

MAZE KNIGHTS

VERSION 0.0.13

Warning: Until Maze Knights reaches version 0.1.0 it will be highly unstable. Rules, classes, tables, etc. are subject to frequent major revisions.

Inspirations: OD&D, Into the Odd, Troika!, Break!!, Super Blood Harvest, Final Fantasy IX, Treasure Planet

SETTING UP

Gather snacks, pencils, paper, a handful of six-sided dice (d6s) and **3-5 FRIENDS** at a table.

Choose one person to be the **GAME MASTER (GM)**. Everyone else will be **PLAYERS**.

Each player controls 3 **PLAYER CHARACTERS (PCs)** at a time: one **LEADER** and two **FOLLOWERS**, which are randomly selected from roster 1. All of the PCs work together as a **PARTY**.

The GM creates several **ADVENTURE LOCATIONS** for the party to choose from, or uses some pre-made ones.

PLAYING THE GAME

The core of the game is a **CONVERSATION** between the players and the GM. The GM describes the party's current situation, the players state what they want their characters to do, and then GM describes the result using common sense.

In cases where the outcome is not immediately obvious, **DICE MAY BE ROLLED** to determine the result.

OVERVIEW

Maze Knights is set on **WRECKWORLD**, a shattered, overgrown planet strewn with the wrecks of vessels from innumerable civilizations and planes of reality.

THE CITY OF MAZEGATE is the party's home base, a thriving metropolis of wreck survivors shielded from danger by scavenged magical artifacts.

All magic on Wreckworld is powered by **MANA**, a mineral found in monsters, magical artifacts called **RELICS**, and underground veins.

The PCs are adventurers with their own **MANA-POWERED AIRSHIP**, scavenging in the ruins for mana and useful artifacts.

Each session, the players will:

- 1.) **SELECT** a wreck, ruin, or other adventure location to explore from a few options provided by GM, via the Mazegate Cartographer's Guild.
- 2.) **RECRUIT** up to two followers from a pool of randomly rolled PCs to join their leader PC on the mission.
- 3.) **EXPLORE** the site, defeat or avoid any threats, and loot relics and Mana.
- 4.) **RETURN** to Mazegate, gaining **FAME** for completing mission objectives. Fame levels up the leader and increases the quality of future followers. Recovered Mana and Relics can be sold for coin, or stashed on the airship for later use.

GM DUTIES

IMPARTIALLY ARBITRATE rules and player disputes. Be consistent and use common sense.

PREPARE FOR SESSIONS by creating or downloading environments for the PCs to explore. Seed them Mana, Relics, things to fight, things to tinker with, people to talk to, wonders to gawk at, terrors to flee, and problems to solve.

CHALLENGE THE PLAYERS' PROBLEM SOLVING SKILLS by confronting them with obstacles that seem to have no obvious solution, even to you.

RESPECT THE PLAYERS' FREEDOM OF CHOICE. The game is not a story told by the GM but an adventure built from player decisions. Create situations, not plots.

GIVE THE PLAYERS INFORMATION FREELY. When in doubt, give them even more. Players with no information cannot make good choices.

ROLL DICE IN THE OPEN when the outcome of a situation is uncertain and always abide by the results. Never roll dice when the outcome is obvious.

TAILOR THE RULES to fit your table's preferences. No one who isn't playing gets a say in how your game runs.

PRESERVE THE GAME WORLD'S INTERNAL LOGIC. Verisimilitude always takes precedence over game mechanics.

PLAYER DUTIES

PLAY YOUR PCS in whatever way is most enjoyable for you and the rest of the table.

TAKE INITIATIVE by setting your own goals and making your own fun rather than waiting for it to come to you.

TREAT THE GAME WORLD AS IF IT WAS REAL. Nothing in a mission is simply "fluff" or "flavor." Every detail is relevant and could make the difference between victory and defeat.

ASK THE GM QUESTIONS. Information is the lifeblood of the game. Get as much of it as you can.

