BIND
Escape from the Goblin Horde

A oneshot adventure for BIND

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Context

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

For more detailed rules, BIND uses a triad of books:

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

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

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

. . . thanks to

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I Glossary

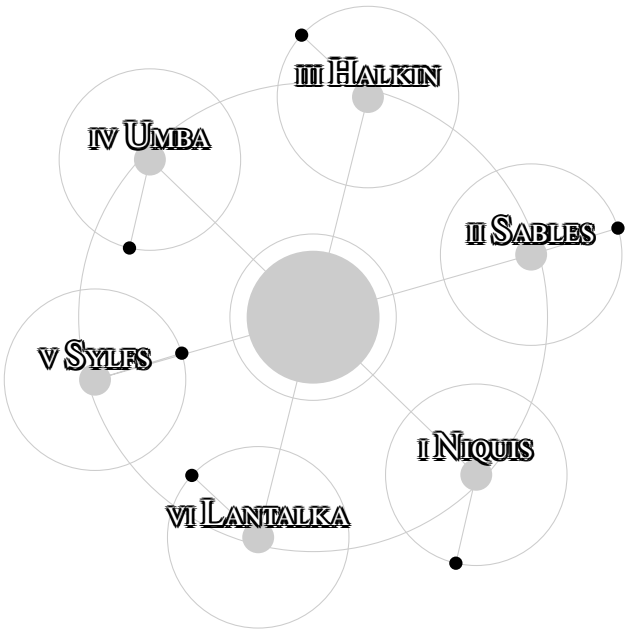
From the safety of a town, this medieval world looks familiar, but people rarely go to war, and nobody has heard of a plague. Nobody goes hungry outside of a town, as all forests bloom with roots, fruits, and monsters.

And the monsters wander through a generous forest.

Cosmology

Every year, the Ainumar orbits the Sun, and every cycle, we orbit the Ainumar.

Cycles last for sixty days, after which Fenestra has travelled around the Ainumar. Each cycle begins and ends with a violent wrath, which marks a change in temperature for the next cycle.



After six cycles, the Ainumar completes a revolution around the Sun, and a new year begins.

Niquis is the first cycle, and start with mild weather, and after three days an eclipse blots out the Ainumar.

At the end, an unusually warm wrath allows any cold-blooded monster one last opportunity to gorge before the temperature drops rapidly.

Sables begins the second cycle with a warm wrath, then immediately after brings cold snow, then more each day.

At the half-way point – day thirty – a fifteen-hour eclipse plumets Fenestra into the black, frozen abyss of space. People say the eclipse represent's Sable's attempt to destroy Fenestra.

Halkin begins the third cycle with a long wrath as Grummel pulls Fenestra back from the shadows to consume more souls and awaken every basilisk from hibernation.

Three days before the end, an eclipse marks Sable's retreat as the last basilisk awakens.

Umba works like Spring, bringing warmth, lambs, and myriad insects. As the fourth cycle out of six, it marks the half-way point, when the weather becomes warmer.

Sylfs begins the fifth cycle with a cold-snap eclipse, just as the wrath hits, then quickly becomes scorching hot. No sane creature stays in the Sun for long during this cycle.

Lantalka begins the last cycle with an eclipse and a sudden temperature drop. The next day returns to feeling warm, but never quite as warm as in Sylfs.

Over the next sixty days, the temperature slowly falls, until Niquis begins a new year.

Fenestra

This land, where elves, gnolls, and humans look up at trees, like ants moving through blades of grass. Predators larger than a horse hunt deer and people in the same way, so everyone travels together, and well-armed.

Fiends (✓) live outside any civilization, which makes them the enemy. Many know magic, others hold armies. They make their own laws, in their own realms, and most leave them alone. When civilization prods them too much, some have been known to destroy entire cities and every bailey around. ✓

Ogres begin as goblins, but goblin height is limited only by food. Once they eat enough, they grow and

grow, until starvation beckons – they cannot reduce their intake after growing too much. Grumpy ogres die at this point. More sociable, or at least tactical ogres, survive by leading bands of goblins.

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

The Lonely Road means any road between settlements. Going from one town to the next means a long journey through untamed territory.

The Trade Tongue lets people trade, despite not sharing much of a common language. It has about two hundred words, so people have to indicate what they want to say by lumping words together. E.g. 'cow' might be 'white-water animal', and cheese could be 'rock of white-water animal'.

Plants () within Fenestra can grow large, strange, and deadly.

Glowshrooms are subterranean fungi that give off a soft, faint light, but only in complete darkness. Dwarves sometimes use them instead of torches, even though the light is dimmer.

Ingesting these plants can be deadly. While healthy to eat, after two Intervals they mix with stomach acids and begin to glow. This can turn someone into a sudden target in the dark, as their stomach shines faintly.

II Mechanics

Each of these books has its own selection of rules, made to fit. None has the lot, but they all have enough.

Actions

When players want their PC to attempt something risky, they roll 2*D*6 plus Attribute, plus Skill.

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

TN	Difficulty
6	Easy – just ask the barmaid what you want.
7	Basic – find firewood in the forest.
10	Tricky – find a good price in the market.
12	Professional – fix the cart by Sundown.
14	Specialist – Plan a three-storey stone building.

page 4

Resisted Actions start at TN 7, then add the NPC's Bonuses. For example, a player declares their PC wants to demand a new sword, but the Judge thinks the jotter will just reflexively lie about supplies running low.

The jotter's Wits + Deceit come to +2 in total, so the TN is (7 + 2 =) 9. page 7

Banding Actions means characters perform better by working together. The first character adds their Bonus, the second adds half, the third, a quarter, et c. and we round halves up at the end. page 7

Natural Rolls represent the situation, and stay where they are; later rolls need to use the same result.

If someone tries to figure out how to find their way out of the forest, and back to a road, the player could roll '⚀⚅'. With a +3 Bonus, the total is '7'. The next character has a +2 Bonus, so their total is '6'. With the TN set at '10', the group cannot find their way back without changing their approach. page 16

Traits define every character's limits.

Attributes describe the body and mind.

Strength: muscle, brawn, toughness, height

Dexterity: finesse, coördination, balance

Speed: velocity, tendons, vim

Intelligence: memory, logic, tenacity, cunning

Wits: alacrity, levity, attention, acumen

Charisma: gravitas, glamour, confidence, symmetry

page 3

Skills each help with many different tasks, depending on the Attribute paired with. Intelligence + Larceny lets the character open a door, while Dexterity + Larceny lets them pick a pocket. page 3

Combat

It does not matter who initiates combat – each character enters the standard Resisted Action. The PC rolls Dexterity + Melee, and the TN equals 7 + the NPC's Dexterity + Melee. The winner deals $1D6+$ Damage + Strength Bonus, and every +4 Damage converts to $1D6$.

Action Points (AP) measure how many actions someone can take in a round, based on how fast they can move and react. Start with 3 AP, plus your Speed; put that many coins on your character sheet, and spend them each time you take an action. page 4

A Response Action means the character must resist some Resisted Action. If the AP loss push them below 0, then every negative becomes a penalty to all action. page 7

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

Armour protects characters by reducing Damage. page 19

Covering means how much armour covers the body. Armour with 'Covering 3' protects the torso and may have a helmet, while armour with 'Covering 5' protects almost the entire body. page 19

Damage Resistance (DR) reduces incoming Damage, before a single FP is spent. It usually represents armour. page 4

Vitals Shots are attacks which equal a target's TN plus their armour's Covering; this lets the attack ignore the armour's DR, and deal direct Damage.

If a player needs to roll at TN 10 to hit an opponent with 'Covering 3', then they need to roll '13' to make a Vitals Shot. This applies symmetrically; if the PC's armour has 'Covering 5', and they miss by 5, then their opponent scores a Vitals Shot, and their armour counts for nothing, providing no DR. page 19

Fate Points (FP) (▽) measure how much luck the character has left. Spend them to avoid Damage. Your maximum FP = $\frac{Total\ XP}{10} + Charisma$. page v

Health Points (HP) (○) provide a linear measure of a character's health or injuries. page 3

Statblocks for NPCs have the standard combat stats already worked out at the bottom. This leaves you free to make use of unique Attribute + Skill combinations, or rely on the defaults. The Att number shows the TN players need to roll above in combat. Any number listed beside the DR shows the number required for Vitals Shots.

4 Dwarven Soldiers

Strength	1	Dexterity	2	Speed	0
Intelligence	0	Wits	0	Charisma	-1

Skills Melee 2, Caving 2, Crafts 2, Cultivation 1,
Equipment Spear, partial chain, 27 sp.

AP 3 (AP Cost: 2), Att 14, Dam 1D6+2, DR 4 (17!),

⊙⊙⊙⊙⊙○∅ ⊙⊙⊙⊙⊙○∅ ⊙⊙⊙⊙⊙○∅ ⊙⊙⊙⊙⊙○∅

Each creature has tick-boxes to track HP, with some marked the current Weight carried. This NPC can take 1 more Weight before penalties begin. page 3

Swarms (⚵) are myriad tiny creatures, acting as one. They crawl over characters, and into gaps in armour.

Swarms can cover a number of steps equal to their HP, or bunch up together, with 3 HP per step.

Attacking swarms is easy when there are so many targets. The TN to attack always reduces by 1 per HP in the swarm, so when a swarm is listed with 'Att 12 - 8 HP', the TN would be only 4; but if the swarm had only 1 HP left, hitting it would require a roll at TN 11. However, swarms only take 1 Damage each per attack.

Swarms can split into smaller parts as a normal movement action. Each part inflicts 1 Damage each round to anyone on the same step, as long as the swarm's HP total comes to more than the target's Covering. page 14

Weapons add to Attack and Damage.

Name	Att Bonus	Dam Bonus	AP Cost	Weight
Dagger	+0	+2	1	1
Javelin	+2	+1	2	2
Longsword	+2	+2	2	2
Round Shield	+2	+0	1	2

Smaller weapons only cost 1 AP to use, while larger weapons cost more, but also have bigger Bonuses. page 11

Equipment

Items can be held in a hand, or in a backpack. By default, each provides a Bonus equal to its Weight, but various items buck the trend one way or another.

Weight Rating (⊙) Characters can carry items with a total Weight Rating equal to their HP total. Each point beyond inflicts a -1 Penalty to all actions. Creatures have a Weight equal to their own HP.

Exhaustion Points (EP) measure how tired, hungry, and fed-up characters feel. Each EP has a Weight of 1. page 4

Coinage can become heavy quickly, gaining a total Weight of 1 for every 100, so a small chest of 1,000 coins would have a total Weight of 10.

