

Knave

SECOND EDITION

PATREON DRAFT 2
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GM Duties

PREPARE FOR SESSIONS

Places: Create environments for the PCs to explore. Seed these environments with treasures to collect, enemies to fight, devices to tinker with, people to talk to, wonders to gawk at, terrors to flee, problems to solve, and powder-keg situations to explode.

People: Give NPCs and monsters personalities, loyalties, and motivations, and entangle their lives together.

Things: Create tools, spells, weapons, and magical artifacts that evoke wonder and promote creative problem solving.

HOST THE GAME

Facilitate: Host the game like you'd host a party. Present opportunities, but let the players guide the action.

Check In: Check in with the players to make sure everyone (including you) is having a good time. If not, adjust the game or have a conversation about the campaign's expectations.

PLAY THE WORLD

Arbitrate: Be impartial and consistent when you make rulings. The players should be playing against the world, not against you. Roll dice in the open, unless the PCs would not know the results.

Verisimilitude: Strive to pull the players into the world by making it a living, internally consistent place. Use random tables and generators to keep things fresh and surprising.

When to Roll: Never roll dice when common sense tells you the logical outcome.

Reward Player Creativity: Allow the players' actions to have a major impact on the campaign, especially when they come up with ingenious solutions that bypass or eliminate obstacles.

Reveal the World: Give the players plenty of information about what is happening in the game world. When in doubt, give them more. Without information, players cannot make smart choices.

Signpost Danger: The more dangerous a thing is, the more obvious it should be. Don't penalize players with consequences they could not have avoided or known about.

KEEP STRICT TIME RECORDS

Maintain Urgency: Time is a resource for players, so it should be tracked carefully. Wasting it should have consequences.

Calendar: Make a calendar and track the days. What are other NPCs and factions up to while the players are adventuring? What holidays are NPCs celebrating? What threats are growing closer?

HACK THE RULES

The rules are your servant, not your master. If a rule isn't working the way your group likes, talk to them about it and then tailor things to fit the table's preferences.

Player Duties

ASSIST THE GM

Take as much work off of the GM's shoulders as you can. Show up on time, bring snacks, learn the rules, keep session notes, draw maps, be ready for your turn, and tell the GM your short and long-term plans so they can have material ready.

PLAY YOUR CHARACTER

Fitting In: Talk to the GM and the other players to make sure your PC meshes with the setting and tone of the game. Avoid creating inter-party conflicts unless the other players are okay with it.

Standing Out: Give your PC some distinctive features that set them apart from the other characters. Note that it's fine to play very in-character or to treat your character more like a pawn. Doing voices is optional. Find a way to play that you enjoy.

CONFRONT THE WORLD

Take Initiative: Work with the other players to set your own goals and make your own fun rather than waiting for it to come to you.

Ask Questions: Information is the lifeblood of the game. Get as much of it as you can. Search rooms, experiment, consult sages, etc.

Apply Tactical Infinity: Treat the campaign setting as if it was real and turn the world to your advantage. No detail is simply "flavor."

Scheme: Avoid risky plans that require you to roll dice. Instead, create plans so clever and airtight that success is certain. Use psychology, magic, equipment, NPCs, and the environment to overcome obstacles rather than your ability scores.

Think Ahead: Remember that your actions can have long-term consequences and NPCs will remember what you've done. Rash or impulsive actions can come back to haunt you.

Fight Dirty: Avoid getting into fights where you don't have the upper hand. Combat in Knave is neither balanced nor fair, so if you must fight, fight like your life depends on it.

PREPARE TO DIE

Embrace your character's death it when it happens and roll up a new PC to take their place. Losing a PC makes for great stories, lets you try out new characters, and can thrust the party into unexpected situations.

Knave Creation

ABILITY SCORES

All ability scores begin at 0. Roll a d6 to add 1 to one of the abilities and then add 1 to two other abilities of your choice. Alternatively, two or even all three of the ability bonuses can be randomly rolled. If the same ability is rolled more than once, reroll.

- +1 to **Strength (STR)**
- +1 to **Dexterity (DEX)**
- +1 to **Constitution (CON)**
- +1 to **Intelligence (INT)**
- +1 to **Wisdom (WIS)**
- +1 to **Charisma (CHA)**

SECONDARY STATS

- **Level and Experience Points (XP):** Level 1, 0 XP
- **Item Slots:** 10 base slots plus 1 bonus slot per +1 in CON.
- **Hit Points:** 1d6. HP prevents damage from causing injuries.
- **Combat Speed:** 40' per 10-second round.
- **Dungeon Speed:** 120' (crawl) or 2,400' (quick) per 10-minute turn.
- **Travel Speed:** 8 miles per 4-hour watch.

CAREERS

Pick or randomly select two of the following careers, or create your own with GM approval. The GM may also create a list of careers that better fit the campaign setting. PCs gain a bonus on non-combat checks that are closely related to one of their careers.

d20	1-4	5-8	9-12	13-16	17-20
1	Acolyte	Cobbler	Headsman	Musician	Scribe
2	Acrobat	Coachman	Herbalist	Naturalist	Sculptor
3	Actor	Cook	Hermit	Officer	Servant
4	Alchemist	Courier	Puppeteer	Orator	Shepherd
5	Antiquarian	Cultist	Hunter	Painter	Shipwright
6	Arcanist	Cutpurse	Courtier	Peddler	Candlemaker
7	Architect	Assassin	Innkeeper	Philosopher	Singer
8	Astrologer	Explorer	Inquisitor	Physician	Smuggler
9	Baker	Falconer	Investigator	Pilgrim	Soldier
10	Bandit	Fence	Jailer	Pirate	Spy
11	Beast tamer	Fisherman	Jester	Pit Fighter	Squire
12	Beekeeper	Folklorist	Jeweler	Playwright	Tailor
13	Blacksmith	Fortuneteller	Knight	Poacher	Tattooist
14	Boatman	Gambler	Kidnapper	Poet	Thieftaker
15	Bookbinder	Gamekeeper	Lawyer	Priest	Thug
16	Brewer	Gardener	Locksmith	Prospector	Torturer
17	Burglar	Graverobber	Mason	Ratcatcher	Cobbler
18	Butcher	Gravedigger	Merchant	Saboteur	Trapper
19	Carpenter	Groom	Dyer	Sailor	Watchman
20	Charlatan	Guard	Miner	Scout	Woodcutter

MISFORTUNE

Why did you abandon your old life to become a Knave?

