BIND
Escape from the Goblin Horde

A ONESHOT ADVENTURE FOR BIND

Context

This book stands alone, with complete rules attached. It only demands that you print it, and the handouts.

For more detailed rules, the system uses a triad of books:

The Core Book serves as a reference for tried-and-tested rulings, along with lists of spells, Knacks, et c.

The Stories Book shows players how to craft a character, and detail the backstory, by spending Story Points.

Judgement guides the Judge in crafting their own little patch of this world – Fenestra, and explains the inhabitants, plants, and strange weather conditions.

. . . thanks to

Licence

I   ABBREVIATIONS

Action Points (AP) measure how many actions someone can take in a round, based on how fast they can move and react.

Copper Pieces (CP) are the smallest unit of currency.

Damage Resistance (DR) represent armour of any type, or other states which help avoid Damage.

Exhaustion Points (EP) measure how tired, hungry, and fed-up characters feel. Characters can put up with a number of Exhaustion Points equal to their HP, after which they receive penalties to act.

Fate Points (FP) measure of how much luck the character has left, used solely to avoid Damage.

Gold Pieces (GP) convert to ten silver, or a thousand copper pieces.

Health Points (HP) provide linear, measure of a character's health and injury.

Mana Points (MP) work as the "battery power" of a magic user, which allows them to power spells.

Non-Player Character (NPC) – anyone in the world played by the Judge rather than a player.

Player Character (PC) – one of the characters run by the people playing the game.

Silver Pieces (SP) gets you 100 copper pieces.

Tie Number (TN) means the number players need to roll on the dice to achieve a *tie* with the task. Rolling higher indicates they have their prize, rolling lower means some nasty outcome is upon them, and rolling a tie means both (or neither).

II   SYMBOLS

♉ Animal.

♀ Female.

♄ Gnome.

♄ Human.

♂ Male.

☿ Goblinoid.

☿ Sentient (any gender or none).

☊ A team of multiple creatures.

The Ainumar is a great orb in the sky, commonly supposed to be where the gods live. It is a planet, around the size of Jupiter.

Covering shows how many steps of the dice armour covers. A creature with DR 5 means that they can subtract 5 from any Damage. However, if the TN to hit them is 10, with a Covering of 3, then their armour protects only 3 steps of the dice ('10, 11, and 12'). Rolling 3 steps over their TN ($TN10 + 3 = 13$) means the attack ignores armour, making it a Vitals Shot.. ?

Fenestra is the moon where these stories take place. It orbits the Ainumar.

An Interval means quarter of a day – morning, afternoon, evening, or night. ?

The Judge rolls encounters, interprets the rules, and forgets to bring enough pencils. ?

The Labyrinth is the network of frigid, nearly lifeless caverns, which sits beneath much of Fenestra. 2

Steps provide a rough measure of space. We can imagine it about a metre long, or as wide as the step on your gaming board, or any other length. ?

Story Points allow players to declare that some part of their backstory arrives on scene to help the situation. They also grant XP. ? i

Talismans store spells with an activation condition. Most will strike the nearest, available target, which makes them dangerous to the wrong people, in the wrong hands. Each spell level in a talisman requires one Ingredient aligned to the correct Sphere. 5

A Vitals Shot means an attack which strikes between the gaps in armour (or other weak point) and deals full Damage, ignoring DR. See Covering.. ?

Weight Rating shows how easy something is to carry. Characters can carry items with a total Weight Rating equal to their HP total. Creatures have a Weight equal to their own HP. ?

Whittling Warren (♀) is the name of this area, or it was until goblins ransacked the place and ate all the gnomes who lived here. ➤ 1

CHAPTER I

INTRODUCTION

> You awaken in a dim room, with a fire burning at the far side. Fuzzy memories return of the goblins raiding your home village, eating live cows, live dogs, and live villagers. Despite being small, they were faster than any normal human. They knocked you out with a rock. You remember being forced to walk towards a mountain, with your hands tied up. Your hands remain tied, and your head hurts.

I OVERVIEW

This one-shot module for the BIND RPG provides a no-stress, simple game, which lasts a single evening.

It goes like this:

§ This introduction covers the basic rules in a couple of pages.

§ More rules are covered in footnotes as they come up, so you can pick up a couple of extra resolution mechanics when you need them.

§ Players receive their new characters, with all abilities written on the character sheets.

§ These characters begin without any equipment or weapons, allowing players to pick up those extra rules, just when they need them.

§ Goblins have captured human prisoners, so once a Player Character (PC) dies, the player can find a new character once the troupe liberates some prisoners, or finds themselves captured again.

You should read through the module twice before running it. Some people read carefully, practising each boxtext fragment as they find it, then revise with a quick scan through the pages. Others flip through the pages randomly to check for interesting ideas before they commit to reading anything more than a sentence, then begin making notes in pen around the edges.

However you read, this module's rooms don't stand in isolation. It has a handful of parts, like the scrolls, the dragon, and the goblinoid horde; and you should feel comfortable moving these people to a nearby room, or finding out what the PCs get up to when they move alchemical scrolls and prisoners about.

THE PREMISE

The PCs awaken to find themselves in a cell, deep underground. Their last memories surface slowly as the players get to know their character.

Once they escape into the once-gnomish Whittling Warren, the troupe might:

§ speak to a dragon who cannot squeeze through the door to the treasure room,

§ grab magical scrolls made by the gnomes before their defeat,

§ avoid goblins raiding parties,

§ dodge the traps left by the gnomes,

§ find and free other prisoners,

§ and perhaps even escape.

The PCs' mission is simple – to escape through the exit at the top, and return to civilization.

HISTORY

When the gnomes heard the hum of mana in the Labyrinths below them, they did not fancy making the long journey. Instead, they cast a portal spell, to open a magical doorway down, *right next to the source of all that power. Stepping through, they found a plentiful garden of magical plants, tended by goblin druids. They picked a few choice plants, and left quietly, without suspecting that the druids had spotted them.*

The gnomes planned to create a series of portal-scroll pairs. One would create a portal to the goblin realm, and its twin would open a portal back to their home.

The goblin druids, with some divination spells, predicted where the portal would appear, and amassed a host of goblins and ogres to defend themselves, and fight back against the strange invaders with hairy faces.

Neither plan worked. The gnomes' plan ended with the start of the goblins' plan. The goblins plan went sour once they realized that a) they had no way to return, and b) no source of food.

THE GOBLIN TEMPO *Goblins works fast, play fast, eat fast and digest fast. This works out well for them, as the deep,* deep *world where they live has lots of plants, which grow so fast you can see the change.*[1]

Once the horde reached Fenestra's surface, the world appeared as a barren landscape, nearly devoid of sustenance. They all needed food. They all journeyed to nearby human towns. They had a dozen reasons they could not simply ask for food, and two dozen ogres.

The rest you might guess.

GNOMES & COMPLICATIONS *As the goblin horde invaded, one gnome ran to save the children. Before she could leave with them, she found herself trapped, so her next step was to put them all in a storage room, and lock the key. She fell to the horde, shortly after.*

The tiny gnomish children had a little food with them, but now starve in room 10. She cast off her cloak, hat, and the storage key before dying, and it still lies in room 11.

THE SPY *One gnome – a powerful skin-changer named Kalama – managed to escape. He used Life spells to determine that gnomes still live within the Whittling Warren, and decided to return. He morphed his body to look like a goblin, then descended.*

Unfortunately the spells make him ravenous. His state of exhaustion leave him confused, and he knows that any spells he casts will make the situation much worse.

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[1]Alchemists theorize that goblins once lived on the surface of Fenestra. Their bleach-white skin cannot handle Sunlight for long, but they become energetic around Sundown. Therefore, goblins gain energy from the Sun, like plants. Therefore, (the alchemists continue) goblins once looked like green plants, and stood about in the Sunlight.

Pointless theories like this are why nobody talks to alchemists in the pub.

II   PREPARATIONS

HANDOUTS

Have a look through the handouts. The first page is a Judge sheet, for recording notes about the PCs, upcoming encounters, and Non-Player Characters (NPCs).

Next, you will find six villagers statblocks. You should cut (or tear) these apart, so you can hand them to players to individually keep track of, in case those villagers join the troupe's fight for freedom.

Lastly, you will find a slew of pre-made character sheets.

UNDERSTANDING BOXTEXT

The boxtext is given as an example to jump-off. It show you how a room might appear, but it might not appear this way to your players.

> You enter a room, candlelight flickers off the child-sized, broken, beds.
>   What do you do?

When you see this description of a room, your PCs might not have a single candle, or might have three torches. It lays out a picture while reading this module for the first time, but should be modified or forgotten when running it live.

CREATION & INTRODUCTIONS

Shuffle the character sheets and hand each player a random one. Note any which have spells, and ask the players to put the right number of coins on the circles to keep track of their ability scores. Give the players a moment to study their characters while you hide the rest of the character sheets – you will need them later.

QUICK RULES

These rules will provide enough for basic actions. For anything else, just go with what seems appropriate and keep the ruling consistent.

ATTRIBUTES

- **Strength:** muscle, brawn, toughness, height

- **Dexterity:** finesse, coördination, balance

- **Speed:** velocity, tendons, vim

- **Intelligence:** memory, logic, tenacity, cunning

- **Wits:** alacrity, levity, attention, acumen

- **Charisma:** gravitas, glamour, confidence, symmetry

SKILLS Each skill covers a variety of abilities – at least one per Attribute (on page 25).

FATE

- Players can decide to spend Fate Points (FP) to stop their character losing Health Points (HP).

- $FP = \frac{Total\ XP}{10} + Charisma$

EXHAUSTION POINTS

- Every strenuous activity inflicts one Exhaustion Point (EP). Characters gain an EP for:

  - Marching through a mile of forest.
  - Marching along two miles of road.
  - Combat.

- Every EP a character has above their current HP inflicts a -1 penalty to all actions.

- Characters only receive EP *after* they stop the activity.

DANGEROUS & DIFFICULT ACTIONS Dice rolls describe the state of the world, so if the first player rolls a '6' to open a stuck door, all subsequent players must use the same roll to open the door.

1– The Judge states the Tie Number (TN):

  - 7 for standard actions,
  - 12 for professional actions,
  - 16 for extreme.

2– The player rolls 2D6, and adds:

  - Attribute Bonus,
  - Skill Bonus,

    ⚘ Equipment Bonus.

3– The Judge interprets the results:

    ⚘ If the roll exceeds the TN, the action was a success.

    ⚲ If the roll falls below the TN, the action fails, and the danger occurs.

    ⚲ If the roll equals the TN, the result is a *tie*. The danger and the reward *both* occur, or neither do.

Resisted Actions

    ⚲ The player rolls at TN 7 plus the opponent's Bonuses.

Combat

1– Each character sets their Action Points (AP) to 3 + Speed.

    ⚲ Attacking someone requires a Resisted Dexterity + Combat roll, and costs an AP. The winner deals 1D6 Damage.

        ⚘ When someone attacks you, you must still spend AP, even if you have none.

        ⚘ Anyone with negative AP takes that as a penalty.

    ⚲ Movement costs 1 AP and allows people to move 3 steps + their Athletics Bonus. To flee requires a resisted roll of Speed + Athletics.

    ⚲ Guarding someone costs 1 AP. Anyone attacking the target must successfully attack you first (without dealing Damage). They can then spend AP to attack the target immediately.

    ⚲ Ramming or pushing costs 1 AP (Dexterity + Brawl).