Copper Pieces (CP) are the smallest unit of currency. page 13

Gold Pieces (GP) convert to ten silver, or a thousand copper pieces. page 13

Witchcraft

Some speak their spell, others construct it from monster bodies. In any case, the results are the same – unpredictable.

Alchemy (♋) is the practice of turning a raw magical Ingredient into something useful. It requires no Sphere Skill to use – just a recipe.

Alchemical items have a default Weight of 1.

Talismans are spells, locked in an item, along with some activation condition. A talisman could open a magical gateway once it reaches a certain location, or bless the first person it sees with good luck. Many will strike the nearest, available target once activated, which makes them dangerous in the wrong hands. page 4

Mana Points (MP) (□) grant every witch their power. When they run out, they gain one EP for every point they cannot spend. page v

Chronicles

The Chronicle is the game and the players, it tells the story of the troupe, but not of any particular PC. Each week which passes in our world, about four weeks pass in Fenestra. During the game, the Judge and players set the pace of any scene, but the session never covers more than thirty days.

Player Character (PC) – one of the characters run by the people playing the game. page 1

The Judge rolls encounters, interprets the rules, and forgets to bring enough pencils. page 3

Non-Player Character (NPC) – anyone in the world played by the Judge rather than a player. page 3

Intervals divide the day into four parts – morning (◐), afternoon (○), evening (◗), and night (●). After each Interval, each PC regenerates:

- Resting characters remove 1 EP.
- The Judge rolls 1*D*6 – everyone gains that many Fate Points (FP).
- The wind brings Mana Points (MP), and each point goes towards whoever has the most empty MP.

Location	MP	Cover	MP
Underground	1	Partial armour	-1
Indoors	2	Complete armour	-2
Outdoors	3	Submerged	-3
Storm	4	Entombed	-4

Each day, everyone must eat and sleep, or take two EP. page 8

Story Points allow players to declare that some part of their backstory arrives on scene to help the situation. This could be knowing an ally, an obscure fact, or another language.

Spending a Story Point grants 5 Experience Points. page i

Chapter I

Introduction

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

I Overview

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

It goes like this:

- This introduction covers the basic rules in a couple of pages.
- More rules are covered in footnotes as they come up, so you can pick up a couple of extra resolution mechanics when you need them.
- Players receive their new characters, with all abilities written on the character sheets.
- These characters begin without any equipment or weapons, allowing players to pick up those extra rules, just when they need them.
- Goblins have captured human prisoners, so once a Player Character (PC) dies, the player can find a new character once the troupe liberates some prisoners, or finds themselves captured again.

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

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

The Premise

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

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

- speak to a dragon who cannot squeeze through the door to the treasure room,
- grab magical scrolls made by the gnomes before their defeat,
- avoid goblins raiding parties,
- dodge the traps left by the gnomes,
- find and free other prisoners,
- and perhaps even escape.

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

History

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

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

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

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

The Goblin Tempo *beats quicker than any other creature's. Goblins works fast, play fast, eat fast and digest fast. This works out well for them, as the deep,* deep *world where they live has lots of plants, which grow so rapidly that you can see the change.*[1]

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

The rest you might guess.

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

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

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

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

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

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

II Preparations

Handouts

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

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

Lastly, you will find a slew of pre-made character sheets. Go through the first couple of areas, and try a few practice rolls on your own. You'll quickly develop a feel for the *Attribute* plus Skill system.

Understanding Boxtext

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

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

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

Creation & Introductions

Shuffle the character sheets and hand each player a random one. Give the players a moment to study their characters while you hide the rest of the character sheets – you will need them later. Ask them to put the right number of coins on the circles to keep track of their Health Points (HP), FP, and so on.

Character sheets with spells on the back should also use coins to mark 3 MP per elemental Sphere listed.

Quick Rules

Monster Statblocks look like this:

♀☿ Goblin Druid

Strength	-1	Dexterity	2	Speed	1
Intelligence	-1	Wits	2	Charisma	-2

Skills Caving 2, Stealth 2,
Spheres Earth 2, Water 1,
Knacks Snap Caster (spells use Wits and cost 1 less AP), Vengeful (+2 Charisma after losing HP)
Abilities Amphibious.
Equipment Javelin, flask of lantern oil.

AP 4 (AP Cost: 2), Att 11, Dam 1D6,

⊙⊙○○○ □□□□□□

This goblin has 4 Action Points (AP), and Attack 11, so when she attacks, put a coin on your Judge sheet at '4', and remove one for each attack. If a PC attacks her, they roll 2*D*6 plus their Attack, and try to beat her Tie Number (TN) of 11. If the PC rolls a tie, they can choose to both deal and take Damage, or neither.

You won't normally need to track Weight-carried for NPCs, but they appear just-in-case, as a half-filled HP-marker. In this case, the dagger has Weight 1. Creatures can also carry an effective Weight due to their thick skin, or from Exhaustion Points (EP).

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

These spells look like this:

♌ ***Spells*** ♌

Shatter *With a fast, loud, yell, 4 target objects crack. Clay has TN 9, metals have TN 14 or higher.*

Spend 2 MP*, Goblin Druid rolls with +4 (TN set by target's solidity).* ***Range:*** *16 steps,* ***Area:*** *4,*

Brawlform *The caster encourages the target to fight, and the target gains a +2 Strength Bonus. This stacks as usual, so the highest Bonus counts in full (their regular Bonus, or the spell's), and the lowest add only half. Each added Strength point demands an extra meal every day, and inflicts a -2 Charisma penalty due to ugly distortions (along with the loss of an equal number of maximum* FP*). Each point of Damage Resistance (*DR*) from armour inflicts 1 Damage.*

Spend 1 MP*, Goblin Druid rolls with +3 (TN set by current* HP + DR*).* ***Range:*** *20 steps,*

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

Spend 1 MP*, Goblin Druid rolls with +3 (TN set by ambient temperature).* ***Range:*** *20 steps,*

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

Darkness & Light

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

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

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

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

This serves two functions:

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

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

The only restriction is that you need to keep the Labyrinth Scrolls well stuffed in a bag. The moment someone states the correct answer to the riddle within 'earshot', the scrolls activate.[3]

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

[3] Naturally, scrolls cannot actually hear, since they have no ears, nor anything to process sound with. They only seem to have good hearing because they can lip-read well.

Labyrinth Scroll A rift in space covers an opening (e.g. a door, corridor, or window) which leads to the goblin realm, far below the Labyrinth. On the other side, stagnant, humid air spills out of a fungal garden which emanates with mana. In the distance, a pale red light glows, forming a twisted silhouette of the jungle.
The gateway degrades as things move through it. It can handle up to 27 HP of creature, or equivalent weight, before it starts to collapse.
(Roll: +3, TN set by movement of any kind, Range: yelling distance, Area of Effect: 27)

> The scroll burns itself to cinders with a flash! The ashes and flame spread across the hallway, blocking the hall with a patch of darkness which shows a distant orange glow.
>
> You can see the silhouettes of some scene on the other side, but can't understand if those twisted shapes come from plants, rocks, or something else. Whatever the source, the shapes sit somewhere along a distant horizon, in some faraway darkness. The empty gash in the world must lead somewhere *other*.
>
> What do you do?

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

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

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

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

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

Setbacks & Death

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

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

Annihilation doesn't have to mean the game ends. If you have at least a couple of hours more time for the game's night, just pull up some more characters, and have the new group awaken, ready for the goblins to eat them. Perhaps Bellcut still waits for them, this time more cynical than ever!

Chapter II

The Whittling Warren

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

The Lowest Level

1: Cells

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

Here the PCs awaken to their hopeless situation.

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

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

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

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

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

♄♂ Bellcut

Strength	2	Dexterity	0	Speed	0
Intelligence	2	Wits	-1	Charisma	0

Skills Melee 1, Crafts 1, Cultivation 2,

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

○○○○○○○○

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

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

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

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

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

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

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

Blara the Goblin Druid

Strength	-2	Dexterity	2	Speed	2
Intelligence	0	Wits	0	Charisma	-4

Skills Brawl 1, Athletics 1, Caving 2, Deceit 1, Stealth 2,
Spheres Air 2, Fire 2,
Knacks Snap Caster (spells use Wits and cost 1 less AP)
Equipment Dagger, torch, human foot.

AP 5, Att 10, Dam 1D6,

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Spells

Sun Flare *The caster shouts, suddenly. Nearby lights flash. If cast in darkness, everyong within 16 steps of an affected light source blinks in confusion, and takes a -3 penalty to anything involving vision, for the rest of the round.*

Spend 2 MP, PCs resist with Wits + Vigilance (TN 9). **Range:** 16 steps, **Area:** 4,

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

Spend 2 MP, PCs resist with Strength + Athletics (TN 9). **Range:** 16 steps, **Area:** 4,

Sinister Flame *A fire-source turns into a long arm with claws, and rakes anyone next to it for 1D6 Damage.*

Spend 2 MP, target PC resists with Wits + Athletics (TN 9). **Range:** 16 steps,

Olf the Ogre

Strength	6	Dexterity	-1	Speed	1
Intelligence	-2	Wits	-2	Charisma	-4

Skills Brawl 1, Caving 1,
Abilities Fangs.
Equipment Rock (large), goat cheese.

AP 4 (AP Cost: 2), Att 6, Dam 3D6,

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If anyone attacks Blara, the ogre immediately starts to guard her – then if anyone else tries to attack, he can defend as a Response Action.

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

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

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

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

2: The Chimney

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

More recently, the magical lift (room 6) made it redundant, so they've placed a forge in front of the entrance to

New Rule: Team Rolls

Banding Action means characters perform better by working together. The first character adds their Bonus, the second adds half, the third, a quarter, et c. and we round halves up at the end

Example 1: the troupe are sneaking down a hallway, and have to roll Stealth + Dexterity (TN 9). One player rolls 2*D*6, and gets a '7'. Characters with a total bonus of +2 were walking quietly, but if even a single PC had a bonus of +1 or less, they made a noise, and the entire group is given away.

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

the workshop (room 13), since this shaft ascends above, as a chimney.

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

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

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

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

3: Dining Room

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

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

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

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

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

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

4: Spellcaster Arguments

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

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

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

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

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

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

New Rule: End of Interval Regeneration

Interval divide the day into four parts – morning (◐), afternoon (○), evening (◗), and night (●). After each Interval, each PC regenerates:

- Resting characters remove 1 EP.
- The Judge rolls 1*D*6 – everyone gains that many FP.
- The wind brings MP, and each point goes towards whoever has the most empty MP.