- | | | | |
|----------------|----------------|-------------------|-----------------|
| 1. Abandoned | 6. Cursed | 11. Exiled | 16. Pursued |
| 2. Addicted | 7. Defrauded | 12. Family Killed | 17. Robbed |
| 3. Betrayed | 8. Demoted | 13. Framed | 18. Ruined |
| 4. Blackmailed | 9. Discredited | 14. Haunted | 19. Shipwrecked |
| 5. Condemned | 10. Disowned | 15. Overthrown | 20. Slandered |

EQUIPMENT

Roll twice on the following table to determine your starting gear, or pick the packages that correspond to your careers (they are in the same row and column). In addition to the six items rolled, you may also start with any of the following that you can fit in your slots: 2 rations, a 50' rope, 2 torches, a shield, a helmet, padded armor, a quiver of arrows and one weapon of your choice.

d20	1-4	5-8	9-12	13-16	17-20
1	Candlestick Censer Incense	Leather Roll Fancy Shoes Box of Tacks	Large Axe Hood Garrote	Instrument Instrument Instrument	Lamp Oil Quill/Ink Sealing Wax
2	Flash Powder Juggling Balls Lamp Oil	Horsewhip Lockbox Oilskin Coat	Bag of Herbs Sickle Herb Manual	Fossil Insect Case Geode	Chisel Clay Calipers
3	Wig Makeup Costume	Frying Pan Bag of Salt Olive Oil	Staff Bag of Fungi 2 Stakes	Saber Soap Medal	Sponge Silverware Poker
4	Bottle of Acid Mortar/Pestle 6 Bottles	Oilskin Bag Local Map Lantern	Confetti Puppet Red Rags	Dagger 100 Marbles Bullhorn	Crook Sling Instrument
5	Ancient Coin Antique Flag Lore Book	Dagger Ritual Robes Amulet	Short Bow Tent Bearskin	Linseed Oil Pigment Pots Brushes	Axe Drill Hammer
6	Staff Arcane Robes Chalk	Knife Caltrops Sack	Perfume Wig Rapier	Bucket 300' Twine Hand Mirror	20 Candles Lamp Oil Beeswax
7	Plumb Line Square Ruler	Crossbow Garrote Soft Boots	Ladle Candle Cauldron	Staff Lantern Chalk	Mirror Makeup Locket
8	Compass Astrolabe Telescope	Short Bow Spyglass Spiked Boots	Mace Manual Vestments	Saw Scalpel Wine Jug	Block/Tackle Net Short Sword
9	Rolling Pin Bag of Flour Lard Block	Cage Thick Glove Whistle	Short Sword Manacles Handkerchief	Staff Holy Relic 2 Rations	Spear Shield 2 Rations
10	Mask Manacles Cudgel	Short Sword Metal File Sealing Wax	Key Ring 10' Chain Cudgel	Cutlass Sextant Cannonball	Caltrops Poison Forged Docs.
11	Whip Thick Gloves Animal Treat	Spear Net Fishing Gear	Scepter Donkey Head Motley	Short Sword Net Spear	Torn Flag Dagger Armor Polish
12	Pot of Honey Bee Suit Smoke Bomb	Prophecy Fairy Bones Dragon Scale	Knife Loupe Tweezers	Quill/Ink 20 Candles Skull	Sewing Kit Scissors Soap
13	Hammer Bellows Iron Tongs	Tea Leaves Tarot Deck Crystal Ball	Lance Longsword Heavy Armor	Short Bow Animal Scent Tent	Pot of Soot Needles 20 Candles
14	10' Pole Instrument Paddle	Rapier Card Deck Set of Dice	Dagger Chloroform Pot of Tar	Stationery Small Bell Perfume	Flail Manacles Fake Warrant
15	Sewing Kit Quill/Ink Glue Pot	Sling Horn Ladder	Dagger Fancy Robe Law Book	Holy Water Wood Stakes Prayer Book	Wine Jug Cudgel Card Deck
16	Mash Paddle Beer Keg Bag of Hops	Sickle Shovel Shears	Crowbar Lockpicks Padlock	Iron Spikes Pickaxe Pan	Drill Hourglass 10' Chain
17	Lockpicks Grap. Hook Large Sack	Sledge Ham. Crowbar Block/Tackle	Chisel Hammer Chalk Dust	Small Cage 20 Rat Traps Large Sack	Scrap Leather 100 Tacks Shoe Polish
18	Cleaver Meat Hook Side of Bacon	Shovel Pickaxe Bucket	Sling Scales 100 Copper	Air Bladder Hand Axe Lamp Oil	Spear Bear Trap 300' Twine
19	Hammer Saw 100 Nails	Bag of Oats Horse Brush Blanket	10' Pole Dyes Soap	Beeswax Block/Tackle Spyglass	Lantern Bullhorn Spear
20	Costume Fake Jewels Forged Docs.	Halberd Livery Horn	Pickaxe Lantern Pet Canary	Signal Flags Black Grease Dice Set	Axe Firewood 50' Rope

TRAITS

Write down two of your PC's physical traits and one of their personality traits, using the tables below as inspiration if you wish.

Physical Traits

d20	Build	Face	Garb	Hair	Mark
1	Athletic	Angular	Antique	Bald	Acid Scar
2	Brawny	Aquiline	Ceremonial	Braided	Arrow Scar
3	Corpulent	Beautiful	Decorated	Bristly	Birthmark
4	Delicate	Blunt	Eccentric	Coiffed	Bite Scar
5	Gaunt	Bony	Elegant	Cropped	Blade Scar
6	Hulking	Chiseled	Embroidered	Curly	Broken Nose
7	Lanky	Craggy	Fashionable	Dreadlocks	Burn Scar
8	Ripped	Delicate	Flamboyant	Filthy	Claw Scar
9	Rugged	Elfin	Foreign	Luxurious	Fang Scar
10	Scrawny	Flat	Formal	Mohawk	Knife Scar
11	Shriveled	Furrowed	Muddy	Pageboy	Missing Ear
12	Sinevy	Lumpy	Oversized	Ponytail	Missing Eye
13	Slender	Patrician	Patched	Shaggy	Missing Finger
14	Flabby	Piercings	Perfumed	Silky	Missing Teeth
15	Statuesque	Refined	Rancid	Singed	Missing Toe
16	Stout	Round	Sigiled	Slicked	Noose Scar
17	Tiny	Rugged	Stained	Topknot	Pox Scars
18	Towering	Soft	Threadbare	Very Long	Ritual Scar
19	Willowy	Square	Torn	Wavy	Tattoos
20	Wiry	Weathered	Uniform	Wispy	Torture Scar

Personality Traits

d20	1-4	5-8	9-12	13-16	17-20
1	Airy	Cultured	Glutton	Mellow	Righteous
2	Ambitious	Curious	Gregarious	Merciful	Rude
3	Anxious	Debonair	Gullible	Methodical	Sarcastic
4	Arrogant	Deceitful	Honest	Miserly	Serene
5	Bitter	Decisive	Honorable	Morbid	Skeptical
6	Blunt	Disciplined	Humble	Obsessive	Slovenly
7	Braggart	Distracted	Hypnotic	Parental	Snob
8	Calculating	Dogmatic	Idealistic	Partier	Stern
9	Cautious	Droll	Imperious	Patriotic	Stoic
10	Childish	Dry	Impulsive	Pedantic	Stubborn
11	Chipper	Dutiful	Insecure	Perfectionist	Superstitious
12	Chummy	Epicurean	Intense	Pious	Suspicious
13	Coarse	Fanatic	Irascible	Precise	Theatrical
14	Competitive	Flippant	Irreverent	Prejudiced	Daredevil
15	Confident	Folksy	Jealous	Pretentious	Toadie
16	Contrary	Formal	Joker	Proud	Uptight
17	Courageous	Frivolous	Just	Puritanical	Vain
18	Courteous	Generous	Lazy	Pushy	Venal
19	Cowardly	Germaphobe	Logical	Rake	Vengeful
20	Cryptic	Gloomy	Loyal	Reckless	Windbag

V. FINISHING TOUCHES

Name your character and introduce them to the other players.

