

MYTHS FROM **THE LOAM**

A TABLETOP ROLE-PLAYING GAME

by Bo Vogt

PLAYER CHARACTERS

To roll a new character, follow the instructions in each section of this chapter in order, starting with **Attributes** and ending with **Possessions**.

ATTRIBUTES

All characters have the following attributes:

- ♦ **Strength (STR)**. Your physical fitness and constitution. Determines your Inventory.
- ♦ **Dexterity (DEX)**. Your agility and reflexes. Determines your Movement.
- ♦ **Awareness (AWR)**. Your perception and intuition. Determines your Initiative.
- ♦ **Willpower (WIL)**. Your conviction and force of personality. Determines your Fortitude.

Roll 2d4 - 4 to determine each attribute in order during character creation. Once you've finished rolling, you may reroll one attribute or swap two attributes. If the sum of all attributes is below zero, start over.

A character with an attribute of -5 or less in any attribute is unplayable, due either to death or madness.

LEVEL

You start at Level (Lv) 0. Whenever you gain a level, you may gain a level in a class you already have or gain a new class.

You gain a level whenever you hit an appropriate milestone, as determined by your GM.

HIT POINTS

Hit Points (HP) represent your capacity to avoid injury.

When you take damage, you reduce your current hit point total.

HIT DICE

Your hit dice (HD) determine the size of the die you add to your HP when leveling up. It is determined by the class you take.

HIT POINT MAXIMUM

Use the formula below to calculate your base HP maximum (HP_{\max}).

$$HP_{\max} = 10 + STR + WIL$$

Each time you gain a level, roll your new class' HD and add the result to your HP maximum.

BONUS HIT POINTS

Bonus hit points (BHP) do not count toward your HP maximum. You can retain a number of BHP equal to your level. Whenever you lose HP, you lose any BHP you have first. Any BHP you have are lost when you take a Long Rest.

ARMOR RATING

You ignore damage equal to your armor rating (AR) each round of combat. Use the formula below to calculate your base AR.

$$AR = (STR + WIL) \div 2$$

if $AR < 0$, $AR = 0$

BONUS ARMOR RATING

Some effects grant a bonus to your armor rating. Unless otherwise noted, bonuses to your armor rating are lost when you take a Long Rest.

INVENTORY

Your Inventory represents how much physical weight you can carry. Use the formula below to calculate your base Inventory.

H = number of hands you have

$\text{Inventory} = 10 + \text{STR}$
if $\text{Inventory} < H$, $\text{Inventory} = H$

Regardless of the size of your Inventory, if you don't have a bag to hold your stuff in, you can only hold a maximum of 1 item per hand.

Each item has a **burden** that denotes how much of your Inventory it occupies. Most items will take up one slot (like a one-handed weapon) and larger items will take up two (like a two-handed weapon) or more.

ENCUMBRANCE

You become *exhausted 1* every 30 minutes you carry more items than you have slots according to the following formula:

B = total burden of carried items

$\text{exhausted } X += \lfloor B \div \text{Inventory} \rfloor$

MOVEMENT

Your Movement determines how far you can move with one <Move> action (see the **Combat** rules in the **Rules & Terms** section below for more information). Use the formula below to calculate your base Movement.

$\text{Movement} = 20' + (\text{DEX} \times 5')$

INITIATIVE

Whenever time is measured in Rounds, you roll 1d20 and add your Initiative. Those with the highest rolls act first. Use the formula below to calculate your base Initiative.

$\text{Initiative} = \text{AWR}$

FORTITUDE

If your Wounds (see below) ever exceed your Fortitude, you become *dead*. Use the formula below to calculate your base Fortitude.

$\text{Fortitude} = \text{Lv} + \text{WIL}$
if $\text{Fortitude} < 1$, $\text{Fortitude} = 1$

WOUNDS

Each time a character takes damage and is left with 0 or fewer hit points, they gain Wounds according to the formula below.

D = damage taken

$\text{Wounds} += \lfloor (1d20 + D) \div 10 \rfloor$

INJURIES

Each time a character gains one or more Wounds, they roll on the Injuries table, adding their current Wounds to the result.

