# BIND The Goblin Hole

A Claustrophobic Nightmare with Dice


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# Induction

This short adventure module stands alone, with everything you need to present it to players. You have an overview of this world – Fenestra – on page ii, and a short summary of the rules on page iii.

Take the short rules at the back of the book, and fold, fold, fold, until they form a booklet. Then pierce the spine with a needle, and bind with floss. This is the players' rules booklet.

**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.

## Special Thanks . . .

TO THE PLAYTESTERS Coja, Matija, Rex, and Vuk.

Found an issue? Send it here.

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# I Glossary

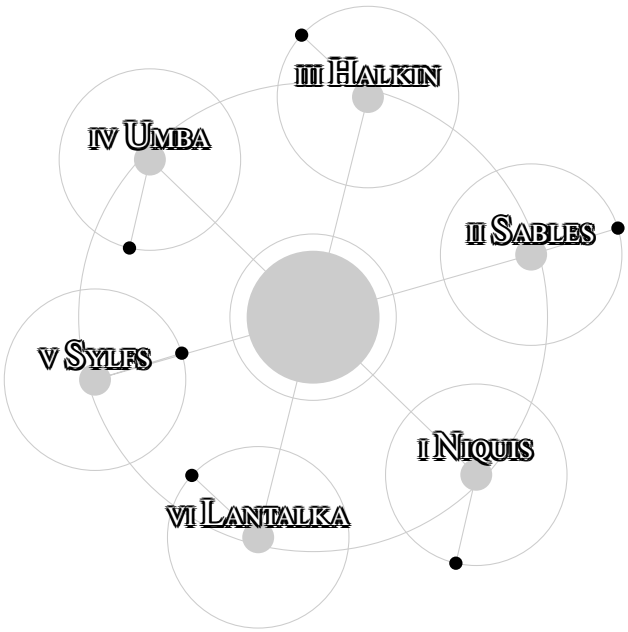
From the safety of a town, this medieval world looks familiar, but people rarely go to war, and nobody has heard of a plague. Nobody goes hungry outside of a town, as all forests bloom with roots, fruits, and monsters.

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. page 12

**The Ainumar** shines brightly, in our sky. At the end of each cycle, it grows, massive, and you can see a storm raging across its face. Many think that the gods live there, planning how to kill people, and take their souls up to their houses.

Each god holds domain over a different death.

**Paik** (●) is the god of death by justice. When bandits swing from the noose in the Pit of Justice, Paik takes them to his realm, and taunts them forever. page 2

**Sylf** (♈) has griffin-wings, with a writhing woodspy's head, an arachnid thorax, and human belly; both chambers are painfully bloated from pregnancy. She gives birth to monsters endlessly, and they eat someone, she uses their soul to birth a new creature. page 3

**Yonder** (♠) is the god who kills by curiosity. When idiots go to investigate something which sensible people would leave alone, they say their soul goes to live with Yonder. Nobody knows what happens after that, and there's only one way to find out.... page 3

## The Divine Guilds

Each temple exists to protect people from a god, by selling goods or services. Each temple functions as a guild, with a divine monopoly on their protection.

**The Temple of Beasts** (♈) The highest and lowest of all temples absorbs feckless drunks, dickheads, scum, and people with progressive political ideas. All of them become heroes, and forest-feed.

***Night Guards*** are the sorry lot who have nothing better to do than wander into the darkness and get eaten. They exist to either thwart, or feed, Sylf, depending on whom one asks.

page 1

**Fodder** are the lowest rung of the night guard. Most who enter as fodder arrived as criminals, vagrants, or political idealists. About half of these new recruits will survive and gain the next rank.

Each of these criminals begins with a 100 sp debt to repay to their temple. page 13

**Jotters** do paperwork for the night guard, and control everything that their seniors don't care to manage. page 2

**Brochs** are grand towers which surround civilization. The night guard stay in them, playing loud pipes, and lighting fires to attract monsters. A ring of flat earth surrounds each broch, giving archers a clear shot at anything which emerges from the Edge. The noise echoes up to five miles around, and by dusk, the archers stand ready.

Sometimes a monster dies, most flee – still alive, but with a painful lesson about approaching the sound of people, pipes, and song. Each predator which comes to a broch means one less attack upon some inner bailey, or on the lonely road.

Each broch takes charge of a food-producing bailey or two, which sustains the night guard. page 3

**The Temple of Justice** (●) Left to their own paranoia, people form mobs, and mob-justice prevails. This temple thwarts the worst plans of the god Paik by providing impartial, official, justice.

**Sun Guards** are the upstanding soldiers who protect the city from all the unwashed masses, while wearing shiny-white tabards. page 2

**The Pit of Justice** is where a town's warden resolves legal disputes, and decides on the correct punishment for criminals. All trials must be on display, to warn the people about the consequences of crime, so they can learn that justice always prevails. And all trials must be entertaining, or nobody will pay the entry fee of 1 cp. page 2

# 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.

**The Edge** lies one footstep off the lonely road, and surrounds every outer bailey. Beyond this point, only dark forests, empty tundra, and hungry beasts wait. When people travel off-road, they have gone beyond the Edge. page 13

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

**Bothies** are small half-way houses on long roads, built so that travellers can sleep safely after Sundown. Some have a single fireplace, and enough room for a half a dozen people and a donkey. page 2

**Monsters** (♈) wander slowly, looking for deer, auroch, or anything they can eat. When they hear people, the noises and lights excite them, and they instinctively begin to stalk.