Draw a sketch of your character if you feel like it.

Archetypes

Although Knave is a classless game, many players want their PCs to fit into an established fantasy archetype. These players can use the guidelines below when creating and advancing their characters. Each archetype has two abilities to prioritize when advancing and some recommended gear. Note that because Constitution increases a PC's item slots, it should be a priority for all PCs.

FIGHTER • PALADIN • BARBARIAN

Primary Abilities: Strength for melee attacks and Charisma to lead troops and win initiative.

Equipment: A wide variety of weapons to exploit different foes' weaknesses and to replace weapons that break. They should also bring armor and shields for protection on the front lines.

MONK • BRAWLER

Primary Abilities: Strength for unarmed attacks and Dexterity for mobility and stealth.

Equipment: As little as possible, since unarmed attacks gain a +1 to their attack score for each empty slot. Although their damage will be low, these PCs will be able to pull off a lot of combat maneuvers, allowing them to manipulate the battlefield.

THIEF • RANGER • ASSASSIN

Primary Abilities: Dexterity (for picking locks, sneaking, climbing, assassinating, etc.) and Wisdom (for tracking and ranged attacks).

Equipment: Lockpicks, crowbars, rope, grease, lanterns, grappling hooks, etc. Also, ranged weapons and ammunition.

CLERIC • WITCH • DRUID

Primary Abilities: Charisma (to attract followers, spread your beliefs, and commune with spirits) and Wisdom (in order to control your miracles and resist magic).

Equipment: As many holy objects and relics as possible in order to build their connection with different spirits. Druids and Witches may want to save item slots for their familiars.

BARD • CHARLATAN

Primary Abilities: Charisma (for disguise and performance) and Dexterity (for sleight of hand).

Equipment: Musical instruments, cards, juggling balls, flash powder, costumes, etc.

WIZARD • ALCHEMIST

Primary Abilities: Intelligence (to cast more and higher level spells and to brew higher level potions) and Wisdom (in order to control and resist magic).

Equipment: Magical codices, monster parts, monster essences, alchemy equipment, cauldrons, etc. These usually have to be found by adventuring.

Equipment

All prices are in copper pennies. A laborer makes 1 penny per day.

ADVENTURING GEAR

Air Bladder	5	Glue (bottle)	1	Pickaxe	10
Bear Trap	20	Grappling Hook	10	Pole (10')	5
Bedroll	10	Hammer	10	Quill and Ink	1
Bellows	10	Holy Water	25	Rope (50')	10
Black Grease	1	Horn	10	Sack	1
Block and Tackle	30	Hourglass	300	Saw	10
Book (Blank)	300	Incense (packet)	10	Dice	5
Book (Reading)	600	Iron Tongs	10	Shovel	10
Bottle/Vial	1	Ladder (10')	10	Small Bell	20
Bucket	5	Large Sponge	5	Soap	1
Caltrops (bag)	10	Lens	100	Spike (iron)	5
Chain (10')	10	Lockpicks	50	Spike (wood)	1
Chalk (10 pieces)	1	Manacles	10	Spiked boots	5
Chisel	5	Metal File	5	Spyglass	1000
Cookpots	10	Hand Mirror	200	Tar (Pot)	10
Crowbar	10	Instrument	200	Tent (3 man)	100
Deck of Cards	5	Nails (12)	5	Tent (personal)	50
Drill	10	Net	10	Twine (300 ft)	5
Makeup Kit	10	Oilskin Bag	5	Waterskin	5
Fake Jewels	50	Oilskin Trousers	10	Whistle	5
Fishing Kit	10	Padlock and Key	20	Candle, 4 hours	1
Marbles (100)	5	Perfume	50	Lantern	30
Torch	1	Tinderbox	10	Lantern Oil	5

ARMOR

All of these armor items can be "stacked" for a maximum of 7 AP.

Armor	Slots	AP	Cost	Armor	Slots	AP	Cost
Shield	1	1	20	Helmet	1	1	100
Padded	1	1	50	Arm Plate	1	1	1000
Chain	2	1	500	Leg Plate	1	1	1000
Breastplate	2	1	2000				

MELEE WEAPONS

Weapon	Dmg.	Slots	Hands	Cost
Light Weapons: Dagger, Cudgel, Spear, Short Sword, Mace, Axe, Flail, Staff, etc.	d6	1	1	40
Heavy Weapons: Halberd, Long Sword, Warhammer, Battleaxe, etc.	d8	2	2	80

MISSILE WEAPONS

Weapon	Loading Time	Range	Dmg.	Slots	Hands	Cost
Sling	-	60/240	d6	1	1	5
Shortbow	-	80/320	d6	1	2	15
Longbow	-	150/600	d6	2	2	20
Crossbow	1 round	300/1200	d8	2	2	60
20 Arrows	-	-	-	-	-	10
Quiver	-	-	-	1	-	10

CLOTHING

A full suit of clothes fit into one slot.

Poor	10	Wealthy	200	Royal	10,000
Respectable	50	Noble	1000	Winterized	×2

FOOD

Rations (1 day)	5	Eggs, 24	1	Lard, 5 lbs	1
Feed (1 day)	2	Flour, 5 lbs	1	Onions, 1 bushel	8
Bacon, side of	10	Fruit, 1 lb	1	Salt, 1 bushel	3
Bread, 1 loaf	1	Garlic, bunch	1	Spices, 1 lb	200
Cheese, 1 lb	2	Grain, 1 bushel	4	Sugar, 1 lb	12
Cider, 4 gallons	1	Herbs, 1 bunch	1	Wine/ale, bottle	1
Cod, whole	20				

ANIMALS

Chicken	1	Pack mule	300	Horse, war	10,000
Cow	100	Goat	10	Ox	300
Dog, hunting	50	Hawk	1000	Pig	30
Dog, small	20	Horse, riding	1000	Sheep	15

LODGING

Bed	1	Meal	2	Stabling	1
Private Room	2	Hot Bath	2	Fodder	1

TRANSPORT

Ship, high quality	720/ton	Raft	50	Galleon	125,000
Ship, good quality	480/ton	Fishing boat	500	Carriage	320
Ship, used quality	240/ton	Sloop	5000	Cart	50
Ship, poor quality	120/ton	Caravel	25,000	Wagon	120

HIRELING COST PER DAY

Laborer	1	Blacksmith	8
Scribe	2	Man-at-arms (mounted)	12
Archer	3	Master Builder	15
Mason	4	Barber-Surgeon	25
Man-at-arms	6	Knight	25

BUILDINGS

Hovel	120	Tower	48,000
Row House	1200	Temple	75,000
Craftsman's House	2400	Stronghold	100,000
Merchant's House	7200	Cathedral	500,000
House w/ Courtyard	21,600	Palace	2,500,000
Guildhall	32,600	Monthly Rent	×0.01

Item Slots

PCs in Knave start the game with 10 item slots and gain another slot with each point of CON. All slots are numbered from 1 to 20.