    ⚲ Drawing a weapon costs 1 AP.

    ⚲ Using items (such as drinking potions or reading books) costs 3 AP.

2– Circle round the table, with each player taking their turn. However, if any character wants to jump in, use this order:

    I The character who has the most AP goes first.

    II The character doing the action which requires the least AP to spend.

Monster Statblocks look like this:

Goblin Druid

AP 4, Att 10, Dam 1D6,
HP 4 ☐☐☐☐

Knacks	Snap Caster (spells use Wits and cost 1 less AP)
Spheres	Fire 1, Water 1,
Equipment	Dagger
Abilities	Fangs

This goblin has 4 AP, and Attack 10, so when she attacks, put a coin on your Judge sheet at '4', and remove one for each attack. If a PC attacks her, they roll 2D6 plus their Attack, and try to beat her TN of 10. If the PC rolls a tie, they can choose to both deal and take Damage, or neither.

Spells explain themselves, but do pay attention to the '*Roll*' and '*Resistance by*' text. The 'roll' indicates the spellcaster's Bonus, while you set the TN depending on what makes the spell easier or harder to cast. But if you see 'resisted by', then this spell might target a PC directly, so the player would roll against the TN beside the spell.

These spells look like this:

☆ *Spells* ☆

Douse *The caster yawns, and one target fire flickers, then goes out.*

    (**Cost:** 1, **Range:** 16 steps, **Roll:** +1, TN *set by size of the flame.*)

Furious Flame *With a word of encouragement, a fire flares, inflicting 1D6-1 Damage on anyone next to it.*

    (**Cost:** 1, **Range:** 16 steps, **Resisted by:** *Wits + Athletics,* TN *8*)

Cold Steam *Some body of liquid – up to a barrel's worth – instantly turns to mist, then quickly coalesces, soaking anything in the area.*

    (**Cost:** 1, **Range:** 16 steps, **Roll:** +1, TN *set by ambient temperature.*)

Talismans (one-use alchemical items) work the same way, showing either how a PC resists, or just showing their Bonus to cast.

Darkness & Light

Keep careful track of the light sources – they are rare and valuable. If only a single PC has a light source, switch all narrative to that person's perspective – after all, everyone else will be in the dark, so they can only focus on the light-bearer.

CANDLES   While common, these light sources go out easily. Any running will put a candle out, but dropping them will do nothing. Wax and mushroom-based candles lay in almost every room in the Whittling Warren, though they sit unlit in empty rooms.

TORCHES   These practical light sources can light up an entire room, although characters will struggle to put them out quickly. You don't want to put out a torch with your hands!

SCROLLS & RIDDLES   Everyone has their little bigotries, and gnomes are no exception. When the gnomes of this Whittling Warren make magical Talismans (such as scrolls), they generally put a riddle on the front, where the answer will activate the Talisman's ability.

This serves two functions:

1– You don't have to write the activation word on the scroll, and risk it being picked up by a human. Even if a human grabbed it from you, they couldn't figure out the riddle (or so the gnomes presumed).

2– You can write the activation word on the scroll, so nobody has to do a bunch of paperwork with 'scroll number 28' to find out the activation word.[2]

The only restriction is that you need to keep the Labyrinth Scrolls well stuffed in a bag. The moment someone states the correct answer to the riddle within 'earshot', the scrolls activate.

∽ **Labyrinth Scroll** ∼   A rift in space covers an opening (e.g. a door, corridor, or window) which leads to the goblin realm, far below the Labyrinth. On the other side, stagnant, humid air spills out of a fungal garden which emanates with mana. In the distance, a pale red light glows, forming a twisted silhouette of the jungle.

The portal degrades as things move through it. It can handle up to 27 HP of creature, or equivalent weight, before it starts to collapse.

(Roll: +3, TN *set by movement of any kind, Range: shouting distance, Area of Effect: 27)*

The scroll burns itself to cinders with a flash! The ashes and flame spread across the hallway, blocking the hall with a patch of darkness which shows a distant orange glow.

You can see the silhouettes of some scene on the other side, but can't understand if those twisted shapes come from plants, rocks, or something else. Whatever the source, the shapes sit somewhere along a distant horizon, in some faraway darkness. The empty gash in the world must lead somewhere *other*.

What do you do?

Understanding the scrolls   requires an Intelligence + Academics roll (TN 12) to identify what it targets (somewhere deep underground, with magical energy) and the same again (TN 14) to understand what it does (it opens a portal).

The writing on the scroll is Gnomish, which forms the basis of the common Trading Tongue, so anyone with Academics 1 or more can read Gnomish writing.

If goblins ever encounter an open portal to their realm, they jump through it immediately! Their ultimate goal is to return home.

If anyone goes through the portal,   they will return the next time a portal scroll opens, with a strange story of a magma-filled landscape.

Have the player mark 1*D*6 EP on the character sheet.

SETBACKS & DEATH

If any character dies, you can introduce another once the troupe reaches any prison (rooms 1 and 16). The goblins regularly send out raiding parties to capture people, then return and dump them into the prisons, so even if the PCs have passed a prison, any time they return, they can find and liberate more prisoners.

CAPTURED   If the party ever lose a fight, do not push this until each lie dead. Instead, when it becomes obvious they cannot win, have the horde draw back, mock the party, and then tell them to drop their weapons so a group of ogres can escort them down to their cells.

ANNIHILATION   Everyone in the party dying doesn't have to mean the game ends. Just pull up some more characters, and have the new group awaken, ready for the goblins to eat them. Perhaps Bellcut still waits for them, this time more cynical than ever!

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[2]Imagine finding a tin can without a label in your kitchen. Now imagine you feel really hungry, but you're unsure if the can has baked beans or live spiders. Finally, imagine you live with thirty other people, who are all scatter-brained, intensely curious, and secretive. In this situation, writing riddles on all future scrolls seems like a sensible decision.

CHAPTER **II**

THE WHITTLING WARREN

There is something I seek.
While it is bound, it chooses kings and peasants. When it is freed, it foretells war or woe.
While it bound, it propels men's lusts and furies. When it is freed, it tumbles, falls, and fades.
While it is bound, life will often thrive. When it is freed, death will often follow.

THE LOWEST LEVEL

ħ♂

Bellcut

AP 4, Aᴛᴛ 7, Dᴀᴍ 1D6+2,
HP 8   ☐☐☐☐☐☐☐

1: Cᴇʟʟs   *Gnomes erected cots, cribs and hammocks here to be used as a communal sleeping area. Since then, goblins have placed a bar over the outside of the door to house prisoners.*

| **Equip-ment** | Nothing |

⁕

Here the PCs awaken to their hopeless situation.

§   Give the players a moment to get to know each others' characters and their surroundings.

Mannerism: sighs   eyes
Description: seaweed-like   **Wants:** to hide in the dark
hair half-covers his gloomy

If anyone tries to wriggle free of their ropes,   have them roll Dexterity + Larceny, TN 9. Freeing another character requires a full round.

If anyone asks Bellcut for help,   he refuses, and explains why they are powerless, and may as well wait to be eaten. If they say they want to fight, he explains how large ogres stand, and how many wait above. If they say that he should untie them so they can die fighting, then he explains that he can't trust them, and that they might throw him out the door first. He would rather take his chances hiding in the dark.

After a moment,   a small voice from the corner of the room says

    "No use in struggling. They will eat us soon no matter what we do".

The ogres captured Bellcut from a nearby village, along with others. They ate the others, while Bellcut hid under debris at the side of the room. He's learnt that cowardice means survival quickly, but won't unlearn it as fast.

Every time the PCs give Bellcut a reason to hope,   have them roll Charisma + Empathy at TN 9. Success means that Bellcut will untie them. A tie means he asks a follow-up question (allowing another re-roll if they can answer him well). A failure means he disengages, muttering "no, it won't work".

Shortly after, Blara the goblin druid, and an ogre walk towards the cell. The players should have around 5 actions (or dice-rolls) before trouble arrives.

> Heavy footsteps pad down the hall, you hear the door's bar being lifted, and a little goblinoid face peeps in with a torch. Behind her, an ogre stoops to the height of a man to avoid the low ceiling.
>
> What do you do?

The ogre then tries to pick up a character, and take it up to the kitchen.

If anyone wants to fight while still tied up, they can do so with a -4 penalty to the roll.

Blara the Goblin Druid

AP 5, Att 10, Dam 1D6,
HP 4 ☐☐☐☐

Knacks	Snap Caster (spells use Wits and cost 1 less AP)
Spheres	Air 2, Fire 2,
Equipment	Dagger, torch, human foot

☆ **Spells** ☆

Phantasm The caster makes an incredibly dubious claim, and nearby light gathers into an illusion of whatever the caster spoke about.

(**Cost:** 2, **Range:** 12 steps, **Resisted by:** Wits + Vigilance, TN 9)

Wind Blast Targets lose 4 AP and get pushed back 4 minus Strength steps.

(**Cost:** 2, **Range:** 12 steps, **Area:** 4, **Resisted by:** Strength + Athletics, TN 9)

Party Kill The caster blows, as if putting out a candle, and 4 fires extinguish, becoming nothing but a wiff of smoke.

(**Cost:** 2, **Range:** 12 steps, **Area:** 4, **Roll:** +2, TN set by size of the flame.)

Olf the Ogre

AP 4, Att 8, Dam 2D6+2,
HP 12 ☐☐☐☐☐☐☐☐☐☐☐☐

Equipment	Nothing

If anyone attacks Blara, the ogre immediately turns his attention to them.

Blara will attempt to run away, but must wait for the ogre to move out of the doorway.

Chasing after Blara requires a resisted roll of Speed + Athletics (the player rolls 2D6 plus their Speed + Athletics against Blara's Speed + Athletics, TN 10).

If Blara flees, she runs out, taking her torch with her. If the fire has gone out and Blara leaves with the torch, the room becomes pitch-black. This gives the PCs a bonus to any attack roll equal to their Wits + Vigilance +3 (the ogre cannot coordinate well in the dark).

If the party win the fight, he will accompany them out, but his nerves are too shot to be of much use. He will not join any fights, but can hold a torch.

New Rule: Team Rolls

Teamwork

§ If characters can work together on an action, a second character can add half their score, a third adds a quarter, and so on.

Always round up the final score.

§ If characters cannot work together, roll the dice once, and everyone uses that result to calculate their own final score.

Example 1: the troupe are sneaking down a hallway, and have to roll Stealth + Dexterity (TN 9). One player rolls 2D6, and gets a '7'. Characters with a total bonus of +2 were walking quietly, but if even a single PC had a bonus of +1 or less, they made a noise, and the entire group is given away.

Example 2: The characters try to persuade Bellcut to help them, and one player rolls the dice, getting a '7'. Their Charisma + Empathy total is -1, so they fail, but another character tries to speak with him and has a +3 total, so they succeed (without rolling the dice again).

2: The Chimney *The gnomes tunnelled down this shaft for mining, then made a ladder to easily reach the lower levels.*

More recently, the magical lift (room 6) made it redundant, so they've placed a forge in front of the entrance to the workshop (room 13), since this shaft ascends above, as a chimney.

The PCs will probably encounter the ladder, carved into the stone, while feeling around in the dark. Perhaps one or more will find themselves at the top of the shaft when Blara enters.

Anyone at the top of the ladder, will hear an argument between a goblin and an ogre.

