gain disadvantage on checks involving stealth or bluffing.
- 4 **Doomed** - The next time you are on Death's door, you die on a result of 1-5.
- 5 **Dazed** - Your *Spirit* and *Archive* are reduced by 1.
- 6 **Scarred** - You gain advantage when trying to intimidate others.
- 7 **Chronic wound** - Your wound never really seems to fully heal. Permanently reduce your HP by 2 and you can only heal by taking a long rest. If this reduces your HP to 0 or below you die.
- 8 **Lost eye** - You make all damage rolls for ranged attacks at a disadvantage.
- 9 **Severed arm** - You lose an arm. Cross off a hand slot.
- 10 **Spirit-marked** - Your brief encounter with death has left you marked by the Realm Beyond. You can feel it when spirits are near and gain +1 on checks when dealing with spirits.

# ADVANCEMENT

At the end of a session, go over the questions below as a group and roll the dice for each applicable question. The **highest result among these dice** is the number of **Experience Points (XP)** that each player gains.

## *Did you find any treasure?*

Total value:

- < 100 drops. Roll a d4.
- 100 - 300 drops. Roll a d6.
- > 300 drops. Roll a d8.

## *Did you complete a goal?*

- Short term goal: Can be completed in 1-2 sessions. Roll a d6.
- Long term goal: Takes 3+ sessions to complete. Roll a d8.

## *Did you learn anything useful about the world?*

- Roll a d4.

## *Did you establish a meaningful relationship with a faction/NPC?*

- Roll a d6.

## *Did any of your characters survive being on Death's Door?*

- Roll a d6.

## MVP BONUS

At the end of each session, the group may pick one player and name them the session's **MVP (Most Valuable Player)**.

The MVP gains **1 additional XP**.

This can be used to reward anything, both in and out of game, that made the session a good time, such as: fun role-playing, taking notes or keeping maps for the group, saving the party in a dire moment, bringing drinks and snacks to share during the game, etc.

## Gaining a Level

When a player character has accumulated XP equal to **five times their current level**, they may spend them to gain a level.

When they gain a level they may choose one of the following rewards:

- Gain +2 HP and increase an attribute by 1.
- Increase two attributes by 1.

Additionally, they also gain new features from their archetype.

## ABSOLUTE LIMITS

A player character can never have an attribute with a **base value** that is **lower than 1** or **higher than 8**. Bonuses may increase this to **9 during a check**. The maximum level is 8.



# EQUIPMENT



## Item Slots

Player characters have ten item slots: **two hand slots**, **two body slots**, and **six backpack slots**. To carry more items, hire someone to carry them, or buy a cart or pack animal.

## Usage

Most items have three usage dots. If all dots are filled the item is destroyed or depleted.



Weapons and armor can be fully repaired for a quarter of their original price.

The way usage dots are filled differs between items.

- **Weapons/Armor/Ammo** - Roll a d6 after combat for each item used. On a 1-3, mark a use.
- **Torches/Lumen Pods** - Mark a use when the Exploration Event table (see page 28) requires you to do so.
- **Rations** - Mark a use when taking a long rest without taking the time to hunt or forage first.
- **Toolkits** - Mark a use every time it is utilized.
- **Other Gear** - Mark a use depending on the situation.

## Selling items

Generally items can be sold for **half their noted value**. A better price can be bargained for by making a *Mask* check, or by first establishing a good relationship with the buyer.

## Hand Slots

Items being held, like weapons and shields.

## Body Slots

Items worn for easy access during combat, like secondary weapons. Armor also takes up body slots.

## Backpack Slots

Items not needed in a hurry. Items in backpack slots take an action to retrieve during combat.

## Drops

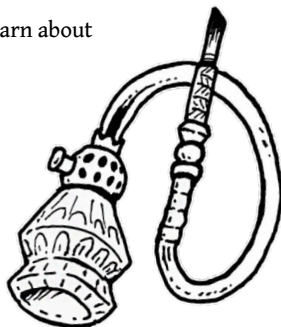
Common workers earn about 1 drop a day.

Drops of elder ink require a vessel to be carried, like a vial or an inhaler.

**Up to 100 drops fit into one slot.**

To carry larger amounts of currency in a single slot, visit a Blind Banker.

For a fee of 15 drops, they will take your ink and give you an inscribed electrum rod in return. This rod can be traded with any Blind Banker to gain back the number of drops you handed in. The ability to decode the markings on a credit rod is a closely guarded secret.





