

# SIMPLE GM RULES

## Damage Standards

Traps or encounters might call for low damage, or low sanity loss.

Here's what low damage/san loss is considered for each layer:

Layer 1 (Levels 1-3)

LOW damage: 2

LOW SAN loss: 1

Layer 2 (Levels 4-6)

LOW damage: 4

LOW SAN loss: 2

Layer 3 (Levels 7-9)

LOW damage: 6

LOW SAN loss: 3

Med damage/san loss is 2x low, high is 2x low (so at tier 1, med damage is 4 and high is 6).

Traps, dungeon features, etc should not use anything other than low damage.

## COMPLICATIONS

**When players make action rolls**, you can introduce the following complications on anything but a strong hit (3 over the target number). Remember, a strong hit goes off without a hitch.

You can only choose complications from the list. This is to give a natural flow to the game.

Complications should be given according to what seems to fit for the narrative and are not punitive - just meant to ramp up tension, spend player supplies, etc

### **When a player makes an action roll:**

On a **strong hit**, there's no complications

On a **hit**, the GM can add **one** of the following complications, depending on the situation:

- Make a lantern check
- Succeed an ability check or take low damage
- Roll the encounter die
- Gain +1 noise
- Succeed a will check or take low sanity loss

On a **failure, make a lantern check**, and the GM can choose **one** of the following complications, depending on the situation:

- Gain +1 noise *and* roll the encounter die
- Activate some negative feature of this area (darkness, mist, poison muck, rock slides, etc)
- Activate a trap encounter. This counts for the number of encounters in the area.
- Take low damage, no save allowed
- Lose low sanity
- Lose 1 light instead of making a lantern check
- Reduce NPC attitude by 1 (for social rolls)
- Get separated from the group
- Make a save or lose or break an item

## **DARKNESS**

When players fail a lantern check or spend light, light becomes darkness. You accumulate darkness the same way as players track light (you can use d6s or tokens to keep track of it).

You can spend **3 darkness** to have any monster re-roll an attack or check and choose the better result.

You can also spend darkness to use certain more powerful monster abilities.

Once spent, darkness does not turn into light.

Get rid of all your darkness once players exit the pit and end an expedition.

## **SIMPLE MONSTER RULES**

Roaming monsters and monsters of all kinds inhabit the pit. Most are enemies to the players, though some may be neutral or even allies.

Monsters have the same statistics as players, but most don't have sanity. Monsters can get random traits (included in profile). you can choose them or roll a d6, on a 6 there are no special traits. You can change this up for variety.

### **Monsters are grouped by type and level.**

Level indicates the level they are first found in (but can be found deeper). Remember that players can always choose to delve deeper above their level if they so choose, so its possible players will run into higher level monsters.

Low level monsters improve in statistics and some abilities each layer (tier of play), first at level 4, than again at level 7, so they remain powerful. Some monsters even become completely different or only have certain properties at higher levels.

### **Types of Monsters**

Monster types have common actions, features, etc. There are five main types:

- *Troggs* - Brutish, animalistic horned creatures of the Pit. Troggs have the blood of the titans that built the pit, but are degenerate monsters and raiders that have a simplistic, brutal culture that values smithing and flame. They serve the pit and worship demon gods, including the personification of the Pit, the Black Flame. They breed and worship

dragons and other war beasts.

- *The Wretched* - The Pit itself is seeped in malevolent force. The Wretched are those that have been lost to the pit, either in mind or body. Most of them are former adventurers or folk that have lost their minds, or whose corpses have been reanimated by the pure evil of the Pit itself.

- *The Enclave* - A sect of insane sorcerer-scientists that constantly seek out new sources of slaves for food, study, and bio-grafting. Breed and ride Hook Worms, and ruled by the Faceless Lords

- *Hobs* - The Faery folk of the upper layers of the Pit, driven by cruel and irrational whimsy and an alien, cold morality.

- *Denizens* - Creatures that dwell in the pit that have evolved for dungeon life, such as oozes, manticores, mimics, etc

There's one more type - *Demons* are incredibly powerful monsters that are only naturally found in layer 10. Sometimes weak or hungry demons wander up to higher levels, where even the weak light usually keeps them away. Demons should not be tackled by low level characters ever, though they may encounter them (see the Demon Die below)

### **Special monster types:**

Minion - A very weak monster with only 1 hp, but regular attacks, stats, etc. You can use these to fill out a fight, so players feel heroic.

Master - A leader or boss- type monster, sometimes with many reactions. Health scales with number of players.

Monstrosity - A huge monster that should be fought alone. A true fight.