2d4 INJURIES

- superficial blow
- 6** temporary scar
- 7** permanent scar
- 8** temporary rib injury
- 9** temporary ear injury
- 10** temporary eye injury
- 11** temporary leg injury
- 12** temporary arm injury
- 13** permanent ear injury
- 14** permanent eye injury
- 15** permanent leg injury
- 16** permanent arm injury
- + 1d6 days to live

Temporary Injury. A temporary injury heals naturally after 2d12 Long Rests. Resting in a settlement with the attention of an experienced healer reduces the time takes to heal to 1d4 Long Rests.

Permanent Injury. A permanent injury cannot be healed through normal means. A prosthetic or other assistive aid may assuage the effects of the injury.

Arm Injury. Your Inventory reduces by 1 for each injured arm. If one arm is injured, you cannot wield items with the *two-handed* quality and may only wield one item at a time. If both are injured, you cannot wield items.

Ear Injury. If one ear is injured, you halve all hearing-based rolls (round down). If both are injured, you gain the *deafened* status.

Eye Injury. If one eye is injured, you halve all sight-based rolls (round down). If both are injured, you gain the *blinded* status.

Leg Injury. Your Movement is halved for each injured leg.

Rib Injury. Whenever you perform a <Move> action, you take 1d4 *stab* damage. Taking damage in this way cannot cause you to gain Wounds.

SKILLS

You start with 6 skill points, which you can distribute however you like among 2-6 skills. A skill you invest 1 point in becomes a +1 skill, a skill you invest 2 points in becomes a +2 skill, and so on.

You may choose your skills from the list of example skills below or make your own. If you make your own, they must be approved by your DM before play.

EXAMPLE SKILLS

- ◆ Blacksmithing
- ◆ Pottery
- ◆ Wine Tasting
- ◆ Orienteering
- ◆ Botany
- ◆ Bartending
- ◆ Athletics
- ◆ Acrobatics
- ◆ Flute
- ◆ Modern History
- ◆ Glassblowing
- ◆ Architecture
- ◆ Harp

TUTORING

You may spend 200g to learn a new +1 skill from a tutor. You may spend 50g per bonus to level up a skill (i.e., it would cost 100g to get a skill to +2, 150g to +3, etc.).

ANCESTRY

Pick one versatility trait (►) from any ancestry, and one skill trait (▷) from any ancestry. The traits you choose represent the dominant cultural influences that shaped your character.

Regardless of what you choose, you're welcome to be a human, elf, dwarf, or whatever else you like. That decision is purely aesthetic.

GHOIGOZ

Devout henotheists from the ever-expanding Gholgoz Empire who claim all land where a Gozretree takes root.

- Whenever you would regain HP, you may opt to become *vivified X* and reduce the amount of HP you regain by X, where X is the amount of HP you would have gained.
- ▷ Books of Gozrê +3

OOORIC

Enigmatic stargazers from Thrice-Sundered Oor who bear the history of a half-remembered apocalypse.

- ▶ Whenever you would deal *ripple* damage, you may opt to deal *psychic* damage instead.
- ▷ Astrology +3

PELESIAN

Extravagant philosophers from Heaven's Womb who heed the wisdom of the Prisoner Senate.

- ▶ Whenever you would become *enraged*, you may opt to become *oblivious* instead.
- ▷ Rhetoric +3

SZOZAN

Honor-bound seafarers from the Effulgent Fjords who adhere to a highly developed caste system.

- ▶ Whenever you would deal *fire* damage, you may opt to deal *lightning* damage instead.
- ▷ Navigation +3

TEKTISH

Stoic clansfolk from the Smoldering Palisade who hew cities into the rumbling faces of magmatic mountains.

- ▶ Whenever you would become *scorched*, you may opt to become *enraged* instead.
- ▷ Geology +3

CLASS

Choose one whenever you gain a level.

Each class has a linear progression of abilities. When you choose a new class, you gain ability A. Each time you choose that class in the future, you gain the next ability in alphabetical order.

Each time you pick a class that grants spell dice, you add those dice to your SD pool. Whenever you gain an ability with an asterisk (*), you may add one spell from the class' spell list to your known spells.

ADEPT

HD +3 SD 8d6

A* Whenever you take a Short Rest, you may roll any number of your expended SD. Recover each die that rolls a 3 or lower.