## Toolkits & Essentials

Toolkits are bundles of similarly themed items that take up one item slot together. Each time you use a toolkit, mark one usage dot. It is up to the player and the Seer to decide if a toolkit would reasonably contain the specific items needed in a given scenario.

Item	Notes	Cost
Rations	Enough water and non-perishable food for three days.	2
Torches	Illuminates nearby objects. Fire. Must be held in a hand slot.	1
Lumen Pod	Plant pod. Squeeze to activate. Emits a teal bioluminescent light which illuminates nearby objects. Unaffected by wind or water. Uses a body slot.	4
Membrane Mask	Protects the wearer from inhaling bone spores.	50
Healing Toolkit	Bandages, scalpels, alcohol, needle and thread, etc.	10
Dungeoneering Toolkit	Rope, crowbar, hammer, spikes, lock picks, etc.	8
Scribing Toolkit	Writing board, ordinary ink, pen, parchment, wax, etc.	8
Navigation Toolkit	Compass, regional maps, small telescope, etc.	15
Cooking Toolkit	Salt and spices, cutlery, cast iron pots and pans, oil, etc.	8
Disguise Toolkit	Make-up, wig, fancy and poor set of clothes, fake nose, etc.	10

## Transport

There are a multitude of transport options to make travel quicker and easier. Each mode of transport has both a hiring cost and a purchase price listed, along with its carrying capacity and maximum number of passengers (p). Large vessels are marked with \*, meaning it is up to the Seer to determine when it has become overburdened with cargo.



Transport	Notes	Capacity	Cost
Strider	Stubborn bipedal saurian mount often used as pack animal. Item slots double if not being ridden.	1 p, 10 slots	1/day or 25
Sandskiff	Small crewed vessel used to sail the dunes of the Electrum Sea.	8 p, * slots	2/day or 80
Riverboat	Slim boat used on rivers in the Mirall Delta.	6 p, * slots	2/day or 60
Airship	Ancient floating ship powered by elder ink. Practically impossible to find for sale.	20 p, * slots	10/day or 2000
Cart	Simple cart pulled by two striders or a single loghead.	4 p, 50 slots	2/day or 60
Glider	Small ink-powered glider crafted from refurbished ink tech. Used by inkseekers exploring the Rift.	1 p, 0 slots	1/day or 35

# Weapons

Some weapons have keywords that affect their use.

**Ammo** - This weapon requires ammo to be carried on a body slot.

**Blast** - Deals its damage to all creatures inside a zone.

**Recharge X** - This weapon needs time to recharge after use. At the start of each Round roll a d10. If the result is equal to or lower than X, the weapon is recharged.

**Short range** - This weapon can be used to attack a target in a zone that is adjacent or

further away. Attacks targeting a creature in a zone further than 2 zones away incurs disadvantage.

**Long range** - This weapon can be used to attack a target in a zone that is adjacent or further away.

**Thrown** - This weapon can be thrown at a target in an adjacent zone.

**Two-handed** - This weapon takes up two hand slots.

**Versatile** - This weapon has two entries noted under damage; it deals the first when wielded with one hand, and the second when wielded with two.

Speed	Weapon	Damage	Notes	Cost
<i>Agility</i>	Unarmed	d4	Doesn't ignore Armor on a critical hit	-
8	Dagger	d4	Thrown	5
8	Club	d6		3
7	Spear	d6/d8	Versatile, Thrown	4
7	Staff	d6/2d4	Versatile	3
6	Sword	d8		18
5	Axe	d8	Thrown	12
5	Glaive	2d4	Two-handed	15
4	Mace	2d4		18
4	Maul	d10	Two-handed, requires <i>Body</i> 4+	30
3	Great Sword	2d6	Two-handed, requires <i>Body</i> 6+	35
9	Sling	d4	Short range	2
7	Shortbow	d6	Short range, Two-handed, requires <i>Agility</i> 4+, Ammo	15
4	Crossbow	d8	Long range, Two-handed, requires <i>Agility</i> 4+, Ammo	20
6	Longbow	d10	Long range, Two-handed, requires <i>Agility</i> 6+, Ammo	30
-	Ammo	-	Takes up a body slot to use during combat.	2

## Armor & Shields

A good way to survive a fight is by wearing proper protection.