Pushing the furnace aside demands a Strength + Crafts roll (TN 6), but doing so quietly requires a Strength + Stealth roll (TN 13). A tie means the horde stop bickering to focus on the noise, while failure indicates that they realize that the forge has a tunnel behind it, and two ogres come out to investigate (and likely try to eat a character).

If someone wants to continue climbing up, they can't. The rest of the ascent has nothing to hold onto, and becomes smaller as it ascends.

3: Dining Room Every morsel has been licked clean from this little dining room. Pots, smashed plates, forks, and candlesticks litter the floor. A goblin and a giant rat bicker over a human bone.[1]

On the table rest two large knives which can be used as *daggers*. Daggers grant +1 Damage in combat, but no Bonus to hit.

[1] Kalama cast a spell upon the rat, transforming it into a beast, in order to distract the goblins. Unfortunately, it just fit right in.

Smashed-up chairs and broken cutlery surround a low dining table, lit by a dribbling candle. On the table, a little bleach-white goblin wrestles with a rat-like creature, the size of a dog. The ugly pair fight over a human leg.

What do you do?

If a PC sneaks up quietly, have them roll Dexterity + Stealth (TN 9). They should get a -2 Penalty for taking a torch.

A tie means they must retreat, while the goblin investigates their room. Failure means the goblin and rat attack together.

If the PCs fight, they take 1 EP for the strenuous activity.

4: Spellcaster Arguments *A single gnome has returned, disguised by magic as a goblin. Unfortunately, he does not speak the goblin language, and everyone soon noticed.*

Two druids interrogate Kalama while he can only shrug in confusion.

The scene either begins with the goblins slowly realizing that the PCs have escaped, or by interrogating Kalama. If the PCs don't intervene, the druids will kill him.

From the top of the stairs, you see a goblin, clothed only in leather satchels, holding another goblin on the ground, and yelling at him. The goblin on the ground looks round, and. . . winks at you?

What do you do?

New Rule: End of Interval Regeneration

The day has four intervals:

1 **Morning**	2 **Afternoon**	3 **Evening**	4 **Night**

At the end of each Interval, a number of things happen:

- The Judge rolls 1D6, and every character who took part in the Interval regenerates that many FP.

- Characters who rested for the Interval regenerate a number of EP equal to half their current HP (round up).

- The Judge divides a number of Mana Points (MP) between everything in the area which can hold MP (round up).

  - The wind brings MP, so windy locations allow faster MP regeneration.

Underground	1
Indoors	2
Outdoors	3
Storm	4

- Anyone absorbing MP receives penalties for shielding their bodies against the air.

Partial armour	-1
Complete armour	-2

- Equivalent heavy clothing provides the same penalties.

Being underground, the PCs will only regenerate 1 MP per interval, which goes to whichever PC has the most MP lost.

Of course the PCs won't know exactly how long they've spent underground, but they will at least be able to count the number of resting periods they take.

♀♂

Hungry Goblin

AP 6 (AP Cost: 2), Att 13, Dam 1D6,
HP 5 □□□□□

Equip-ment	Javelin, dagger, leather pouch filled with colorful egg shells.

♀♉

Morph Rat

AP 5, Att 10, Dam 1D6, DR 1 (15!),
HP 6 □□□□□□

Abilities	Fangs, Quadraped (double movement)

If the PCs have already made a ruckus, the spellcaster will run away, then cast spells from a short distance; Kalama, the disguised gnome, will flee immediately; and every goblin in the kitchen will wake up, and run through, at a rate of two per round.

♀♀

Hunch, Goblin Druid

AP 4, Att 10, Dam 1D6,
HP 4 □□□□

Knacks	Snap Caster (spells use Wits and cost 1 less AP)
Spheres	Fire 2, Water 1,
Equip-ment	Dagger
Abilities	Fangs

If the PCs have not made a noise, they can gain a surprise attack, they make a Group Roll of Dexterity + Stealth, against the goblin druid's Wits + Vigilance (TN 7). As before, one player rolls 2*D6*, and each PC who wants to sneak out adds their own Bonuses to that roll – but if a single PC fails, everyone fails.

If the PCs fight, give each an EP.

If Kalama finds a peaceful moment to speak, he explains his whole situation, and his mission to find the children (in room 10). He has become so exhausted that he will be of little use to anyone without a meal and a rest.

♀(♀)♂

Kalama

AP 4, Att 8, Dam 1D6,
HP 4 □□□□

Spheres	Earth 2, Water 2,
Equip-ment	Nothing

If the characters investigate the table, they find the Talisman, 'Hag's Finger', left by the goblin druids.

〰 **Hag's Finger** 〰 Point the mummified finger at a cretin, then crack the finger's knuckle till it breaks. The cretin will suffer 4 encounters before the next day's light.
*(Resisted by: Charisma + Stealth (*TN *9), Range: 4 steps)*

〰 **Labyrinth Scroll** 〰 A rift in space covers an opening (e.g. a door, corridor, or window) which leads to the goblin realm, far below the Labyrinth. On the other side, stagnant, humid air spills out of a fungal garden which emanates with mana. In the distance, a pale red light glows, forming a twisted silhouette of the jungle.

The portal degrades as things move through it. It can handle up to 27 HP of creature, or equivalent weight, before it starts to collapse.
(Roll: +3, TN *set by movement of any kind, Range: shouting distance, Area of Effect: 27)*

If the PCs want to use a scroll, they will have to answer its riddle. Go to Appendix 2 and select a riddle which activates that scroll.

If the *Labyrinth Scroll* is activated, it begins to shimmer with golden flecks, then blocks a section of the hall, turning into a portal to a deep underground world. See Understanding the scrolls (on page 6) for details on the calamities which ensue after reading the Labyrinth Scrolls.

5: KITCHEN *Goblins with a curious side tried to operate the kitchen, and cook a feast. Half-cooked human limbs testify that goblins like their men rare.*

> Peering into the darkness in the alcove, you can just make out the four figures sprawled over tables and chairs or curled up on the oven, snoring contentedly. From the embers of the hearth you can see the ovens and cooking utensils that make up a substantial kitchen, and silhouettes of human femurs and skulls.
>
> Entering further, you see that the four figures are more goblins with little fat bellies. At the end of the kitchen you can see a large door to a cold store with a lock on it and two large cleavers stuck into a butchers block.
>
> What do you do?

If the PCs have avoided making a lot of noise nearby, then the goblins are asleep in the kitchen, and they can sneak in with a Dexterity + Stealth roll (TN 8).

As before, the Group Roll only requires one player to roll,

and any character which enters the room produces a different result.

Goblin on the table

AP 5 (AP Cost: 3), ATT 10, DAM 1D6+1, HP 5 □□□□□

Equip-ment	Wood Axe, small shaker filled with dried beans.
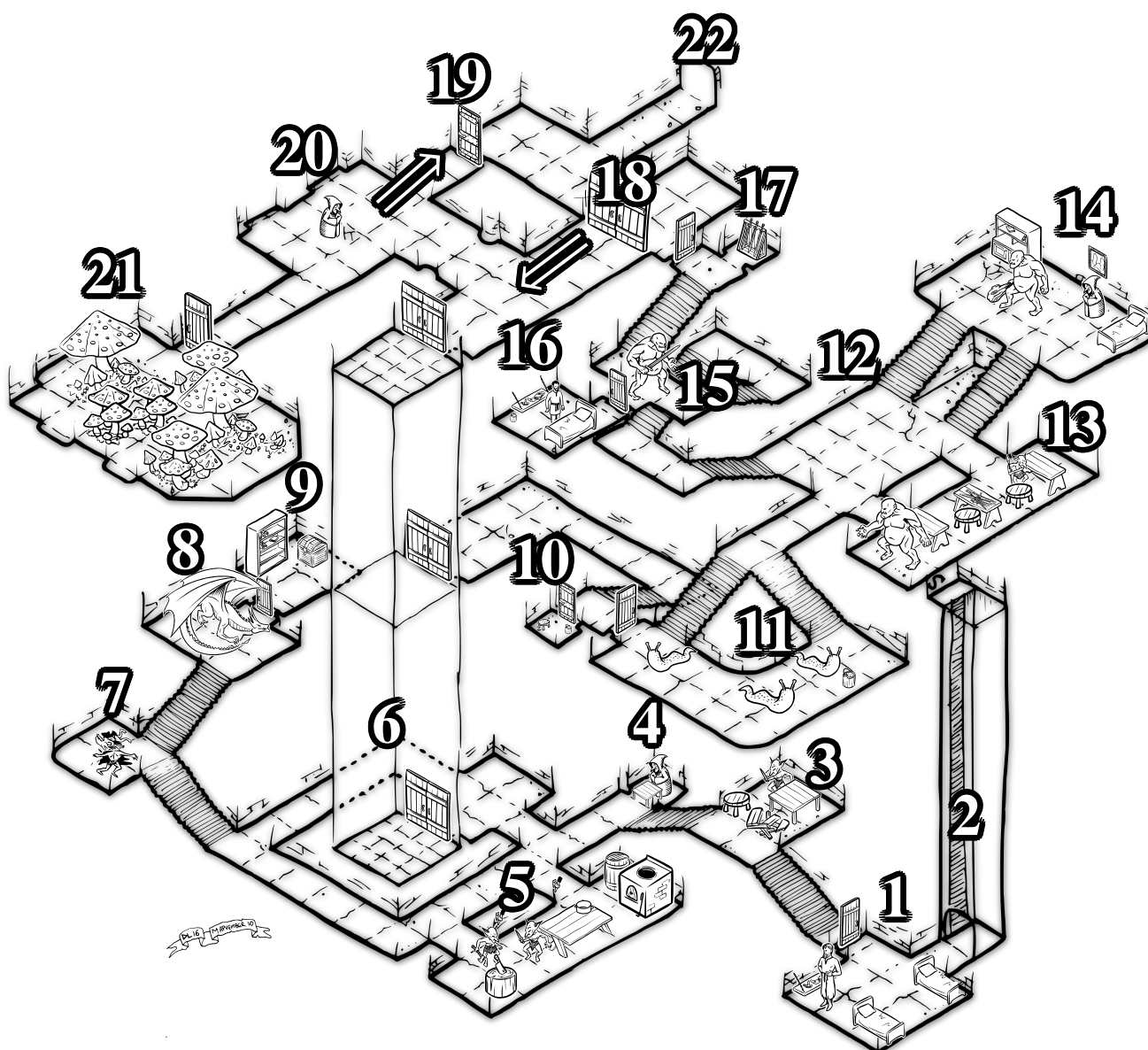
Goblin on the floor

AP 6 (AP Cost: 2), Att 13, Dam 1D6,
HP 5 ☐☐☐☐☐

Equipment	Javelin, dagger, a horse's tail.

2 Goblins on the oven

AP 5 (AP Cost: 3), Att 10, Dam 1D6+1,
HP 5 ☐☐☐☐☐ ☐☐☐☐☐

Equipment	Wood Axe, 20' of rope.

If the roll fails, all goblins wake up with hungry stomachs.

If the players try to find weapons, they can find plenty of make-shift weapons around the kitchen.

These weapons may not be good quality, but they can still improve the PCs' situation immensely.

If the players select weapons for their characters, check out the Kitchen Weapons table and have them write down the stats on their character sheet one at a time.

---

[2]A creature's Weight equals its HP, plus half the value of its equipment.

[3]One goblin druid extracted the password for the top, but has kept this secret.

If the party raid the room for food, they'll find a few canteens of water, one of wine, and sacks vegetables (enough for 4 meals).