Spells <Dictate: Widdershins>, <Exequy>, <Heal>, <Inspire>

ASSASSIN

HD +5

A You ignore the AR of characters who are unaware of your presence.

BERSERKER

HD +5 SD 4d4

A* Whenever you cast a spell or use an effect that causes you to transform, you may take an <Attack> action without spending action points.

B You gain a bonus to AR equal to your level while under the effect of a transformation spell or effect.

Spells <Beastform>

BLOODLETTER

HD +6

A You deal an additional 1d6 *bleed* damage to *hemorrhaged* characters.

BRAWLER

HD +6

A Weapons you wield with the *unarmed* quality deal 1d6 *blunt* damage (unless its damage die is higher), and you may modify damage you deal with them with DEX instead of STR.

B Whenever you <Attack> with a weapon with the *unarmed* quality, you may immediately spend ▀ to <Attack> again with a weapon with the *unarmed* quality.

EARTHBREAKER

HD +7

- A** Whenever you <Attack> with a weapon with the *two-handed* property, you may add your level to the damage dealt by that weapon.
- B** You add the number of characters who take turns before you in the round to damage you deal with weapons with the *two-handed* quality.
- C** You may wield weapons with the *two-handed* quality as if they did not have that quality.

ENCHANTER

HD +4 SD 6d6

- A*** Whenever you cast a spell that targets a weapon you are wielding, you may immediately spend ▀ to <Attack> with that weapon.
- Spells** <Acidify>, <Enkindle>, <Galvanize>, <Refrigerate>, <Serrate>

FORTRESS

HD +7

- A** You gain an additional +1 AR for each piece of armor you are wearing with the *heavy* quality.
- B** Whenever a creature within 5' of you takes damage (from a source that isn't you), you may reduce the damage they take by half (rounded up) and take the remaining damage instead.

FURY

HD +7

- A** Whenever you lose 1 or more HP, you may gain the *enraged 1* status.
- B** Whenever an ally loses 1 or more HP, you may gain the *enraged 1* status.
- C** You have *blunt*, *psychic*, *slash*, and *stab resistance* while *enraged*.

GRAVECALLER

HD +4 SD 6d6

- A*** Whenever an undead within 120' of you is reduced to 0 HP, you can spend your next action and a number of spell dice less than or equal to your level to heal it. An undead healed in this way acts as though it was animated by you.
- Spells** <Animate Skeleton>, <Exequy>, <Mummify>, <Necromancy>

HARMONIST

HD +5 SD 4d8

- A*** Whenever you cast a spell that deals *fire* or *frost* damage, you may cast that spell again on your next turn without expending any spell dice. A spell cast in this way deals the opposite type of damage as the turn before (i.e. a spell that dealt *frost* damage would deal *fire* damage instead and vice versa).
- Spells** <Fire Bolt>, <Frost Bolt>

HEALER

HD +4 SD 6d6

- A*** Whenever you cast a spell from the Healer spell list, you may have that character regain additional HP equal to your level.
 - B*** Whenever you cast a spell that causes all creatures in range to regain HP, you may omit a number of creatures less than or equal to your level from the effect.
 - C*** Spells you cast that cause targets to regain HP have 15' additional range.
- Spells** <Heal>, <Rejuvenating Mist>, <Stanch>

HURLER

HD +6

- A Weapons you wield without the *throw* quality have the *throw* 15' quality.
- B Whenever you <Attack> with a weapon by throwing it, you may immediately spend ■ to <Attack> again with another weapon by throwing it.
- C Weapons you wield with the *throw* quality have double the range when thrown.

LANCER

HD +5 SD 4d4

- A* You may cast <Arcane Lance> without spending any SD as if it was cast with 1d4 SD.
- Spells <Arcane Lance>

LIGHTNING-EATER

HD +4 SD 6d6

- A* Whenever you take *lightning* damage, you gain +5' movement until the end of your next turn.
- B* Whenever you take *lightning* damage, you regain SD equal to the damage dice of the attack.
- C* You have *lightning resistance*.
- Spells <Lightning Bolt>, <Lightning Rod>, <Spider Lightning>

LONGSHOT

HD +6

- A Whenever you deal damage, you deal an additional 1d4 damage for each 20ft space between you and your target.