Armor grants an **Armor Value (AV)** which **reduces incoming damage**. A player character can never have more than **6 AV**, even if items would increase it above this number.

Wielding a shield increases AV but reduces Speed.



Armor	AV	Notes	Cost
Light	1		15
Medium	2	Requires <i>Body</i> 4+	60
Heavy	3	Requires <i>Body</i> 6+	120
Helmet	+1		15
Shield	+1	-1 Weapon Speed	6
Tower Shield	+2	-3 Weapon Speed	14

## Rare Weapons

Some inkseekers or high-ranking House soldiers might possess rare weapons that were passed down through generations, pulled from the wrecks of elderships or traded with merchants from the Sunless Princedoms. **Rare weapon ammo** can be bought from or made by certain specialists at a cost of **5 drops**.

Speed	Weapon	Damage	Notes	Cost
8	Inkdrinker	d4 (d12)	When infused with 10 drops, this dagger grows to a person-sized blade for 1 Turn.	95
8	Spore Pistol	d6	Long range, Ammo. Paralyzes target for a Turn on a critical hit, Fungal creatures are unaffected.	90
8	Force Staff	d6/d8	Versatile. Once per Round you can reflect a projectile targeting you back at the creature who fired it.	75
7	Voice Rod	d8	Short range, Blast, Recharge 4	80
6	Voidglass Blade	d8	Ignores AV, mark a use on a critical hit.	75
6	Ceramic Scythe	d8/d12	Versatile, Requires <i>Spirit</i> 5+	85
5	Moonlight Rifle	d12	Long range, Two-handed. Recharge 3 during the day, 6 at night.	135
5	Powered Pickaxe	d4/2d4	Versatile. Critical hit destroys the target's Armor.	60
5	Spike Graft	d10	Recharge 5 (only after launching the spike). Permanently fills a hand slot. Can be used both as a melee blade and as short range weapon.	95

# SPELL NAMES



## Generating a Name

To generate a spell name **roll a d4** for a name template, then **roll two d8** for each template component on the tables below.

d4	Template
1	[Noun] [Form]
2	[Adjective] [Noun]
3	[Adjective] [Form]
4	[Form] of [Adjective] [Noun]

## Spell Potency

When a player proposes an effect using one of their spell names, the Seer determines its potency. Numbers given for damage are a baseline, and may be increased or decreased depending on the circumstances.

**Minor** - Could be achieved without magic. Creating light, unlocking a door, scaling a sheer surface. Minor spells usually don't deal damage.  
**Casting cost:** 2d6 drops.

**Moderate** - Just beyond what is possible without magic. Throwing bolts of lightning, rapid healing, creating a force field, breathing underwater, invisibility, telepathic communication. Deals 2d6 damage to a single target or d6 to multiple targets.  
**Casting cost:** 2d6 × 2 drops.

d8.d8	Form	Adjective	Noun
1.1	Armor	Avenging	Acid
1.2	Aura	Banishing	Air
1.3	Beacon	Binding	Amber
1.4	Beam	Blazing	Ash
1.5	Beast	Blinding	Blood
1.6	Blade	Bright	Bone
1.7	Blast	Charming	Clay
1.8	Bolt	Concealing	Cosmos
2.1	Bond	Confusing	Crystal
2.2	Bubble	Consuming	Dark
2.3	Cascade	Controlling	Death
2.4	Chariot	Creeping	Deceit
2.5	Charm	Crushing	Dimension
2.6	Claw	Cryptic	Doom
2.7	Cloak	Delicate	Dream
2.8	Crown	Diminishing	Earth

d8.d8	Form	Adjective	Noun
3.1	Cube	Disintegrating	Electrum
3.2	Dance	Draining	Ember
3.3	Dart	Empowering	Emotion
3.4	Disk	Entangling	Energy
3.5	Door	Enveloping	Fire
3.6	Eye	Erratic	Flesh
3.7	Fang	Expanding	Force
3.8	Feast	Fearsome	Fungus
4.1	Field	Flaming	Greed
4.2	Finger	Floating	Hate
4.3	Gaze	Freezing	Health
4.4	Grasp	Glittering	Heat
4.5	Guide	Hindering	Ice
4.6	Gust	Illusory	Iron
4.7	Hand	Intoxicating	Light
4.8	Lock	Invisible	Lightning

**Major** - Impossible without magic and breaks the laws of nature. Teleportation, animating objects or the dead. Deals 4d6 damage to a single target or 2d6 to multiple targets.  
**Casting cost:** 3d6 × 5 drops.