Location	MP	Cover	MP
Underground	1	Partial armour	-1
Indoors	2	Complete armour	-2
Outdoors	3	Submerged	-3
Storm	4	Entombed	-4

Each day, everyone must eat and sleep, or take two EP

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

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

☿♂ Hungry Goblin

Strength	-1	Dexterity	1	Speed	0
Intelligence	-1	Wits	-2	Charisma	-1

Skills Melee 1, Caving 2, Stealth 2,
Equipment Javelin, rock (TN 8, 1D6-1, AP 2), leather pouch filled with colorful egg shells.

AP 3 (AP Cost: 2), Att 11, Dam 1D6,

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♋♉ Morph Rat

Strength	2	Dexterity	0	Speed	4
		Wits	1		

Skills Brawl 2, Athletics 3, Survival 1,
Knacks Fast Charge (+1 to Attack and Damage after spending 1 AP to move), Perfect Sneak Attack (+2 Damage for sneak attacks)
Abilities Quadruped (double movement). Amphibious. 4 tentacles (grapple up to 2 opponents without going prone).

AP 7, Att 9, Dam 1D6+2,

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♀☿ Hunch, Goblin Druid

Strength	-1	Dexterity	2	Speed	1
Intelligence	-1	Wits	2	Charisma	-4

Skills Caving 3, Stealth 2,
Spheres Earth 2, Water 1,
Knacks Snap Caster (spells use Wits and cost 1 less AP), Vengeful (+2 Charisma after losing HP)
Abilities Claws (+1 Damage).
Equipment Javelin, small torch.

AP 4 (AP Cost: 2), Att 11, Dam 1D6,

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If the PCs have not made a noise, they can gain a surprise attack, they make a Group Roll of Dexterity + Stealth, against the goblin druid's Wits + Vigilance (TN 9). As before, one player rolls 2*D*6, and each PC who wants to sneak out adds their own Bonuses to that roll – but if a single PC fails, everyone fails.

If the PCs fight, give each an EP.

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

♁(☿)♂ Kalama

Strength	0	Dexterity	1	Speed	1
Intelligence	-1	Wits	0	Charisma	-2

Skills Academics 1, Caving 2, Cultivation 1, Stealth 1,
Spheres Earth 2, Water 2,

AP 4, Att 8, Dam 1D6,

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If the characters investigate the table, they find the Talisman, 'Blood Candle', left by the goblin druids.

Blood Candle Once lit, the frozen blood around the outside of the candle begins to melt, and 'bleed'. If the room remains quiet, everyone present regains 1D6-1 FP.
(Roll: +2, TN set by Ambient noise, Range: 0 steps, Area of Effect: 4)

Labyrinth Scroll A rift in space covers an opening (e.g. a door, corridor, or window) which leads to the goblin realm, far below the Labyrinth. On the other side, stagnant, humid air spills out of a fungal garden which emanates with mana. In the distance, a pale red light glows, forming a twisted silhouette of the jungle.
The gateway degrades as things move through it. It can handle up to 27 HP of creature, or equivalent weight, before it starts to collapse.
(Roll: +3, TN set by movement of any kind, Range: yelling distance, Area of Effect: 27)

If the PCs want to use a scroll, they will have to answer its riddle. Go to section 3 and select a riddle which activates that scroll.

If the *Labyrinth Scroll* is activated, it begins to shimmer with golden flecks, then blocks a section of the hall, turning into a gateway to a deep underground world. See Understanding the scrolls (on page 5) for details on the calamities which ensue after reading the Labyrinth Scrolls.

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

Peering into the darkness in the alcove, you can just make out the four figures sprawled over tables and chairs or curled up on the oven, snoring contentedly. From the embers of the hearth you can see the ovens and cooking utensils that make up a substantial kitchen, and silhouettes of human femurs and skulls.

Entering further, you see that the four figures are more goblins with little fat bellies. At the end of the kitchen you can see a large door to a cold store with a lock on it and two large cleavers stuck into a butchers block.

What do you do?

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

As before, the Group Roll only requires one player to roll, and any character which enters the room produces a different result.

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

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

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

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

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

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

Goblin on the table

Strength	0	Dexterity	1	Speed	2
Intelligence	-1	Wits	2	Charisma	-1

Skills Projectiles 1, Brawl 2, Caving 2, Stealth 2,
Equipment Javelin, rock (TN 9, 1D6-1, AP 2), small shaker filled with dried beans.

AP 5 (AP Cost: 2), Att 10, Dam 1D6+1,

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Goblin on the floor

Strength	-2	Dexterity	1	Speed	-1
Intelligence	0	Wits	-3	Charisma	-1

Skills Melee 1, Caving 1, Stealth 1,
Abilities Fangs.
Equipment Dagger, rock (TN 8, 1D6-1, AP 2), tobacco pipe.

AP 2, Att 8, Dam 1D6,

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2 Goblins on the oven

Strength	-1	Dexterity	1	Speed	0
Intelligence	-1	Wits	-3	Charisma	-3

Skills Projectiles 1, Caving 2, Stealth 2,
Equipment Javelin, rock (TN 9, 1D6-1, AP 2), smoked ham.

AP 3 (AP Cost: 2), Att 10, Dam 1D6,

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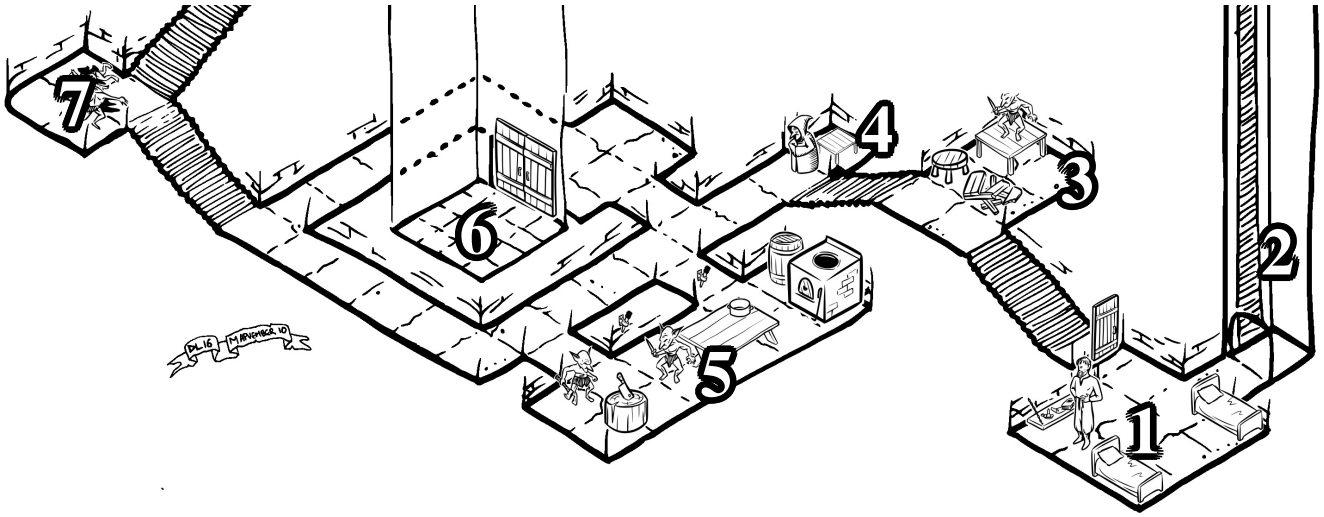
[2]A creature's Weight equals its HP, plus half the value of its equipment.



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

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

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

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

If the PCs ask Kalama for the password to the top, he refuses to help until the PCs save the gnome-children (room 10 on page 14).

If anyone tries to climb the walls, they will find less purchase than a Sun-screen salesman in a Scotland.

If the PCs dawdle too long here, a 'raiding party' return with more prisoners to place in the lower cell (room 1). See page 14 for details on the raiding party.

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

When goblins came up the stairs to investigate, the dragon incinerated them with his fiery breath. So now he waits, with the legendary patience of a dragon. He has no intention of fighting, since he could get hurt, and the goblin horde have no intention of bothering him, so they just pass by that corridor.

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

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

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

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

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

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

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

New Rule: Weapons

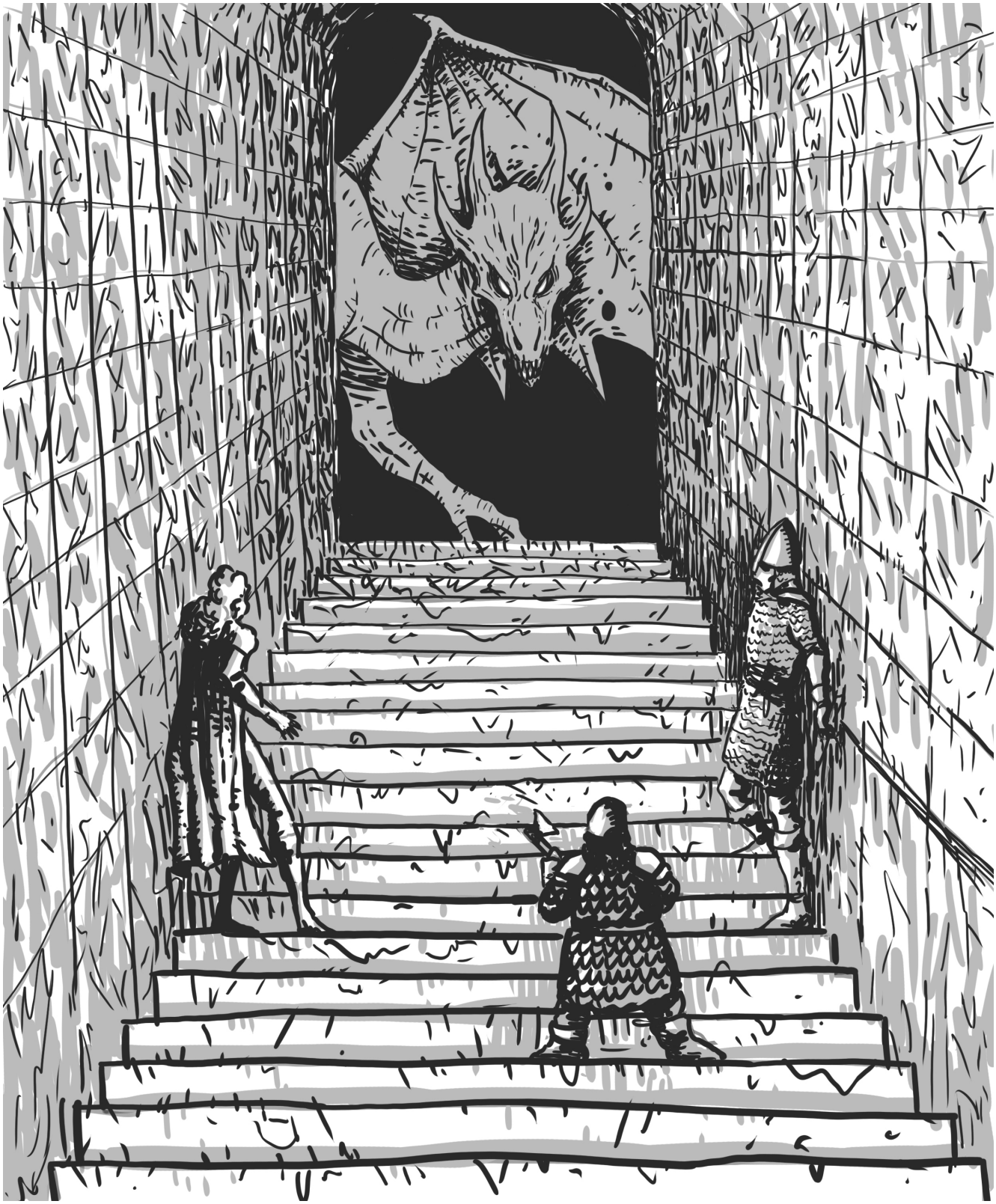
Weight Characters can carry items with a total Weight Rating equal to their HP total. Each point beyond inflicts a -1 Penalty to all actions. Creatures have a Weight equal to their own HP