REGENERATOR

HD +4 SD 4d8

- A* Whenever you cast a spell that causes you to regain hit points, you gain BHP equal to any excess hit points you recover beyond your HP maximum.
- B* Whenever you cast a spell that causes another character to regain hit points, you are healed half the amount the target is healed.
- C* Whenever you cast a spell from the Regenerator spell list, you may have the target of the spell regain an amount of HP less than or equal to your remaining HP. If you do this, you take an equal amount of *rot* damage.
- Spells <Exsanguinate>, <Heal>, <Invigorate>, <Rejuvenating Mist>

TORCH-BEARER

HD +4 SD 6d6

- A* You add your level to *fire* damage you deal while wielding a lit torch.
- Spells <Fire Bolt>

VIVISPEX

HD +4 SD 6d6

- A* While you are *vivified* X, you roll Xd6 - 3X to determine how much HP you regain or *bloom* damage you take from the status.
- Spells <Invigorate>

SPELLBLADE

HD +5 SD 3d6

A* Melee weapons you wield deal additional damage to characters that have been the target of spells you cast. The additional damage is equal to the number of spells you've cast on them since your last Long Rest.

B Whenever you hit a character with a melee <Attack>, you may immediately spend ▀ to cast one spell you know (regardless of how many action points the spell normally costs) from the Spellblade spell list. The spell must target the character you hit, but you may ignore the range of the spell.

Spells <Transmute: Blood To Flame>, <Far Step>

SWORD-BEARER

HD +6

A You gain a +1 bonus to AR for each sword you carry. You cannot benefit from this ability while wearing armor with the *heavy* quality.

B Swords you wield deal an additional +1 *slash* damage for each other sword you carry.

C Whenever you <Attack> a character with a sword that hasn't dealt damage yet this combat, you deal an extra 1d4 damage for each sword you carry.

1d20 POSSESSIONS

- 1 empty bottle [1]
- 2 deck of cards [1]
- 3 star chart [1]
- 4 historical treatise [1]
- 5 compass [1]
- 6 bar of soap [1]
- 7 bottle of fancy wine [1]
- 8 string instrument [3]
- 9 spyglass [1]
- 10 5 psychedelic mushrooms [bundle 5]
- 11 20 marbles [bundle 20]
- 12 tea set [2]
- 13 romance novel [1]
- 14 pair of loaded dice [bundle 20]
- 15 crowbar [1]
- 16 messenger bird
- 17 alembic [3]
- 18 5 firecrackers [bundle 5]
- 19 hand mirror [1]
- 20 loyal beast of burden

POSSESSIONS

You start with a travel bag, 3d6 × 50s (silver), and one heirloom determined randomly from the table below. You may spend your silver to buy additional items from the **Player Market** section of the **Equipment** chapter.

RULES & TERMS

These are the rules. Ultimately enforced per the DM's interpretation.

ACTIONS

The following actions are available to all characters. Each costs a number of Action Points (AP). up to three AP can be spent by each character on a turn in a round (see: Rounds below).

ATTACK

■■■

Attack another character within range.

DEFEND

■□□

Gain +2 bonus AR until the beginning of your next turn.

FAINT

Gain the *unconscious* status until your HP is greater than 0. You must be at 0 HP or less to take this action.

MOVE

■□□

Move a distance equal to or less than your movement.

SKILL CHECKS

To make a skill check, roll 1d20 and add the relevant attribute and skill (if applicable). The DM will interpret the result.

CONTESTED CHECKS

When two characters are competing against each other to perform a task, they both make a skill check. The character with the higher result succeeds. If both roll the same, the character with the higher bonus succeeds. If the bonuses are the same, it's a stalemate.

DUNGEON CRAWLING

Time is important when crawling through a dungeon. Hostile characters roam the halls, and torches only burn so long. As such, time is kept in cycles.

DUNGEON CYCLES

Each cycle lasts 10 minutes and follows the following sequence of events:

- 1 **Wandering Monsters.** The DM rolls to see if you encounter anything.
- 2 **Actions.** Players decide what action to take (see: Actions, below).
- 3 **Description.** The DM narrates what happens.
- 4 **End of Cycle.** The DM and players update any time-sensitive records, such as spell durations, torch fuel, et cetera.