**Mythic** - Alters the world or its inhabitants in a major way. Resurrection, influencing time, causing natural disasters, creating a new life form. Deals 8d6 damage to a single target or 4d6 to multiple targets.  
**Casting cost:** 4d6 × 25 drops.

The Seer also takes note of any other factors that might shift the potency of the spell effect up or down a level such as:

- Amount of targets.

- Duration of the effect.
- Range of the effect.
- Casting time.
- Casting location.
- Casting materials.
- Appropriateness of effect to spell name.

For example, proposing an invisibility effect that targets multiple creatures or is in effect for a long time might shift the potency of the effect from Moderate to Major. Similarly, including a week of gathering herbs and performing a day-long ritual at a site of great power could shift the potency of a resurrection spell down from Mythic to Major.

d8.d8	Form	Adjective	Noun
5.1	Mark	Iridescent	Lore
5.2	Mask	Luminous	Malady
5.3	Monolith	Maddening	Memory
5.4	Oracle	Many-Colored	Might
5.5	Pillar	Mesmerizing	Mind
5.6	Pocket	Oozing	Mist
5.7	Prison	Paralyzing	Negation
5.8	Ring	Petrifying	Oil
6.1	Ritual	Piercing	Pain
6.2	Seal	Prismatic	Plant
6.3	Servant	Pulsing	Poison
6.4	Shard	Regenerating	Rage
6.5	Shield	Rending	Rot
6.6	Silhouette	Repelling	Salt
6.7	Song	Revealing	Sand
6.8	Sphere	Screaming	Shadow

d8.d8	Form	Adjective	Noun
7.1	Steed	Searing	Sight
7.2	Strike	Sensitive	Skin
7.3	Swarm	Shifting	Slime
7.4	Tentacle	Shimmering	Soul
7.5	Torrent	Sickening	Sound
7.6	Trap	Silent	Spirit
7.7	Veil	Sleeping	Star
7.8	Voice	Slow	Stasis
8.1	Vortex	Smoking	Steam
8.2	Wall	Soothing	Sun
8.3	Ward	Terrible	Terror
8.4	Wave	Transforming	Time
8.5	Web	Unseen	Twilight
8.6	Whisper	Unbreakable	Vermin
8.7	Wings	Withering	Water
8.8	Word	Yawning	Wind

# TRAVEL & EXPLORATION



## Travel Roll

When traveling, the Seer determines the amount of days it would take for the party to reach their chosen destination and then **rolls a d6**. The result is the amount of days before a Travel Event occurs. If the number is higher than the journey's length, the party arrives at their destination without any notable events happening.

If a Travel Event does occur before they reach their destination, roll on the Travel Event table to determine its nature. After resolving the event, the Seer repeats this process until the players reach their destination.

If a character in the party has a **talent** related to wilderness survival (i.e. hunting, tracking, navigation), or marks a use on a **toolkit** that can help with this, the Seer **rolls a d8 instead of a d6** when determining the amount of days that pass without a Travel Event.

If the environment the party is traveling through is particularly treacherous or hostile, **subtract 1** from the roll on the Travel Event table.

## Travel Times

All travel times by default assume characters are traveling on foot and take the time to gather food along the way. Other modes of transport might decrease the travel time by allowing characters to move faster, or for a larger part of the day without needing to stop to rest.

### d6 Travel Event

- |     |  |
|-----|--|
| 1   | <b>Mishap</b> - Bad weather, getting lost, difficult terrain, or a broken down vehicle slows the party's progress. Increase the number of days left to reach the destination by 1.     |
| 2-3 | <b>Random Encounter</b> - Roll on the encounter table provided for the region to determine what the party encounters.  |
| 4-5 | <b>Failed to Gather Food</b> - Foraging or hunting isn't enough to sustain the party. Each character must mark a use on a ration or become deprived.                                   |
| 6   | <b>Good Fortune</b> - Pleasant weather, or the discovery of a shortcut, allows the party to travel faster than expected. Reduce the number of days left to reach the destination by 1. |