Slot Size: A slot holds about 5 pounds or 2 kilos. Items such as a codex, potion, short sword, shield, 500 coins, a quiver with 20 arrows, or two days of rations take up 1 slot. Some larger and bulkier items like two-handed weapons may take up more. The GM has final say.

Ready Slots: Items in the PC's hands should be placed in the first two slots. Slots 3 and 4 are considered "ready slots" and can be freely accessed at any time.

Packing Slots: If a character wants to grab an item from slots 5 and up during combat, they must roll that item's slot or higher on a d20 to grab it without using an action. If they fail, it takes an action to retrieve. Rearranging items takes 10 minutes.

INJURIES

When a PC receives an injury, it is marked on highest numbered slots not already marked. Items in that slot may be broken.

Injury Types: Injuries can be whatever the GM sees fit. For example: Hungry, Thirsty, Burned, Pierced, Slashed, Bludgeoned, Exhausted, Overheated, Frozen, etc.

Removing Injuries: One injury is removed each morning as long as the PC slept for at least two watches and ate a meal the night before. The GM is free to modify this rule. For example: allowing multiple injuries to be removed at once if they are not very severe, or requiring the use of medicine before a wound is healed. Some injuries may be so severe that they cannot be healed at all, permanently reducing the PC's health.

PC Death: If all of a PC's slots are filled with injuries, they die.

VARIANT

Death Spiral: For a grittier game, injuries can "fill" item slots, reducing the number of items that can be carried.

DAMAGE

Damage a PC takes is subtracted from their HP. Once HP is gone, each point of damage adds an appropriate injury to an item slot (a slashing weapon inflicts slash wounds, for example).

Direct Damage: Direct damage imposes injuries directly, bypassing HP. It happens when a creature's combat experience would not protect them, for example when falling or attacked unawares.

Monster Damage: NPCs and monsters usually do not receive injuries (since they don't have item slots) and simply die at 0 HP. Direct damage to a monster deals triple damage to their HP.

BREAKAGE

Items in slots that receive an injury become broken if they are susceptible to that kind of damage. For example, a mace would break a potion bottle but it wouldn't affect a coil of rope.

Hazards

FIRE

- **Torch:** 1 direct damage per round.
- **Campfire:** 1d6 direct damage per round.
- **Bonfire:** 4d6 direct damage per round.
- **Lava:** Instant death.

WATER

- **Drowning:** Creatures can hold their breath for 30 seconds (5 rounds) for each point of CON. After this point, they pass out and must make a CON check every round or die.
- **Swimming:** ?
- **Cold Water:** Characters immersed in cold water must make a CON check every minute. If they fail, they take 1 direct damage.

SURVIVAL

- **Lightning:** 3d6 direct damage
- **Falling:** 1d6 direct damage per 10 feet, up to 20d6.
- **Falling Objects:** ?
- **Hunger:** ?
- **Thirst:** ?
- **Sleep Deprivation:** Penalty on all checks. For each day you are sleep deprived, you take an additional 1d6 damage from fatigue, which cannot be prevented. If this HP loss would cause an injury, you instead fall asleep.
- **Drunkenness:** Penalty on all checks. Each hour you spend drinking, make a CON check. On a failure, take d6 damage. If this causes an injury, you pass out after marking that injury.

WEAPON DAMAGE

- **Unarmed Attacks:** d4 damage
- **Improvised Weapons:** d4-d8 damage depending on their size. They always break on a hit.
- **One-handed and Ranged Weapons:** d6 damage
- **Two-handed Weapons:** d8 damage
- **Legendary Weapons:** d10 damage
- **Giant Weapons:** d12 damage

Making Checks

THE SIX ABILITIES

1. **Strength (STR):** Added to melee attack checks and checks requiring physical power like climbing. Power attacks deal bonus damage equal to STR.
2. **Dexterity (DEX):** Added to sneak attacks and checks requiring agility like dodging, sneaking, picking pockets, etc.
3. **Constitution (CON):** Added to checks to resist poison, sickness, cold, etc. PCs have a number of item slots equal to 10+CON.
4. **Intelligence (INT):** Added to checks requiring cleverness like crafting objects, picking locks, brewing potions, etc. INT sets the number and level of spells that PCs can cast each day. It also sets the level of the potions they can brew.
5. **Wisdom (WIS):** Added to ranged attack rolls and checks requiring focus and willpower, like tracking foes, controlling magic and resisting mental influence.
6. **Charisma (CHA):** Added to checks to influence NPCs, contact spirits, win initiative, call down miracles, or break enemy morale. A PC can have a number of followers equal to CHA.

ACTIONS

When a PC takes an action, consider the following:

- **Is the outcome of the action obvious?** Almost all actions either automatically succeed or automatically fail. Use common sense.
- **Does the task require specialized training?** If so, the PC must have a related background in order to attempt it.
- **Does the task require particular tools?** If so, the PC must have the proper equipment to attempt it.
- **Is the action risky?** If so, a check is required to see if it succeeds. Players should avoid making checks whenever possible by describing their plan as a series of non-risky steps.

Situations involving solving problems like disabling traps, reading NPCs' motives, creating plans, etc. should be solved with critical thinking and discussion rather than with a check.

MAKING A CHECK

A check always involves two opposing sides, usually PC vs. NPC, PC vs. PC or PC vs. the world. Each side has a score from 0-10 representing its strength. This score can come from several places:

- An **ability score** (if the creature does not have ability scores, use its level if it is good at the activity, half its level if it is mediocre at it, or 0 if it is bad at it.)
- Its **armor points** (typically used by a side that is being attacked.)
- A **difficulty score** from 0-10 (used for a side representing the world rather than a creature.) The default difficulty score is 5.
- A **spell level** or **potion level**.

There are two ways to resolve a check:

- **One Side Rolls:** One side rolls a d20 and adds their score, trying to meet or exceed 11 + the other side's score. If they do, they succeed. If not, they fail.
- **Both Sides Roll:** Both sides roll a d20 and add their scores. The side with the higher total is successful, while the other side fails. On a tie, the situation remains unchanged.