Master/Monstrosity health scales per player

### **MONSTER COMBAT**

Monster initiative is fixed

On its turn, monsters **take a number of actions in their profile**, rather than 2. Follow the same rules as player actions and same options (only one attack per turn) unless stated otherwise

**Most monsters have reactions and interrupts that trigger on certain attack ranges**, such as hit, miss, etc. These typically only trigger against the attacking target. Some monsters have an attackable weak spot that disables certain moves. Attacking the weak spot requires a Focus Attack and doesn't overall decrease monster health.

**Cycle attack** - Some monsters have a progression of attacks. They can only use one part of the progression if the previous one has been used in this combat. The cycle resets when the last part of it has been completed and automatically moves back to the first stage.

### **FLEE**

If a monster attempts to flee, it uses its first action to move as far away from enemies as possible. If it has no enemies adjacent to it at the start of its turn while it's fleeing, it is removed from combat and initiates a flee/pursue challenge.

## MONSTER TAGS

Sanity loss is per tier, so a frightening monster causes 2 sanity loss in levels 1-3, and 4 at levels 4-6

**Frightening** - When this monster turns hostile, spots the party, or engages combat, all characters in the room must pass a will save or be inflicted with Fear and lose low sanity

**Terrifying** - When this monster turns hostile, spots, the party, or engages in combat, all characters in the same room must pass a will save or be inflicted with Terror and lose 2/4/6/8 Sanity

**Horriying** - When this monster turns hostile, spots the party, or engages in combat, all characters in the same room must pass a will save or immediately lose 1/2/3/4/5 Sanity at the start of each of their turns

**Brutal** - Will attempt to kill incapacitated targets. Monsters without this tag typically ignore incapacitated targets.

**Kidnapper** - Will attempt to knock out incapacitated targets and capture them, will flee with them if possible

**Ambush** - Will ambush players, giving all players the Surprised condition and acting first. Players that have made the ward action can be immune to ambush.

**Stalk** - When encountered, this monster will remain hidden. It can even continue to follow players until their next encounter and attack them at an inconvenient time. Stalking monsters can be revealed by taking the Ward action

**Treasure +X** - This monster gives X more d6 loot die when slain

**Mindless** - This creature can never be reasoned with, and cannot be compelled or dominated in any way

**Reasonable** - Can be reasoned with if its demands are met (can even negotiate with this monster)- demands are listed with tag

**Sight** - Cannot hide from this monster, and it ignores the effects of cover. Knows where all creatures are within the same room as it.

**Hatred** - Will focus on a specific kind of character if that kind of character is present, to the exclusion of all others, even against its own safety

**Corrupt** - This monster has abyssal corruption. It is stronger than normal, but weak to miracles

**Ethereal** - This monster is otherworldly and ghostly, a horror from beyond the physical realm. It takes half damage from all sources, and can pass through, but not end its turn in, objects and enemies.

**Glamour** - This monster appears and acts non-threatening, and does not take direct hostile action unless provoked or attacked. It might have a different appearance to its true appearance. Glamoured monsters can be spotted by taking the Ward action.

## Folk



## **BANDIT LOOTER**

Level 1 Folk Minion

STR -1

AGI +1

WILL -2

WITS -2

Initiative 14

Size 1

Hp 1

Defense 4

Move 6, shift 3

**Passive:** Shank - The Looter deals double damage against grabbed or prone targets

### **Actions: 2**

Broken weapon

Weapon Attack

-1 vs defense, 2 piercing damage



## **BANDIT ENFORCER**

Level 1 Folk

STR +1

AGI +0

WILL -1

WITS -2

Initiative 4

Size 1

HP 10

Defense 6

Move 5, shift 2

### **REACTIONS:**

Miss:

**Shove** - Target must make a strength check or be knocked back 1 space and knocked prone

### **ACTIONS: 2**

#### **Maul**

Melee Weapon attack

-1 vs defense, 5 bludgeoning damage



## **BANDIT CAPTAIN**

Level 1 Folk MASTER

Ambush

STR +1

AGI +1

WILL +0

WITS -1

Initiative 2

Size 2

HP 10/opponent

Defense 7

Move 5, shift 2

### **PASSIVE:**

Shielded (ignore ranged attacks on a 6)

### **INTERRUPTS:**

#### **Reposition**

1/round +1 more if outnumbered

On any move or shift action by an enemy, the captain or one ally in range 10 can shift 5 in any direction

### **REACTIONS:**

Hit:

**Backhand**

1/round + 1 more if outnumbered

Deal 2 bludgeoning damage to the target and knock them back 1 space

**ACTIONS:** 3

**Short sword**

Melee weapon attack

+1 vs defense, 1d6 slashing damage

## Troggs



## GARM

Level 1 Beast

Blood Scent

Immune: Disarm

STR +1

AGI +2

WILL -1

WITS -2

Size 1

Initiative 16

7 HP

Defense 6

Move 5, shift 4



Enormous wolf/reptile hybrid raised by troggs for its love of fresh meat.