They have no natural cries, so people call them 'the voiceless'. page 3

**Basilisks** have snake-like bodies, with six arms. Some grow to the size of a caravan.

They move slowly, always conserving energy for the hunt. But when hunting, they can charge, and let out a cloud of disgusting breath, making their prey wretch. page 12

**Chitincrawlers** are arachnids about the size of a horse. Some say the face looks like a wolf's, others say it looks almost human. Either way, the apparent smile is just a shape, as they have no ability to feel or think, they only have hunger, and sharp claws at the end of the front legs. page 12

**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. page 11

# 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 2

**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 5

**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 5

**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. page 9

## 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*D*6+ Damage + Strength Bonus, and every +4 Damage converts to 1*D*6.

**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

**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 6

**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. page 9

**DR (Damage Resistance)** reduces incoming Damage, before a single FP is spent. It usually represents armour. page 5

**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 8

**Projectiles** 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).

**Impromptu Thrown Weapons** receive a -2 penalty to hit and Damage, and a further -1 Penalty to hit per step thrown. page 4

**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.

> **Areas** give a rough unit for large spaces. An area is a space made distinct by its features. In the Labyrinth, each cavern might count as an area, while out in the open plains a forest might be composed of the local areas: 'the centre with the big, felled tree', 'the river's fork', and 'the griffins' nesting site'. page 5

**Rounds** start when everyone wants to speak at once. The Judge goes round the table clockwise as players commit to actions by spending AP. page 5

**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!), CR 5

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 1

**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 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. page 6

**Exhaustion Points (EP)** measure how tired, hungry, and fed-up characters feel. Each EP has a Weight of 1. page 3

## Travel

Journeys by road allow people to move 5 miles per Interval. Each extra mile a character travels inflicts 1 EP.

**Caving** means coördinating the Labyrinth, where long caverns spread like veins, the logistics of travel twist and invert, and the dangers change.

The players decides how many miles to cover, then roll Dexterity + Caving. The TN starts at 6, and each mile raises it by +2.

| Miles | TN | EP |
|---|---|---|
| 0 | 6 | 0/ 1 |
| 1 | 8 | 1/ 2 |
| 2 | 10 | 2/ 3 |
| 3 | 12 | 3/ 4 |

On a tie, the entire group takes an extra EP from skuffs and scrapes, and if the roll fails, the character walking at the front takes 1*D*6 Damage from bashing their head, twisting their

ankle, or falling down some hole. ☙

**Black Walking** means walking in the darkness. It adds +2 to the TN to travel, so even travelling a short distance becomes dangerous. ☙ page 10

**Gaging Caverns** tells you the chance of nearby water, of cave-ins, and may even indicate precious metals. The player rolls Wits + Caving (TN 10) to avoid misunderstanding the signs in the dark or (TN 9) to spot potential cave-ins. Appropriate tools include chisels and light. ☙ page 6

**Hypoxia** means that air has grown thin, which makes people tired in a way they don't always notice. This happens in deep, narrow caverns, and becomes worse as more people breathe the same air, and much worse if any of them carry a flame.

Anyone affected has the TN for all actions increased (and the player should not be told), and will start to hallucinate (if the players theorize about something that might happen, they begin to hallucinate the exact thing they spoke about). Soon after, all fires go out, as the dead air suffocates them. ☙ page 9

**Underground Fires** demand a complete understanding of convection, air-pressure, and the type of fuel being used. The player rolls Intelligence + Caving (TN 12), to avoid filling the room with smoke. Inhaling the smoke inflicts 1 EP each time. ☙ page 9

**Vigils** keep a troupe safe throughout dangerous nights outside, but inflict 2 EP. The players can divide these points among their characters as they wish. ☙ page 3

# 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.

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

**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 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. page 3

# Chapter I

# The Goblin Warren

## I Induction

This module presents a baptism-by-napalm for BIND. Players should each begin with two to three characters. If that doesn't work for you, add some extra night guards to the troupe, and hand out those character sheets to your players. They will need them![1]

Our duplicitous misadventure begins with an apparently easy job. The troupe must enter goblin-infested caves, and kill the lot. However, once they enter, a cave-in traps them inside, forcing them to find another route out of the caves. Players familiar with RPGs will find themselves surprised and confused by the dangers in the these caves, as they are entirely natural, normal caves.[2] They will find these kinds of scenes:

- In a long cavern, the air grows stale. A group of people, breathing in the remainder makes things worse. If they carry a torch through that long tunnel, hypoxia sets in, causing drowsiness, and hallucinations.

  The come out safely, they will have to understand their condition, and feel through the long, narrow, cavern, with their fingers and feet.

- Someone breaks an ankle. They can still move, but they will have to take breaks more often, and they want to rest for a night. But nobody knows how much further they will have to climb, and the rations are running low. Nobody asks the difficult questions, but everyone knows what those questions entail.[3]

- The tunnel splits, and someone finds goblin tracks going down one of the passages. Players will probably discuss what to do with this information.

  > *"We should follow the tracks, so we avoid dead-ends."*

  There is a lot to discuss, but limited time.[4]

- The troupe took a left turn a long time ago, and the tunnel has been getting narrower for a long time. If they turn back, they lose hours of progress, and have to attempt another unknown tunnel. If they continue, they will have to squeeze through a shaft so narrow that they will struggle to squeeze through while naked.

  …and on the other side, goblins silently wait for an immobile head to poke out as people slither out the crack like worms.

Many of these scenes will not appear in the text. I don't know when the PCs will run out of light, or if they will discuss splitting up. But scenes like these will emerge naturally, by reporting to the players exactly what their character can see at all times.