DUNGEON ACTIONS

Each character can make 1 action per cycle.

Move (1 cycle). Move a number of feet equal to half your movement speed. Attempting to move faster will increase the chance of wandering monsters (rolled once every cycle and encountered on a roll of 1-3) and will not allow you to notice traps (which will activate if you run into them).

Rest (6 cycles). Benefit from a Short Rest. The hostile nature of dungeons prevents Long Rests.

Search (1 cycle). Declare a 10-by-10-foot area to search. Make a Focus check to determine what you discover.

Other (1+ cycles). This can be anything else you could reasonably do in a dungeon: loot a room, scratch graffiti into the ancient walls, cast a spell, consult the strange crystal ball in the middle of the room, *et cetera!* Consult your DM to determine if an action is possible and how many cycles it will take to complete.

DAMAGE

When you deal damage with an ability, weapon, spell, or anything else, you roll the specified damage dice and add any appropriate modifiers. This is how much damage you deal to your target or targets (before resistances).

Damage is subtracted from the target's HP.

When you deal damage to more than one target with one action, roll the damage once and apply it to all targets.

It is possible to deal 0 damage, but no less.

MODIFIERS

Resistance. If you have resistance to a type of damage, you reduce any incoming damage of that type by half.

Vulnerability. If you have vulnerability to a type of damage, you double any incoming damage of that type.

DAMAGE TYPES

- ◆ *bleed*
- ◆ *bloom*
- ◆ *blunt*
- ◆ *corrosion*
- ◆ *fire*
- ◆ *frost*
- ◆ *lightning*
- ◆ *psychic*
- ◆ *ripple*
- ◆ *rot*
- ◆ *slash*
- ◆ *stab*

ROUNDS

Rounds are used whenever the order in which actions are taken matters. This typically happens whenever the passing of seconds becomes important (i.e. whenever things start to happen

all at once). The most common time Rounds are used is during combat or when a trap is triggered, but it can be used for things like games or heated conversations as well.

Rounds are divided into turns. Unless otherwise noted, each actor has one turn per round. Each round takes about six seconds in game time, so each minute has ten rounds.

INITIATIVE

When a series of Rounds begins, each participant rolls 1d20 and adds their initiative. Those with higher results act before those with lower results.

RESTING

SHORT REST

A Short Rest is at least one uninterrupted hour of downtime that consists only of light activities like eating, napping, reading, drinking, and tending to wounds. When you take a Short Rest, you may regain HP equal to twice your level.

LONG REST

A Long Rest is at least 8 uninterrupted hours of downtime that consists of at least 6 hours of sleep and two hours of anything that could be done during a Short Rest. When you take a Long Rest, you regain all your hit points, hit dice, and spell dice.

SPELLCASTING

Any character with spell dice can cast any spell they know. A character cannot spend a number of spell dice greater than their level when casting a spell.

STATUS

TEMPORARY

Temporary statuses have a value (X) associated with them to denote their remaining duration.

Unless otherwise noted, X decreases by 1 at the end of each of the affected character's turns. If X is ever 0 or lower, the status ends immediately.

Drenched X. You have *fire resistance* and *lightning vulnerability*.

Enraged X. Your AR is 0 and you add X to STR-based damage rolls.

Feeble X. You have -X STR.

Frozen X. Your movement is reduced by $X \times 5'$ and you have *fire resistance*. Each point of *fire* damage you take immediately reduces X by 1.

Hemorrhaged X. At the end of each of your turns, you take X *bleed* damage, ignoring AR.

Numb X. You have -X DEX.

Oblivious X. You have -X AWR.

Putrified X. Whenever you take damage from a melee attack, you take an additional X *rot* damage. Each point of *bloom* damage you take immediately reduces X by 1. Each point of healing you regain from the *vivified* status reduces X by 1.

Dispirited X. You have -X WIL.

Scorched X. You have *cold resistance* and *fire vulnerability*. Each point of *cold* damage you take immediately reduces X by 1.

Shocked X. You take your turn last in a Round.

Vivified X. At the end of each of your turns, roll $Xd6 - 2X$. If the result is positive, you take *bloom* damage equal to the result. If the result is negative, you regain HP equal to the absolute value of the result. If the result is zero, nothing happens. Each point of *rot* damage you take immediately reduces X by 1.