**Passive:**

**Blood Scent**

If a target that's bloody or has at least 1 bleeding on it attempts to hide from the Garm, it can make a wits check as an interrupt. If that check is successful, the hide action is lost.

**Actions: 3**

**Gnash**

Attack

+0 vs defense, 4 piercing damage.

**Types:**

**1. Scaled**

The garm gains resistance to slashing damage and bleeding.

**2. Fiery**

The garm gains resistance to fire damage and deals fire damage with its Gnash.

**3. Ferocious (level 2)**

Once per round, the garm can make a gnash attack as a reaction to a hit.

**4. Dire (level 2)**

The garm is size 2 and gains +10 HP

**5. Hunting (level 3)**

Gain the following attack

Baleful Howl

Attack

All targets in a 5x5 area centered on the garm must pass a will check or lose 1d3 sanity and suffer from Fear until the end of their next turn. If a target passes this check, they can no longer be affected by this skill from any garm until they pass a refuge.



## TROGG ASH BLOOD

Level 1 MINION

Size 1/2

STR -2

AGI +0

WILL -2

WITS -2

Initiative 14

1 hp

Defense 5

Move 5, shift 5

Small goblinoid, weak and numerous, the lowest level of Trogg-kind and generally regarded as slaves or servants by other troggs.

**Actions:** 3

**Crude Weapon**

Melee Weapon Attack

+0 vs evasion, 1 bleeding

**TYPES:**

**1. Spear**

The ash blood's weapon gains 1 reach and does +1 bleeding

**2. Fling filth**

Replace the ash blood's attack with the following:

Fling filth

Attack

+0 vs evasion, 1 toxic damage. The target must pass a wits check or be blinded until the end of its next turn.

### 3. **Crude Bow**

The ashblood's crude weapon becomes a range 6 ranged weapon attack that deals 1 bleeding instead of 1d3 damage

### 4. **Stoker**

Replace the ash blood's gutter knife attack with stoking shovel: +0 vs evasion, 1d3 fire damage

### 5. **Sapper**

Replace the ash blood's attack with Explode!

Explode!

Attack

At the start of this creature's next turn, it explodes in a 3x3 zone centered on it. All affected creatures must pass an agility check or take 2d6 fire damage. This creature dies.



## **TROGG HALF BLOOD**

Level 1

STR +1

AGI +0

WILL +0

WITS -1

Size 1

Initiative 6  
10 HP  
Defense 7  
Move 5, Shift 1

Strong and bestial, adult troggs stand the height of a man or slightly less, and are many times as strong. They have impressive horns and often pierce their thick hides with painful incisions or bone or metal spikes in some act of self-flagellation.

**ACTIONS: 2**

**Crude weapon**

Melee Weapon Attack  
+0 vs defense, 1d6 slashing damage

**TYPES:**

**1. Shielded**

When hit by a ranged weapon attack, roll a d6. On a result of 6, ignore that attack. If disarmed of their shield, lose this benefit.

**2. Barbed Spear**

The half blood's weapon gains 1 reach and inflicts 1 bleeding

**3. Stoker (level 2)**

On a hit, the Half Blood deals 1d3 fire damage to the same target or a different adjacent target

**4. Iron Club**

The half blood's weapon does bludgeoning damage and forces a strength check on hit or be knocked back 3 spaces.

**5. Barbed Bow**

The Half Blood's Crude Weapon attack is a range 8 ranged weapon attack that deals 1d3 bleeding on hit



## TROGG GUTTERSNIPE

Level 1

Ambush, Stalk, Treasure +3

Immune: Compel

STR -1

AGI +2

WILL +0

WITS +1

Size 1/2

Initiative 15

HP 7

Defense 8

Dodge: 2

Move 4, shift 4

A nasty ashblood skulker, the GutterSnipe revels in stealing loot from would be plunderers and running off with it to gloat. GutterSnipes usually oil themselves extensively.

### REACTIONS

Hit:

**Slippery**

1/round

The attacker must make a strength check or be disarmed. The GutterSnipe then ends the grabbed condition on itself.

Miss:

**Skitter**

The Guttersnipe shifts 3 spaces in any direction

**ACTIONS: 3**

**Pick pockets**

Attack

An adjacent target makes a wits check. If it fails, it loses 3 weight worth of loot from its pack (it can choose which), which the guttersnipe stuffs in its own pack. These items can be recovered by killing, looting, or capturing the Guttersnipe.

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**Run away!**

Stance

The Guttersnipe shifts 4 spaces in any direction. While in this stance, it attempts to Flee until killed or captured. It ends this stance if it drops its loot until it can pick it up again.