The Goblin Blocks appear on page 14, so you can track how many remain alive, and so you can keep the statblocks to hand at all time. Each time the troupe encounter the goblins, they should encounter half of the total goblins. At the end of the encounter, the goblins flee.

[1] I think about 10 characters, divided between the players, should work, but playtesting data may prove me wrong.

[2] Caveat: I have been down a couple of caves, read a few articles, and asked caving friends, but do not know a lot about caves. The caves here should seem plausible to everyone except extremely pedantic geologists. If you are or know a pedantic geologist, I'd love to receive any pedantic thoughts which might make the module more interesting.

[3] One option would be to split up at a dangerous impasse. The wounded might jump into a river in the hopes of getting down quickly. Be prepared to freeze the action, and catch up with a secondary troupe sometime later.

[4] If you want to guarantee that this chapter takes precisely one evening, you might want to set a timer. If you have a tall candle, you can drive three nails into it, to indicate four Intervals passing. Of course, if the troupe split into two, you may need to add an extra candle to the evening.

# II The Ascent

## The Hanging Procession

This morning, Stoatfen bothy hosts two traders, Titrate (a visiting jotter), six prisoners, eight sun guards, and (of course) the PCs. The sun guards have travelled from a town's Pit of Justice, all the way here to hang the prisoners, for dereliction of duty. You can hear the guards complaining bitterly about all the muck on their white tabards.

A shutter on the bothy's upper floor opens, and the jotter shouts to you to come up for orders. The rest of the recruits start lazily making their into the bothy.

Jotter Titrate explains the mission:

*Your mission is to clear out a goblin-warren, half-way up Failpeak Mountain. Make sure you kill all of them.*

*Everyone can pick up three days' rations, and a torch.*

As he explains all this, the sun guards take the doomed prisoners down, and prepare to leave. The PCs hear all this from Titrate's office, and witness the rope-bound prisoners from the window.

**If the PCs argue,** Titrate will have none of it. He's busy, and wants the PCs to get going, quickly.

**If the PCs try to plead for the lives of the ex-night guard prisoners,** nobody will listen.

**SUN GUARD**

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

**Skills** Melee 1, Survival 1, Vigilance 2,

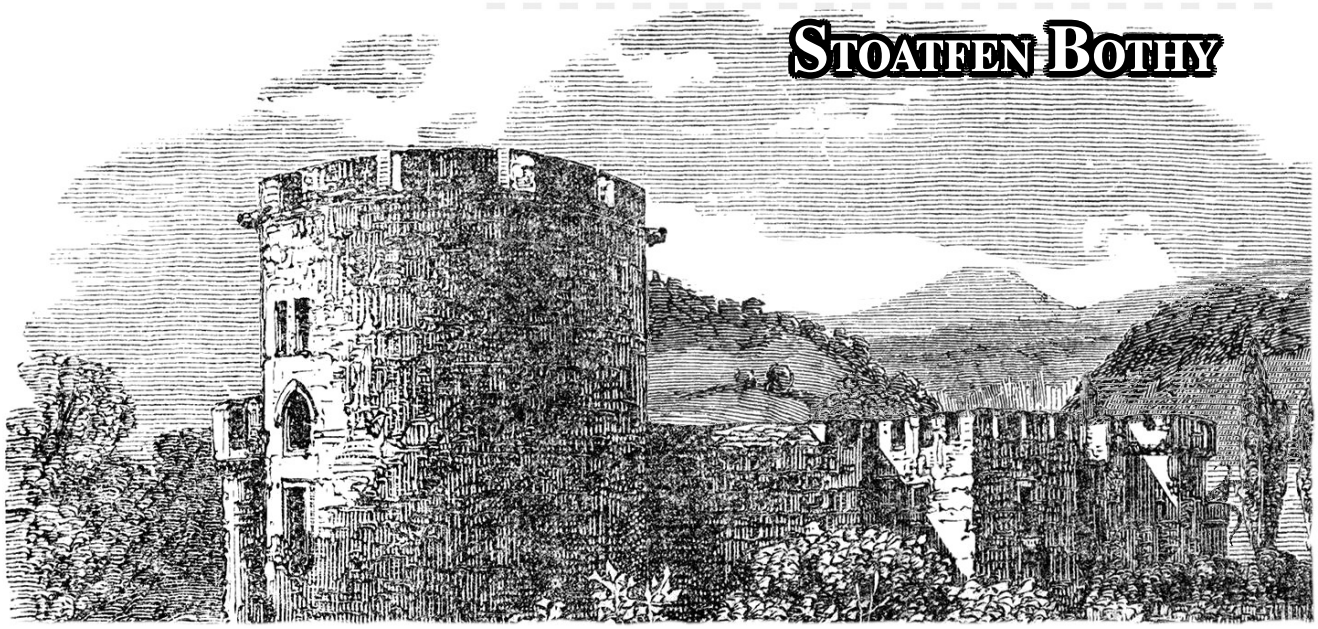
**Equipment** Longsword, complete leather, goat cheese, 40 cp.

AP 4 (AP Cost: 2), Att 10, Dam 1D6+3, DR 3 (15!), CR 5

**Asking the prisoners about what happened** requires a Charisma + Empathy roll (Tie Number (TN) 8) (or whatever Skill seems appropriate), to convince the sun guards to allow the conversation.

Scarstain (a bulky, Sunburnt man in his forties) can tell the PCs the following:

- The entrance is easy. It's a hole in the ground, so bring something to get down with – a rope, a stake, and a mallet.
- The goblins won't fight, they just run away.
- The darkness in caves isn't like the darkness at night. At night, the sky is dark, but in a cave, the darkness stands right next to you.