The players can unlock the larder with a Dexterity + Larceny roll at TN 10 to pick the lock, at which point they discover that the larder is still full of food.

6: THE GNOMISH LIFT   The gnomes created the lift with the Force Sphere. It can lift a combined Weight of 17, and safely descend with a total Weight of 34 standing on it.[2] If the party step on it with a greater Weight than this, each additional point inflicts 2 EP on everyone in the lift upon impact with the ground.

The lift responds to magical passwords – the gnomish words for 'farm' (for the top), 'work' (for the middle), and 'cook' (for the bottom). The ogres and goblins who use the lift only know the passwords for the bottom and middle sections (Blara extracted this information from a gnome before he died).[3]

The lift responds to any password spoken while standing on it.

> The great double doors swing open, revealing a wide, empty room. Your torchlight stretches far above, and well out of reach you can see a wooden ceiling. The room appears otherwise empty.
>
> What do you do?

If the PCs ask Kalama for the password to the top, he refuses to help until the PCs save the gnome-children (room 10 on page 15).

NEW RULE: WEAPONS

WEIGHT

- Characters can lift anything with a Weight Rating up to half their HP, without penalty.

- They can also lift items with a total Weight equal to their HP without penalty.

- Every excess point a character carries, inflicts a -1 penalty to all Body Attributes, and an EP at the end of each Interval.

- All creatures have a *Weight Rating* equal to their HP.

- Items carried in one hand count as having double the normal Weight.

Without a backpack, PCs can only carry two items – one in each hand.

WEAPONS   Weapons add to Attack and Damage. Heavier weapons have bigger Bonuses, but pay dearly through their AP cost.

The PCs can find all these items in room 5. They don't make the best weapons, but the PCs have little choice!

No.	Name	Attack Bonus	Damage Bonus	AP Cost	Weight
1	Broom	1	0	2	1
2	Cleaver	0	2	2	2
4	Small Chair	1	1	2	3
2	Dagger	0	2	1	1
2	Frying Pan	1	2	3	2
4	Log	1	-3	1	1
1	Wood Axe	1	2	3	2
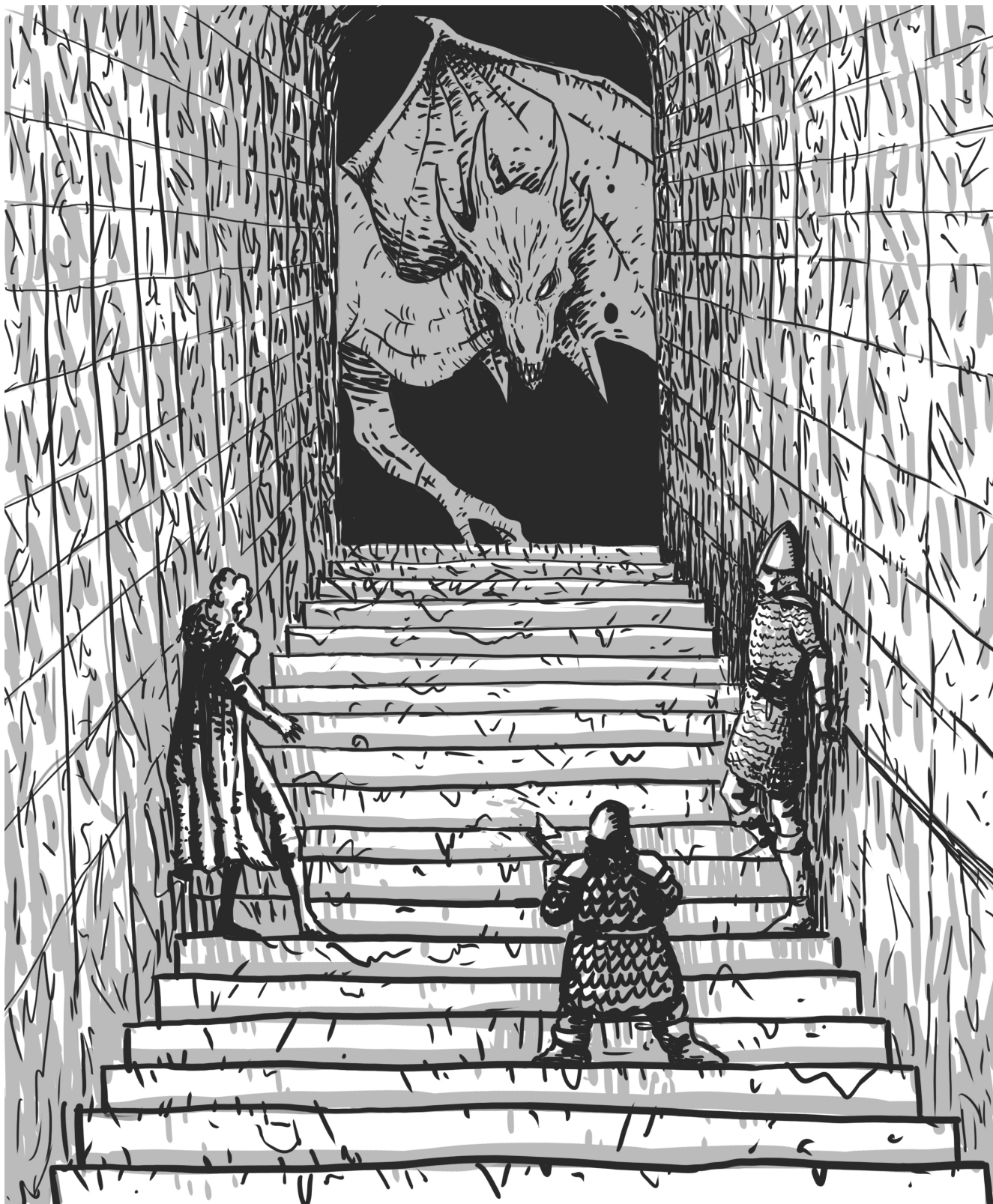
If anyone tries to climb the walls, they will find less purchase than a Sun-screen salesman in a Scotland.

If the PCs dawdle too long here, a 'raiding party' return with more prisoners to place in the lower cell (room 1). See page 16 for details on the raiding party.

7: DRAGON'S APPROACH   *When the horde attacked, one gnome decided to activate a Labyrinth Scroll in order to flee. Like the others, it targeted an unknown area, full of powerful magic, deep underground. Unlike the others, it held a sleeping dragon, who woke, and sauntered through the magical portal. He stomped on a couple of goblins, then followed the smell of gold and magic, to the treasure room. However, the massive monster could not fit through the door.*

When goblins came up the stairs to investigate, the dragon incinerated them with his fiery breath. So now he waits, with the legendary patience of a dragon. He has no intention of fighting, since he could get hurt, and the goblin

horde have no intention of bothering him, so they just pass by that corridor.

The dragon and the horde have ended in a kind of stalemate. And just like the horde, he cannot leave, as he does not know how to read the Labyrinth Scrolls...

> Ahead, three charred goblin corpses lie on the ground. A strange scent wanders down from above, something like a chicken cooked in rotten eggs.
>
>   What do you do?

If the PCs loot the bodies   they find one Labyrinth Scroll wrapped safely in a scroll case.

8: THE DRAGON'S LAIR   The dragon will happily talk with anyone who approaches The dragon's eventual goal is to obtain the rest of the treasure, then leave the Whittling Warren, and go somewhere he can spread his wings. Like all dragons, he has more cunning than ferocity, and *plenty* of both. He will look for opportunities to turn the PCs against each other, and reframe all conversations around the assumption that he will soon leave, with most of the treasure, through a portal scroll, and that the PCs should view this as their best possible outcome.

Despite his cunning, he will agree to worse terms if he has to.

Revealing a portal scroll   gains no reaction. Makil knows he has to play it cool, and not let anyone know that he really needs that spell to leave this place. He *might* fit through the narrow passages up, but he would be in a dangerous situation, being cramped in a narrow corridor, with ogres everywhere.

If the party request he kill goblins for them   then he agrees to kill any in the current area, but will not journey to another floor. In return, he wants all the treasure out of the treasure room.

If the party offer to split the treasure,   he refuses, unless they give him a good reason.

If the party push for more treasure,   the dragon asks if they would like to challenge him to a game of riddles. Each point anyone scores allows them to demand a single item, such as a chest, or quiver.

If they say 'yes', then he accepts their challenge, and asks what their riddle is.[4] If they can think of none, then the dragon declares that he has won the first round.

The rules for riddles   are simple – any question which someone has the knowledge to answer is a fair riddle. Asking 'how many letters in the Greek word for "mushroom"?', is not a fair riddle, because someone may not know.

Any possible answer to a riddle is 'the correct one'. If someone asks 'what is black and white and read all over', anything which fits all descriptions must be accepted as an answer.

See Appendix 2 for riddles.

☿

Makil the Dragon

AP 6, ATT 12, DAM 2D6+3, DR 5 (17!),
HP 13 ☐☐☐☐☐☐☐☐☐☐☐☐☐

Knacks	Snap Caster (spells use Wits and cost 1 less AP)
Spheres	Fate 2, Fire 2, Water 2,
Equipment	Nothing
Abilities	Flight (can glide, but not fly) , Claws (+1 Damage)

Mannerism: drums fingers   cruel, & massive
Description: inquisitive,   **Wants:** gold

☆ **Spells** ☆

Mind's Chatter With an intense stare, the caster suggests various thoughts to 27 targets. The targets may not believe these thoughts, but it lets the caster communicate easily.

(**Cost:** 3, **Range:** 8 steps, **Area:** 27, **Resisted by:** Wits + Academics, TN 12)

Chaos Targets become confused about what their own plans, and suffer a -3 to Mind Attributes.

(**Cost:** 2, **Range:** 12 steps, **Area:** 4, **Resisted by:** Wits + Academics, TN 12)

---

[4]Use of the internet is prohibited by trans-dimensional law, common sense, basic decency, and the Geneva Convention.

❀

NEW RULE: PROJECTILES

§ Players roll Dexterity + Projectiles against TN 6 to hit targets.

§ Every 5 steps adds +1 to the TN.

§ When a player hits the TN precisely, they miss their first target, but hit any other target behind.

§ Shortbows deal only $1D6 - 1$ Damage.

Delicate Audience With a gentle touch or wave, the caster begins to feel out the target's loudest thoughts.

(**Cost:** 2, **Range:** 12 steps, **Roll:** +5, TN set by ambient noise.)

If the players ask why he wants treasure, he explains that he wants to attract a mate; when his flame becomes hot enough to melt the gold, he will carve a golden statue of the most deadly dragon in his area in order to attract her attention. He will then decorate the statue with magical items.[5]

If the dragon parts on good terms, he blesses them all, restoring any lost FP.

If the PCs attack the dragon, he kills the first to attack.

His Damage Resistance (DR) 5 means he reduces all Damage by 5, unless the attacker hits 5 over the TN to attack him (a total of 15), achieving a 'Vitals Shot'.

9: Treasure Room

§ A chest containing 432 copper pieces (cp)[7]

§ A chest containing 300 silver pieces (sp)

§ An ivory short bow (with string, but no arrows)

§ A small backpack (can hold up to a Weight of 3)

§ A buckler shield made of pure silver, worth 30 sp (it breaks after one use)

§ Two gem-encrusted shortswords (worth 4 gold pieces (gp))

Through the door, two locked chests lie on the ground. Above them, a shortbow and two beautiful short swords stand affixed to the wall, with a quiver of arrows with gemstones used as arrow tips.