**Weak point: Loot sack**

Defense 11, 5 HP

If the loot sack is destroyed, 3 pieces of loot fall out into an adjacent square, subtracting that from the bonus loot die normally granted by this monster. Picking them up is an action.

**TYPES:**

**1. Extra slippery**

If a target fails its check for the guttersnipe's slippery reaction, it must repeat the attack roll against a friendly target in range before being disarmed.

**2. Greedy**

The Guttersnipe can repeat the Pick Pocket attack on a successful attack, but if it's target's check is successful, it drops all the loot in an adjacent square. Picking it up is an action. The guttersnipe can't touch it until the end of its next turn.

**3. Loaded**

The Guttersnipe also disarms the target and steals their weapon on a failed pick pockets check, but gives +3 additional loot die

**4. Sneaky**

Targets who fail their check against Pick Pockets are also slowed until the end of their next turn

**5. Tricky**

The guttersnipe gains 2 Dodge

**6. Kidnapper**

The Guttersnipe gains the Kidnapper trait (it will try and knock incapacitated players unconscious and flee with them)



## TROGG OVERSEER

Level 2 MASTER

Resistant: Fire

Immune: fear

STR +1

AGI +0

WILL +1

WITS +0

Size 2

Initiative 4

HP: 10/player

Defense: 7

Dodge: 1

Dispel: 1

Move 5, Shift 2

The brutal pit bosses and slave drivers of the Troggs, they spur their allies on with whip and blade.

### **Interrupt**

#### **Pit boss**

2/turn

When an ally misses with an attack within range 5, remove 1 bleeding on the target. It can immediately repeat the roll as an interrupt and choose the better of the two results for its final result.

## **Reactions**

Miss:

### **Torment**

Remove up to 1-3 bleeding on a target in range 5. The target takes 2 slashing damage per token expended and is in Pain until the end of its next turn

## **Actions: 3**

### **Notched Whip**

1/ turn

Action

Target either an ally or an enemy within range 5 with this action

- Enemy: Target must pass a will check or take 1 bleeding and be knocked back 3 spaces in a direction of the Overseer's choosing,
- Ally: Target takes 1 bleeding

### **Whiplash**

Ranged Attack

Range 5

+1 vs defense, 4 slashing damage

### **Backhand**

Action

Make a +1 vs defense attack roll. The target is knocked back 1 space on a hit, but takes no damage.

## **TYPES:**

### **1. Brutal**

Replace the Whiplash attack with the following attack pattern:

#### **Choke**

Ranged attack

A target in range 5 must pass a wits check or be grabbed by the Overseer. While grabbed, this target is silenced.

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#### **Snap Neck**

Attack

One target grabbed by the overseer takes 1d6+3 bludgeoning damage and must pass a strength check or be stunned until the end of its next turn. After it recovers from this attack, it is fatigued until it reaches a refuge

### **2. Lashmaster**

The Overseer can take 2 Notched Whip actions a turn

### **3. Cruel Reach**

The Overseer's range increases to 10

### **4. Dread Presence**

While the Overseer is alive, allies that can see or hear within range 10 it are immune to fear

### **5. Drunk**



The overseer gains the following action:

Spew Grog

Action

1/round

All targets adjacent to the overseer must pass a wits check or be Surprised until the end of their next turn.



## **OGRE**

**Level 3**

**MONSTROSITY**

**Frightening**

Size 3

Blood Scent

Immune: Disarm, Engagement

STR +2

AGI -1

WILL -1

WITS -1

HP: 20/player

Defense: 6

Dispel: 1

Move 4, Shift 4

Enormous, pure blooded trogg, apelike, very dim-witted but very strong. Nearly blind, and uses its strong sense of smell to hunt.

**Passives:****Blood Scent**

If a target that's bloody or has at least 1 bleeding on it attempts to hide from the Ogre, it can make a wits check as an interrupt. If that check is successful, the hide action is lost.

**Reactions:**

Strong hit:

**Flinch**

The ogre drops one target it is grabbing. That target falls prone in an adjacent space

Hit:

**Swipe**

1/round

All targets adjacent to the ogre take 2 bludgeoning damage and must pass a strength check or be knocked back 3 spaces away from the Ogre

**Grab**

One target adjacent to the ogre must make a strength or agility check or be grabbed by the ogre. The ogre can only grab two targets at a time.

Miss:

**Squeeze**

All targets the ogre is grabbing take 3 bludgeoning damage and are slowed until the end of their next turn

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**Devour**

Deathblow

One target the ogre is grabbing takes 1d6+3 piercing damage and 1d6 bleeding. The ogre regains half the damage it dealt in hit points, and the grab ends. The target drops prone in an adjacent space.