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

Weapon Weapon add to Attack and Damage. Smaller weapons only cost 1 AP to use, while larger weapons cost more, but also have bigger Bonuses.

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

No.	Name	Attack Bonus	Damage Bonus	AP Cost	Weight
1	Broom	1	0	2	1
2	Cleaver	0	2	2	2
4	Small Chair	+1	+1	2	2
2	Dagger	+0	+2	1	1
2	Frying Pan	+1	+2	3	1
4	Log	+1	-3	1	1
1	Wood Axe	+1	+2	3	1



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

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

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

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

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

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

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

See section 3 for riddles.

♂⚻ Tsosh

Strength	5	Dexterity	4	Speed	3
Intelligence	4	Wits	3	Charisma	1

Skills Brawl 2, Academics 3, Athletics 2, Deceit 2, Flight 3, Vigilance 3,
Spheres Earth 2, Fate 1, Fire 3,
Knacks Snap Caster (spells use Wits and cost 1 less AP), Chosen Enemy (+1 against Dwarves, -2 when trying to be friendly)
Abilities Wings (can glide, but not fly) .

AP 6, Att 13, Dam 2D6+1, DR 4 (18!),

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

♌ Spells ♌

Delicate Audience *With a gentle touch or wave, the caster begins to guess at the target's loudest thoughts, and receives an answer to three yes/ no questions, each more detailed than the last. The spell lies dormant for an Interval, then provides one more answer each interval after that.*

Spend 3 MP, Tsosh rolls with +3 (TN set by ambient noise). **Range:** 12 steps, **Onset:** 1 day

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

Spend 3 MP, PCs resist with Wits + Academics (TN 10). **Range:** 12 steps, **Area:** 27,

Brilliant Bull *Fires all around flare up, and take on the form of a fiery bull. Anyone 'trampled' by the flames receives 1D6+1 Damage.*

Spend 3 MP, PCs resist with Speed + Athletics (TN 13). **Range:** 12 steps, **Area:** 27,

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

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

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

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

9: Treasure Room

- A chest containing 432 copper pieces (cp)[7]
- A chest containing 300 sp
- An ivory short bow (with string, but no arrows)
- A small backpack (can hold up to a Weight of 3)
- A buckler shield made of pure silver, worth 30 sp (it breaks after one use)
- Two gem-encrusted shortswords (worth 4 gold pieces (gp))

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

What do you do?

Mid Levels

[5] Should the ideal mate be pretty, or have the power and aggression to destroy an entire town? Dragons think the answer is obvious.
[7] Every 100 coins has a Weight of 1.

New Rule: Projectiles

- Players roll Dexterity + Projectiles against TN 6 to hit targets.
- Every 5 steps adds +1 to the TN.
- When a player hits the TN precisely, they miss their first target, but hit any other target behind.
- Shortbows deal only 1*D*6 – 1 Damage.

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

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

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

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

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

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

Gnomish Children

AP: 0 Att: 8 – *HP* Dam: 1
HP: ○○○○○

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

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

The Raiding Party

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

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

2 Goblins

Strength	-2	Dexterity	2	Speed	1
Intelligence	-1	Wits	-2	Charisma	-3

Skills Melee 1, Brawl 1, Caving 2, Stealth 1,
Equipment Dagger, rock (TN 9, 1D6-1, AP 2), a horse's tail.

AP 4, Att 10, Dam 1D6,

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Ogre

Strength	4	Dexterity	2	Speed	2
Intelligence	-2	Wits	-2	Charisma	-3

Skills Brawl 2, Caving 1,
Abilities Amphibious.
Equipment Great Club, dried fruits.

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

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

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

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

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

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

11: Slug Hall

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

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

20 Morph Slugs

Strength	0	Dexterity	-1	Speed	-2
		Wits	1		

Skills Projectiles 3, Vigilance 1,
Abilities Acid spray (TN 9 to dodge or 1D6 Damage).

AP 1, Att 6, Dam 1D6,

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

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

What do you do?

If the PCs run up the stairs, have them roll Speed + Athletics (TN 1) to avoid the acidic spray form the slugs.

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

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

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

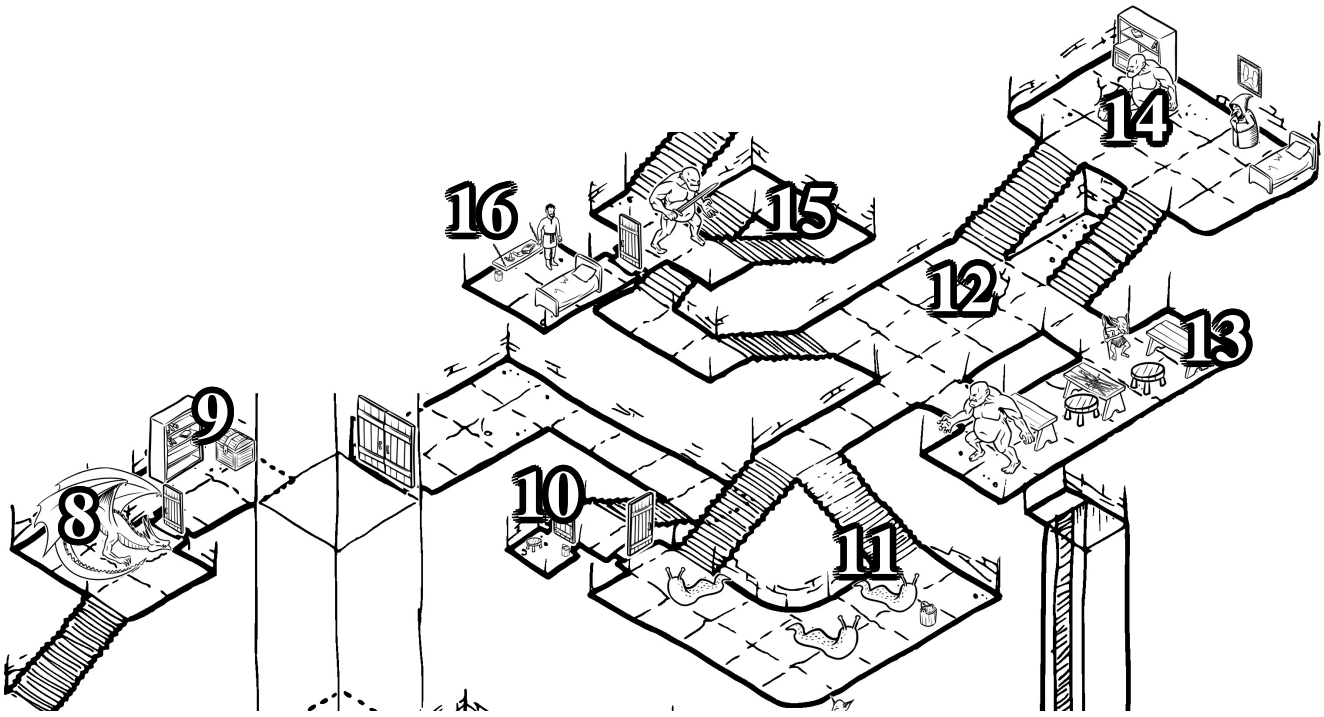
If the PCs remove all the salt from the stairs, the slugs ascend... slowly. However, the resulting battle will kill three ogres, and all morph-slugs.

12: The Great Hallway

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

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

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



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

What do you do?

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

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

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

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

What do you do?

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

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

Find the goblins' stats on this page.

4 Goblins

Strength	-1	Dexterity	1	Speed	0
Intelligence	-1	Wits	-2	Charisma	-1

Skills Projectiles 1, Caving 2, Stealth 2,
Equipment Javelin, rock (TN 9, 1D6-1, AP 2), lump of clay with an ex-lover's bitemarks.

AP 3 (AP Cost: 2), Att 10, Dam 1D6,

⊙⊙○○○ ⊙⊙○○○ ⊙⊙○○○ ⊙⊙○○○

2 Ogres

Strength	5	Dexterity	0	Speed	3
Intelligence	-4	Wits	2	Charisma	-4

Skills Brawl 1, Caving 1,
Abilities Fangs.
Equipment Rock (large), 20' of rope, auroch tongue.

AP 6 (AP Cost: 2), Att 7, Dam 2D6+3,

⊙⊙⊙⊙⊙○○○○○○ ⊙⊙⊙⊙⊙○○○○○○

14: The Grand Library

The goblin druid had been investigating a Talisman – What-Was Fungus. It remains on the ground beside him.

What-Was Fungus This puff-ball fungus releases spores which are more interesting than what you were doing before. The nearest 4 people take a -3 Penalty to their task. *(Resisted by: Wits + Academics (TN 9), Range: 4 steps, Area of Effect: 4)*

♀☿ Goblin Druid

Strength	-1	Dexterity	2	Speed	1
Intelligence	-1	Wits	2	Charisma	-4

Skills Caving 2, Stealth 2,
Spheres Earth 2, Water 1,
Knacks Snap Caster (spells use Wits and cost 1 less AP), Vengeful (+2 Charisma after losing HP)
Abilities Amphibious.
Equipment Javelin, polished sphere of snow-white quartz.