COLLABORATE WITH OTHER PLAYERS. Success and survival in Wreckworld's ruins requires teams that are able to work together, set up "combo moves" and cover each other's weaknesses.

SCHEME. Create plans so clever and airtight that success is certain and no dice rolling is required.

FIGHT DIRTY. The world of Maze Knights is neither balanced nor fair. If you must fight, fight like your life is on the line.

EMBRACE FAILURE. Failure is inevitable despite your best plans, so learn to enjoy it. It makes for great stories, lets players try new PCs, and thrusts the party into unexpected situations.

PC FEATURES

Leader PCs have a **FAME** rating, which starts at 0 and increases when they complete mission objectives. When a leader has enough fame their **LEVEL** increases by 1.

| FAME | LEVEL | TITLE |
|--------|-------|---------|
| 0 | 1 | Runner |
| 1,000 | 2 | Wrecker |
| 2,000 | 3 | Slayer |
| 4,000 | 4 | Knight |
| 8,000 | 5 | Captain |
| 16,000 | 6 | Warden |

STATS are rated from -2 to +2 and can modify a PC's checks. They are: Strength (**STR**), Movement (**MOV**), Will (**WIL**), Melee (**MEL**), and Ranged (**RNG**).

SKILLS allow PCs to attempt specialized tasks that would be impossible for untrained characters.

POWERS are unique abilities that require the consumption of Mana to activate.

When a PC is hit by an attack, the player may reduce either **ARMOR** or **HIT POINTS** (HP) by 1. At 0 HP, the PC is dead. All lost armor and HP is restored between missions.

ITEM SLOTS determines how many items a PC can carry. Most items take up one slot, but larger items like armor or two-handed weapons make take up more.

RECRUITING FOLLOWERS

Leaders may have a maximum of 2 followers. Before a mission, players may fire any current followers, and then randomly select new followers to take their place. Each follower can be rolled from any roster equal to or less than the leader PC's level. For example, a level 3 leader could roll each of their followers from rosters 1, 2, or 3. Higher rosters tend to have more powerful characters. Note that follower PCs do not have a level.

ROLLING A LEADER

A player's first leader PC in a given campaign is always randomly rolled from roster 1 and starts play at level 1.

When a leader is killed, one of their remaining followers is immediately upgraded to a temporary level 1 leader. If all of a player's PCs are killed or if they don't want an upgraded follower to remain a leader, they can roll a new one between missions.

A new leader can be rolled from any roster equal to or less than the highest level that one of that player's previous leaders reached. New leaders start at level 1.

ACTIONS

Actions that PCs attempt are usually automatically successful. However, there are some exceptions:

Is success impossible or nearly so? If so, the PC must find a way to reduce the difficulty or increase their advantage before it can be attempted.

Does the task require specialized training? If so, the PC must have a related skill in order to attempt it.

Does the task require particular tools? If so, the PC must have the proper equipment to attempt it.

Is failure a possibility and is something at risk? If so, a check is required see if the action succeeds.

PLAYER SKILL vs PC STATS

Whenever possible, the players' problem-solving skills should be challenged rather than the PCs' stats. Situations involving puzzles, disabling traps, reading NPCs' motives, creating plans, etc. should be solved with critical thinking and talking it out rather than with a check. Exceptions can be made for situations where this would be tedious or difficult to describe, like picking a lock.

MAKING A CHECK

BOTH SIDES ROLL A DIE AND ADD ANY RELEVANT MODIFIERS.

THE SIDE WITH THE HIGHER TOTAL WINS THE CHECK.

The sides are usually the GM and a player but it could be two players if two PCs are competing for something.

CHARACTER STATS MODIFY CHECKS for related tasks; for example, a PC's movement stat would modify a player's roll to jump across a wide chasm.

A MODIFIER MAY BE IMPOSED BY THE GM (usually to just one side) based on things like the task's difficulty, the PC's approach, the equipment being used, etc.