### Transport

### Travel Time Adjustment

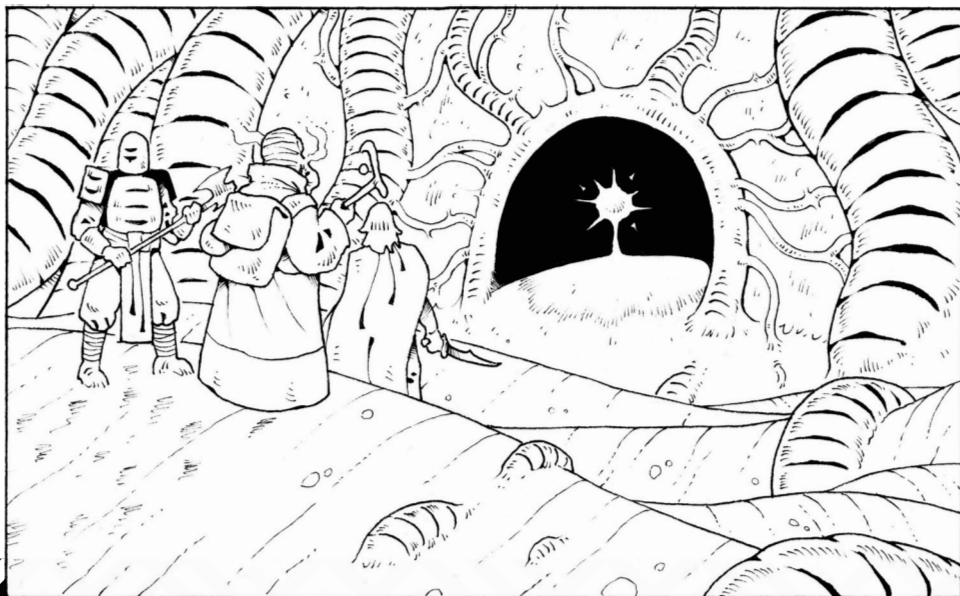
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|--|---|
| On foot                                  | No change to travel time.   |
| Animals (mounted or with a cart)         | Reduces the travel time by <b>half</b> . Animals also consume rations on Travel Event 4-5.                            |
| Sand skiff, glider, riverboat or airship | Reduces the travel time by <b>two thirds</b> . Might require a skilled captain to operate.                            |
| Forced march                             | Reduces the travel time by <b>one third</b> . Each character must mark a use on a ration each day or become deprived. |

## Exploration Roll

While exploring an adventuring site or taking a short rest there, the Seer keeps track of the Exploration Turns passing. They **roll a d6 every Turn** and consult the Exploration Event table.

### d6 Exploration Event

- 1 **Encounter** - Roll on the encounter table for the location to determine what the party encounters.
- 2 **Encounter Sign** - Roll on the encounter table to determine what signs of a potential encounter the party finds. On the next Exploration roll, a result of 1 or 2 will be the indicated encounter.
- 3 **Light** - Mark a usage dot on the light sources used by the party.
- 4-6 Nothing happens.



# NPCs & MONSTERS



Monsters and non-player characters are described using simplified stats.

- **HP** - How many Hit Points the creature has. If a creature runs out of HP, they die. If a creature has some kind of armor, its AV is noted in between [ ] following it.
- **Skill** - The number used when the creature must make any kind of check.
- **Damage** - The amount of damage the creature is able to dish out with its primary attack.

Because the stats of creatures are simple, the Seer has free rein to interpret how the creature's description affects play. For example, if the Seer believes a creature ought to be better at something than their *Skill* score denotes, based on their description or other factors, they are free to give them advantage or other bonuses, as *Skill* is just a baseline.

## Reaction & Morale

Not everyone you encounter should immediately be hostile. If you aren't sure about how the encountered creatures would react, roll on the table below to determine their disposition.

d10	Disposition
1	Hostile
2-3	Wary
4-7	Apathetic
8-9	Friendly
10	Helpful

On a similar note, almost no natural creature should fight to the death unless they are forced to. If a fight seems to turn bad for a creature or group of creatures, the Seer can

make a morale check to see if they keep fighting. To do so make a check using the creature's Skill. If the roll fails the creatures give up and will flee or try to parlay.

## Languages

Although the most commonly used language is the Trade Tongue, the peoples of Orn speak a wide variety of languages. All player characters know how to communicate using the Trade Tongue but some might know additional languages.