AP 4 (AP Cost: 2), Att 11, Dam 1D6,

⊙⊙○○○ □□□□□□

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

♀☿ Sleeping Ogre

Strength	4	Dexterity	2	Speed	2
Intelligence	-2	Wits	-2	Charisma	-2

Skills Brawl 3, Caving 1,
Abilities Fangs.
Equipment Great Club, sack of oats.

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

⊙⊙⊙⊙⊙○○○○○

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

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

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

Last Level

15: Winding Stairs

A single ogre guards the prisoners here (the door has no lock).

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

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

☿♂ Rick, the Ogre Guard

Strength	5	Dexterity	2	Speed	3
Intelligence	-1	Wits	2	Charisma	-2

Skills Melee 2, Brawl 3, Caving 2,
Abilities Venom (grappling attack inflicts 1D6 Exhaustion Points).
Equipment Maul, tinder box, stinky cheese.

AP 6 (AP Cost: 2), Att 12, Dam 3D6,

⊙⊙○○○○○○○○○○

16: Second Prison

This little room once housed a full family of gnomes, but now serves only as another prison.

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

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

17: Armoury

The gnomes once stashed their little weapons here. The horde have added to it considerably.

The PCs see the following:

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

§ 7 wood axes

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

Buckler Shields These shields work like any other weapon.

The crossbow (if repaired) deals 1*D*6 + 3 Damage, but requires at least 4 rounds to reload.

Shortbows Require 1 AP to loose an arrow, and 1 AP to reload. However, they deal only 1*D*6 – 1 Damage.

Name	Attack Bonus	Damage Bonus	AP Cost	Weight
Buckler	+2	-2	1	1
Short-sword	+1	+1	1	1
Spear	+3	+1	2	3
Wood Axe	+1	+2	3	1

18: The Two-Way Doors

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

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

> Ahead the tunnel continues past a corridor on the right, and ends next to a small door on the left, barely visible in the shadows. On your immediate left, smooth, man-sized, double-doors stand without any handle, lock or other feature.
>
> What do you do?

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

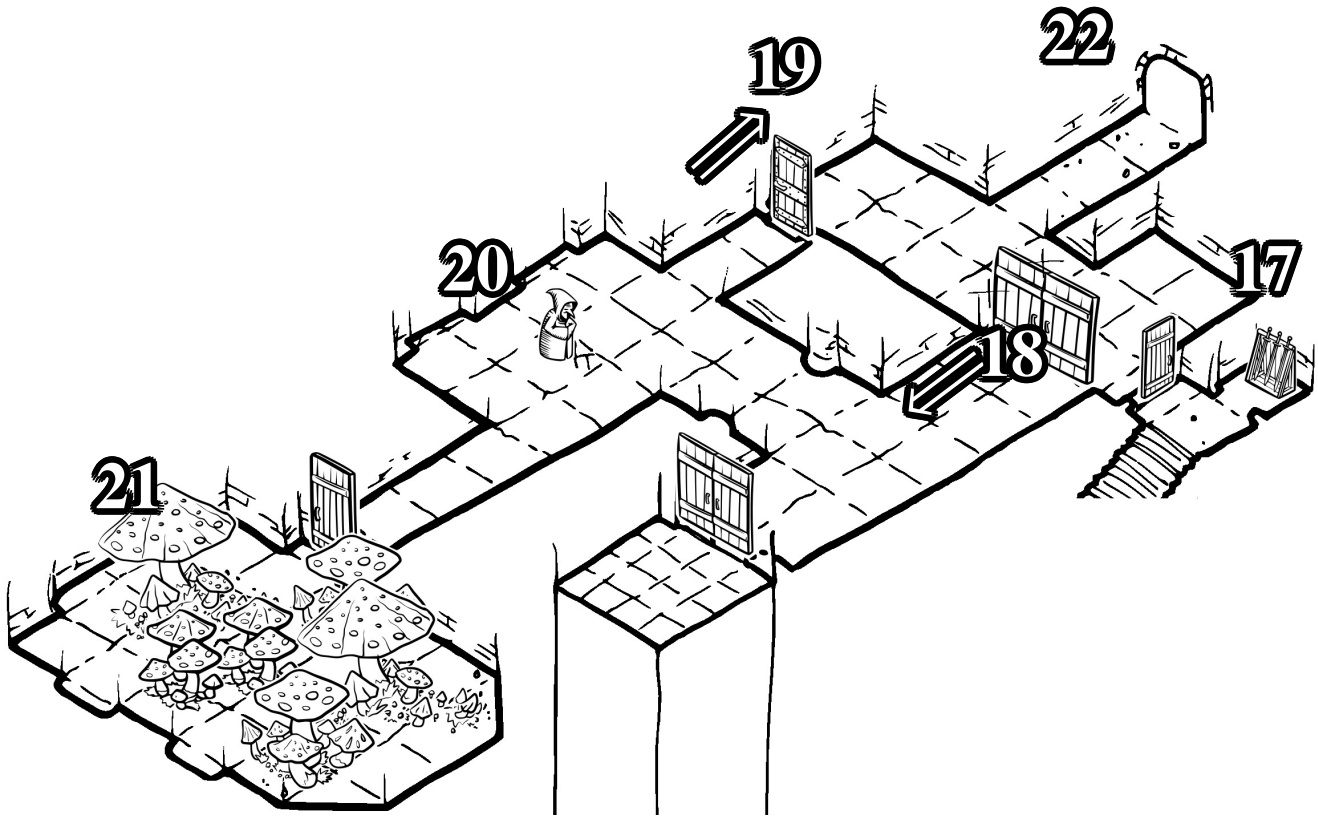
19: The Out Door

This little door opens the opposite way from the double doors in area 18, and also demands a roll of Strength + Larceny (TN 10) to open from the wrong side.

The ogres cannot run through this door – they have to stop, and squeeze. Anyone waiting on the other side can roll Intelligence + Melee against the ogre's Speed + Melee; success means the character can make a Vitals Shot against the giant head squirming through the door.

20: The Top of the Shaft

Grank the goblin druid has heard the PCs coming, and has no intention of fighting them alone. He knows he has the only key to the exit door (room 22 on page 20), so he intends to loose the morph-wolves he has tied up at the room's side before fleeing into the fungal gardens.



Ahead of you stand the lift's double-doors. To the far right eyes of monstrous wolves blazing with feral intensity stare at you, straining against the taut ropes that bind them. The metal ring attached to the wall groans under the tension, as if it too feels the weight of the beasts' fury.

Behind the wolves you spot a goblin. Its torch casts a glow on its face, illuminating a mischievous grin. The creature's eyes sparkle with malevolent glee as it slowly raises the flame higher, watching with rapt attention as the ropes begin to fray under the strain.

The wolves' restraints rip off in a whipping snap as the beasts burst free from their bonds, and rush straight to you.

What do you do?

If the party attempt to run through the lift's double doors, they might suddenly find an empty lift-shaft. In this case, have them roll Wits + Athletics (TN 7) to back off before they fall. A drop from this height inflicts 1*D*6 + 1 Damage, plus their Strength Bonus.[9]

[9]Larger creatures receive more Damage from falls

New Rule: Damage Resistance & Vitals Shots

Armour protects characters by reducing Damage

Covering means how much armour covers the body. Armour with 'Covering 3' protects the torso and may have a helmet, while armour with 'Covering 5' protects almost the entire body

DR reduces incoming Damage, before a single FP is spent. It usually represents armour

Vitals Shots are attacks which equal a target's TN plus their armour's Covering; this lets the attack ignore the armour's DR, and deal direct Damage.

If a player needs to roll at TN 10 to hit an opponent with 'Covering 3', then they need to roll '13' to make a Vitals Shot. This applies symmetrically; if the PC's armour has 'Covering 5', and they miss by 5, then their opponent scores a Vitals Shot, and their armour counts for nothing, providing no DR

♐♉♌ 4 Morph Wolves

Strength	4	Dexterity	-1	Speed	1
		Wits	1		

Skills Brawl 1, Athletics 2, Stealth 1, Survival 1,
Abilities Quadruped (double movement). Claws (+1 Damage). Venom (grappling attack inflicts 1D6 Exhaustion Points).

AP 4, Att 7, Dam 2D6+1,

○○○○○○○○○○ ○○○○○○○○○○
○○○○○○○○○○ ○○○○○○○○○○

♂☿ Grank

Strength	-1	Dexterity	1	Speed	0
Intelligence	-1	Wits	2	Charisma	-1

Skills Caving 2, Stealth 2,
Spheres Earth 2,
Knacks Snap Caster (spells use Wits and cost 1 less AP), Vengeful (+2 Charisma after losing HP)
Abilities Amphibious.
Equipment Javelin, ratking shaul.

AP 3 (AP Cost: 2), Att 10, Dam 1D6,

⊙⊙○○○ □□□

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

21: Fungal Gardens *This beautiful fungal garden took dripping rain from above, and sieved it through the roof then the soil below, until it distributed nutrients for a forest of mushrooms, big and small.*

Last Sylfs, acidic oozes crept in through tiny cracks, so the gnomes had to kill the little pests before they grew too large. The goblins haven't kept up with the maintenance, so the semi-sentient gelatinous swarms quickly grew massive, so the goblins simply closed the door and left them alone.

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

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

Investigating the green glows reveals little patches of shiny-green glowshrooms.

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

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

♌ Spells ♌

Snowbinding *Reaching into some soft ground, such as sand or snow, the caster explains how to form a weapon, and the ground complies, producing the weapon. It shatters if it deals over 4 Damage.*

Spend 2 MP, Grank rolls with +4 (TN set by weapon's Weight). **Range:** 16 steps,

♅ Black Ooze

AP: 3 Att: 15 – *HP* Dam: 1
HP: ○○○○○○○
Abilities: Liquid (non-fire Damage removes 2 HP but creates a 1 HP copy).

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

> As the key turns, the door swings open, and daylight floods in. Green trees cover the road down the hill, and in the far distance, chimney-fires from little hamlets wander into the sky.
>
> You have finally escaped from the Whittling Warren. What do you do?