What do you do?

Mid Levels

10: Nursery
When the horde arrived, a gnome locked the children in here with enough food for a few days.

The door is locked, but can be picked with a Dexterity + Larceny roll (TN 9) if anyone has some lock-picking tools. It's far too strong to be broken into by force.

If the PCs enter the room, they may think these little gnomes are little goblins and kill them. If any of them try to do so, have them roll a Intelligence + Medicine (TN 8) check to realize their mistake. Of course, any gnome can identify the children immediately.

The sound of crying emanates from the door as you swing it open. In this cramped room, a dozen infants with fat little noses lie in a crib with hay, looking up at you in terror. The tiny room stinks of shit.

What do you do?

The moment the PCs approach the nursery door, a goblin falls onto room 6's lift and states the command word to bring it up to the top floor. This goblin is Grank, and he is the only goblin who knows the password for the top.

If the PCs take the children, they know to know to keep quiet and follow, but will only keep quiet if the party succeed on an Intelligence + Empathy roll (TN 10).

☿ **Swarm: Gnomish Children**

AP: 0	Att: 8 – HP	Dam: 1

HP 5 □□□□□

There are five children in total, and they each have a Weight between 1 and 2, but can generally be treated as a single 'swarm'.

None can walk, so the troupe must carry an additional Weight of 5, distributed as they please. To further complicate matters, the gnome-children must go *somewhere*, such as a bag. Characters might also construct a baby-wrap out of clothes with an Intelligence + Crafts roll (TN 10). Rolling a tie indicates the wrap does not work, while rolling a failure means the wrap works until the character tries to run...

11: Slug Hall
Gnomes grew mushrooms throughout this room in order to grow slugs, which fed fireflies. While torches work better than fireflies, having omnipresent little lights wandering around the Whittling Warren made sure that people could get about easier.

Once the goblin druids arrived, they cast life-engorging spells to grow the slugs to monstrous proportions, in order to ensure that prisoners don't escape past this point. Salt covers the stairs, preventing the slugs from moving upwards. The fireflies continue nipping at them, and have quadrupled their population. The slugs don't make good guardians, but at least the halls have plenty of light.

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[5] Should the ideal mate be pretty, or have the power and aggression to destroy an entire town? Dragons think the answer is obvious.

[7] Every 100 coins has a Weight of 1.

The doorway reveals a massive hallway of sparkling, floating, gently-buzzing, lights. Over to the left, a massive staircase leads up into the darkness. And ahead, the little lights gently illuminate giant slugs, feasting on corpses and torn-up books.

The moment you enter, the slugs' eye-stalks perk up, and they begin to slide off the corpses they were feasting on, and approach. . .

What do you do?

If the PCs run up the stairs, have them roll Speed + Athletics (TN 12) to avoid the acidic spray form the slugs.

From that point until the slugs loose sight of them, they are in combat. The slugs will spray acid at them, follow them up the stairs, and pester them for as long as they remain in sight.

⚲♉☿

20 Morph Slugs

AP $\frac{1}{2}$, Att 8, Dam 1D6-1, DR 2 (13!),
HP 5 ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐
      ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐
      ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐

Abilities   Acidic Spray (1D6-1 Damage, TN 9 to dodge)

If the PCs throw in some food, the morph-slugs head. . . slowly. . . towards it rather than fight.

If the PCs want to investigate the corpses, they find a dead gnome with a Labyrinth Scroll, and a discarded, half-eaten cloak, with a key to room 10 in the pocket.[8] As with the others, the Labyrinth Scroll requires a riddle to be answered, takes four rounds before it activates, and vanishes once used.

[8] See page 2 for how the key arrived here.

The Raiding Party

If the PCs decide to stop and rest, they will be able to recovery for a while,[6] before a raiding party descends with freshly captured prisoners.

The lift (room 6) cannot take the full weight of an ogre plus the prisoners, so one goblin druid and an ogre go to the bottom, then the prisoners get shoved in the lift by ogres at the top.

⚲♀

2 Goblins

AP 6 (AP Cost: 2), Att 13, Dam 1D6,
HP 5 ☐☐☐☐☐   ☐☐☐☐☐

Equipment   Javelin, dagger, tinder box.

♀♄

Ogre

AP 4, Att 8, Dam 2D6+1,
HP 11   ☐☐☐☐☐☐☐☐☐☐☐

Equipment   Nothing.

If any PCs have died, this is a good time to give out new characters from the recently captured prisoners.

If the PCs try to hide, they will find it easy, unless they've left any goblin bodies, lying out for just anyone to see.

Once the farmers come down, they are tired, and have 8 EP each, so any Damage they receive will quickly rack up penalties.

Take the farmer statblocks from the handout, cut them apart from each other, and hand 3 to the players to keep track of. The farmers will refuse to go into any combat situation first, but if the PCs fight first then they can make a Morale Check to join.

Shortly after, two more ogres come down to find out where the last people went.

If the PCs remove all the salt from the stairs, the slugs ascend. . . slowly. However, the resulting battle will kill three ogres, and all morph-slugs.

12: THE GREAT HALLWAY

If the PCs have indeed been quiet enough in the previous room to not raise an alarm, they find everyone in the neighbouring rooms napping. A single sound means they will be in serious trouble.

The greasy floor results from a mixture of faeces, drool, blood and leftover mushroom-juice.

> At the top of the stairs, this massive chamber lies empty, except for the fireflies darting about, and some human bones on the filthy floor. To the right, there two short tunnels reverberate with assorted snoring sounds. Ahead of you, two grand staircases lead up into a dim but un-wavering light. Below you, the entire floor is sticky and greasy.
>
> What do you do?

If the PCs have come from room 11, they will not see the staircase on their left immediately, but *will* see it after doing literally anything (fighting, searching, et c.).

If the PCs tarry or talk, have them roll Intelligence + Stealth (TN 8), to get across the sticky floor without squelching too much. They make this as a *Group Roll*, so a single roll counts for the whole group. Each margin on the roll allows them an additional round before the horde wakes.

13: THE WORKSHOP

Picks, shovels, backpacks, wood, short swords, shortbows, and all manner of crafting and mining equipment litter the room.

> Some goblins and three ogres lie sleeping on the floor between workbenches. The place is so full, you can't make out how many lie here, but the snoring indicates more than you can see. On the benches, most of the equipment lies broken, but delicate gnomish hands once used these tables to polish gems, craft magical items, and forge digging equipment. On one table, you can see a pile shortswords and spears.
>
> What do you do?

Find the goblins stats on the current page.

If the PCs have come up from room 2, the reaction depends entirely on how much noise they made while pushing

---

4 Goblins

AP 6 (AP COST: 2), ATT 13, DAM 1D6-1,
HP 4 ☐☐☐☐ ☐☐☐☐ ☐☐☐☐
☐☐☐☐

Knacks	Perfect Sneak Attack (+1 Damage for sneak attacks)
Equipment	Javelin, dagger, bag of 4 rocks.

---

2 Ogres

AP 4, ATT 9, DAM 2D6,
HP 10 ☐☐☐☐☐☐☐☐☐☐ ☐☐☐☐☐☐☐☐☐☐

Equipment	Nothing.

the great forge aside.

If the PCs attempt to take either a short sword or a spear, each attempt requires a Dexterity + Stealth roll, TN 7. Failure will awaken the entire horde, while a tie allows them a good head start.

14: The Grand Library The goblin druid had been investigating a Talisman – Safety Scroll. It remains on the ground beside him.

∽ **Safety Scroll** ∽   The scroll's reader stops feeling all pain, or even their own body's weight. Their Weight reduces by 5 (weightless characters float) and they reduce any EP penalty by 3. Any attempts at running and jumping gain a +3 Bonus. The scroll is made from dried papyrus, covered in wax, with ink created with mushrooms and a touch of magnetite.
(Roll: +3, TN set by motion of any kind, Range: 5 steps)

♀ ☿

Goblin Druid

AP 4, Att 12, Dam 1D6,
HP 4 ▢▢▢▢

Knacks	Snap Caster (spells use Wits and cost 1 less AP)
Spheres	Earth 2, Fire 1,
Equipment	Dagger, 1 GP from the far East, Home Scroll
Abilities	Fangs

The goblin druid holds a Labyrinth Scroll in her sleepy hands.

☿ ♂

Sleeping Ogre

AP 5 (AP Cost: 4), Att 12, Dam 2D6+3,
HP 10   ▢▢▢▢▢▢▢▢▢▢

Equipment	Great Club

> At the top of the stairs you find the ruins of a massive library. Book cases lie in a smashed heap on the ground, others appear to be used as a makeshift bed for an ogre. The books themselves are gone, except for a scroll, now tightly clutched by a goblin in a black cowl.
>   What do you do?

If any of the PCs attempt to sneak in, have them roll Dexterity + Stealth, TN 8.

Failure will, of course, spell disaster, but success will allow them to steal a magical item. If the player wants to steal

multiple magical items, describe them and see how many they decide to take. Each item taken increases the roll's TN by 1, so taking 3 items would mean a TN of 11. The player should not roll again – the original roll remains, but increasing the TN may well turn success into awful failure.

Last Level

15: Winding Stairs   A single ogre guards the prisoners here (the door has no lock).

> As you round the stairs' third turn, you see a massive ogre crouching by a door, blocking the path upwards.
>   What do you do?

If the party have made a reasonable attempt at staying quiet,   they can avoid alerting this ogre with a Wits + Stealth roll, TN 9. Whoever is at the front makes the roll. If it's unclear who's at the front, the character with the highest Speed + Athletics is in the lead. With a successful roll, the party find the ogre sleeping.

☿ ♂

Rick, the Ogre Guard

AP 4, Att 8, Dam 2D6+1,
HP 11   ▢▢▢▢▢▢▢▢▢▢▢

Equipment	Nothing.

16: Second Prison   *This little room once housed a full family of gnomes, but now serves only as another prison.*

The prisoners require no locks or handcuffs – the ogre waiting outside suffices to terrify them into staying put.

If any of the PCs have died,   introduce another PC here, from the pool.

17: Armoury   *The gnomes once stashed their little weapons here. The horde have added to it considerably.*

The PCs see the following:

- ☌ 3 buckler shields
- ☌ 1 crossbow (unstrung but usable with an Wits + Crafts roll, TN 7)
- ☌ 3 quivers, each with 20 arrows (for a shortbow)

- ♆ 8 crossbow bolts
- ♆ 2 shortbows
- ♆ 3 shortswords
- ♆ 7 wood axes

> At the top of the stairway, three dying fireflies wander pointlessly. Behind them, a cluster of shadow in an alcove holds metallic glints. To the left, dirty little footprints lead out a little wooden door.
>
> What do you do?

Bucklar Shields   These shields work like a weapon, except that they deal no damage. They require only 2 AP to use in combat, but add a +2 Bonus.

The crossbow   (if repaired) deals $1D6 + 3$ Damage, but requires at least 4 rounds to reload.

Shortbows   Require 1 AP to loose an arrow, and 1 AP to reload. However, they deal only $1D6 - 1$ Damage.

Name	Attack Bonus	Damage Bonus	AP Cost	Weight
Bucklar Shield	+2	None	1	1
Short-sword	1	1	1	2
Spear	3	1	2	4
Wood Axe	1	2	3	2

18: The Two-Way Doors

When gnomes rushed busily around the Whittling Warren, taking mushrooms to the kitchen, chamber-pots to the mushrooms, and secrets to fellow conspirators, they sometimes bumped into each other. To stop this happening again, they designated this door as 'out', and the other as 'in'.