+3 (overwhelming advantage)

+2 (major advantage)

+1 (minor advantage)

-1 (minor disadvantage)

-2 (major disadvantage)

-3 (overwhelming disadvantage)

IF THERE IS A TIE, THE RESULT IS A MIX OF SUCCESS AND FAILURE. This could mean success with a drawback, failure with an opportunity, both sides succeeding, or both sides failing. The GM gets to decide.

Winning by 5 or more is a **CRITICAL SUCCESS** and losing by 5 or more is a **CRITICAL FAILURE**. Critical results increase the intensity of the consequences.

SOCIAL CHECKS

If a social action requires a check, the GM may apply a modifier based on relevant factors such as:

- The target's personality, disposition and morality.
- The strength of the PC's argument.
- Bribes, promises, threats, etc.

There are no stats or skills covering social checks. Players should simply describe what their PC says, choosing an approach that puts them at an advantage.

PCS SHOULD BE NOT THE TARGET OF SOCIAL CHECKS aiming to change their behavior. Players always have final say over how their PC acts, apart from extraordinary effects like mind control.

LORE CHECKS

When a player asks if their PCs know something, consider the following:

Is it common knowledge? If so, the PC knows it, unless there is a compelling reason why they wouldn't.

Is it specialist knowledge? If so, the PC knows it if their skills cover it.

Is it esoteric knowledge? If so, the PC only knows it if their skills cover it and they succeed at a check. The GM may apply a modifier to the check based on how obscure the information is.

SEARCH CHECKS

When a PC enters a new area, the GM should describe the most obvious features of the place and then allow the player to explore further by asking questions and using their PC to manipulate the environment. **THE GM SHOULD BE GENEROUS WITH INFORMATION.** Searching never requires a check.

A general search of an area takes 10 minutes and reveals any interesting or useful features that a cursory search would reveal. Well-hidden objects are not found, but any clues to them should be.

If a PC is doing a thorough search of an area for a specific thing:

1. The player should describe where and how the PC is searching.
2. If that strategy would not reveal the object immediately, the GM silently determines how likely that strategy is to reveal the object over the course of 10 minutes from 0-out-of-6 (impossible) to 6-out-of-6 (certain).
3. After each 10 minute increment spent searching, the GM should roll a die in secret to see if the object is found (if the odds are 2-out-of-6, a 1 or 2 would reveal the object). If the object is not found, they should ask the player if they would like to continue or stop. The player is free to change where or how the PC is searching if they think it will improve their odds.

COMBAT ROUNDS

Combat takes place in **SIX-SECOND ROUNDS** structured as follows:

- 1.) **THE GM DESCRIBES THE SITUATION** as a whole, clarifying what is happening and where the characters are.
- 2.) **THE GM DECIDES THE ENEMIES' PLAN** and gives the players a hint.
- 3.) **THE PARTY ANNOUNCES THE PCS' PLAN** after conferring together.
- 4.) **THE GM RESOLVES THE ALL PLANS SIMULTANEOUSLY**, calling for checks as needed to resolve conflicts like attacks, feats, maneuvers, etc. Characters can adjust their plans mid-round if the DM agrees that this is reasonable.

These rules are intentionally open-ended, in order to encourage unorthodox tactics and group maneuvers. **COMMON SENSE**, **GOOD-FAITH NEGOTIATION** and **COMPROMISE** are all needed for this to work.

RULES OF THUMB

Most characters can move **60 FEET PER ROUND**, or half that if they are also doing something else, like attacking.

Most characters can only make **ONE ATTACK PER ROUND**, as it assumes a brief exchange of blows.

MELEE CHECKS

When two characters fight in melee, make a MEL vs MEL check to see who gets hit. The GM may modify the roll based on factors like:

- If a fighter is surprised, outnumbered, flanked, making a called shot, fighting recklessly or fighting defensively.
- The weapon matchup.
- The fighters' relative size, morale, etc.

ON A TIE, both sides get hit.

ON A CRITICAL FAILURE, the losing side receives 1 additional hit.