Rewind

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

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

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

Appendix

I Talisman Summaries

Blood Candle (Duplicated, Wax Air, Water)
Range: 16 steps, Area: 4, Resisted by: Ambient noise, Bonus: 2. Once lit, the frozen blood around the outside of the candle begins to melt, and 'bleed'. If the room remains quiet, everyone present regains 1D6-1 FP, p. 9

Labyrinth Scroll (Distant, Duplicated, Warp Fire, Earth)
Range: yelling distance, Area: 27, Resisted by: movement of any kind, Bonus: 3. A rift in space covers an opening (e.g. a door, corridor, or window) which leads to the goblin realm, far below the Labyrinth, p. 4, p. 9, p. 17

What-Was Fungus (Duplicated, Wane Fate, Water)
Range: 16 steps, Area: 4, Resisted by: Wits + Academics, Bonus: 2. This puff-ball fungus releases spores which are more interesting than what you were doing before. The nearest 4 people take a -3 Penalty to their task, p. 17

II Artefacts

The Lift spends 3 MP to move up or down, and regenerates 1 MP underground, like anyone else. It can lift a combined Weight of 17, and safely descend with a total Weight of 34 standing on it.

Lift Floorboards nailed together with onyx

Mission: *to get people where they need to be!*
Base Spell: Crowd Crawl
Mind: Intelligence 1, Wits 0, Charisma 0
Spheres: Air 1, Fire 3, Earth 3, Water 1,
Skills: Academics 2,
MP: ♋-□□□□□□□□□□□□□

III Riddles

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

Answer: A rider and their mount.

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

Answer: A map.

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

Answer: The letter M.

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

Answer: Footsteps.

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

Answer: David.

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

Answer: A candle.

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

Answer: Water.

I have a name but it isn't mine
You don't think about me while in your prime
People cry when I'm in their sight
Others lie with me all day and night.
What am I?

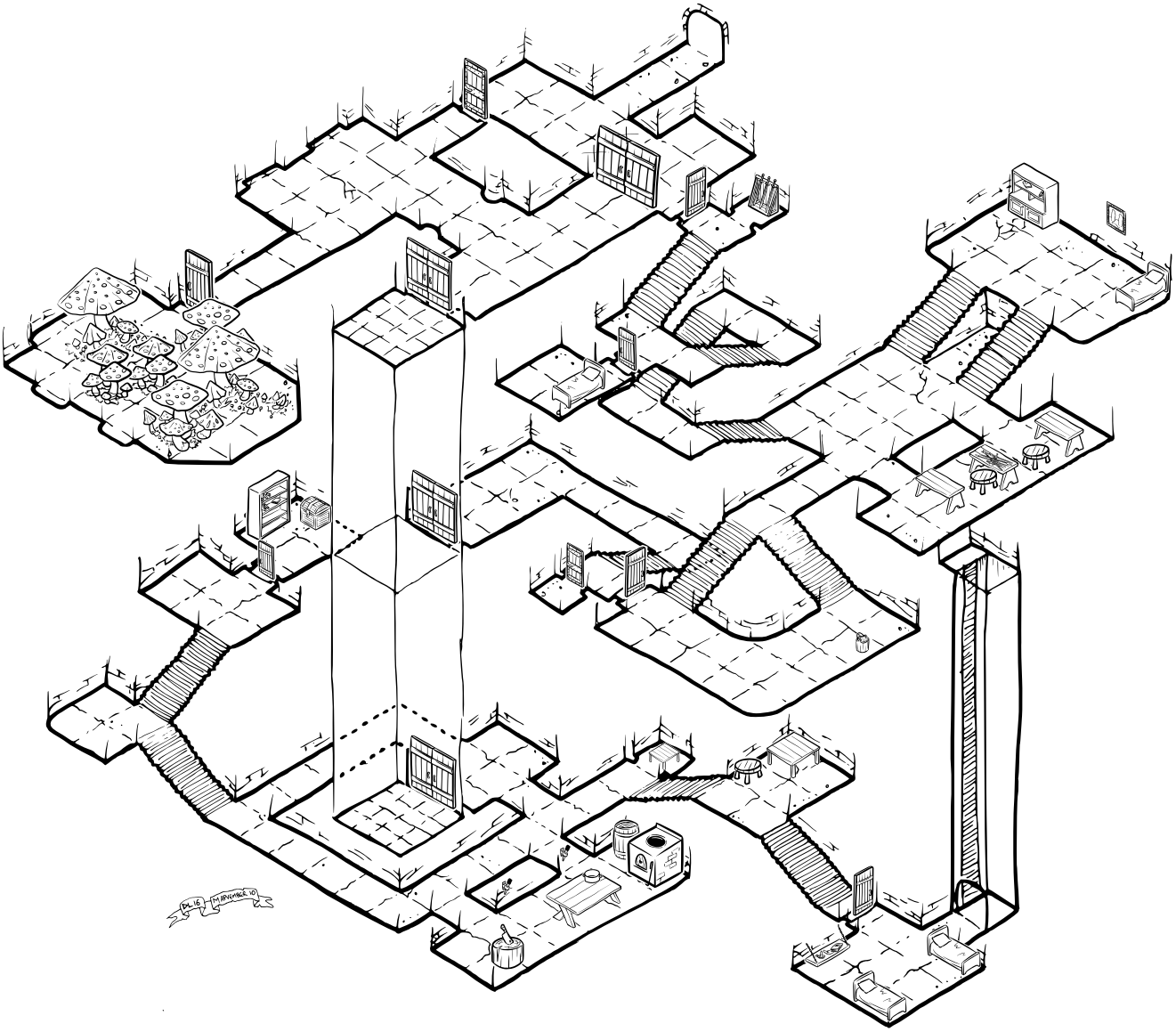
Answer: a tombstone.

I have a head, yet no face.
I have a mouth, but don't say grace.
I have two legs, but cannot walk.
When I'm clean, I'm white as chalk.
What am I?

Answer: A skeleton.

8096 Lantalka, day 1 (October 1, 2024)

	Player	Character	Wits + Vig.	Notes
6				
5				
4				
3				
2				
1				
0				
-1				
-2				
-3				
-4				



♄♂ Bellcut

Strength	1	Dexterity	0	Speed	0
Intelligence	1	Wits	-1	Charisma	0

Skills Brawl 1, Crafts 2, Cultivation 2, Survival 1,

AP 3, Att 2*D*6+1, Dam 1D6+1,

○○○○○○○

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

♄♀ Boarkelt

Strength	2	Dexterity	0	Speed	0
Intelligence	2	Wits	-1	Charisma	0

Skills Melee 1, Crafts 1, Cultivation 2, Survival 1,

AP 3, Att 2*D*6+0, Dam 1D6+2,

○○○○○○○○

Description: Warm. **Wants:** To hide behind someone. **Mannerism:** Humms.

♄♀ Swelcut

Strength	3	Dexterity	0	Speed	0
Intelligence	2	Wits	-1	Charisma	0

Skills Brawl 1, Crafts 2, Cultivation 2,

AP 3, Att 2*D*6+1, Dam 1D6+3,

○○○○○○○○○

Description: Reasonable. **Wants:** To find her children. **Mannerism:** Folds arms.

♄♂ Fenzcrok

Strength	1	Dexterity	0	Speed	0
Intelligence	-1	Wits	-1	Charisma	0

Skills Brawl 1, Crafts 1, Cultivation 2,

AP 3, Att 2*D*6+1, Dam 1D6+1,

○○○○○○○

Description: Fierce. **Wants:** Food. **Mannerism:** Points Fingers.

♄♀ Swelcrist

Strength	2	Dexterity	0	Speed	0
Intelligence	0	Wits	-1	Charisma	0

Skills Projectiles 1, Crafts 2, Cultivation 2,

AP 3, Att 2*D*6+0, Dam 1D6+2,

○○○○○○○○

Description: Demanding. **Wants:** Respect. **Mannerism:** Wrinkles nose.

♄♂ Barncull

Strength	3	Dexterity	0	Speed	0
Intelligence	0	Wits	-1	Charisma	0

Skills Brawl 1, Crafts 1, Cultivation 2,

AP 3, Att 2*D*6+1, Dam 1D6+3,

○○○○○○○○○

Description: Jovial. **Wants:** A bath. **Mannerism:** Looks up.

Name: Gharsh **Player:** **Code:** Chronicler

Race: Gnoll **Concept:** Obsessive Hunter **Rank:**

Debt:

Attributes

	-4	-3	-2	-1	0	1	2	3	4
Strength	□	□	□	□	●	●	○	○	○
Dexterity	□	□	□	□	●	●	○	○	○
Speed	□	□	□	□	●	●	○	○	○
Intelligence	□	□	☒	☒	●	○	○	○	○
Wits	□	□	☒	☒	●	○	○	○	○
Charisma	□	□	□	□	●	●	○	○	○
		2	3	4–5	6–8	9–10	11	12	

Combat Skills

Brawl	○○○
Melee	●●○
Projectiles	●○○
	○○○
	○○○
	○○○
	○○○
	○○○

General Skills

Academics	○○○
Athletics	●○○
Caving	○○○
Crafts	○○○
Cultivation	○○○
Deceit	○○○
Empathy	○○○
Medicine	○○○
Performance	○○○
Larceny	○○○
Seafaring	○○○
Stealth	○○○
Survival	●○○
Vigilance	○○○
	○○○

7 6 5 ⇒ 4 3 2 1 0 -1 -2 -3 -4 -5 -6

DR / Cov

0 / 0

(by Armour)

AP

4

3 + Speed

Attack

2D6+1

2D6 + Dex
+ Melee
+ Att Bonus

Damage

1D6+1

1D6 + Strength
+ Dam Bonus

FP = XP | 10 + Charisma

HP = 6 + Strength

Exhaustion Points

MP = 3 x spheres

Penalty

In-Hand

Weapon	Att Bonus	Dam Bonus	AP Cost	Weight

Armour	DR	Covering	Weight

Abilities & Conditions

Knacks

Backpack

cp_____ sp_____ gp_____ Weight_____

XP

Total: 50

Unspent:

BIND

Birthday: Sables 5

Story Points □□□□□

Cause of Death

Name: Noka **Player:** **Code:** Chronicler

Race: Gnome **Concept:** Petty Liar **Rank:**

Debt:

Attributes

	-4	-3	-2	-1	0	1	2	3	4
Strength	☐	☐	☐	☐	●	●	○	○	○
Dexterity	☐	☐	☐	☐	●	●	●	○	○
Speed	☐	☐	☒	☒	●	○	○	○	○
Intelligence	☐	☐	☐	☐	●	●	●	○	○
Wits	☐	☐	☐	☐	●	○	○	○	○
Charisma	☐	☐	☐	☐	●	○	○	○	○
	2	3	4–5	6–8	9–10	11	12		

Combat Skills

Brawl	○○○
Melee	●○○
Projectiles	○○○
	○○○
	○○○
	○○○
	○○○
	○○○

General Skills

Academics	○○○
Athletics	○○○
Caving	○○○
Crafts	●○○
Cultivation	○○○
Deceit	●○○
Empathy	○○○
Medicine	○○○
Performance	○○○
Larceny	●○○
Seafaring	○○○
Stealth	●○○
Survival	○○○
Vigilance	○○○
	○○○