EXAMPLES

A PC with STR 3 tries to climb a difficulty 5 wall:

- **Player Rolls:** The player rolls d20 + 3 (from their PC's STR), trying to meet or exceed 16 (11 + 5 from the wall's difficulty.) If they succeed, the PC climbs the wall. If not, they cannot.
- **GM Rolls:** The GM rolls d20 + 5 (from the wall's difficulty), trying to meet or exceed 14 (11 + 3 from the PC's STR). If they succeed, the PC cannot climb the wall. If not, the PC can.
- **Both Sides Roll:** The player rolls a d20 + 3 (from their PC's STR), while the GM rolls d20 + 5 (from the wall's difficulty). If the PC's total is higher than the GM's, they succeed and climb the wall. If the GM's total is higher, they succeed and the PC cannot climb it. On a tie, the status quo is unchanged so the PC cannot climb it.

A level 1 goblin tries to hit a PC with 4 armor points (AP). The goblin does not have ability scores, so it uses its level in place of Strength.

- **Player Rolls:** The player rolls d20 + 4 (from their PC's AP), trying to meet or exceed 12 (11 + 1 from the goblin's level.) If they succeed, the PC's armor protects them. If not, they are hit.
- **GM Rolls:** The DM rolls d20 + 1 (from the goblin's level), trying to meet or exceed 15 (11 + 4 from the PC's AP). If they succeed, the PC is hit. If not, the PC's armor protects them.
- **Both Sides Roll:** The player rolls a d20 + 4 (from their PC's AP), while the GM rolls d20 + 1 (from the goblin's level). If the PC's total is higher than the GM's, their armor protects them. If the GM's total is higher, they succeed and the PC is hit. On a tie, the status quo is maintained so the PC is not hit.

CHECK MODIFIERS

The GM can apply bonuses or penalties to either side's scores, based on situational factors. Usually this is done in increments of 5, but the GM can use larger or smaller modifiers at their discretion.

General factors to consider include the task's inherent difficulty, the PC's approach, the amount of time spent, or the PC having a related career. Note that careers do not modify combat checks.

SOCIAL CHECKS

Social checks are made using the PC's CHA vs. the NPC's INT, WIS or CHA, depending on the context. Common modifiers include the target's disposition and relationship to the PC, factional or moral alignment, the PC's phrasing, bribes, threats, etc.

RECALLING LORE

When a player asks if their PC knows something, ask yourself:

- **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 they have a related background. Learning the knowledge from a related book takes 10 minutes.
- **Is it esoteric or lost knowledge?** If so, the PC will have to find a way to discover it in-game.

SIMPLE X-IN-6 CHECKS

If the GM wants a faster system to determine if an uncertain event occurs, they can assign it an X-in-6 chance (e.g. 2-in-6) and then roll a d6. If the roll is equal to or less than the assigned number, the event occurs.

Rounds

ROUNDS

In situations where moment-to-moment decisions are critical, like combat, time is broken down into 10-second segments called rounds.

Actions: In each round, a creature may move up to their movement speed (usually 40 feet) and take one other action, such as attacking, aiming a ranged weapon, moving again, drinking a potion, casting a spell, or anything else the GM permits.

Free Actions: Talking and quick actions like grabbing an item off the ground or pulling a lever do not use a creature's action.

INITIATIVE

During a round, the creatures act in an order determined by the initiative system. Some options are listed below. Turn order can be rechecked at the start of each round, or determined once at the start of combat and then reused every round.

- **Group:** The opposing side's leaders make a CHA vs. CHA check. All creatures on the winning side go first, followed by the other side. Creatures on the same side can act in any order, including simultaneously. Fast, but can cause quick wipeouts.
- **Split:** All PCs make a CHA vs. Enemy Leader CHA check. Those who succeed can act before the opposing side, while those who fail act after. Creatures in each of the three groups can act in any order on their turn, including simultaneously. Medium speed.
- **Chaos:** Make a deck with a card for each creature at the start of combat. Shuffle the cards and lay them in a row. Creatures will act in order of their cards, from left to right. Sets of allied, adjacent cards may act as a group. The GM may choose to lay out the cards face down so that players do not know the turn order ahead of time. Slow to set up, fast to play.
- **Individual:** All creatures roll d20 + CHA and then act in descending order of their results. Slow.
- **Real-Time:** The GM privately decides what the NPCs will do and the players discuss and declare what the PCs will do. The GM then decides the order of events, including which things occur simultaneously. Medium speed, requires some negotiation.
- **Phased:** Each round is broken into phases. The order in which creatures act within each phase is usually group initiative, but can be any system the GM allows. Slow.
 1. Any spells to be cast this round are announced.
 2. Creatures make ranged attacks or aim.
 3. Creatures move.
 4. Creatures make melee attacks.
 5. Spells declared at the beginning of the round go off, as long as the caster was not disturbed throughout the round.

SURPRISE

If one side surprises another, (see Distance and Surprise on the Encounters page) the surprising side acts first and gains a bonus on all combat checks during the first round.

Combat

ATTACKS

Hitting Enemies: An attack is a check using one of the attacker's ability scores vs. the defender's armor points. Melee attacks use STR, sneak attacks use DEX and ranged attacks use WIS. Unarmed PCs get +1 to their score for each of their empty slots. On a success, the attacker hits, on a failure, they miss.

Modifiers: The GM can modify melee combatants' scores based on the situation, such as positioning, ganging up, weapon types, aiming, visibility, cover, foe size, range, surprise, elevation, etc.

Critical Hits: When an attack check hits and has a total of 21 or higher, it is a critical hit and adds an extra die to the damage roll.

Ranged Attacks: The defender must be within range and clearly visible, and the attacker cannot be in melee. PCs should track ammunition like arrows with tally marks on their quiver's slot.

Sneak Attacks: Melee attacks against unsuspecting, vulnerable foes get a bonus to hit and deal direct damage. If the target is truly defenseless, any damage should kill them immediately.

DAMAGE

When an attack hits, it deals damage equal to a roll of the weapon's damage die.

Weakness and Resistance: Attacks a foe is vulnerable to (e.g. a hammer vs. a skeleton) add an extra die to the damage roll, while attacks a foe is resistant to (e.g. a hammer vs. a slime) subtract a die from the damage roll.

Power Attacks: Creatures can choose to add their STR to the damage of a melee attack before rolling the damage die. If the damage die then rolls its highest value, the weapon breaks after dealing damage (unless it's an unarmed attack.)

MANEUVERS

After a creature rolls for damage, they can propose a maneuver. The defender may choose whether to accept the maneuver or take the damage. Maneuvers include disarming, pushing, stunning, blinding, breaking gear, tripping, pickpocketing, climbing, restraining, etc. The GM should veto impossible maneuvers.