The PCs will see the lift's double-doors straight ahead of them (assuming they have any light at all).

> The dark hall reveals one passage to the far right. On your left, smooth, man-sized, double-doors stand without any handle, lock or other feature.
>
> What do you do?

Opening either door from the wrong side   requires a Strength + Larceny roll, TN 10. Once it shuts, it shuts.

19: The Out Door

This door opens the opposite way from the last, and also demands a roll of Strength + Larceny (TN 10) to open from the wrong side.

---

[9]Larger creatures receive more Damage from falls

20: The Top of the Shaft

Grank the goblin druid has heard the PCs coming, and has no intention of fighting them alone. He knows he has the only key to the exit door (room 22 on page 21), so he intends to loose the morph-wolves he has tied up at the room's side before fleeing into the fungal gardens.

If the party attempt to run through the lift's double doors,   they might suddenly find an empty lift-shaft. In this case, have them roll Wits + Athletics (TN 7) to back off before they fall. A drop from this height inflicts $1D6 + 1$ Damage, plus their Strength Bonus.[9]

⚵☿♇

4 Morph Wolves

AP 7, Att 10, Dam 1D6+1, DR 2 (15!),
HP 7 ☐☐☐☐☐☐☐   ☐☐☐☐☐☐☐
☐☐☐☐☐☐☐   ☐☐☐☐☐☐☐

Abilities   Fangs, Quadraped (double movement)

If the party fall into the lift,   they end up in the mid-section of the Whittling Warren.

21: Fungal Gardens

This beautiful fungal garden took dripping rain from above, and sieved it through the roof then the soil below, until it distributed nutrients for a forest of mushrooms, big and small. The fungal garden was regularly invaded by oozes which can creep into small cracks when young, and grow massive quickly. The goblins never really kept up with the garden's maintenance, so the room festered with dangerous jellies.

While the place looks serene, it is inhabited by a dangerous ooze.

Once the players enter the room,   the ooze begins to stalk them.

Investigating the green glows   reveals little patches of fluorescent mushrooms.

If the PCs approach Grank,   he will hide while casting spells.

If Grank ever feels like his life is under threat,   then he will taunt the PCs with the key to the outside world he has in is position, and throw it into the nearest ooze. He then lets out a giggle and dashes off into the fungal undergrowth, leaving the players to face the hulking, pulsating, mass.

⚔☿

Grank

AP 7, Att 9, Dam 1D6,
HP 4 ☐☐☐☐

Spheres	Earth 2, Fire 2,
Equipment	Dagger

☆ **Spells** ☆

Hidden Pocket A small magical doorway covers a passage, doorway or other opening, connecting two spaces. Creatures with a Weight of 4 or less can fit through before it collapses.

(**Cost:** 2, **Range:** 12 steps, **Area:** 4, **Resisted by:** Strength + Athletics, TN 5)

Slow Fall As the caster covers their eyes, they begin to fall slower and slower. Any Damage from falling reduces by 3.

(**Cost:** 2, **Range:** 12 steps, **Area:** 4, **Roll:** -2, TN set by caster's Strength.)

Snowbinding Reaching into some soft ground, such as sand or snow, the caster explains how to form a weapon, and

New Rule: Damage Resistance & Vitals Shots

Armour reduces Damage, but only covers some parts of the body. Most armour has a Covering of '3', meaning that it covers most of the body (but not all).

⚲ Roll ≤ TN − your Covering: opponent scores Vitals Shot, ignores Armour (full Damage).

⚲ Roll < TN: opponent hits, your DR reduces Damage.

⚲ Roll > TN: you hit, opponent's DR reduces Damage.

⚲ Roll ≥ TN + opponent's Covering: you score Vitals Shot, ignore Armour (full Damage).

DR reduce Damage taken due to armour, or just a creature's thick hide. The morph-wolves have 'DR 2', so they remove 2 from any Damage Taken.

We assume everyone is trying to target sensitive areas, like the throat, groin, and eyes, whenever they can, to hit more exposed areas. If anyone hits 5 points over what they need to hit the wolves, they get a '*Vitals Shot*', which ignores the DR entirely, as the attack hits a sensitive area.

the ground complies, producing the weapon. It shatters if it deals over 4 Damage.

(**Cost:** 2, **Range:** 12 steps, **Roll:** -2, TN set by weapon's Weight.) —♂☿

☿ Swarm: Brown Ooze

AP: 3	ATT: 15 − HP	DAM: 1

HP 14 ☐☐☐☐☐☐☐☐☐☐☐☐☐☐

Abilities: Liquid (non-fire Damage removes 2 HP but creates a 1 HP copy), Acidic Spray (1D6-2 Damage, TN 13 to dodge)

22: THE EXIT   The PCs have found the exit, and can finally leave the nightmare behind.

As the key turns, the door swings open, and daylight floods in. Green trees cover the road down the hill, and in the far distance, chimney-fires from little hamlets wander into the sky.

You have finally escaped from the Whittling Warren. What do you do?

REWIND

Remember to congratulate your players on a tough journey. Give them a moment to breathe. Summarize any clever plans or unexpected outcomes that happened.

And if you've just finished reading the module for the first time, remember to come back later, and give the module a second read-through before running it.[10]

---

[10]Did you spot the key hiding in an image?

Riddles

§

We have six legs, but only walk on four. What are we?

Answer: A rider and their mount.

§

I have township, yet no houses. Forests, but no trees. Rivers, but no water.

Answer: A map.

§

What comes once in a minute, twice in a moment, but never in a thousand years?

Answer: The letter M.

§

The more I take the more I leave behind. What am I?

Answer: Footsteps.

§

David's father has three sons: Snap, Crackle, and . . . ?

Answer: David.

§

Tall I am young, Short I am old, While with life I glow, Wind is my foe. What am I?

Answer: A candle.

§

I can crush great boulders into fine sand,
But without me you will die as sure as you stand.
I rise when I'm cold and I soar when I'm hot,
Tell me what I am and what I am not.

Answer: Water.

§

I have a little house in which I live all alone. It has no doors or windows, and if I want to go out I must break through the wall. What am I?

Answer: A chick in an egg.

I Talisman Summaries

Hag's Finger (detailed, Wane Water) Range: 12 steps, Resisted by: Charisma + Stealth, Bonus: 2. Point the mummified finger at a cretin, then crack the finger's knuckle till it breaks. The cretin will suffer 4 encounters before the next day's light, ⌒ p. 10

Home Scroll (detailed, distant, duplicated, Warp Earth,Fire) Range: the horizon, Area: 256, Resisted by: movement, such as wind, Bonus: 4. Once activated by reading the elvish poems on the front, this scroll searches for somewhere windless and calm, around a day's walk, and then opens a rift in space to that location. Up to 256 Weight can move through before it collapses, ⌒ p. 18

Labyrinth Scroll (distant, duplicated, Warp Fire, Earth) Range: shouting distance, Area: 27, Resisted by: movement of any kind, Bonus: 3. A rift in space covers an opening (e.g. a door, corridor, or window) which leads to the goblin realm, far below the Labyrinth, ⌒ p. 6, ⌒ p. 10, ⌒ p. 18

Safety Scroll (divergent, detailed, Wane Air, Fate, Earth, Fire) Range: 8 steps, Resisted by: motion of any kind, Bonus: 3. The scroll's reader stops feeling all pain, or even their own body's weight. Their Weight reduces by 5 (weightless characters float) and they reduce any EP penalty by 3. Any attempts at running and jumping gain a +3 Bonus, ⌒ p. 18

II Rules

Traits

Attributes

- **Strength:** muscle, brawn, toughness, height
- **Dexterity:** finesse, coördination, balance
- **Speed:** velocity, tendons, vim
- **Intelligence:** memory, logic, tenacity, cunning
- **Wits:** alacrity, levity, attention, acumen
- **Charisma:** gravitas, glamour, confidence, symmetry

Skills   Each skill covers a variety of abilities – at least one per Attribute (on the current page).

Fate

- Players can decide to spend FP to stop their character losing HP.
- FP = $\frac{Total\ \text{XP}}{10} + Charisma$

Exhaustion Points

- Every strenuous activity inflicts one EP. Characters gain an EP for:
    - Marching through a mile of forest.
    - Marching along two miles of road.
    - Combat.
- Every EP a character has above their current HP inflicts a -1 penalty to all actions.
- Characters only receive EP *after* they stop the activity.

Weight

- Characters can lift anything with a Weight up to half their HP, without penalty.
- They can also lift items with a total Weight equal to their HP without penalty.
- Every excess point a character carries, inflicts a -1 penalty to all Body Attributes, and an EP at the end of each Interval.
- All creatures have a *Weight Rating* equal to their HP.
- Items carried in one hand count as having double the normal Weight.

Actions

Dangerous & Difficult Actions   Dice rolls describe the state of the world, so if the first player rolls a '6' to open a stuck door, all subsequent players must use the same roll to open the door.

1– The Judge states the TN:
   - 7 for standard actions,
   - 12 for professional actions,
   - 16 for extreme.

2– The player rolls 2D6, and adds:
   - Attribute Bonus,
   - Skill Bonus,
   - Equipment Bonus.

3– The Judge interprets the results:
   - If the roll exceeds the TN, the action was a success.

	Strength	Dexterity	Speed
Academics	Orating to a massive crowd	Forgery	Courier Runs
Athletics	Lifting heavy loads	Climbing	Sprinting
Deceit	Intimidation	Feigning an injury	Spreading a rumour across an entire town
Stealth	Hiding in a hay bail	Moving quietly	Escaping into a crowd
Vigilance	Keeping watch all night	Feeling for an exit in the dark	Searching a full forest for a particular tree
Wyldcrafting	Wrestling a boar	Untying a horse's bridle	Fleeing a stampede

§ If the roll falls below the TN, the action fails, and the danger occurs.

§ If the roll equals the TN, the result is a *tie*. The danger and the reward *both* occur, or neither do.

Resisted Actions

☙ The player rolls at TN 7 plus the opponent's Bonuses.

Teamwork

☙ If characters can work together on an action, a second character can add half their score, a third adds a quarter, and so on.

Always round up the final score.

☙ If characters cannot work together, roll the dice once, and everyone uses that result to calculate their own final score.

Difficulty at Rest

☙ When characters can try something again and again, set the darker of their dice to a '6'. If this roll still fails, the action can never succeed.

Projectiles

☙ Players roll Dexterity + Projectiles against TN 6 to hit stationary targets.

☙ Every 5 steps adds +1 to the TN.

☙ When a player hits the TN precisely, they miss their first target, but hit another target behind (if any).

☙ Targets can spend an AP to resist with Speed + Vigilance.

Combat

1– Each character sets their AP to 3 + Speed.

☙ Attacking someone requires a Resisted Dexterity + Combat roll, and costs an AP. The winner deals 1D6 Damage.

　☙ When someone attacks you, you must still spend AP, even if you have none.

　☙ Anyone with negative AP takes that as a penalty.

☙ Movement costs 1 AP and allows people to move 3 steps + their Athletics Bonus. To flee requires a resisted roll of Speed + Athletics.

☙ Guarding someone costs 1 AP. Anyone attacking the target must successfully attack you first (without dealing Damage). They can then spend AP to attack the target immediately.