7 6 5 4 3 2 ⇒ 1 0 -1 -2 -3 -4 -5 -6

DR / Cov

4 / 3

(by Armour)

AP

1

3 + Speed

Attack

2D6+2

2D6 + Dex
+ Melee
+ Att Bonus

Damage

1D6+1

1D6 + Strength
+ Dam Bonus

FP = XP | 10 + Charisma

HP = 6 + Strength

Exhaustion Points

MP = 3 x spheres

Penalty

In-Hand

Weapon	Att Bonus	Dam Bonus	AP Cost	Weight

Armour	DR	Covering	Weight
partial chain	4	3	2

Abilities & Conditions

Knacks

Backpack

cp_____ sp_____ gp_____ Weight_____

XP

Total: 50

Unspent:

BIND

Birthday: Umba 11

Story Points ☐☐☐☐☐

Cause of Death

Name: Greyling **Player:** **Code:** Chronicler

Race: Human **Concept:** Pious Farmhand **Rank:**

Debt:

Attributes

	-4	-3	-2	-1	0	1	2	3	4
Strength	☐	☐	☐	☐	●	●	○	○	○
Dexterity	☐	☐	☐	☐	●	○	○	○	○
Speed	☐	☐	☐	☐	●	●	○	○	○
Intelligence	☐	☐	☐	☐	●	○	○	○	○
Wits	☒	☒	☒	☒	●	○	○	○	○
Charisma	☐	☐	☐	☐	●	●	○	○	○
	2	3	4–5	6–8	9–10	11	12		

Combat Skills

Brawl	○○○
Melee	○○○
Projectiles	●○○
	○○○
	○○○
	○○○
	○○○
	○○○

General Skills

Academics	○○○
Athletics	○○○
Caving	○○○
Crafts	●○○
Cultivation	○○○
Deceit	○○○
Empathy	○○○
Medicine	○○○
Performance	○○○
Larceny	○○○
Seafaring	○○○
Stealth	○○○
Survival	●●○
Vigilance	○○○
	○○○

7 6 5 ⇒ 4 3 2 1 0 -1 -2 -3 -4 -5 -6

DR / Cov

0 / 0

(by Armour)

AP

4

3 + Speed

Attack

2D6+0

2D6 + Dex + Melee + Att Bonus

Damage

1D6+1

1D6 + Strength + Dam Bonus

FP = XP | 10 + Charisma

HP = 6 + Strength

Exhaustion Points

MP = 3 x spheres

Penalty

In-Hand

Weapon	Att Bonus	Dam Bonus	AP Cost	Weight

Armour	DR	Covering	Weight

Abilities & Conditions

Knacks

Berserker (+1 AP on round 2 of combat, +1 Damage on round 3)

Backpack

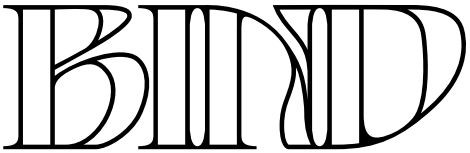
Flintbox hidden in shoe

cp_____ sp_____ gp_____ Weight_____

XP

Total: 50

Unspent:



Birthday: Sylfs 4

Story Points □□□□□

Cause of Death

Name: Charkmould **Player:** **Code:** Conqueror

Race: Human **Concept:** Noble Hunter **Rank:**

Debt:

Attributes

	-4	-3	-2	-1	0	1	2	3	4
Strength	☐	☐	☐	☐	●	●	○	○	○
Dexterity	☐	☐	☐	☐	●	○	○	○	○
Speed	☐	☐	☐	☐	●	○	○	○	○
Intelligence	☐	☐	☐	☒	●	○	○	○	○
Wits	☐	☐	☐	☒	●	○	○	○	○
Charisma	☐	☐	☐	☐	●	●	○	○	○
	2	3	4–5	6–8	9–10	11	12		

Combat Skills

Brawl	○○○
Melee	○○○
Projectiles	●○○
	○○○
	○○○
	○○○
	○○○
	○○○

General Skills

Academics	●○○
Athletics	○○○
Caving	●○○
Crafts	○○○
Cultivation	○○○
Deceit	○○○
Empathy	○○○
Medicine	○○○
Performance	●○○
Larceny	○○○
Seafaring	○○○
Stealth	●○○
Survival	●○○
Vigilance	○○○
	○○○

7 6 5 4 ⇒ 3 2 1 0 -1 -2 -3 -4 -5 -6

DR / Cov

0 / 0

(by Armour)

AP

3

3 + Speed

Attack

2D6+0

2D6 + Dex + Melee + Att Bonus

Damage

1D6+1

1D6 + Strength + Dam Bonus

FP = XP | 10 + Charisma

HP = 6 + Strength

Exhaustion Points

MP = 3 x spheres

Penalty

In-Hand

Weapon	Att Bonus	Dam Bonus	AP Cost	Weight

Armour	DR	Covering	Weight

Abilities & Conditions

Knacks

Chosen Enemy (+1 against forest predators, -2 when trying to be friendly)

Backpack

cp_____ sp_____ gp_____ Weight_____

XP

Total: 50

Unspent:

BIND

Birthday: Sables 8

Story Points □□□□□

Cause of Death

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

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

Debt:

Attributes

	-4	-3	-2	-1	0	1	2	3	4
Strength	☐	☐	☐	☒	●	○	○	○	○
Dexterity	☐	☐	☐	☐	●	⬤	○	○	○
Speed	☐	☐	☐	☐	●	○	○	○	○
Intelligence	☐	☐	☐	☐	●	○	○	○	○
Wits	☐	☐	☐	☐	●	○	○	○	○
Charisma	☐	☐	☐	☐	●	○	○	○	○
	2	3	4–5	6–8	9–10	11	12		

Combat Skills

Brawl	○○○
Melee	●○○
Projectiles	○○○
	○○○
	○○○
	○○○
	○○○
	○○○

General Skills

Academics	●○○
Athletics	○○○
Caving	○○○
Crafts	○○○
Cultivation	○○○
Deceit	●○○
Empathy	●○○
Medicine	○○○
Performance	○○○
Larceny	○○○
Seafaring	○○○
Stealth	○○○
Survival	○○○
Vigilance	○○○
	○○○

7 6 5 4 ⇒ 3 2 1 0 -1 -2 -3 -4 -5 -6

DR / Cov

2 / 3

(by Armour)

AP

3

3 + Speed

Attack

2D6+1

2D6 + Dex + Melee + Att Bonus

Damage

1D6-1

1D6 + Strength + Dam Bonus

FP = XP | 10 + Charisma

HP = 6 + Strength

Exhaustion Points

MP = 3 x spheres

Penalty

In-Hand

Weapon	Att Bonus	Dam Bonus	AP Cost	Weight

Armour	DR	Covering	Weight
Elvish Ceramic armour	2	3	1

Abilities & Conditions

Knacks

Snap Caster (spells use Wits and cost 1 less AP), Last Stand (when losing HP, the character gains 4 AP)

Backpack

cp_____ sp_____ gp_____ Weight_____

XP

Total: 50

Unspent:

BIND

Birthday: Umba 5

Story Points □□□□□

Cause of Death

Name: Ben **Player:** **Code:** Noble

Race: Dwarf **Concept:** Wreckless Entrepeneur **Rank:**

Debt:

Attributes

	-4	-3	-2	-1	0	1	2	3	4
Strength	☐	☐	☐	☐	●	●	○	○	○
Dexterity	☐	☐	☐	☐	●	●	○	○	○
Speed	☐	☐	☐	☐	●	○	○	○	○
Intelligence	☐	☐	☐	☒	●	○	○	○	○
Wits	☐	☐	☐	☐	●	○	○	○	○
Charisma	☐	☐	☐	☒	●	○	○	○	○
	2	3	4–5	6–8	9–10	11	12		

Combat Skills

Brawl	○○○
Melee	●○○
Projectiles	○○○
	○○○
	○○○
	○○○
	○○○
	○○○

General Skills

Academics	●○○
Athletics	○○○
Caving	●○○
Crafts	○○○
Cultivation	○○○
Deceit	○○○
Empathy	○○○
Medicine	○○○
Performance	○○○
Larceny	●○○
Seafaring	○○○
Stealth	○○○
Survival	○○○
Vigilance	○○○
	○○○

7 6 5 4 ⇒ 3 2 1 0 -1 -2 -3 -4 -5 -6

DR / Cov

0 / 0

(by Armour)

AP

3

3 + Speed

Attack

2D6+1

2D6 + Dex + Melee + Att Bonus

Damage

1D6+1

1D6 + Strength + Dam Bonus

FP = XP | 10 + Charisma

HP = 6 + Strength

Exhaustion Points

MP = 3 x spheres

Penalty

In-Hand

Weapon	Att Bonus	Dam Bonus	AP Cost	Weight

Armour	DR	Covering	Weight

Abilities & Conditions

Knacks

Perfect Sneak Attack (+1 Damage for sneak attacks)

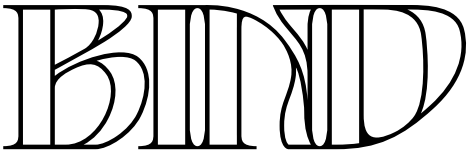
Backpack

cp_____ sp_____ gp_____ Weight_____

XP

Total: 50

Unspent:



Birthday: Sylfs 7

Story Points □□□□□

Cause of Death

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

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

Debt:

Attributes

	-4	-3	-2	-1	0	1	2	3	4
Strength	☐	☐	☐	☐	●	○	○	○	○
Dexterity	☐	☐	☐	☐	●	○	○	○	○
Speed	☐	☐	☐	☐	●	●	○	○	○
Intelligence	☐	☐	☐	☐	●	○	○	○	○
Wits	☐	☐	☐	☒	●	○	○	○	○
Charisma	☐	☐	☐	☐	●	○	○	○	○
	2	3	4–5	6–8		9–10	11	12	

Combat Skills

Brawl	○○○
Melee	●○○
Projectiles	○○○
	○○○
	○○○
	○○○
	○○○
	○○○

General Skills

Academics	○○○
Athletics	●●○
Caving	○○○
Crafts	○○○
Cultivation	●○○
Deceit	○○○
Empathy	○○○
Medicine	○○○
Performance	○○○
Larceny	○○○
Seafaring	○○○
Stealth	●○○
Survival	○○○
Vigilance	○○○
	○○○

7 6 5 ⇒ 4 3 2 1 0 -1 -2 -3 -4 -5 -6

DR / Cov

0 / 0

(by Armour)