**Actions: 1****Slam**

Attack

+0 vs evasion

1d6+3 bludgeoning damage

Any target the ogre is grabbing takes 2 bludgeoning damage

**Weak point: Nostrils**

Defense 9, 5 HP

Vulnerable: Bludgeoning

Damaging the delicate nasal passages of an ogre enrages it. It no longer can tell friend from foe, and will simply attack the closest target to it.

**TYPES:****1. Young**

The Ogre gains the following reaction:

## Berserk

When the ogre becomes bloody or blinded, it has 2 actions on its turn instead of 1, and is no longer limited by the number of attacks it can make. It can no longer tell friend from foe, and simply attacks the closest target to it.

## 2. Hurler

The Ogre has 2 actions and gains the following action:

Hurl

Action

+1 vs evasion

1d6 bludgeoning damage. If the Ogre was grabbing any targets, they are thrown, placing them adjacent to the target of this attack, hit or miss. The grab ends and they take 1d6 bludgeoning damage

## 3. Devourer

The ogre gains the following action

Projectile Vomit

Attack

Cone 5, +1 vs evasion

1d6 toxic damage, 2 sanity damage

## 4. Cyclopean

The ogre gains the Sight trait

The ogre's Slam attack is replaced with the following attack

Eye Beam

Line 6 from a point within range 3 of the ogre

+1 vs evasion

2d6 fire damage

The ogre's weak point becomes its enormous eye. Disable this attack if you damage the eye and blind the cyclopean.

## 5. Crusher

The Crusher can be disarmed. If it's disarmed, it can no longer use the below reactions or actions

Replace the ogre's reactions and actions with the following:

Strong: Flinch

The ogre cancels it's Lift Club Stance

Hit or Miss: Lift Club

Reaction, Stance

The ogre lifts its club in the air, targeting a 1x1 area adjacent to it. It can repeat this reaction. Each time it repeats this reaction, increase the size of the zone by 1 square and the damage of Crush by 1d6. to a maximum of +3d6 and a 4x4 area. It cancels this stance if it moves, and it cannot change the targeting of this move once made.

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Hit or Miss: Crush

Interrupt

The ogre slams down its club in the area targeted by Lift Club. All targets within must make a wits saving throw. On miss, they take 4 bludgeoning damage+1d6 per instance of Lift Club. On a successful check, they shift to the edge of this zone. If they can't shift out for whatever reason, they automatically fail this check.

Sweep

Attack

All targets adjacent to the ogre

+0 vs evasion, 1d6 bludgeoning damage and all targets are knocked back 3 spaces

## Wretched



## SILENT ONE

Corrupt

Level 1

Ethereal, Frighting, Corrupt, Reasonable (demand: be left alone)

Vulnerable: Lightning

Immune: Prone, Compel, Grabbed, Restrained

STR +0

AGI -1

WILL +1

WITS +1

Defense: 7  
10 HP  
Move 5, shift 3 (Fly for both)

A Silent One is an adventurer that died a painful and horrific death, some otherworldly remnant of it stuck in the Pit with the same pain that it suffered as it died. The result is a dangerous yet often passive creature. Silent Ones are often found near their former corpses, making fighting them a risky but profitable venture.

**Passive:**

**Lonesome Corpse**

When fighting or encountering a Silent One, place a 1x1 zone in the same room. This is the Silent One's corpse, which can be looted as an action in combat or as part of a loot check to gain 3 loot die. If looted, the silent one immediately gains the Sight property and Hatred of the character who looted the corpse, and immediately becomes hostile and aggressive.

**Actions: 3**

**Spectral Claws**

Melee Attack

The silent one reaches into the very heart of its victim, dealing 3 cold damage. The victim must make a will check or take an additional 1d6+3 cold damage on a missed check.

**Horrifying Appearance**

2 Darkness

Action

All creatures that can see the Silent One must make a will save or be afflicted by Horror

**Weak point: Heart**

**Defense 10**, 8 health

**Vulnerable:** Lightning

The Heart of a silent one is vulnerable to lightning damage. Destroying it will cause it to attempt to Flee.

**Type:**

**1. Banshee**

The moment a Banshee becomes hostile, add Noisy +2 and Darkness +2 to your party.

**2. Weeper**

The Weeper can make 3 Spectral Claw attacks a round, but gains the reasonable property with the demand: be left alone. It won't attack unless provoked or its corpse is looted.

**3. Pale Man**

The Pale man is a tall, pale figure with a large sack on its back. The Pale man has the horrifying property as well as frightening. However, it loses the Lonesome Corpse feature and is completely passive, and won't attack unless provoked (so players won't

be affected by its horrifying or frightening passives immediately). You can pay the Pale Man 1 black gold and roll a d6. On a 5+ gain 2 1d6 loot die. On a 1-4, the Pale man gives you a handful of organs, blood, insects, or something similarly horrifying and you lose 1d6 sanity. Each character can only pay the pale man once, then it disappears.