INDEFINITE

Indefinite statuses remain until a condition — specified by the effect that imposed the status — is met.

Blind. You cannot see. You automatically fail all sight-based rolls.

Deaf. You cannot hear. You automatically fail all hearing-based rolls.

Dead. You cannot regain hit points; you are dead. Roll a new character.

Exhausted X. All rolls you make have a -X penalty. Whenever you take a Short Rest, X decreases by 1. Whenever you take a Long Rest, X decreases by 3.

Unconscious. Your Movement is 0' and you cannot take actions or perceive anything happening around you. Your initiative is 50.

SPELLS

D duration
Q quantity of SD spent when cast
R range
T target
V rolled value of SD spent when cast

ACIDIFY

■■□

SD 1+

R - T weapon **D** Q rounds

Target weapon deals an additional SD *corrosion* damage for the duration.

ANIMATE BONES

■■□

SD 1+

R 5' **T** skeleton **D** indefinite

You imbue the target with a facsimile of life, creating an **animated skeleton** with V + WIL maximum HP. The skeleton will wander aimlessly and attack anything other than you that breathes. It can wield any weapons it wielded in life.

ARCANE LANCE

■□□

SD 1+

R 30' **T** any **D** immediate

The target takes V *ripple* damage.

BEASTFORM

■■■

SD 1+

R - T self **D** indefinite

Requires caster to wear the pelt of a beast.

You transform into a beast. Only the pelt transforms with you. In your beast form, you gain +Q STR and -Q WIL. You also gain a *bite* [1d6 stab, 5', STR] and *claw* [1d6 slash, 5', STR] <Attack>.

This spell may be cast while under the effects of <Beastform> to dispel the transformation or increment the STR bonus and WIL penalty.

Whenever you take a Long Rest under the effect of this spell, you gain an additional -1 WIL until the spell ends.

DICTATE: WIDDERSHINS

■■■

SD 10+

R combat **T** all combatants **D** Q - 9 rounds

Consumes a puzzle box worth 250g.

Initiative order is reversed for the duration.

DRENCH

■□□

SD 1+

R 30' **T** any **D** immediate

Target becomes *drenched* Q. Fires within 5' of the target are extinguished.

EAT DREAM

■■□

SD 1+

R 5' **T** character, asleep **D** immediate

You devour the target's dream. The target takes V + WIL *psychic* damage. You regain HP equal to the damage dealt.

ELECTROCUTE

■■■

SD 1+

R 5' T character **D** immediate

Target takes V *lightning* damage and gains *numb* Q.

ENKINDLE

■■□

SD 1+

R - T weapon **D** Q rounds

Target weapon deals an additional SD *fire* damage for the duration.

EXEQUY

■■□

SD 1+

R 5' T character or corpse **D** immediate

You ease the target's soul into the beyond. The target takes V + WIL *psychic* damage. If the target is undead, they take an additional Q *psychic* damage as well. If the target is a corpse, they take V + Q + WIL *psychic* damage upon being raised as an undead.

EXSANGUINATE

■■□

SD 1+

R 30' T character, *hemorrhaged* **D** immediate

Target takes V *bleed* damage, ignoring AR, and removes all rounds of *hemorrhaged*. You or another character within 5' regain Q HP. Q may not exceed the target's remaining rounds of *hemorrhaged* as the spell is cast.

FAR STEP

■□□

SD 2+

R 5' × Q T self **D** immediate

You teleport to an empty space within range.

FIRE BOLT

■■□

SD 1+

R 60' T any **D** immediate

The target takes V + AWR *fire* damage.

FROST BOLT

■■□

SD 1+

R 60' T any **D** immediate

The target takes V + AWR *frost* damage.

GALVANIZE

■■□

SD 1+

R - T weapon **D** Q rounds

Target weapon deals an additional SD *lightning* damage for the duration.

HEAL

■■□

SD 1+

R 5' T character **D** immediate

Target regains V + WIL HP.

INSPIRE

■■□

SD 1

R 5' T character **D** 1 minute

Target adds SD to their next skill check.

INVIGORATE

■■□

SD 1+

R 5' T character **D** immediate

Target regains Q HP and becomes *vivified* Q.