Some of the most common languages and dialects besides the trade tongue include:

**Irric** - The language spoken by the insectlike irr of the Sunless Princedoms.

**High Drazagar** - An ancient language found in text and inscriptions from the era of the Great Cities.

**Nollish** - A dialect of High Drazagar still spoken in certain spirit cults and sorcerer circles.

**Riftspeak** - A dialect originally used by inkseekers and elder tech scavengers from the Rift, but becoming more widespread among traveling mercenaries.

**Lahmaic Script** - A syllabic script used by scholars, artists, and the officials of the Merchant Houses. Constructed to record texts in multiple languages using the same script.

**Voidsong** - A language evolved for telepathic use. It is used by creatures native to the Realm Beyond.





**Husk HP 6[1] SKL 3 DMG d6**

Dessicated corpses, metal prosthetics bolted along their spines, left by the Elders to wander their ships as macabre guard dogs. A row of small ink vials along their spine pumps ink into the body that allows it to move and regenerate 1d4 HP each round. They can often be found hanging on ceilings to get the drop on unsuspecting inkseekers.

**Ink-powered Golem HP 18[4] SKL 4 DMG 2d8**

Constructs of metal, wood, and glass, powered by a spinning core filled with elder ink, designed during the Era of the Great Cities. These can power a golem indefinitely, as long as the core's containment seal isn't breached. Ink-powered golems were most often used for physical labor or to guard important locations.

**Inkbug Swarm**

<i>Small</i>	HP 5 SKL 2 DMG d4
<i>Medium</i>	HP 10 SKL 4 DMG d6
<i>Large</i>	HP 20 SKL 5 DMG 2d6

A swarm of palm-sized silver bugs. Attracted to elder ink, which they feed on like nectar. Highly territorial around ink sources. The HP, *Skill*, and Damage can vary depending on the size of the swarm. Reducing the HP to a lower threshold decreases its *Skill* and damage as well. Large enough swarms are able to cast spells.

**Irr Warrior HP 9[4] SKL 4 DMG d10**

The warriors of the insect-like irr have a thick protective carapace and are trained to wield weapons in each of their four arms. High-ranking warriors among the irr are often equipped with voidglass weapons, allowing them to bypass AV.

**Reedfolk Hunter HP 7 SKL 3 DMG d8**

Humanoids that appear as if they're made of tangled reeds. Trained in hunting crocodiles, baboons, and other creatures in the jungles of the Miral Delta using spears.

**Restless Spirit HP 12 SKL 4 DMG \***

A spirit that got lost on its way to the Realm Beyond. A torrent of amplified emotions unaffected by mundane weapons, it can possess objects to animate them. Instead of dealing damage, it drains 1 *Body* each time it attacks. If this would drop *Body* to below 1, the victim dies and also becomes a lost spirit

**Rockclaw HP 10[2] SKL 4 DMG 2d4**

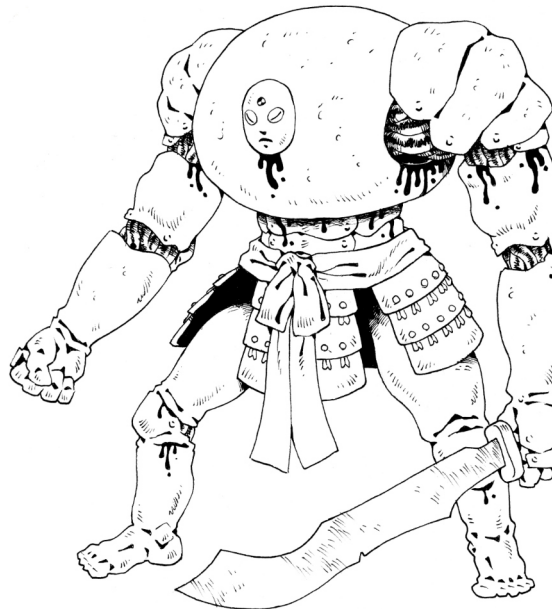
Predator that looks like a mix between a gorilla and a hyena with long claws they sharpen on the rocks of their lairs. Often nest amongst rock formations in the Electrum Sea.

**Strider HP 3 SKL 1 DMG 1d4**

Bipedal saurian that is often used as a pack animal. Stubborn but loyal.

**Veilfin Drake HP 22[2] SKL 4 DMG 2d8**

Large winged serpents. They have a special connection to the Realm Beyond which allows them to manifest minor potency spells without the need for ink or spell names.



Check out the full zine for over 40 more pages of adventure locations, encounters and useful tables.