#### **4. Gheist**

The Gheist is invisible (all attacks and actions have a 50% chance to miss it).

#### **5. Mercy**

The Mercy is the remnant of a dead cleric. The Mercy is completely passive unless provoked. As long as the Mercy is not hostile to the party, the room it is in is completely safe from random encounters, ambush, and characters that rest here regain 1d6 health and 1d6 sanity.

## **DEMONS**

When a party embarks on an expedition for the first time, or takes a rest, roll a d100 (roll two d10s, take one as the 10s digit and one as the 1s digit)

The current level of the pit is the Demon Threshold (so level 1 is 1, etc). Each time the party rests, add +2. Then total up your number.

If you roll d100 under the demon threshold, your party, at some point before they exit the pit, will encounter a roving demon that has crawled up out of The Abyss (level 10).

If players ask you what the demon die is and what you are doing, remind them of the third rule of the pit but don't tell them anything else. Demons are level 10 monsters with the terrifying and brutal traits that only high level characters have a chance of killing. Demons will typically not pursue fleeing adventurers.

You can use the Nameless Horror for a demon encounter since it won't kill players immediately.



## **NAMELESS HORROR (Greater Demon)**

Level 10 MONSTROSITY (DEMON)

Terrifying, Corrupt, Mindless

Hatred: The nearest creature to it

Immune: Abyssal, Compulsion, Fear and Terror from any non-miracle source

STR +4

AGI +4

WILL +3

WITS +3

Size 4

Initiative 0

40 hp/player

Defense 9

Move 6, Shift 6

### **PASSIVES:**

Thrall to Darkness

When this creature spends darkness to re-roll, its re-roll is Heroic

### **INTERRUPT**

Fixate

1/round

When a hostile target the Nameless Horror can see within range 10 attempts to move, it must pass a will check or immediately stop moving and become restrained and terrified.

If the creature stops being terrified, it can also end the restrained condition on itself.

**REACTIONS:**

Strong hit:

**Flinch**

The horror cancels its ceaseless screaming stance

Hit:

**Thrash**

1/round

All adjacent creatures must pass an agility check or take 4 slashing damage

Miss:

1/round

**Taste of death**

The attacker must pass an agility check or take 50 fire damage. This damage cannot reduce the target past 1 hp. If this attack misses, it creates a 3x3 hole in the ground 5 foot deep close to the primary target. The edge of this hole can be used for cover. Targets caught in the zone must pass an agility check or fall in. On a success, they can move to the edge.

**ACTIONS: 3**

**Ravage**

Attack

+3 vs defense, 5 slashing damage

**Ceaseless screaming**

Attack, Stance

The Horror's turn ends, and it cannot move while in this stance. All targets in range 5 of it that start their turn there must pass a will check or become terrified and take 5 sanity damage

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**Disintegrate**

Attack, Stance

The horror fixates on an enemy within range 10. If that enemy is not in cover from the Horror at the start of the Horror's next turn, it takes 50 fire damage. This damage cannot reduce the target past 1 hp. If this attack misses, it creates a 3x3 hole in the ground 5 foot deep close to the primary target. The edge of this hole can be used for cover. Targets caught in the zone must pass an agility check or fall in.

**Devour**

5 Darkness

Attack, Deathblow

The Horror shifts 10 towards a random creature in range. That creature must make a successful agility check or take 8 piercing damage. The horror is then stunned until the end of its next turn as it continues to devour its prey.



If this attack kills its target, all that target's allies must pass a will check or lose 4 sanity and be afflicted by Fear.

The Horror completely consumes the body of its target, which cannot be resurrected.

## INJURY TABLE

2d6 when crit or make a death check for the first time on an expedition

You can make a strength check to resist injury.

You can only get injured once per expedition.

Gain permanent health max (not current) when you are injured

### Result (Health Gain): Effects

**2 (10):** Loss of Limb - You immediately lose a limb of your choice, partial or whole, taking 2d6 bleeding. Permanently lose 1 agility or strength. If you lose an arm, you can no longer use weapons with the two handed tag. If you lose a leg, you are permanently slowed.

**3 (3):** Mangled - You are mangled, losing fingers, toes, an ear, nose, etc, taking 2d6 bleeding immediately and becoming Fatigued for the rest of the expedition

**4-5 (2):** Internal bleeding - You take 6 bleeding each time you rest and are slowed for the rest of the expedition.

**6-8 (2):** Scarred - You take a bad injury, giving you a minor scar. If you let the GM describe it, gain +1 san permanently.