LIGHTNING BOLT

■■□

SD 1+

R 60' T any **D** immediate

The target takes V + AWR *lightning* damage.

LIGHTNING ROD

■□□

SD 2

R 30' T all effects D 1 round

Requires caster to wield a conductive metal instrument.

All effects within range that deal *lighting* damage target you instead of their intended target, regardless of the effect's range.

MUMMIFY

□□□

SD 3+

R 5' T corpse, recently dead D indefinite

Takes Q days to cast. The target is mummified. If you spend at least 4 spell dice, you can retain one of the body's base souls. You can retain one extra base soul for each 2 additional spell dice you spend over 4. If you spend at least 8 spell dice, you can retain one of the higher souls. You can retain one extra higher soul for each 2 additional spell dice you spend over 8. The mummy's HD is equal to V + WIL.

BASE SOULS

- ♦ **Loyalty.** The mummy will follow you and consider you an ally.
- ♦ **Aggression.** The mummy will attack nearby characters that it does not perceive as an ally.

HIGHER SOULS

- ♦ **Ingenuity.** The mummy can use tools and weapons.
- ♦ **Speech.** The mummy can speak (but retains no knowledge of its former life).
- ♦ **Labor.** The mummy can perform simple tasks (like picking up groceries or burying a body). It will attempt to perform these tasks without tools if it can't use them.

NECROMANCY

■■■

SD 1+

R 5' T corpse D indefinite

The target will respond to Q questions. It may lie to you if it would've done so in life.

PUTRID SPORES

■■□

SD 1+

R 15' T all in range D immediate

Each target becomes *putrified* Q.

REFRIGERATE

■■□

SD 1+

R - T weapon D Q rounds

Target weapon deals an additional SD *frost* damage for the duration.

REJUVENATING MIST

■■□

SD 1+

R Q × 10' T all characters D immediate

Each target regains Q + WIL HP.

SERRATE

■■□

SD 1+

R - T weapon D Q rounds

Target weapon has *bleed [die size]* for the duration.

STANCH

■□□

SD 1+

R 5' T character D immediate

The target's *hemorrhaged* status is reduced by Q.

SPIDER LIGHTNING

SD 2+

R 60' T character(s) D indefinite

Target takes V + WIL *lightning* damage. You may distribute this damage equally amongst up to Q targets, so long as each is within 5' of at least one other target.

SUMMON: CAT

SD 1+

R 60' T empty space D indefinite

Requires catnip, a dead mouse, a feather on a string, or anything else a cat might like.

You attempt to summon a **cat**. Roll the spell die. On a 1, nothing happens. On 2-4, a cat arrives, but is uninterested in you. On a 5 or higher, it will follow your verbal commands.

THUNDERCLAP

■□□

SD 1+

R 15' T all characters D immediate

Each target takes Q + AWR *ripple* damage.

TRANSMUTE: BLOOD TO FLAME

■■□

SD 1+

R 30' T character, *hemorrhaged* D immediate

Target takes V *fire* damage, ignoring AR, and removes Q rounds of *hemorrhaged*. Q may not exceed the target's *hemorrhaged* status.

ITEMS

QUALITIES

Ammo X Y. This item can be used to fire Y Xs during an <Attack> action.

Bleed X. A character dealt damage by this item gains the *hemorrhaged* status for X rounds.

Bundle X. This item can share an inventory slot with up to X similar items.

Fragile. This item breaks the first time it deals maximum damage.

Glow X'. This item creates light that illuminates out X feet.

Heavy X. You subtract X from your initiative rolls while carrying this item.

Two-Handed. This item must be wielded with two hands.

Throw X'. This item can be thrown X feet as part of an <Attack> action.

Unarmed. This item is a part of the character's body and cannot be disarmed (unless it's severed from the body).

Versatile X. This item can be wielded with one hand to deal default damage, or with two hands to deal X damage.