RANGED CHECKS

Ranged attacks cannot be made while in melee and must have line of sight.

A check to see if a ranged attack hits should use the attacker's ranged stat and a GM modifier that accounts for:

- The target's range, size, and whether the shooter is making a called shot.
- The shooter's weapon quality.
- If the target is surprised, evading (use their MOV+2), in melee, in cover, etc.

ON A CRITICAL SUCCESS, the target receives 1 additional hit.

ON A TIE, the attack misses.

ON A CRITICAL FAILURE, a friendly PC near the target is hit, if one exists.

FEAT CHECKS

Feats are combat maneuvers that characters may attempt either alone or as part of a group, such as pushing, tripping, stunning, disarming, climbing, restraining, distracting, taunting, intimidating, etc. They are a vital part of any combat strategy because they prevent enemies from fighting effectively. **PROPERLY EXECUTED FEATS CAN END COMBAT BEFORE IT BEGINS.**

Most feats are resolved with check, using whatever stats are appropriate for the situation. The GM can add a modifier accounting for factors such as:

- If one side is surprised, outnumbered, or flanked.
- The sides' relative size and morale.
- The equipment being used, etc.

STEALTH CHECKS

When characters are sneaking, a check can be made to see if others hear them, usually MOV vs WIL, modified by the terrain, ambient noise, the listener's alertness, etc.

When hiding, evading detection is almost entirely a matter of where the character chooses to hide and the searchers' field of view. If the hider is only partially hidden, the searcher may make a WIL check to spot them, modified by the hider's cover, ambient light, camouflage, etc.

MORALE CHECKS

Most NPCs will engage in common-sense tactics when losing a fight: orderly retreats, negotiating a truce, etc. However, at certain **BREAKING POINTS** the GM may check NPCs to see if their morale breaks, causing them to panic. Common breaking points include when:

- A lone NPC loses half of their HP.
- A group of NPCs is surprised, terrified, loses their leader or loses half of their troops.

Morale checks should use the NPC's WIL and may have a GM modifier accounting for factors such as:

- How dire the situation looks,
- The PC's reputation
- The NPC's training, disposition, phobias, etc.

ON A CRITICAL SUCCESS, the NPC's morale actually improves.

ON A SUCCESS, the NPC's morale holds.

ON A TIE, the NPC's morale wavers. It doesn't immediately break, but it likely will at the next breaking point.

ON A FAILURE the NPCs panic and rout.

ON A CRITICAL FAILURE, the NPCs surrender unconditionally.

III. SKELETON KING

| STR | MOV | WIL | MEL | RNG | HP | ARM | SLT |
|-----|-----|-----|-----|-----|----|-----|-----|
| -1 | +0 | +1 | +1 | -1 | 1 | 1 | 8 |

- Immune to piercing damage and biological needs.
- **SKILLS:** Etiquette, Leadership, Necromancy, Ancient History
- **GEAR:** Light armor, a crown, a ceremonial weapon, and a random rare item
- **POWER:** Consume one mana to command a nearby corpse to animate and obey you. Falls apart after an hour. Make a WIL vs. WIL check for intelligent creatures. If you fail, you do not lose one mana; that creature simply cannot be reanimated by you.

III.2. OOZE KNIGHT

| STR | MOV | WIL | MEL | RNG | HP | ARM | SLT |
|-----|-----|-----|-----|-----|----|-----|-----|
| +2 | -1 | -1 | +1 | -1 | 2 | 2 | 12 |

- You must wear heavy armor in order to look or move like a humanoid or to carry equipment.
- You can squeeze through very small spaces ten minutes if all slots are empty.
- Immune to bludgeoning damage.
- **SKILLS:** Chivalry
- **GEAR:** A melee weapon, heavy armor, and two random adventuring items.
- **POWER:** Consume one mana to gain the ability to project blasts of glue-like ooze up to 30 feet, once per round, for 10 minutes.