**9 (3):** Badly Scarred - You take an especially nasty blow. You lose expertise in diplomacy if you have it, but gain expertise in intimidate. If you let the GM describe it, take +3 permanent san.

**10-11 (2):** Broken Bone - You are slowed and agility and strength checks and checks are Cursed for the rest of the expedition

**12 (5):** Loss of Eye - You lose an eye, taking 2d6 bleeding immediately. If you lose both eyes, you are permanently blinded.

## MADNESS TABLE

Each time you Break, you gain +2 permanent max sanity. You can either choose your (pre-determined) madness or have the DM roll for it. If you roll it randomly, gain a permanent +2 max sanity

Madness effects remain while you are Broken and are only recovered if you return to maximum sanity.

d10 roll

TABLE 1

### 1. Turn To Darkness

When you lose sanity, lose 1 additional sanity. If you go catatonic while suffering from this condition, you instead abandon the party and are consumed by the pit. See GM section about death in the pit if this happens.

## **2. Abandon Hope**

You are slowed and fatigued while broken. Nothing can cure these conditions.

## **3. Building Rage**

You cannot make dungeon moves. You must immediately attempt to fight monsters that are neutral or worse or take 1d6 sanity damage. You must take the attack action in each turn in combat if able. If you don't, or are unable to, take 2 sanity damage. If you roll doubles for any attack, an ally of your choice in your range also takes 1d6 damage of your weapon type.

## **4. Corruptive Sickness**

You gain the sickened condition for the rest of the expedition, even if you are normally immune to such a condition. It cannot be cured. Each time you rest, take 1d6 sanity damage.

## **5. Consumptive Curiosity**

You must make an action roll if something interesting or enticing comes up (the DM will tell you when, but no more than 3 times between each encounter). If you don't, lose 1d6 sanity each time.

## **6. Death Wish**

You cannot Skulk, Hide, or Flee, your party gains noisy +1, and if someone revives you from being incapacitated, take 1d6 sanity damage.

## **7. Devouring Dark**

You gain the blinded condition while broken, even if you are normally immune to such a condition. It cannot be cured.

## **8. Extreme Paranoia**

If you start or end your turn adjacent to another character, take 1d6+1 sanity damage. You cannot take or accept the help action.

## **9. Frozen by Fear**

When you suffer from Fear, Terror, or Horror, you are also restrained and prone

## **10. Growing Numbness**

You automatically fail wits checks and checks. Lose 1 additional sanity when you lose sanity.

### TABLE 2

#### **1. Turn To Darkness**

When you lose sanity, lose 1 additional sanity. If you go catatonic while suffering from this condition, you instead abandon the party and are consumed by the pit. See GM section about death in the pit if this happens.

## **2. Morbid Fascination**

Choose one other character. You must take the same dungeoneering action as that character (skulk, loot, etc) and cannot attack a target in combat that the character has not already attacked.

## **3. Overwhelming Terror**

If you don't start or end your turn adjacent to an ally, take 1d6+1 sanity damage

## **4. Phobophile**

Your party loses Lantern on a 1-3 instead of 1-2. If you run out of Lantern, immediately take 2d6 sanity damage.

## **5. Purity Obsession**

You cannot take or accept the help action, or willingly touch other characters. You cannot eat or take anything that came from another character or the PIT. If you take toxic damage, or if you are forced to do any of the previous, lose 4 sanity.

## **6. Superiority Complex**

You cannot accept items, help, bonuses, or healing from other characters. If you are healed, helped, or touched by another character, take 2 sanity damage. You cannot revive or help other characters.

## **7. Thanataphobia**

If you or another ally becomes incapacitated, immediately lose 1d6+3 sanity.

## **8. Hysterical Flight**

You lose 1 sanity each time you or your party makes a dungeoneering action. If you reach a refuge and do not exit the pit, take 1d6+3 sanity damage.

## **9. Uncontrollable Babbling**

Your party gains noise +3 in this area and each time you enter a new one. If you are silenced or unable to speak, lose this noise but take 2d6 sanity damage for each area you pass while silenced.

## **10. Spreading Curse**

While broken you are afflicted by Rot, and take 1 sanity damage when you take damage. Nothing can cure this condition.

# **SIMPLE LAYER 1 LOOT TABLES**

When a player takes the loot action, they gain any obvious loot in the room, but you can also give it out in the form of a loot die. Loot dice are d6s or d10, and are wrapped packages, chests, etc, that must be opened. A lot of loot in the Pit is cursed or covered in muck and must be taken to the appropriate person to be cleansed.

Rolling a loot die in the Pit (or on the spot), simple roll the d6 or d10 and choose from the list. **If you roll a loot die in a place where someone can help you identify the**

**loot (The City, a Refuge), get +2 to the roll.**

If you want to choose items from this list to determine appropriate loot and ignore the dice mechanic entirely, you may do so.