☙ Ramming or pushing costs 1 AP (Dexterity + Brawl).

☙ Drawing a weapon costs 1 AP.

☙ Using items (such as drinking potions or reading books) costs 3 AP.

2– Circle round the table, with each player taking their turn. However, if any character wants to jump in, use this order:

　I The character who has the most AP goes first.

　II The character doing the action which requires the least AP to spend.

WEAPONS　Weapons add to Attack and Damage. Heavier weapons have bigger Bonuses, but pay dearly through their AP cost.

Weapon	Attack Bonus	Damage Bonus	AP Cost	Weight
Dagger	0	2	1	1
Javelin	2	1	2	3
Longsword	2	2	2	3
Maul	1	3	2	3
Quarterstaff	3	0	2	3
Shortsword	1	1	1	2
Round Shield	2	-1	1	2

	Intelligence	Wits	Charisma
Academics	Recalling facts	Resisting an enchantment spell	Storytelling
Athletics	Finding the easiest route to climb	Identifying optimal climbing conditions	Stage acrobatics
Deceit	Crafting a plausible lie	Making a quick excuse	Implausible lies
Stealth	Identifying the best hiding spot	Quickly hiding	Sleuthing a banquet, uninvited
Vigilance	Investigating a crime scene	Spotting an illusion spell	Hearing the best gossip
Wyldcrafting	Planning a new, hidden trail	Foraging for a quick meal	Selling vegetables

ARMOUR   Armour reduces Damage, but only covers some parts of the body. Most armour has a Covering of '3', meaning that it covers most of the body (but not all).

§ Roll ≤ TN − your Covering: opponent scores Vitals Shot, ignores Armour (full Damage).

§ Roll < TN: opponent hits, your DR reduces Damage.

§ Roll > TN: you hit, opponent's DR reduces Damage.

§ Roll ≥ TN + opponent's Covering: you score Vitals Shot, ignore Armour (full Damage).

ARMOUR	DR	COVERING	WEIGHT
PARTIAL LEATHER	3	3	2
PARTIAL CHAIN	4	3	2
COMPLETE LEATHER	3	5	3

INTERVALS

The day has four intervals:

1 **Morning**	2 **Afternoon**	3 **Evening**	4 **Night**

At the end of each Interval, a number of things happen:

§ The Judge rolls 1D6, and every character who took part in the Interval regenerates that many FP.

§ Characters who rested for the Interval regenerate a number of EP equal to half their current HP (round up).

§ The Judge divides a number of MP between everything in the area which can hold MP (round up).

§ The wind brings MP, so windy locations allow faster MP regeneration.

Underground	1
Indoors	2
Outdoors	3
Storm	4

§ Anyone absorbing MP receives penalties for shielding their bodies against the air.

Partial armour	-1
Complete armour	-2

§ Equivalent heavy clothing provides the same penalties.

MAGIC

SPELLS

§ To cast a spell, roll Charisma plus the *lowest* Sphere which the spell requires.

§ The spell's level is the MP cost, and the MP cost is the level.

§ The TN depends on the target. The target determines the spell's TN. Hard rocks resist shattering, and small rivers will not flood easily.

§ Casters without MP lose EP instead.

§ Spells cannot reduce their range by too many steps. Spells cannot target something too far below their range.

Spells targeting 'a stone's throw away' cannot target someone next to the caster.

§ Spells have no duration – they vanish once someone interferes with the spell's results.

Campaign: 7

Season: 6

. . . .   5

. . . .   4

. . . .   3

Player	Character	Concept	Wits + Vig.	Notes

. . . .   2

. . . .   1

. . . .   0

. . . .   -1

. . . .   -2

. . . .   -3

<u>Intervals</u>

◑ ◯ ◑ ● §   ◑ ◯ ◑ ● §   ◑ ◯ ◑ ● §   -4

☐ ☐ ☐ ☐   ☐ ☐ ☐ ☐   ☐ ☐ ☐ ☐   -5

-6

-7

Bellcut

ħ♂

AP 4, Att 2D6+0, Dam 1D6+2,
HP 8   □□□□□□□□

**Equip-
ment**   Nothing

Mannerism: sighs | gloomy eyes
Description: seaweed-
like hair half-covers his | **Wants:** to hide in the
dark

Boarkelt

ħ♀

AP 3, Att 2D6+1, Dam 1D6+1,
HP 7   □□□□□□□

**Equip-
ment**   Nothing

Mannerism: Humms | **Wants:** Paladin
Description: Warm

Swelcut

ħ♀

AP 3, Att 2D6+1, Dam 1D6+2,
HP 8   □□□□□□□□

**Equip-
ment**   Nothing

Mannerism: Folds arms | **Wants:** Paladin
Description: Reasonable

Fenzcrok

ħ♂

AP 3, Att 2D6+1, Dam 1D6+1,
HP 7   □□□□□□□

**Equip-
ment**   Nothing

Mannerism: Points
Fingers | **Description:** Fierce
Wants: Tribalist

Swelcrist

ħ♀

AP 3, Att 2D6+1, Dam 1D6+2,
HP 8   □□□□□□□□

**Equip-
ment**   Nothing

Mannerism: Wrinkles
nose | **Description:** Demanding
Wants: Tribalist

Barncull

ħ♂

AP 3, Att 2D6+1, Dam 1D6+1,
HP 7   □□□□□□□

**Equip-
ment**   Nothing

Mannerism: Looks up | **Wants:** Tribe
Description: Jovial

Name: Roina **Player:** . . . . **Code:** Tribalist

Race: Elf **Concept:** Lost Tourist **Rank:**

Attributes

	-4	-3	-2	-1	0	1	2	3	4
Strength	□	□	□	□	●	○	○	○	○
Dexterity	□	□	□	□	●	○	○	○	○
Speed	□	□	□	□	●	○	○	○	○
Intelligence	□	□	□	□	●	●	●	○	○
Wits	□	□	□	□	●	○	○	○	○
Charisma	□	□	□	⊠	●	○	○	○	○

⚁⚀ 2 3 4–5 6–8 9–10 11 12

Mêlée

	. . . . .	○○○
Combat	. . . . .	●○○
	. . . . .	○○○
	. . . . .	○○○
	. . . . .	○○○
	. . . . .	○○○
	. . . . .	○○○
	. . . . .	○○○
	. . . . .	○○○

Skills

7

Academics	. . .	●○○
Athletics	. . .	○○○
Caving	. . .	○○○
Crafts	. . .	○○○
Deceit	. . .	○○○
Empathy	. . .	○○○
Medicine	. . .	○○○
Performance	. . .	●○○
Larceny	. . .	○○○
Seafaring	. . .	○○○
Stealth	. . .	○○○
Tactics	. . .	○○○
Vigilance	. . .	○○○
Wyldcrafting	. . .	●○○
. . . .	○○○
. . . .	○○○

6

5

4

⇒ 3

2

1

DR / Covering **AP** **Attack** **Damage**

0

0 · · · 3 · · · 2D6+1 · · · 1D6

(by Armour) · · · 3 + Speed

2D6 + Dex
+ Combat
+ Weapon Bonus

1D6 + Strength
+ Weapon

$FP = XP / 10 + Charisma$

$HP = 6 + Strength$

Exhaustion Points

$MP = 3 \times spheres$

Encumbrance

Items to Hand

Weapon				Bonus	Damage	AP Cost	Weight

Armour		DR	Covering	Weight

-1

-2

-3

Abilities & Conditions

Knacks

-4

-5

-6

Backpack

cp_____ sp_____ gp_____

XP

Total: 50

Unspent:

Story Points □□□□□

Cause of Death §

Name: Fox **Player:** . . . . **Code:** Wanderer

Race: Gnoll **Concept:** Confused Refugee **Rank:**

Attributes

	-4	-3	-2	-1	0	1	2	3	4
Strength	□	□	□	□	●	⬤	○	○	○
Dexterity	□	□	□	⊠	●	○	○	○	○
Speed	□	□	□	□	●	⬤	⬤	○	○
Intelligence	□	□	⊠	⊠	●	○	○	○	○
Wits	□	□	□	□	●	⬤	○	○	○
Charisma	□	⊠	⊠	⊠	●	○	○	○	○

⊡ ▪ 2 3 4–5 6–8 9–10 11 12

Mêlée

	.	.	.	.	.	.	○	○	○
Combat	.	.	.	.	.	●	○	○	
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Skills

7

Academics	.	.	.	○ ○ ○
Athletics	.	.	.	○ ○ ○
Caving	.	.	.	○ ○ ○
Crafts	.	.	.	○ ○ ○
Deceit	.	.	.	○ ○ ○
Empathy	.	.	.	○ ○ ○
Medicine	.	.	.	○ ○ ○
Performance	.	.	● ○ ○
Larceny	.	.	.	○ ○ ○
Seafaring	.	.	.	○ ○ ○
Stealth	.	.	.	○ ○ ○
Tactics	.	.	.	○ ○ ○
Vigilance	.	.	.	● ○ ○
Wyldcrafting	.	.	● ○ ○
	.	.	.	○ ○ ○
	.	.	.	○ ○ ○

6

⇒ 5

4

3

2

1

DR / Covering	AP	Attack	Damage
0	5	2D6	1D6+1
(by Armour)	3 + Speed	2D6 + Dex + Combat + Weapon Bonus	1D6 + Strength + Weapon

0

$FP = XP / 10 + Charisma$

$HP = 6 + Strength$

Exhaustion Points

$MP = 3 \times spheres$

Encumbrance

-1

-2

-3

-4

-5

-6

Items to Hand

Weapon	Bonus	Damage	AP Cost	Weight

Armour		DR	Covering	Weight

Abilities & Conditions

Knacks

Fast Charge (+1 AP, Attack, and Damage after charging 6 steps),
Adrenaline Surge (+1 Damage, once per round, 2 uses per combat)

Backpack

XP

Total: 50

Unspent:

cp_____ sp_____ gp_____

Story Points □□□□□

Cause of Death §

Name: Hugi   **Player:** . . . .   **Code:** Paladin

Race: Dwarf   **Concept:** Guild Envoy   **Rank:**

Attributes

	-4	-3	-2	-1	0	1	2	3	4
Strength	☐	☐	☐	☐	●	⬤	○	○	○
Dexterity	☐	☐	☐	☐	●	⬤	⬤	○	○
Speed	☐	☐	☐	⊠	●	○	○	○	○
Intelligence	☐	☐	☐	☐	●	○	○	○	○
Wits	☐	☐	☐	☐	●	⬤	○	○	○
Charisma	☐	☐	☐	☐	●	⬤	○	○	○

⚅⚁   2   3   4–5   6–8   9–10   11   12

Mêlée

. . . .	○○○
Combat	●○○
Projectiles . . .	●○○
. . . .	○○○
. . . .	○○○
. . . .	○○○
. . . .	○○○
. . . .	○○○

Skills

		7
Academics . . .	●○○	
Athletics . . .	○○○	6
Caving	●○○	
Crafts	○○○	
Deceit	○○○	5
Empathy . . .	●○○	
Medicine . . .	○○○	
Performance . .	○○○	4
Larceny . . .	○○○	
Seafaring . . .	○○○	
Stealth . . .	○○○	3
Tactics . . .	●○○	
Vigilance . . .	●○○	
Wyldcrafting . .	○○○	⇒ 2
. . . . . .	○○○	
. . . . . .	○○○	1