III.3. CANDLE WITCH

| STR | MOV | WIL | MEL | RNG | HP | ARM | SLT |
|-----|-----|-----|-----|-----|----|-----|-----|
| +0 | +1 | +1 | +0 | +0 | 2 | 0 | 12 |

- You can light candles by just breathing on them.
- Candles and lanterns within 30 feet float about you and move where you wish.
- Immune to fire.
- **SKILLS:** Candle making
- **GEAR:** Three lanterns, a knife, candle-making equipment, and one random adventuring item.
- **POWER:** Consume one mana to enchant a lantern. For ten minutes, its light can pierce through illusions, reveal invisible objects, like spirits, and illuminate the shapes of important past events that took place in the current location.

III.4. CAULDRONEER

| STR | MOV | WIL | MEL | RNG | HP | ARM | SLT |
|-----|-----|-----|-----|-----|----|-----|-----|
| +0 | -1 | +1 | -1 | -1 | 2 | 0 | 12 |

- **SKILLS:** Alchemy, Natural Science, Cocktail Making
- **GEAR:** Huge iron cauldron (3 slots), alchemy equipment set, chalk, grimoire, a knife, and two random adventuring items.
- **POWER:** Consume one mana and spend ten minutes to brew a randomly generated potion. Roll on the table to find its name format. Each bolded word has a 6×6×6 table associated with it. Roll on each table to find name of the potion. The GM has final say over the potion's effects.
 1. **[Quality]** **[Element]**
 2. **[Quality]** **[Form]**
 3. **[Element]** **[Form]**
 4. **[Quality]** **[Element]** **[Form]**
 5. **[Form]** of **[Element]**
 6. **[Form]** of **[Quality]** **[Element]**

III.5. IRON JUDGE

| STR | MOV | WIL | MEL | RNG | HP | ARM | SLT |
|-----|-----|-----|-----|-----|----|-----|-----|
| +1 | -2 | +2 | +1 | -2 | 2 | 2 | 8 |

- You gain +1 to melee and deal +2 hits against melee targets that have broken the law.
- Immune to mental domination.
- **SKILLS:** Interrogation, Law, Tracking
- **GEAR:** Spiked mace, heavy armor, one rare item.
- **POWER:** Consume one mana to detect lies told within 30 feet of you, for 10 minutes.

III.6. MOLDYWARP

| STR | MOV | WIL | MEL | RNG | HP | ARM | SLT |
|-----|-----|-----|-----|-----|----|-----|-----|
| +0 | -1 | +0 | +0 | -1 | 2 | 0 | 10 |

- Can detect and identify even the faintest scents and vibrations in the ground.
- Nearly blind in full daylight unless wearing goggles.
- **SKILLS:** Geology, Mineralogy, Mining, Baking
- **GEAR:** Headlamp, tinted goggles, lunch pail, and two random adventuring items.
- **POWER:** Consume one mana to tunnel through 30 feet of earth or stone in one round.

121. TOWER MAGE

| STR | MOV | WIL | MEL | RNG | HP | ARM | SLT |
|-----|-----|-----|-----|-----|----|-----|-----|
| -1 | +0 | +1 | -2 | -1 | 2 | 0 | 8 |

- You can spend 10 minutes drawing a door on a wall with chalk. These doors can act as the entrance to your wizard tower (see Power) as long as they were drawn during the current mission.
- **SKILLS:** Metageometry, Architecture, Interior Decorating, Origami.
- **GEAR:** Ruler, chalk, and a random rare item.
- **POWER:** Consume one mana to transform a chalk door you have drawn into the entrance to your wizard tower, built within a pocket dimension. The interior of the tower has six rooms of your choice made out of bare stone. The view out of the windows is an illusion but may look like whatever you wish. Any furnishings or decorations must be brought in from outside. You may also consume one mana to change which chalk door the entrance connects to (while it is closed), or to disconnect the tower from the physical world altogether, transforming the entrance back into a chalk door (while the door is closed).