AP

4

3 + Speed

Attack

2D6+0

2D6 + Dex + Melee + Att Bonus

Damage

1D6

1D6 + Strength + Dam Bonus

FP = XP | 10 + Charisma

HP = 6 + Strength

Exhaustion Points

MP = 3 x spheres

Penalty

In-Hand

Weapon	Att Bonus	Dam Bonus	AP Cost	Weight

Armour	DR	Covering	Weight

Abilities & Conditions

Knacks

Fast Charge (+1 to Attack and Damage after spending 1 AP to move)

Backpack

Piece of chalk

cp_____ sp_____ gp_____ Weight_____

XP

Total: 50

Unspent:

BIND

Birthday: Sables 11

Story Points ☐☐☐☐☐

Cause of Death

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

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

Debt:

Attributes

	-4	-3	-2	-1	0	1	2	3	4
Strength	□	□	□	□	●	●	○	○	○
Dexterity	□	□	□	□	●	○	○	○	○
Speed	□	□	□	□	●	○	○	○	○
Intelligence	□	□	□	☒	●	○	○	○	○
Wits	□	□	□	□	●	○	○	○	○
Charisma	□	□	□	☒	●	○	○	○	○
		2	3	4–5	6–8	9–10	11	12	

Combat Skills

Brawl	○○○
Melee	○○○
Projectiles	○○○
	○○○
	○○○
	○○○
	○○○
	○○○

General Skills

Academics	○○○
Athletics	○○○
Caving	○○○
Crafts	○○○
Cultivation	○○○
Deceit	○○○
Empathy	○○○
Medicine	●○○
Performance	○○○
Larceny	○○○
Seafaring	○○○
Stealth	○○○
Survival	●●○
Vigilance	○○○
	○○○

7 6 5 4 ⇒ 3 2 1 0 -1 -2 -3 -4 -5 -6

DR / Cov

0 / 0

(by Armour)

AP

3

3 + Speed

Attack

2D6+0

2D6 + Dex
+ Melee
+ Att Bonus

Damage

1D6+1

1D6 + Strength
+ Dam Bonus

FP = XP | 10 + Charisma

HP = 6 + Strength

Exhaustion Points

MP = 3 x spheres

Penalty

In-Hand

Weapon	Att Bonus	Dam Bonus	AP Cost	Weight

Armour	DR	Covering	Weight

Abilities & Conditions

Knacks

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

Backpack

cp_____ sp_____ gp_____ Weight_____

XP

Total: 50

Unspent:

BIND

Birthday: Umba 8

Story Points □□□□□

Cause of Death

Banding Actions means characters perform better by working together. The first character adds their Bonus, the second adds half, the third, a quarter, etc. and we round halves up at the end.

Resting Actions apply when you can repeat something, without danger. Set the darker die to '⚅' and roll the other. If this roll fails, it fails forever.

Weight Characters can carry items with a total Weight Rating equal to their HP total. Each point beyond inflicts a -1 Penalty to all actions. Creatures have a Weight equal to their own HP.

Exhaustion Points measure how tired, hungry, and fed-up characters feel. Each EP has a Weight of 1.

Combat It does not matter who initiates combat – each character enters the standard Resisted Action. The PC rolls Dexterity + Melee, and the TN equals 7 + the NPC's Dexterity + Melee. The winner deals 1*D6*+ Damage + Strength Bonus, and every +4 Damage converts to 1*D6*.

Action Points measure how many actions someone can take in a round, based on how fast they can move and react. Start with 3 AP, plus your Speed; put that many coins on your character sheet, and spend them each time you take an action.

Health Points provide a linear measure of a character's health or injuries.

BIRD

The Rules-Light RPG*

*It weighs 5 grams!

Downtime covers the time between scenes and sessions, letting characters train, heal, and drink. Characters heal a number of HP each week equal to half their current total (minimum 1), along with all MP and FP.

Intervals divide the day into four parts – morning (◐), afternoon (○), evening (◑), and night (●). After each Interval, each PC regenerates:

- Resting characters remove 1 EP.
- The Judge rolls 1*D6* – everyone gains that many FP.
- The wind brings MP, and each point goes towards whoever has the most empty MP.

Location	MP	Cover	MP
Underground	1	Partial armour	-1
Indoors	2	Complete armour	-2
Outdoors	3	Submerged	-3
Storm	4	Entombed	-4

Each day, everyone must eat and sleep, or take two EP.

Vitals Shots are attacks which equal a target's TN plus their armour's Covering; this lets the attack ignore the armour's DR, and deal direct Damage.

If a player needs to roll at TN 10 to hit an opponent with 'Covering 3', then they need to roll '13' to make a Vitals Shot. This applies symmetrically; if the PC's armour has 'Covering 5', and they miss by 5, then their opponent scores a Vitals Shot, and their armour counts for nothing, providing no DR.

Armour	DR	Covering	Weight
Partial leather	3	3	2
Partial chain	4	3	2
Complete leather	3	5	3

Projectile rolls use Dexterity + Projectiles, and targets resist with Speed + Vigilance. Every 5 steps' distance adds +1 to the TN. When PCs hit the TN precisely, they miss their first target, but hit another target behind (if any).

Hunting bows deal any amount of Damage, depending on the bow, but cannot be pulled back by someone with a Strength Bonus lower than the Damage. The AP cost to pull one back equals 2 plus its Damage.

The hunting bow gives a Bonus to hit equal to its Damage, if the archer has time to draw properly (i.e. they still have at least 1 AP after firing). Flustered archers, take the weapon's Bonus as a penalty if they would not be able to fire in time.

Impromptu thrown weapons receive a -2 penalty to hit and Damage, and a further -1 Penalty to hit per step thrown.

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

	Strength	Dexterity	Speed
Academics	Orating to a massive crowd	Forgery	Courier Runs
Athletics	Lifting heavy loads	Climbing	Sprinting
Deceit	Intimidation	Feigning an injury	Spreading a rumour across an entire town
Stealth	Hiding in a hay bail	Moving quietly	Escaping into a crowd
Survival	Brace against the wind	Running on rocky terrain	Fleeing a stampede
Vigilance	Keeping watch all night	Feeling for an exit in the dark	Searching a full forest for a particular tree

1– Everyone pays 1 sp in dues to their temple, and mark off perishables (such as rations, or Ingredients).

2– A jotter requests a recount of the last session.

3– The jotter explains a mission to the troupe's leader (i.e. highest ranking member).

4– Anyone without a PC receives one.

5– The Judge rolls for encounters.

6– The Judge checks for the next Side Quest Segment.

7– `goto 4`

8– XP, tea "& cakes all round.

"I recommend Russian Black leaf.

Resisted Action start at TN 7, then add the NPC's Bonuses. For example, a player declares their PC wants to demand a new sword, but the Judge thinks the jotter will just reflexively lie about supplies running low.

The jotter's Wits + Deceit come to +2 in total, so the TN is (7 + 2 =) 9.

Natural Rolls represent the situation, and stay where they are; later rolls need to use the same result.

If someone tries to figure out how to find their way out of the forest, and back to a road, the player could roll '⚀⚁'. With a +3 Bonus, the total is '7'. The next character has a +2 Bonus, so their total is '6'. With the TN set at '10', the group cannot find their way back without changing their approach.

Spells have a mind of their own. Once cast, they endure until they burn through themselves, or something destroys them. To stop a Fire spell, someone must put the fire out, and if an angry witch makes antlers grow on someone's head, the only way to 'dispel' them is with a boning knife.

Spells with a Distant range cannot be reigned in; if the range is 'an arrow's reach', the spell will find the nearest target at that distance.

Casters only select a spell's first target. The spell forks through the others like lightning, and may 'arc' across any distances up to its original range. Water spells which hit a river will spread through the river, but a curse with an 'area' of 4 will have to jump until it has found four people to inflict itself on.

Armour protects characters by reducing Damage.

Damage Resistance reduces incoming Damage, before a single FP is spent. It usually represents armour.

Covering means how much armour covers the body. Armour with 'Covering 3' protects the torso and may have a helmet, while armour with 'Covering 5' protects almost the entire body.

Fate Points measure how much luck the character has left. Spend them to avoid Damage. Your maximum FP = $\frac{Total\ XP}{10}$ + *Charisma*.

Response Actions means the character must resist some Resisted Action. If the AP loss push them below 0, then every negative becomes a penalty to all action.

Weapons add to Attack and Damage.

Name	Att Bonus	Dam Bonus	AP Cost	Weight
Dagger	+0	+2	1	1
Quarterstaff	+3	+0	2	3
Shortsword	+1	+1	1	1
Round Shield	+2	+0	1	2

Smaller weapons only cost 1 AP to use, while larger weapons cost more, but also have bigger Bonuses.

Retreat works like any Resisted Action; both parties begin with Speed + Athletics. If either side wins with a Margin of 3 or more, they win (i.e. escape or capture). But if either rolls a lower Margin, both sides run through one Area, gain one EP, and the winners can change the relevant Skill by deciding where or how they flee.

For example, a troupe of characters could run through dense thickets so that both sides have to use Speed + Survival on the next roll; or in a town they might try to navigate through a dense crowd with Speed + Empathy.

The Judge should give Area-options after a successful roll. Each roll inflicts 1 EP on both sides.

Casting start by spending one MP per spell level. The witch then commands the target Sphere, rolling Charisma + the lowest Skill required.

When 'overspending' on the Invocation, the debt is paid in EP.

TNs depend on how malleable the target is. Earth spells can affect ice far more easily than rocks, and Air spells can whip up a gale easier when outdoors.

When used in combat, spells cost a number of AP equal to the MP-cost + 1.

Mana Points grant every witch their power. When they run out, they gain one EP for every point they cannot spend.

Actions When players want their PC to attempt something risky, they roll 2*D*6 plus Attribute, plus Skill.

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

TN	Difficulty
6	Easy – just ask the barmaid what you want.
7	Basic – find firewood in the forest.
10	Tricky – find a good price in the market.
12	Professional – fix the cart by Sundown.
14	Specialist – Plan a three-storey stone building.

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Traits

Attributes describe the body and mind.

Strength: muscle, brawn, toughness, height

Dexterity: finesse, coördination, balance

Speed: velocity, tendons, vim

Intelligence: memory, logic, tenacity, cunning

Wits: alacrity, levity, attention, acumen

Charisma: gravitas, glamour, confidence, symmetry

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Skills each help with many different tasks, depending on the Attribute paired with. Intelligence + Larceny lets the character open a door, while Dexterity + Larceny lets them pick a pocket.