- The ground is rough – you can't run anywhere. That means the goblins can stand back and throw things at you.
- And if you carry a torch, they can see you, but you can't see them. And when you put it out, they can hear you, and you still get hit by rocks.
- Better to die in a town, than down some horrible cave. I swear I heard Yonder's bell down there.

**If the PCs ask for more supplies,** Titrate will give them the following items, with a successful Charisma + Survival roll.

You can use a single roll, rather than having the PCs making loads of dice-rolls, so the party will be able to ask for anything on their roll, plus anything beneath that Tie Number (including all of those torches), and everyone who makes the roll receives the item. However, they will have to ask for an item by name in order to get it.

| TN | Equipment |
|---|---|
| TN 4 | 50' of rope (only 2 available) |
| TN 6 | Mallet |
| TN 7 | 2 more torches |
| TN 9 | One extra day's rations |
| TN 10 | partial leather armour |
| TN 11 | 2 more torches |
| TN 12 | shortsword |
| TN 13 | partial chain-mail armour |

Inform the players that each torch burns for an hour.

**♈♂♄ Titrate**

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

**Skills** Athletics 2, Deceit 1, Larceny 1, Survival 2,
**Knacks** Adrenaline Surge (+1 Damage, once per combat)Fast Charge (+1 to Attack and Damage after spending 1 AP to move)
**Equipment** Longsword, partial chain, 2 rings worth 10 sp, wax tablet (for notes).

AP 5 (AP Cost: 2), Att 10, Dam 2D6, DR 4 (13!), CR 9

▽▽▽▽▽▽ ⊙⊙⊙⊙○○○○

**Description:** greasy. **Wants:** to hurry up, and finish.
**Mannerism:** rotates rings.

Once Titrate has given the mission, he joins the sun guards as far as the nearest broch.

## History

If anyone asks about the history of the area, let roll Intelligence + Academics.

| | |
|---|---|
| 11 | Fifty years ago, humans tried to mine this mountain, but found nothing of value, and left. A couple of wooden bridges remain. |
| 8 | Last year, goblins climbed up from the Labyrinth. They have stolen milk, rustled pigs, and even killed a few people and nobody knew where in the mountains they came from, until recently. |
| 7 | A night guard ranger discovered a cave entrance, some miles up a mountain. In fact, the goblins know of a tunnel which exits much closer to local baileys, but as the goblins keep their secrets, the PCs will have to enter via the mountainside. |
| 5 | Jotter Titrate has already dispatched two groups of night guards have to enter the mountainside tunnel. The first group entered and died two weeks ago. The second group went a little into the darkness, lost two men, then returned terrified. The a jotter has ordered their execution, so sun guards have arrived to take them away from Stoatfen bothy. |
| 3 | Each bothy is named after someone who died on the road. Stoatfen died in the many tentacles of some woodspy. |

## The Road Up

The PCs will start their journey by the afternoon (i.e. the second Interval). The foot of the mountain is 4 miles away, and the goblin-hole is 1 mile beyond that.

The troupe can make the journey by night, but may prefer not to enter the tunnel in the dark (thought it makes little difference, once they're inside).

**Camping** means someone should keep a vigil through the night. Two PCs must volunteer and each receives an EP for staying up part of the night.

In the distance, the PCs hear a broch's pipers, calling the local monsters to fight.

**The Mountain** forces them to move slower than before, going only 2 miles per Interval. As they stop for a rest, part-way up the mountain, a hurricane blows fiercely. And in the distance, an umber hulk has already passed by the goblins (and eaten a few), exited the cave, and now stalks the mountainside. The PCs will see it coming a long way off. It flees once struck.

**♉ Umber Hulk**

| | | | | | |
|---|---|---|---|---|---|
| Strength | 5 | Dexterity | 1 | Speed | 2 |
| | | Wits | 2 | | |

**Skills** Brawl 3, Athletics 2,
**Knacks** Unstoppable (+2 HP)
**Abilities** Quadruped (double movement). Stench (breathing in demands Strength + Survival check, TN 8, or take 3 EP).

AP 5, Att 11, Dam 2D6+1, DR 4 (16!), CR 14

⊙⊙⊙⊙○○○○○○○○○

If the troupe are still active the next afternoon, roll yet another encounter.

Remember to have the players apply EP, even if they will just mark them off again a moment later due to resting.

## The Cave Mouth

The directions on the map don't make for easy navigation, but the PCs will find their destination eventually.

*Past boulder leaning on rock. By rotten tree. Up to rock-line. The hole has ferns.*

**Ferns** give the players two false-starts. Tell them they see a big patch of ferns in the distance, and ask what they do. The third set of ferns contains the cave-mouth.

> Pushing back the ferns, you see a hole, and a rock flies at your face.

**The Rock** is a common goblin pet, as they love to use them as impromptu thrown weapon The first PC will have to roll Wits + Athletics, against a TN of 7 plus the goblin's Dexterity + Projectiles.

The cave-mouth is a hole in the ground. The drop to the ground is the height of two adult humans.[5]

# III A Small Hole in the Ground

## Last of the Sunlight

> You stand in a shaft of Sunlight. Darkness surrounds. The sound of your landing echoes back to you. High-pitched, mocking, giggling noises follow it. More rocks follow.

The first PC down receives 5 rocks thrown at them, and will have to make a Dexterity + Athletics roll (TN 10) or receive 1D6+2 Damage.