122. SHADOWJACK

| STR | MOV | WIL | MEL | RNG | HP | ARM | SLT |
|-----|-----|-----|-----|-----|----|-----|-----|
| -1 | +2 | -1 | +0 | +1 | 2 | 1 | 12 |

- **SKILLS:** Sneaking, Climbing, Lockpicking, Sleight of Hand, Acrobatics, Appraisal
- **GEAR:** A lockpick, knife, sling with bullets, 50 foot rope, sack, and three random adventuring items.
- **POWER:** Consume one mana to become invisible as long as you stay still, for ten minutes.

123. MOTHER OF OWLS

| STR | MOV | WIL | MEL | RNG | HP | ARM | SLT |
|-----|-----|-----|-----|-----|----|-----|-----|
| +0 | +1 | +1 | -1 | -1 | 2 | 0 | 10 |

- You have three owl companions. If one of them dies, a new owl will arrive by the next mission.
- **SKILLS:** Falconry
- **GEAR:** Bag of dead mice, knife, thick gloves, and one adventuring item.
- **POWER:** Consume one mana to be able to see through your owls' eyes and control them directly. They have the following stats:

| STR | MOV | WIL | MEL | RNG | HP | ARM | SLT |
|-----|-----|-----|-----|-----|----|-----|-----|
| -3 | +3 | -3 | -2 | - | 1 | 0 | 1 |

124. ASTRAL PIRATE

| STR | MOV | WIL | MEL | RNG | HP | ARM | SLT |
|-----|-----|-----|-----|-----|----|-----|-----|
| +0 | +0 | -1 | +1 | +1 | 2 | 1 | 12 |

- After about 10 minutes, you can effect rudimentary communication with most intelligent life forms.
- **SKILLS:** Appraisal, Sailing, Astral Navigation
- **GEAR:** Any two weapons of your choice (flavored with weirdness from some plane), astral compass, astral sextant, two random rare items, two random adventuring items.
- **POWER:** Consume one mana to summon a hurricane-force blast of wind for one round. The wind can come from any origin point within 30 feet, and its path and direction can be shaped as you please. It has a random scent.

125. AUTOCOG

| STR | MOV | WIL | MEL | RNG | HP | ARM | SLT |
|-----|-----|-----|-----|-----|----|-----|-----|
| +2 | +0 | -1 | +0 | -1 | 2 | 0 | 6 |

- Immune to mental effects and biological needs.
- **SKILLS:** Roll three other classes and select one skill from each class to be one of your starting skills.
- **GEAR:** None.
- **POWER:** Consume one mana to fold into a sphere with 3 armor and roll around for 3 rounds, striking obstacles with the force of a battering ram. You deal 2 hits to objects you collide with and can knock most creatures flying.

126. FUME CLERIC

| STR | MOV | WIL | MEL | RNG | HP | ARM | SLT |
|-----|-----|-----|-----|-----|----|-----|-----|
| +0 | +1 | +0 | +1 | +0 | 2 | 1 | 10 |

- You can hold your breath for up to ten minutes, as long as you are standing still.
- Immune to airborne toxins.
- **SKILLS:** Incense Making, Theology, Smoke Rings
- **GEAR:** A spiked censer, box of exotic incenses, tinderbox, and two random adventuring items.
- **POWER:** Consume one mana to create a transparent cloud of soporific fumes 30 feet across that moves and shapes itself as you wish. Dissipates in 3 rounds. Creatures that inhale it and fail a WIL check fall into a light sleep.

131. GOURMANCER

| STR | MOV | WIL | MEL | RNG | HP | ARM | SLT |
|-----|-----|-----|-----|-----|----|-----|-----|
| +0 | -1 | +1 | +1 | -1 | 3 | 0 | 10 |

- You can identify any taste.
- Licking a creature tells you anything you need to know about its physiology.
- **SKILLS:** Cooking, Baking, Knife Making
- **GEAR:** Chef's cleaver and knife set, apron, bundle of herbs and spices, small cooking pot, and two adventuring items.
- **POWER:** Consume one mana and spend ten minutes to cook a meal made from the body parts of a monster. Anyone who eats it gains a single use of an ability possessed by that monster. Makes 6 servings.