DR / Covering   **AP**   **Attack**   **Damage**

0   2   2D6+3   1D6+1

(by Armour)   3 + Speed

2D6 + Dex
+ Combat
+ Weapon Bonus

1D6 + Strength
+ Weapon

$FP = XP / 10 + Charisma$

$HP = 6 + Strength$

Exhaustion Points

$MP = 3 \times spheres$

Encumbrance

Items to Hand

Weapon	Bonus	Damage	AP Cost	Weight

Armour		DR	Covering	Weight

Abilities & Conditions

Knacks

Snap Draw (Pay 0 AP to reload arrow or draw weapon)

0

-1

-2

-3

-4

-5

-6

Backpack

cp_____   sp_____   gp_____

XP

Total: 50

Unspent:

Story Points □□□□□

Cause of Death §————————————————————

Name: Harad **Player:** . . . . **Code:** Paladin

Race: Elf **Concept:** Innocent Bard **Rank:**

Attributes

	-4	-3	-2	-1	0	1	2	3	4
Strength	☐	☐	☐	☒	●	○	○	○	○
Dexterity	☐	☐	☐	☐	●	○	○	○	○
Speed	☐	☐	☐	☒	●	○	○	○	○
Intelligence	☐	☐	☐	☐	●	●	○	○	○
Wits	☐	☐	☐	☐	●	●	●	○	○
Charisma	☐	☐	☐	☐	●	●	○	○	○

⚁ ⚀ | 2 | 3 | 4–5 | 6–8 | 9–10 | 11 | 12 |

Mêlée

		Attack
. . . . .	○○○
. . . . .	○○○
. . . . .	○○○
Air	●○○
Fire	●○○
. . . . .	○○○
. . . . .	○○○
. . . . .	○○○

Skills

Academics	. . .	○○○
Athletics	. . .	○○○
Caving	. . .	○○○
Crafts	. . .	○○○
Deceit	. . .	○○○
Empathy	. . .	○○○
Medicine	. . .	○○○
Performance	. .	●●○
Larceny	. . .	○○○
Seafaring	. . .	○○○
Stealth	. . .	○○○
Tactics	. . .	○○○
Vigilance	. . .	○○○
Wyldcrafting	. .	●○○
. . . . . .	○○○
. . . . . .	○○○

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1

0

-1

-2

-3

-4

-5

-6

DR / Covering **AP** **Attack** **Damage**

0 2 2D6 1D6-1

(by Armour) 3 + Speed

2D6 + Dex
+ Combat
+ Weapon Bonus

1D6 + Strength
+ Weapon

FP = XP / 10 + Charisma

HP = 6 + Strength

Exhaustion Points

MP = 3 x spheres

Encumbrance

Items to Hand

Weapon	Bonus	Damage	AP Cost	Weight

Armour		DR	Covering	Weight

Abilities & Conditions

Knacks

Snap Caster (spells use Wits and cost 1 less AP)

Backpack

Flute

cp_____ sp_____ gp_____

XP

Total: 50

Unspent:

Story Points □□□□□

Cause of Death §

Name: Aeglir   **Player:** . . . .   **Code:** Paladin

Race: Elf   **Concept:** Human Diplomat   **Rank:**

Attributes

	-4	-3	-2	-1	0	1	2	3	4
Strength	☐	☐	☐	☒	●	○	○	○	○
Dexterity	☐	☐	☐	☐	●	⬤	○	○	○
Speed	☐	☐	☐	☐	●	○	○	○	○
Intelligence	☐	☐	☐	☐	●	○	○	○	○
Wits	☐	☐	☐	☐	●	○	○	○	○
Charisma	☐	☐	☐	☐	●	○	○	○	○

⚅⚀   2   3   4–5   6–8   9–10   11   12

Mêlée

	.	.	.	.	.	○○○
Combat	.	.	.	.	●○○
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	.	.	.	.	.	○○○

Skills

Academics	. . .	●○○
Athletics	. . .	○○○
Caving	. . .	○○○
Crafts	. . .	○○○
Deceit	. . .	●○○
Empathy	. . .	●○○
Medicine	. . .	○○○
Performance	. .	○○○
Larceny	. . .	○○○
Seafaring	. . .	○○○
Stealth	. . .	○○○
Tactics	. . .	○○○
Vigilance	. . .	○○○
Wyldcrafting	. .	○○○
	. . . . . .	○○○
	. . . . . .	○○○

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DR / Covering	AP	Attack	Damage
0	3	2D6+2	1D6-1
(by Armour)	3 + Speed	2D6 + Dex + Combat + Weapon Bonus	1D6 + Strength + Weapon

FP = XP / 10 + Charisma

HP = 6 + Strength

Exhaustion Points

MP = 3 x spheres

Encumbrance

Items to Hand

Weapon	Bonus	Damage	AP Cost	Weight

Armour	DR	Covering	Weight
Elvish Ceramic armour	2	3	1

Abilities & Conditions

Knacks

Snap Caster (spells use Wits and cost 1 less AP)

Last Stand (when losing HP, the character gains 4 AP)

Backpack

cp_____ sp_____ gp_____

XP

Total: 50

Unspent:

Story Points □□□□□

Cause of Death §

Name: Advir   **Player:** . . . .   **Code:** Noble

Race: Elf   **Concept:** Travelling Singer   **Rank:**

Attributes

	-4	-3	-2	-1	0	1	2	3	4
Strength	☐	☐	☐	☐	●	○	○	○	○
Dexterity	☐	☐	☐	☒	●	○	○	○	○
Speed	☐	☐	☐	☐	●	○	○	○	○
Intelligence	☐	☐	☐	☐	●	○	○	○	○
Wits	☐	☐	☐	☐	●	○	○	○	○
Charisma	☐	☐	☐	☐	●	●	○	○	○

⊠ ■   2   3   4–5 6–8 9–10 11   12

Mêlée

. . . .	○○○
. . . .	○○○
. . . .	○○○
. . . .	○○○
. . . .	○○○
. . . .	○○○
Water	●○○

Skills

		7
Academics . . .	○○○	
Athletics . . .	○○○	
Caving . . .	○○○	6
Crafts . . .	○○○	
Deceit . . .	○○○	5
Empathy . . .	○○○	
Medicine . . .	○○○	
Performance . .	●○○	4
Larceny . . .	●○○	
Seafaring . . .	○○○	
Stealth . . .	○○○	⇒ 3
Tactics . . .	○○○	
Vigilance . . .	○○○	2
Wyldcrafting . .	●○○	
. . . .	○○○	
. . . .	○○○	1

DR / Covering   **AP**   **Attack**   **Damage**

0   3   2D6-1   1D6

(by Armour)   3 + Speed

2D6 + Dex
+ Combat
+ Weapon Bonus

1D6 + Strength
+ Weapon

FP = XP / 10 + Charisma   0

Items to Hand

Weapon			Bonus	Damage	AP Cost	Weight	-1
Armour				**DR**	**Covering**	**Weight**	-2

-3

HP = 6 + Strength

Abilities & Conditions

Knacks

Snap Caster (spells use Wits and cost 1 less AP)
Autophage (cast with EP instead of MP)

-4

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Exhaustion Points

MP = 3 x spheres

Encumbrance

Backpack

cp_____ sp_____ gp_____

XP

Total: 50
- - - - - - - -
Unspent:

Story Points □□□□□

Cause of Death §_____

Name: Ashkale **Player:** . . . . **Code:** Jester

Race: Human **Concept:** Curmudgeon Messenger **Rank:**

Attributes

	-4	-3	-2	-1	0	1	2	3	4
Strength	☐	☐	☐	☐	●	○	○	○	○
Dexterity	☐	☐	☐	☐	●	○	○	○	○
Speed	☐	☐	☐	☐	●	●	○	○	○
Intelligence	☐	☐	☐	☐	●	○	○	○	○
Wits	☐	☐	☐	⊠	●	○	○	○	○
Charisma	☐	☐	☐	☐	●	○	○	○	○

⊡▪ 2 3 4–5 6–8 9–10 11 12

DR / Covering | **AP**

0 | 4

(by Armour) | 3 + Speed

Mêlée

							○○○
Combat	.	.	.	.	.	●	○○
							○○○
							○○○
							○○○
							○○○
							○○○

Attack | **Damage**

2D6+1 | 1D6

2D6 + Dex
+ Combat
+ Weapon Bonus

1D6 + Strength
+ Weapon

Skills

7

Academics	.	.	.	○○○
Athletics	.	.	.	●●○
Caving	.	.	.	○○○
Crafts	.	.	.	○○○
Deceit	.	.	.	○○○
Empathy	.	.	.	○○○
Medicine	.	.	.	○○○
Performance	.	.	○○○
Larceny	.	.	.	○○○
Seafaring	.	.	.	○○○
Stealth	.	.	.	●○○
Tactics	.	.	.	●○○
Vigilance	.	.	.	○○○
Wyldcrafting	.	.	○○○
				○○○
				○○○

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FP = XP / 10 + Charisma

HP = 6 + Strength

Exhaustion Points

MP = 3 x spheres

Encumbrance

Items to Hand

Weapon	Bonus	Damage	AP Cost	Weight

Armour		DR	Covering	Weight

Abilities & Conditions

Knacks

Fast Charge (+1 AP, Attack, and Damage after charging 6 steps)

Backpack

Piece of chalk

cp_____ sp_____ gp_____

XP

Total: 50

Unspent:

Story Points □□□□□

Cause of Death §

Name: Guts Pike   **Player:** . . . .   **Code:** Paladin

Race: Human   **Concept:** Pessimistic Shepherd   **Rank:**

Attributes

	-4	-3	-2	-1	0	1	2	3	4
Strength	☐	☐	☐	☐	●	⬤	○	○	○
Dexterity	☐	☐	☐	☐	●	○	○	○	○
Speed	☐	☐	☐	☐	●	○	○	○	○
Intelligence	☐	☐	☐	☒	●	○	○	○	○
Wits	☐	☐	☐	☐	●	○	○	○	○
Charisma	☐	☐	☐	☒	●	○	○	○	○

⚁⚀   2   3   4–5   6–8   9–10   11   12

Mêlée

○○○
○○○
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○○○

Skills

Academics	. . .	○○○
Athletics	. . .	○○○
Caving	. . .	○○○
Crafts	. . .	○○○
Deceit	. . .	○○○
Empathy	. . .	○○○
Medicine	. . .	●○○
Performance	. . .	○○○
Larceny	. . .	○○○
Seafaring	. . .	○○○
Stealth	. . .	○○○
Tactics	. . .	○○○
Vigilance	. . .	○○○
Wyldcrafting	. . .	●●○
		○○○
		○○○

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DR / Covering	**AP**	**Attack**	**Damage**
0	3	2D6	1D6+1
(by Armour)	3 + Speed	2D6 + Dex + Combat + Weapon Bonus	1D6 + Strength + Weapon

FP = XP / 10 + Charisma ◯

HP = 6 + Strength ◯

Exhaustion Points ◯

MP = 3 x spheres ◯

Encumbrance ◯

Items to Hand

Weapon	Bonus	Damage	AP Cost	Weight

Armour		DR	Covering	Weight

Abilities & Conditions

Knacks

Unstoppable (+2 HP, and +1 to any Medicine rolls to save them when dying)

Backpack

cp_____ sp_____ gp_____

XP

Total: 50

Unspent:

0

-1

-2

-3

-4

-5

-6

Story Points □□□□□

Cause of Death §