MORALE CHECKS

Players can call for a morale check to see if their foes panic at certain breaking points, such as when the foe drops to half HP (if alone), loses half of their side, loses their leader, is ambushed, or is attacked by something they fear, like magic. A morale check uses a PC's CHA vs. the enemy leader's WIS, with modifiers for the situation, the NPCs' disposition, the PC's reputation, etc. On a success, the NPCs flee in a panic or unconditionally surrender.

Travelling

WATCHES

While on a journey, days are divided into six watches: three for day, three for night. Each watch is four hours long. Most major actions (travelling, foraging, etc.) take a watch to complete.

THE JOURNEY HAZARD DIE

At the end of each watch, roll the d6 Hazard Die.

d6	Result
1	Encounter: The party has an encounter, usually rolled from a table designed for the region or terrain type. The DM may also randomly determine the encounter's reaction to the party, current activity, and distance from the party.
2	Fatigue: Each party member takes 1 damage unless they spend the next watch eating a ration and resting. Damage may be higher in difficult weather or terrain. Ignore while camping.
3	Loss: Each PC rolls d10 + 10 and loses the item in that item slot (if any) or takes 1 damage. Ignore while camping.
4	Weather: The weather changes or some local effect begins.
5	Sign: The party finds a sign of the next encounter.
6	Free: No effect.

TRAVELING

Travel Speed: 8 miles per watch. Speed is halved when travelling in darkness, through difficult terrain, or in severe weather. It is doubled when using a road or riding a mount.

Navigation: It is up to the party to find their way from location to location, using roads, trails, maps, directions, or local guides. If the terrain or weather is disorienting, the GM may require a WIS check (rolled in secret) to see if the party gets lost.

Getting Lost: If the party is lost, the GM should secretly roll a d6. The direction the "1" side is pointing indicates the direction they veer in. If it is pointing up or down the party makes no progress. Climbing a high point should usually allow the party to get their bearings and spot any landmarks or obvious points of interest.

EXPLORING

Hidden Features: The party can spend a watch exploring an area of about 4 square miles to automatically reveal any non-obvious features (an overgrown ruin, a hidden pool) that wouldn't be noticed by simply passing through.

Secret Features: Secret features (the ruin's secret entrance, the dryad in the pool) should have corresponding clues and can only be found through PC interaction.

FORAGING

Foraging for food takes a watch and requires a WIS check, modified by factors like weather, terrain, etc. On a success, the PC collects d6 rations. Two rations fit in one item slot.

TERRAIN TYPES

Below are examples of how different terrain types might affect travel. This list should be modified or expanded based on the needs of individual campaigns.

- **Open Forest:** Scattered enough that it doesn't impede movement. Bonus to foraging.
- **Dense Forests:** Almost total canopy cover. Halved speed, bonus to foraging. Disorienting.
- **Plains:** Flat terrain with minimal obstructing vegetation. Penalty to foraging.
- **Hills:** Terrain with frequent crests and valleys. Halved speed.
- **Mountains:** Steep, treacherous terrain. Halved speed, +1 fatigue damage, penalty to foraging. Disorienting.
- **Wetlands:** Terrain featuring stagnant water and dense vegetation. Halved speed, +1 fatigue damage unless travelling by boat, bonus to foraging. Disorienting if in a forested swamp.
- **Rough:** Relatively flat but arduous terrain. Halved speed, +1 fatigue damage, penalty to foraging.
- **Lakes:** Landlocked bodies of water. Impassable without a boat. Bonus to foraging.

SLEEP AND HEALING

Healing: Each morning PCs may recover lost hit points, as long as they slept for at least two watches and ate a meal (one ration) the night before. In a safe haven they roll a number of d6s equal to their level, otherwise they roll half as many (rounded up). The sum of the dice is the PC's new HP total, if higher than their current HP. This process also removes one injury from an item slot, provided that the PC has a way of treating that injury.

Night Watches: During the three night watches, the PCs should take turns so that someone is always on watch and everyone gets two watches of sleep. If no one is on watch, any encounters rolled will ambush the party.

Weather

THE WEATHER TABLES

Starting Weather: At the start of the game, find the appropriate season table and roll 2d6 for each of three weather elements: Precipitation, Wind, and Temperature.

Changing the Weather: When you roll a Weather result on the Hazard Die, reroll any elements of the current weather that have an asterisk, using the appropriate season table. If none of the elements has an asterisk, randomly pick one element to reroll. If you want the weather to be a bit more chaotic, reroll two or three elements instead.

Designing Your Own Weather: These tables are (very roughly) based on weather in the temperate zone of North America and Europe, so may wish to create your own weather tables that are a better fit for your campaign's setting or terrain types.

WEATHER EFFECTS

- **Light Rain:** Everything gets wet. Rations, papers, and so on may be spoiled if not properly protected.
- **Heavy Rain:** As with light rain, but also reduces visibility, disorients PCs, slows movement, drowns out sound, and creates mud. If rain continues for several days, flooding and landslides may occur. +1 fatigue damage.
- **Lightning:** May spook horses or ignite things. Generally does not strike PCs (3d6 damage) unless they are really asking for it.
- **Hail:** Reduces visibility, disorients PCs, slows movement, and drowns out sound. +1 fatigue damage.
- **Light Wind:** Carries scents and makes long-range attacks difficult. Can reduce visibility if rain, dust, or similar are present.
- **Strong Wind:** As with light wind, but also makes short-range attacks difficult, slows movement, drowns out sound, and blows things over.
- **Fog:** Reduces visibility and disorients PCs.
- **Freezing:** Liquids freeze. Light rain becomes snow, heavy rain becomes heavy snow. Snow reduces visibility (zero visibility in a heavy snow), slows movement, makes movement noisy, and disorients PCs. Snow remains on the ground as long as it is freezing. For snow to completely melt, it takes the same number of days above freezing as the number of days it snowed. +1 fatigue damage. PCs not wearing warm clothing take d6 direct damage per watch.
- **Cold:** +1 fatigue damage to PCs not wearing warm clothing.
- **Hot:** +1 fatigue damage to PCs who don't have at least three empty slots.
- **Humid:** +1 fatigue damage to PCs who don't have at least three empty slots.
- **Scorching:** +1 fatigue damage. PCs who don't have at least three empty slots d6 direct damage per watch.