The PCs can only enter one at a time, and the rocks will keep on coming.[6] The players will have to decide, one at a time, who goes next into the dark hole.

**Running in the cave** demands a Wits + Caving roll (TN 12). Failure inflicts 1*D*6 Damage, plus the character's Speed Bonus (running faster means more Damage).

**Screams Above** Once most of the PCs enter the dark hole, two skinny goblins crawl out of a tiny side-tunnel, and cause trouble at the top.[7] They can only squeeze through the tunnel, as they have a Strength Penalty of -1. Anything larger than this cannot fit through the narrow tunnel.

## The Cave-In

The second after two characters get down the hole, the goblins flee. If the PCs don't give chase, they have failed in their mission. The goblins will not return to this area for two days, so the PCs will eventually have to follow.

**If the PCs have lit a torch,** they will spot dry rocks.

> The flickering torch illuminates a soaking wet cave, littered with bone-dry rocks of every size.

The dry rocks on the ground have fallen from the ceiling recently. The shouts and stomps in the cavern have begun a cave-in.

**Rocks Fall** once the troupe have gone 60 steps into the cavern. They will have to keep running forward to survive.

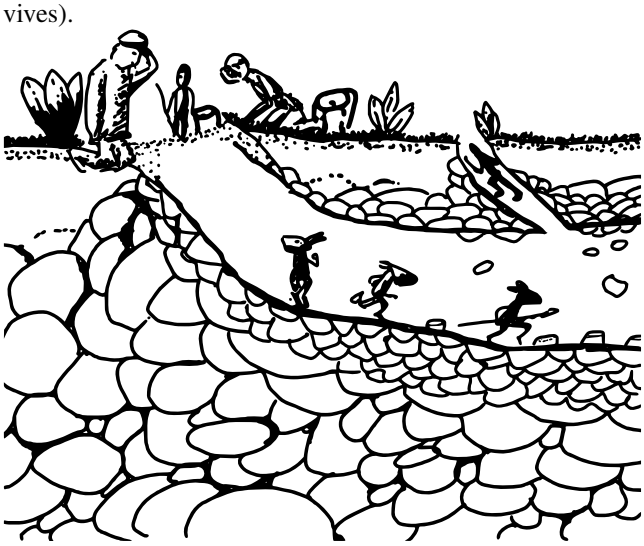
- Each round, roll 1*D*6 for each PC who don't run towards the goblins. On the roll of a 1, a rock lands on the PC, inflicting 1*D*6 + 1 Damage.
- Every time a rock falls, the threshold for the roll, and Damage, increase by 1.
- The third time someone gets hit by a rock, the roll will increase to a 4 in 6 chance, and inflict 2D6 Damage.

[5] The goblins emerge by sending one to climb, and then helping the others with a rope.
[6] The goblins spend 1 AP to pick up a rock, and 1 AP to throw. PCs spend 1 AP to move, as usual.
[7] All goblin statblocks appear on page 14.

Some PCs may try to run back to the entrance, and they may succeed. In this case, they will find themselves alone, at night, with a couple of goblins waiting nearby. Those goblins will wait for an Interval for a moment of weakness, but if that does not arrive, they become bored, and head down to the other cave entrance, far down the mountain.

| Roll | Damage |
|---|---|
| 1 in 6 | 1D6 |
| 2 in 6 | 1D6+1 |
| 3 in 6 | 1D6+2 |
| 4 in 6 | 1D6+3 |
| 5 in 6 | 2D6 |

You can leave these PCs as wildcards, until the very end of the session, then tell their entire story, just as the troupe begin to exit the mountain, far below (assuming anyone survives).



**Once the cavern collapses,** the dust thrown up inflicts an EP each round, until the PCs leave the Area.

**Leaving this area** means they must find the exit. It looks like any other shadow among shadows, so the troupe must roll Wits + Caving (TN 10, +2 bonus for having a torch). They can use a Banding Action, so they will succeed eventually, as long as enough people help.

**The passage out** becomes smaller and smaller, until the head of the troupe must crawl. Whoever went first must roll Dexterity + Caving, against TN 8, plus their own Strength Bonus (larger people will struggle more).

Every character must make this roll, and every time they fail, every character behind them takes an EP due to the dust.

The Realization begins once they reach the other side. Give the players a moment to understand what has happened, and the implications. Describe the scene again. They will need a clear view in order to prepare.

- Does anyone have a lit torch?
- How many torches do they have?
- How many characters survived? How many are dead?
- Who is wounded?
- How many tinder boxes? Tell them that the tinder box is dry, so it still functions. This will remind them that they must keep the tinder box dry.
- Did anyone take their backpack off to fight? Where did they leave that backpack?
- How many rations do they have in total?
- Do they have writing equipment, to make a map? (players who want to make a map should still be allowed, even if their character cannot)

**Digging their way out** only leads to Exhaustion Points.

**If any characters remain above,** just leave that PC, and focus on those down the goblin hole. The troupe can find out what happens to them later.

# IV The Guts of the Mountain

1: Fresh Hall The troupe will almost certainly want to stop and rest here for an Interval. The air smells dusty, but fresh enough to rest.

> This fresh hall has an ambient drip of water, and moisture everywhere. The ceiling slopes down gently, surrounding the entire passage with a ring of low-hanging darkness. Large, damp, rocks litter the ground in every direction.

**The way out** goes down, sharply. The troupe should roll Dexterity + Caving (TN 10). A tie means the first person can drop an item instead of taking the fall. Falling down the passage inflicts 1*D*6 − 1 Damage (a helmet provides a maximum of DR 1, no other armour counts).