132. LUFTGOBLIN

| STR | MOV | WIL | MEL | RNG | HP | ARM | SLT |
|-----|-----|-----|-----|-----|----|-----|-----|
| -1 | +0 | -1 | +0 | +2 | 1 | 2 | 8 |

- You have two points of natural armor from the thick skin of your gas sacs. It takes ten minutes to stitch up a damaged point of armor.
- **SKILLS:** Meteorology, Surveying
- **GEAR:** Crossbow, spyglass, lantern, megaphone, and two random adventuring items.
- **POWER:** Consume one mana to inflate your body's gas sacs for 10 minutes, allowing you to ascend and descend at will at a rate of about 5 feet per second. You cannot inflate if you are wearing armor or if your natural armor has been reduced to 0. You are immune to bludgeoning damage while inflated. If your natural armor is reduced to 0 while inflated, you deflate and the jet of escaping gas propels you towards the ground in a random direction.

133. KRUGMEISTER

| STR | MOV | WIL | MEL | RNG | HP | ARM | SLT |
|-----|-----|-----|-----|-----|----|-----|-----|
| +1 | -1 | -1 | +1 | +1 | 2 | 1 | 10 |

- SKILLS:** Brewing, Drink Mixing, Singing, Barrel Making
- GEAR:** Large barrel of beer (takes up 2 slots for you, 10 slots for others, holds 120 steins of beer), two steins, a war-knife, and two random adventuring items.
- POWER:** Consume one mana and spend ten minutes to infuse any alcoholic beverage with an emotion of your choice, which overwhelms creatures that drinks it. Creatures splashed with the drink will also be affected by if they fail a WIL check.

134. THORNLING

| STR | MOV | WIL | MEL | RNG | HP | ARM | SLT |
|-----|-----|-----|-----|-----|----|-----|-----|
| +0 | +0 | +1 | +0 | -1 | 2 | 0 | 12 |

- You can communicate with plants. Requires 10 minutes per word, and the plant will only know things that a plant could reasonably sense.
- **SKILLS:** Horticulture, Topiary
- **GEAR:** Shovel, bucket, hedge sheers, and two adventuring items.
- **POWER:** Consume one mana to make a thorny hedge grow from the ground. The hedge can be up to 10 feet tall and 60 feet long, curving in any way you like. Pushing through the hedge takes a full round and deals 1 hit to anyone who does do.

135. KETTLEBOY

| STR | MOV | WIL | MEL | RNG | HP | ARM | SLT |
|-----|-----|-----|-----|-----|----|-----|-----|
| +0 | +0 | +0 | +0 | +1 | 2 | 0 | 10 |

- Your skin is made of hard but brittle porcelain. You take +1 hits from bludgeoning attacks.
- **SKILLS:** Tea Making, Herbalism
- **GEAR:** A change of formal clothes, a flintlock pistol, and two rare items.
- **POWER:** Consume one mana to rapidly heat the water in your core, shooting blasts of boiling steam from your hands with a deafening whistling sound. Creatures within a 15 foot cone of each hand take one hit unless they succeed at a MOV check vs your RNG. The steam may also be released at a more gentle rate in order to create a cloud of warm fog.

136. GREASEBUG

| STR | MOV | WIL | MEL | RNG | HP | ARM | SLT |
|-----|-----|-----|-----|-----|----|-----|-----|
| -1 | +2 | -1 | +0 | +2 | 1 | 0 | 1 |

- Immune to mental effects and biological needs.
- Your four robotic legs allow you to climb like a spider, provided there are footholds.
- You are small enough to fit in a basinet.
- You have a built-in two-liter tank of black grease that can be sprayed up to 30 feet away, covering an area of up to 100 square feet. One use expends the tank.
- **SKILLS:** Climbing, tinkering.
- **GEAR:** None
- **POWER:** Consume one mana and four liters of organic matter to refill your grease tank.