SPRING

2d6	Precipitation	Wind	Temperature
2	Heavy Rain, Lighting*	Calm	Freezing
3	Heavy Rain	Calm	Cold
4	Clear	Calm	Cool
5	Clear	Calm	Cool
6	Scattered Clouds	Calm	Mild
7	Scattered Clouds	Calm	Mild
8	Overcast	Light Wind	Mild
9	Light Rain	Light Wind	Warm
10	Light Rain	Light Wind	Warm
11	Light Rain, Lighting*	Strong Wind*	Warm
12	Hail*	Strong Wind*	Hot

SUMMER

2d6	Precipitation	Wind	Temperature
2	Heavy Rain, Lighting*	Calm	Cool
3	Heavy Rain	Calm	Mild
4	Clear	Calm	Mild
5	Clear	Calm	Warm, Humid
6	Clear	Calm	Warm
7	Clear	Calm	Warm
8	Scattered Clouds	Calm	Hot
9	Scattered Clouds	Light Wind	Hot
10	Light Rain	Light Wind	Hot, Humid
11	Light Rain, Lightning*	Light Wind	Scorching
12	Hail*	Strong Wind*	Scorching, Humid

FALL

2d6	Precipitation	Wind	Temperature
2	Heavy Rain, Lighting*	Calm, Fog	Freezing
3	Heavy Rain	Calm, Fog	Cold
4	Clear	Calm	Cold
5	Clear	Calm	Cold
6	Scattered Clouds	Calm	Cold
7	Scattered Clouds	Calm	Cool
8	Overcast	Light Wind	Cool
9	Light Rain	Light Wind	Mild
10	Light Rain	Light Wind	Mild
11	Light Rain	Strong Wind*	Warm
12	Hail*	Strong Wind*	Warm

WINTER

2d6	Precipitation	Wind	Temperature
2	Heavy Rain	Calm, Fog	Freezing
3	Heavy Rain	Calm, Fog	Freezing
4	Clear	Calm	Freezing
5	Clear	Calm	Cold
6	Scattered Clouds	Calm	Cold
7	Scattered Clouds	Calm	Cold
8	Overcast	Calm	Cold
9	Overcast	Light Wind	Cool
10	Light Rain	Light Wind	Cool
11	Light Rain	Light Wind	Mild
12	Light Rain	Strong Wind*	Mild

Dungeoneering

URNS

While dungeon delving, time is divided into 10-minute segments called turns. Most major actions (moving, searching, fighting, resting, etc.) take one turn to complete.

THE DUNGEON HAZARD DIE

At the end of each turn, roll the d6 Hazard Die.

d6	Result
1	Encounter: The party has an encounter, usually rolled from a table designed this dungeon. The DM may also randomly determine the encounter's reaction to the party, current activity, and distance from the party.
2	Fatigue: Each PC takes 1 damage unless they spend their next turn resting.
3	Burn: Torches burn out and lanterns burn one measure of oil.
4	Dungeon Shift: The dungeon changes in some way.
5	Sign: The party finds a sign about the next encounter.
6	Free: No effect.

DUNGEON MOVEMENT

Crawl: The standard movement rate in a dungeon is 120 feet (24 five-foot squares) per turn. This allows the party to automatically detect traps, map their environment, and avoid being automatically surprised by encounters.

Quick: PCs can move up to 20 times faster than a crawl: 2,400 feet (480 five-foot squares) per turn. However, PCs moving faster than a crawl will be surprised by all encounters, spring all hidden traps, and will not be able to map their environment.

LIGHT

Torches and lanterns create pools of light 20 feet in diameter. A container of lamp oil holds 6 measures.

MAPPING

It is up to the players to draw a map of their surroundings as described by the DM. The DM should only correct map errors that are the result of miscommunication.

SEARCHING

Hidden Features: PCs can spend a turn searching a room-sized area to automatically reveal any non-obvious features (a statuette inside a drawer, a cracked tile, a faint ticking noise, etc.)

Secret Features: Secret features (like hidden doors, a letter inside a mattress, etc.) should have corresponding clues and can only be found through PC interaction.

SLEEP AND HEALING

Resting or sleeping in a dungeon never recovers HP or removes injuries, unless the party somehow finds a safe haven there.

Dungeon Shifts

When the Dungeon Hazard Die indicates a dungeon shift, the dungeon environment changes in some way. Each dungeon will have certain shifts that make more sense for it, but GMs can also use the list below as inspiration. When in doubt, use mild effects like distant sounds, temperature shifts, or wind.

d8	Dungeon Shifts
1	Gas: Hallucinogenic gas, smoke, incense, flammable gas, sleeping gas, poison gas, dust, infectious spores, flies, etc. Architecture: Ceilings, walls, or floors move, sections of the
2	dungeon revolve, slide, or tilt, doors open or close, devices activate, traps rearm, dungeon shakes, rifts open, etc.
3	Flow: Lava, water, sand, mud, acid, oil, slime, gravel, etc.
4	Magic: Petrification, animation, transformation, light, darkness, etc. Use magic random tables for inspiration.
5	Plants: Plants start to grow, wither, rot, bloom, block passages, open new routes, etc. Creatures: Insect swarm, monster activity changes (use activity
6	table), aggression level changes, new faction or monster type appears, encounter frequency changes, alliances shift, etc.
7	Sounds: Alarm wail, clanging, thumping, scraping, grinding, rumbling, clicking, drumming, total silence, etc.
8	Dungeon Weather: Scorching, hot, cold, freezing, humid, rain, fog, light wind, strong wind, static charge, etc.

Encounters

REACTIONS

When the PCs encounter a creature whose reaction to the party is not obvious, the referee may roll 2d6 on the following table. The creature's reaction can change quickly based on the party's actions.

2d6	NPC Reaction	Social Check Modifier
2	Murderous: Tries to kill	-10
3	Violent: Tries to injure or capture	-10
4	Hostile: Tries to harass or rob	-10
5	Unfriendly: Threatens, insults, or commands	-5
6	Wary: Avoids the party	-5
7	Uninterested: Ignores the party	None
8	Curious: Moves to investigate the party	+5
9	Friendly: Greets the party, shares information	+5
10	Helpful: Will do minor favors	+10
11	Generous: Will do major favors	+10
12	Admiring: Tries to join as a follower	+10

DISTANCE AND SURPRISE

You may use the following guidelines to determine how far away the encounter is from the party when this is unclear.

- **Dungeons and Cities:** 2d6 × 10 feet
- **Wilderness:** 4d6 × 30 feet

If the encounter occurs within 80 feet of the party, the two closest creatures from each side should make a WIS vs. WIS check. If one side wins by 10 or more, they have surprised the other side.