ARMOR

D bonus

Q size

T type

BEAST PELT

B +1 AR S 1 T torso

BRACERS

B +1 AR S 1 T arms

BREASTPLATE

B +4 AR S 3 T torso
heavy 3

BUCKLER

B +1 AR S 1 T held

GREAT HELM

B +3 **AR** **S** 2 **T** head
heavy 2

GREAVES

B +1 **AR** **S** 1 **T** legs

HEAVY BRACERS

B +2 **AR** **S** 2 **T** arms
heavy 1

HEAVY GREAVES

B +2 **AR** **S** 2 **T** legs
heavy 1

HELMET

B +2 **AR** **S** 2 **T** head

LEATHER HOOD

B +1 **AR** **S** 1 **T** head

LEATHER JERKIN

B +1 **AR** **S** 1 **T** torso

SHIELD

B +2 **AR** **S** 2 **T** held

TOWER SHIELD

B +3 **AR** **S** 3 **T** held
heavy 2

BREASTPLATE

B +4 **AR** **S** 3 **T** torso
heavy 3

WEAPONS

D base attribute

D damage die & type

R range

Q size

BATTLEAXE

A **STR** **D** 1d8 *slash* **R** 5' **S** 1
versatile 1d10 slash

BOW

A **AWR** **D** 1d6 *stab* **R** 20'-120' **S** 2
ammo 1 arrow, two-handed

CLUB

A **STR** **D** 1d4 *blunt* **R** 5' **S** 1
fragile

DAGGER

A **DEX** **D** 1d4 *stab* **R** 5' **S** bundle 3
throw 20'

GREATAXE

A **STR** **D** 1d12 *slash* **R** 5' **S** 2
two-handed

GREATCLUB

A **STR** **D** 2d6 *blunt* **R** 5' **S** 3
two-handed

GREATSWORD

A **STR** **D** 1d12 *slash* **R** 5' **S** 2
two-handed

KICK

A **STR** **D** 1 *blunt* **R** 5' **S** -
unarmed

LONGSWORD

A **STR** **D** 1d8 *stab* **R** 5' **S** 1
versatile 1d10 slash

POLEARM

A **STR** **D** 1d10 *slash* **R** 5'-10' **S** 2
two-handed

PUNCH

A **STR** **D** 1 *blunt* **R** 5' **S** -
unarmed

SHORTSWORD

A **STR** **D** 1d6 *slash* **R** 5' **S** 1

SPEAR

A STR D 1d4 *stab* **R 5' S 1**
throw 20', versatile 1d8 stab

TACKLE

A STR D 1 *blunt* **R 5' S -**
unarmed

TORCH

A STR D 1d4 *fire* **R 5' S 1**
glow 40'

WARHAMMER

A STR D 1d12 *blunt* **R 5' S 2**
two-handed

WHIP

A DEX D 1d4 *slash* **R 5'-10' S 1**

WEAPONS

50s	Battleaxe
105s	Bow
0s	Club
31s	Dagger
65s	Greataxe
70s	Greatclub
65s	Greatsword
50s	Longsword
68s	Polearm
35s	Shortsword
44s	Spear
65s	Warhammer
44s	Whip

PLAYERS' MARKET

These are the items you can buy when you make a character.

ARMOR

20s	Beast Pelt
20s	Bracers
80s	Breastplate
20s	Buckler
40s	Chain Shirt
60s	Great Helm
20s	Greaves
40s	Heavy Bracers
40s	Heavy Greaves
40s	Helmet
20s	Leather Hood
20s	Leather Jerkin
40s	Shield
60s	Tower Shield

BESTIARY

ANIMATED SKELETON

HD 1d6 AR 10 M 30'

STR 0 DEX 0

AWR 0 WIL 0

blunt vulnerability, stab resistance

SPEAR ATTACK --□

D 1d6 stab R 5'-10' S 1

throw 30', versatile 1d8

CAT

HD 1d4 AR 13 M 30'

STR -4 DEX +4

AWR +1 WIL +2

Arcana +2

CATSENSE

The cat can see in the dark and sense magical effects.

CLAW ATTACK -□□

D 1 slash R 5' S -

finesse DEX

SOULBOUND MUMMY

HD 2d6 AR 10 M 25'

STR 0 DEX 0

AWR 0 WIL 0

fire vulnerability

WOLF

HD 2d6 AR 13 M 30'

STR +1 DEX +2

AWR +2 WIL 0

Smell +4

BITE ATTACK --□

D 2d4 stab R 5' S -

finesse DEX