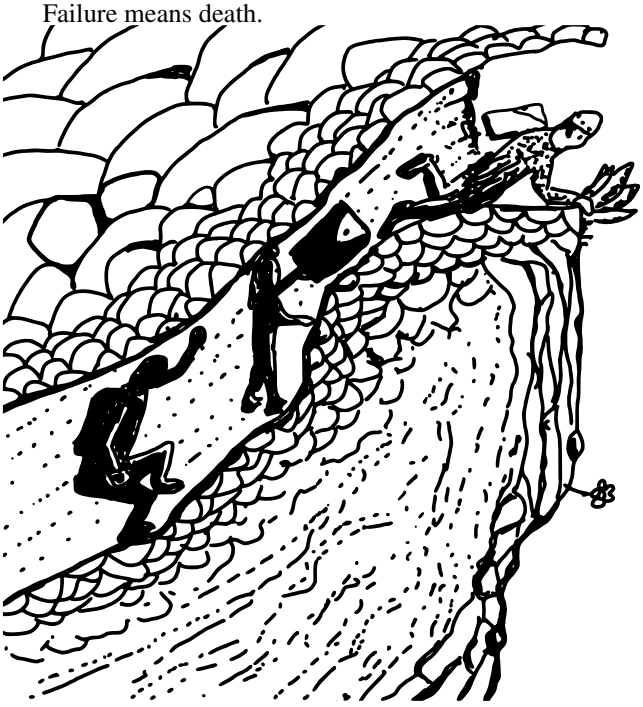
- A path winds slowly up half a mile, to 'False Exit', below.
- Another leads 1 mile to 'First Bridge', above on the next page.

2: False Exit The path travels upwards until opening on the mountain's side. Unfortunately, the path also exits onto the side of a cliff, so the troupe cannot simply walk down.

[8] If a player insists on attempting this check, you should roll for them, and tell them if they succeed or fail. The other players will only find out if their characters can climb down later – they should not know their chances of success by looking at the Natural Roll.

Climbing down requires a Dexterity + Athletics at TN 14.[8]

Failure means death.



3: First Bridge *The human prospectors (who looked for a good place to mine) built two bridges. Over time, dust, rocks, and other debris covered the bridge entirely. Then the wood degraded, leaving a natural trap.*

*The first group of night guards to descend ran across the bridge, so half of it crumbled, sending them falling to the pit of sharp rocks below. One died, and his body, and equipment, were left down here to rot.*

**If the troupe were not running,** then at least one torch has burnt out.[9]

**If the troupe inspect the hole,** they will see the ground here is degraded wood.

**If the troupe go across the wood,** anyone with a Weight Rating of 9 or more (including equipment) will make the remains of the bridge collapse.

**Jumping over the bridge,** requires a Speed + Athletics roll (TN 9). A tie means the bridge collapses, but the character has crossed safely.

**Falling into the hole** inflicts 1*D*6 + 2 Damage.

**Entering the hole** requires an Intelligence + Caving roll (TN 10), to understand a safe route down. Ascending requires TN 12.

The players can make this a group roll, by having their characters discuss the safest route down, if they are prepared to spend an Interval on the discussion.

➢ Past the bridge, after a mile of fairly smooth cavern floor, the troupe find 'Rope & Cliff', below.

➢ Inside the hole under the bridge, a crack reveals 'Gentle Passage', below.

4: Rope & Cliff *This cavern has a tall cliff-face, ten steps straight down, so the goblins descend with a rope tied to a boulder.*

> The torchlight no longer hits the far wall – you have come to a cliff-face, which overlooks a massive drop down. Right ahead, you see a boulder with rope tied around it. The rope droops down the cliff-face.
>
> The echoes of your footsteps return from the other side of the cavern.

This may look like a trap, but it isn't.

**If the rope takes a combined Weight of 11 or more,** the rope will pull the boulder down on their head.

**If the rope takes a combined Weight of 14 or more,** (presumably due to multiple characters climbing down) it will snap.

➢ The wide cavern at the bottom leads to the 'Second Bridge', above on the facing page.

5: Gentle Passage This path, like the entrance has had a little cave-in, and will have more if anyone large walks through it. The players may spot the danger, or you can give the characters a roll for gaging a cavern.

If moving across, the troupe can make a Dexterity + Stealth roll, with a TN equal to their total Weight.

> The path widens, and you can comfortably walk, without ducking. It the wet cavern walls stand apart, allowing everyone to walk together, with two or three side-by-side. You step carefully over the little dry stones which cover the floor.

[9] Each torch only lasts 1 hour.

Just like the entrance, if the PCs don't spot the danger, the ceiling will collapse on a 1 in 6 chance, which increases every time something falls. However, this time the cavern stretches across 60 steps.

| Roll | Damage |
|---|---|
| 1 in 6 | 1D6 |
| 2 in 6 | 1D6+1 |
| 3 in 6 | 1D6+2 |
| 4 in 6 | 1D6+3 |
| 5 in 6 | 2D6 |

➢ The passage soon becomes more stable soon after, and half a mile later, emerges at the 'Cliff Dive', below.

6: Second Bridge *The second old mining bridge has degraded almost as much as the first, and covers a wider area – a full four steps across, and one step high.*

Anyone with Weight 8 or more who steps on it will make it break, and fall into the water below. However, the goblins can walk across it, one at a time, without damaging it.

➢ Past the bridge, a slender crack leads immediately to the 'Worm Tunnel', below.

➢ Falling into the river means flowing downstream to meet the riverbank leading to the 'Puddle of Doom', above on the next page.