ACTIVITY

What the encounter is currently doing will depend a lot on the creature type, environment, etc. Use the table below as inspiration.

d20	1-5	6-10	11-15	16-20
1	Ambushing	Cursing	Hauling	Repairing
2	Arguing	Dancing	Healing	Rescuing
3	Battling	Defacing	Hiding	Resting
4	Befouling	Delivering	Igniting	Rioting
5	Begging	Destroying	Infiltrating	Ritual
6	Besieging	Dying	Instructing	Robbing
7	Birthing	Dousing	Kidnapping	Sacrificing
8	Blessing	Dueling	Looting	Scavenging
9	Brawling	Eating	Mapping	Scouting
10	Building	Escaping	Marrying	Searching
11	Burgling	Escorting	Mourning	Singing
12	Burying	Excavating	Murdering	Sleeping
13	Capturing	Executing	Parleying	Swimming
14	Celebrating	Feasting	Patrolling	Swindling
15	Chasing	Fighting	Performing	Tending
16	Cleaning	Foraging	Planting	Tracking
17	Collecting	Fortifying	Playing	Trading
18	Competing	Gambling	Preaching	Traveling
19	Convening	Guarding	Processing	Wandering
20	Cooking	Harvesting	Questioning	Worshipping

Signs

When the Hazard Die indicates that the party has found a sign, first roll a creature from an appropriate random encounter list and then roll or pick what sign of that creature they find.

d6	Encounter Sign Type
1	Creatures: Fleeing or injured prey, hunters, worshippers, young offspring, eggs, the creature itself but in the distance, its shadow as it flies overhead, etc.
2	Leavings: Fur, hair, droppings, scales, feathers, blood, shed skin, regurgitated pellets, food scraps, trash, carcasses, dropped items, torn clothing, cold campfires, etc.
3	Markings: Tracks, trails, broken branches, teeth marks, claw marks, symbols, graffiti, signs of a struggle, elemental or supernatural effects, etc.
4	Smells: The creature itself, droppings, lairs, residue, signaling or warning scents, etc.
5	Sounds: Fighting, burrowing, nesting, travelling, signaling, talking, singing, arguing, etc.
6	Structures: Nests, lairs, burrows, campsites, fires, traps, etc.

Advancement

At certain XP thresholds, PCs gain a level, which increases the number of dice they roll to recover HP as well as improving three of their ability scores by 1.

Level	Title	XP	Level	Title	XP
1	Knave	0	6	?	32,000
2	?	2,000	7	?	64,000
3	?	4,000	8	?	125,000
4	?	8,000	9	?	250,000
5	?	16,000	10	?	500,000

Choosing Ability Score Improvements: The first of the three ability scores to be improved is chosen randomly: roll a d6 just like in character creation. The other two points can be placed in any two other ability scores of the player's choice, or chosen randomly as long as no ability score increases by more than 1.

Experience

PCs usually begin as level 1 characters. As they adventure, they acquire experience points (XP). The GM can assign XP rewards for whatever activities they wish. Here are some suggestions:

- **Treasure:** 1 XP for every gold piece recovered from dungeons. The GM could require this money to be spent first on activities like carousing and training.
- **Monsters:** Defeating a monster grants XP equal to its level × 10.
- Notable achievements grant XP based on their impressiveness.
 - Talk of the Town (multiply current XP by 1.25)
 - Talk of the Countryside (multiply current XP by 1.5)
 - Talk of the Kingdom (multiply current XP by 2)
- Discovering new locations grants XP based on their obscurity.
 - ?
 - ?
 - ?

Codex Magic

Magic is an ancient and exacting art, the laws of which are now lost. It is only manifested through the use of codices, objects that have been engineered to channel ambient fields of arcane energy into a precisely defined and programmed form.

Codices can look like books, clay tablets, metal spheres, crystals, medallions, or any solid object with enough surface area to inscribe the proper sigils and enough mass to withstand the forces coursing through it. They cannot be created or copied, but they can be destroyed. To acquire a codex one must either excavate it from a ruin or steal it from whoever got there first.

A standard codex takes up one slot and contains a single spell with a level from 1 to 10 indicating its complexity and power. Each spell can be cast only once per day.

CASTING SPELLS

Casting a spell takes one action. A PC's INT sets the highest level of spells they can cast and the number of spells they can cast per day.

Spell Checks: Some spells require a check to see how effective they are. These checks use the caster's WIS or the Spell's Level vs. the defender's DEX, CON, or WIS.

VARIANTS

Magical Mishaps: PCs no longer have a limited number of casts per day. Instead, the PC makes an INT vs. Spell Level check each time they cast a spell. On a failure, no more spells can be cast that day and they suffer a related magical mishap of the GM's choice.

Spellburn: PCs no longer have a limited number of casts per day. Instead, they take damage equal to a spell's level when they cast it.

Alchemy

Alchemy involves collecting the organs and essences of monsters and brewing them together into potions.

HARVESTING MONSTER PARTS

Harvesting a monster's body part takes 10 minutes and requires an INT vs. Monster Level check to avoid spoiling it. Each harvested part takes up at least one slot, due to the packaging and fluids it must be preserved in. Large parts may fill multiple slots.

HARVESTING ESSENCES

Each monster also contains a single dose of essence, which comes in 10 types listed below. Harvesting this essence takes 10 minutes and does not require a check. Up to 10 doses of the same essence can be stored in one slot.

- **Oil:** Found in creatures made of inanimate material like constructs and elementals. Sometimes found in mineral veins.
- **Plasm:** Found in incorporeal undead like ghosts, shadows, and wraiths. Sometimes found in haunted locations.
- **Resin:** Found in plant-like monsters like myconids, shambling mounds and oozes. Sometimes found in rare flowers.
- **Dust:** Found in corporeal undead like zombies and skeletons. Sometimes found in tombs.
- **Salt:** Found in infernal beings like demons and devils. Sometimes found in summoning circles.
- **Ichor:** Found in celestial beings like angels and gods. Sometimes found in remote shrines.
- **Marrow:** Found in mundane creatures like wild animals, giants, and humanoids.
- **Bile:** Found in aberrant or hybrid monsters like cockatrices, griffons, hydras, minotaurs and basilisks.
- **Nectar:** Found in magical humanoids like dryads, hags, pixies, and other fey creatures.
- **Cinders:** Found only in dragons.

BREWING POTIONS

Brewing a potion requires a fire, a cauldron, ingredients, and 1 hour of time.

1. The player describes the effect and duration of the potion they are trying to make. They must have a monster part that is closely related to this effect.
2. If the GM approves the effect and monster part they give the potion a level from 1 to 10 based on its power, using the levels of spells as a guideline.
3. If the PC's INT is equal to or greater than the potion's level, they can brew it. The PC spends essence equal to the potion's level and dissolves the monster part. Every dose of essence spent on a potion must be from a **different** type. For example: a cost of 3 could be paid with 1 Nectar, 1 Bile, and 1 Salt, but not 3 Nectar.

Influences

- A Thousand Thousand Islands
- Arcane Ugly
- Brave
- Cairn
- Dungeon Crawl Classics
- Errant
- Freebooters on the Frontier
- Glaive
- Grave
- His Majesty the Worm
- Lamentations of the Flame Princess
- Last Gasp Grimoire
- Mausritter
- Necropraxis Hazard System v0.3 ([Creative Commons Attribution 3.0 Unported](#))
- Old School Essentials
- Shadow of the Demon Lord
- Symbaroum
- The Dark of Hot Springs Island
- The Perilous Wilds
- Ultraviolet Grasslands
- Wolves Upon the Coast
- Wonder and Wickedness

Coming Soon

- Downtime
- Followers
- Relic Magic
- Monsters
- Mass Combat
- Domain Play
- Random Generators
- Designer Commentary
- And much more...