'Nothing' from these lists doesn't necessarily mean absolute nothing - merely that the loot is broken, unusable, etc.

**Regular cost for supplies:**

Oil - 1 Black Gold (provides 1 light)

Ration - 3 Black Gold

Medicine - 3 Black Gold

**+X weapons**

A weapon might be listed at +1, +2, etc. This is the bonus damage it deals when a character wielding it deals damage. Weapons on these lists can be of any type.

**Loot - d6 Layer 1 Supplies**

1 - Nothing

2 - Nothing

3 - Oil

4 - 2 Oil

5 - Oil or Medicine

6 - 2 Oil, 1 Medicine

7 - 2 Oil and Medicine or 1 Oil and 1 Ration

8 - 2 Oil, Medicine, and 1 Ration

**Loot - d10 Layer 1 Supplies**

1 - Nothing

2 - Nothing

3-5 - 2 Oil

6-9- 1 Oil, 1 Medicine

10 - 1 Oil, 1 medicine, 1 ration

11 - Superior Ration (restores +1 action die over max, heals 1/2 HP), 1 Oil

12 - Superior Medicine (restores to full HP), 1 Oil

**Loot - d6 Treasure (Layer 1) - weight 1**

1 - Nothing

2 - Nothing

3-4 - Pouch of Black Gold (5 black gold, 1 weight)

5- Heavy Pouch of Black Gold (10 black gold, 1 weight)

6 - +1 weapon

7 - +1 weapon and a pouch of black gold

8 - +2 weapon

**Loot - d10 Treasure (Layer 1) - weight 2**

1 - Nothing

2 - Nothing

- 3-4 - Pouch of Black Gold (5 black gold, 1 weight)
- 5-6 - Heavy Pouch of Black Gold (10 black gold, 1 weight)
- 7-8 - Set of armor and pouch of black gold (5 gold)
- 9-10 - Set of armor, weapon, and pouch of black gold (5 gold)
- 11 - +1 weapon, armor, and heavy pouch of black gold (10 gold)
- 12 - +2 weapon and heavy pouch of black gold (10 gold)

## **LOOT - TROGG**

When you loot troggs of any type, you can roll these loot dice or choose these items.

### **Loot - d6 Layer 1 Trogg (1 weight)**

- 1 - Nothing
- 2 - Filth and miscellaneous items, bones, etc, 5 black gold
- 3 - Trogg Grog - Can be used as medicine or oil. If taken as medicine, lose 1d6 sanity, 5 black gold
- 4 - Suspicious meat - Can be eaten as a corrupt ration (lose 1d6 sanity if eaten), 5 black gold
- 5 - Dried meat and goods counting as 2 weight, 2 rations, 5 black gold
- 6 - Dark Steel armor - Gain invulnerable property (cannot break or gain the brittle property) but +1 weight
- 7 - Bladed Armor - Attackers take 1 piercing damage on a miss, unarmed attack does 2 slashing damage
- 8 - Flame Lash Weapon +1 - Deals +1 fire damage. As an attack action, the wielder of this weapon can create a 5 length line zone of fire. Enemies caught can make an agility check to avoid it. It deals 1d6 fire damage to any targets that enter the zone or start their turn there. Persists until the end of combat.

### **Loot - d10 Layer 1 Trogg (2 weight)**

- 1 - Nothing
- 2 - Filth and miscellaneous items, bones, etc, 5 black gold
- 3 - 3 casks of Trogg Grog (see above), 5 black gold
- 4 - 50% chance of 2 suspicious meat or 2 rations, 5 black gold
- 5 - 10 black gold
- 6 - Dark Steel armor - Gain invulnerable property (cannot break or gain the brittle property) but +1 weight
- 7 - +1 Dark steel weapon - Weapon gains the invulnerable property (can't be destroyed, can't gain brittle quality)
- 8 - Dark steel shield and weapon - Mighty only - Has the invulnerable property. While wielding this shield and weapon, gain master shielded passive (ignore all ranged attacks on 4+) but you cannot take the move action.
- 9-10 - Demon figurine worth 25 Black Gold, 2 weight
- 11 - Meteor weapon +1 - 1/rest as an action, create 6 meteors that float around you. When you attack, you can deal 2 fire damage to a target in range 5 as a reaction, firing a meteor at it. When all meteors are used up, this move ends.
- 12 - Consecrated - Blessed weapons only - 1/rest, as an action, plunge weapon into the ground, disarming you but creating 5x5 zone centered on you. Corrupt creatures that start their turns in this zone or move into it for the first time take 3 fire damage.

Allies that start their turn in this zone heal 1 hp. Any creature can withdraw the weapon as an action, but hostile creature that do so take 2d6 fire damage