➢ Three steps later, a small pile of stones and the stench of shit marks the start of the 'Standing Tunnel', above on the following page.

7: Cliff Dive This passage ends abruptly with a cliff-ledge, with a river a stone's throw below. The river has enough depth to let anyone land safely.

The PCs will have a difficult decision, since they can't tell if the dive will kill them.

**Climbing down** demands a Speed + Athletics roll (TN 9).[10]

**Diving down** requires a Dexterity + Athletics roll (TN 10), but failure only inflicts 2 EP.

**Once in the water,** the river pushes everyone naturally towards a riverbank characters float gently downstream. One side of the river ends in a wall, the other has a little ledge to grab onto, some distance down.

Going upstream leads to a dead-end as the cavern's ceiling descends to meet the water. Characters who attempt to go upstream will have to swim some distance before they find the dead end, and will suffer 3 EP.

➢ The river pushes characters gently to the riverbank, close to the 'Puddle of Doom', above on the next page.

➢ Characters who continue down-river receive a harsh ride down an underwater stream to the area 16 on page 11, 'Blind Fish Rapids'.

The river's rapids and rocks demand a Strength + Athletics roll to hold one's breath, or receive 4 EP (TN 10); then a Dexterity + Caving roll to avoid 1*D*6 + 2 Damage (TN 16 if the character is in the dark, which they almost certainly are).

8: Worm Tunnel The goblins cannot traverse the Standing Tunnel, so they must crawl through this passage. The PCs will probably have a difficult time here, and the goblins know it. The narrow tunnel extends a full mile before the troupe can stretch their arms again, and it counts as two miles due to the cramped conditions.

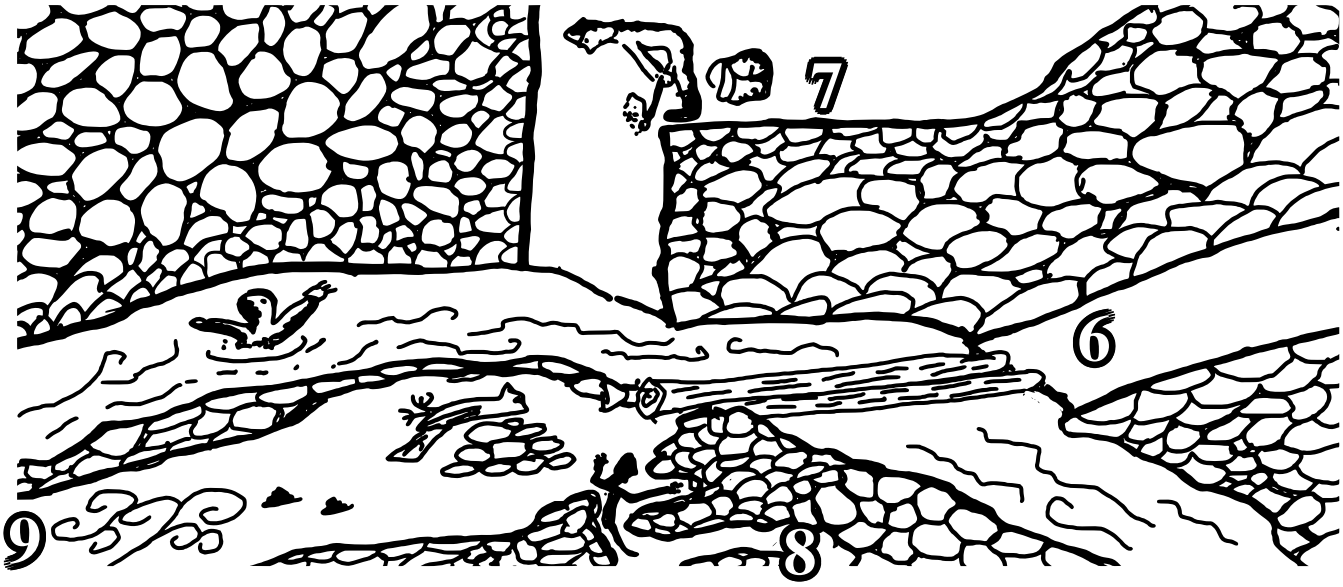
To squeeze through, the players roll Dexterity + Caving, at TN 7 plus double their Strength score, plus 2 for wearing armour.

**Rolling a tie** means that the character takes a long time, and gains 2 EP from all the shuffling and scrapes.

**Rolling a failure** means the character has become stuck, has gained 2 EP, and will not get out without someone helping to pull them from the other side, with a rope.

Setting up a rope to help them requires another character to make their roll for them again, with +1 to the Tie Number.

[10] Planning cannot help with this roll – the characters cannot see below well enough to plan.



**Resting** requires an Intelligence + Caving roll (TN 10), because getting people to a comfortable spot where they can rest, without standing, while clearing the rocks away, won't work. Failure means the troupe waste an Interval trying to relax and eat.

**Once they near the exit,** they must shuffle out slowly, with their head poking out. At this point, a goblin lying in wait attacks with an automatic Vitals Shot. The only clue about the danger, is the gentle sound of the nearby river.

➢ The goblin stands in the open, in the same room as the 'Puddle of Doom', below. If a single PCs approaches while upright and ready for him, he flees towards the exit there.

### 9: Standing Tunnel

*The human miners stopped mining slightly beyond this point. Their budgie died in this tunnel, which told them that the tunnel held a lethal gas.*

*The next time they returned, they came back with a little wooden box, with the budgie's name – 'Happy' – carved onto the top, and placed it under a little cairn.*

*When the goblins moved in, they did not understand the significance of the little cairn, so one died in the passage. Since then, they use the tunnel only as a toilet.*

**Upon entering the tunnel,**

- The smell of goblin-shit haunts their noses.
- Any humans in the troupe will instantly spot the pile of rocks, and understand that someone built it like a cairn.
- A few steps later, they will see a pile of goblin droppings.

**Carbon monoxide** lays in the low parts of the tunnel, around waist-height to a human. It won't do any harm to walking humans, but if a gnome or dwarf enter, they will start to feel sleepy, then die. The same goes for anyone sitting down to rest.

The first sign of carbon monoxide poisoning is usually death, but in this case the first sign is a dead goblin. It died recently, but has no marks – no cuts or bruises.

If the players fail to heed the warning signs, any short characters will die first.

**After a mile,** the passage ascends. Various twists mean it continues longer than its neighbouring tunnel, making it 2 miles long.

### 10: Puddle of Doom

*This passage was once a nice, wide area, with a simple passage downward, to a series of small tunnels, one of which leads out to the 'Hungry Hall'. Since then, it has flooded, which complicates the situation.*

Imagine getting from your front door to your cooker in complete darkness. Now imagine doing that in a stranger's house. Now imagine the house is under water. The simple presence of water will make this a harrowing task for the PCs.

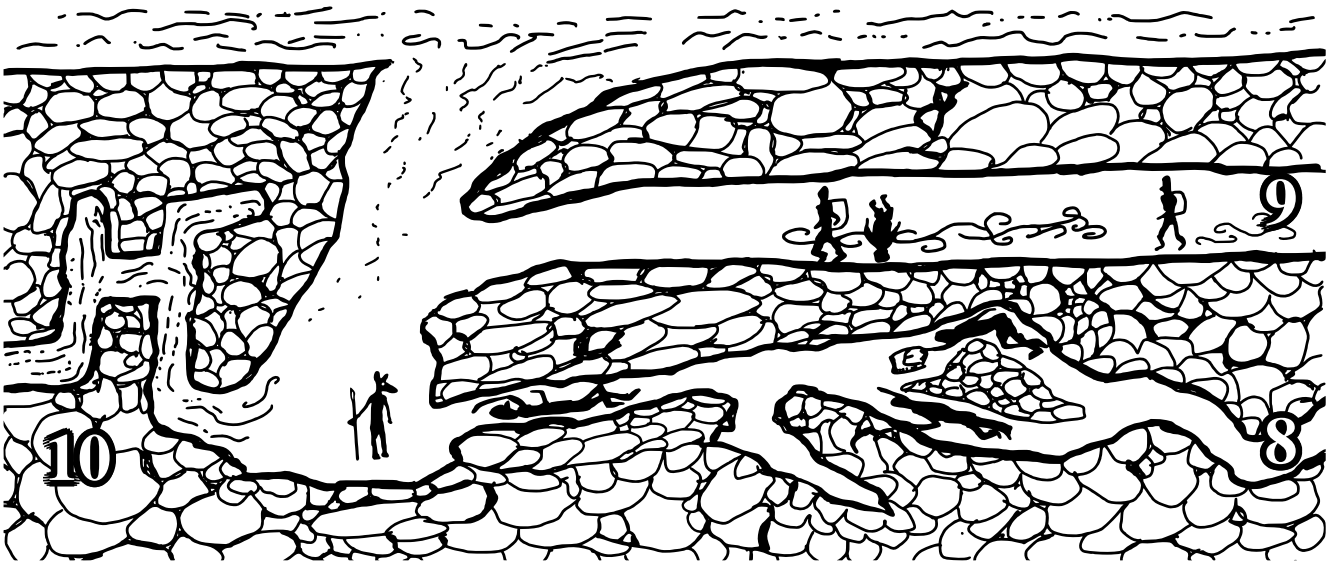
The players will have to map the passage, in one way or another.

Whoever enters the frigid waters instantly gains an EP, and the exertion of swimming (as usual) inflicts another.

The scene might go like this:

- **'Okay, I'll jump in the puddle.'**
  - *'Do you take your backpack off?'*
- **'Yes. What do I see?'**
  - *'The water has a metallic cold, which pulls heat from your skin.'*
  - *'You feel the hard, slippery rocks around, and have to descend a little before finding a passage. This seems to be the only passage. It's about the height of a crouching child.'*

**'Okay, so I'll go through, carefully.'**



- *'Going carefully, you have 3* AP*, so you cover 3 steps this round.'*
- *'Put down a temporary* EP *(you can remove it once you can breathe again).'*
- *'Swimming onward, you cover another 3 steps and find a side tunnel on the left.'*
- *'Above, the tunnel opens upwards.'*
- *'Put down another* EP*'*
- *'Which way do you go?'*

**'I'll move up.'**

- *'You find a sharp, spiky ceiling as you swim up and round. You think the tunnel moves horizontally from here, but you can't be sure of which way is up or down in the freezing, dark waters.'*
- *'Take another* EP*.'*
- *'Do you continue?'*

**'So if I have 3 slots without an EP, that means I can go another 3 rounds…so then how far have I come?'**

- *'You're unsure.'*
- *'Take an* EP*.'*

**'Again? Okay, I'm going back!'**

This process might take a while. The player will have to decide who goes next, and plan their routes ahead. Each one will enter blind, and have to remember where they should scout next.

Remember to ask about the backpacks every time a character enters. Their rations almost certainly do not have waterproof coverings, nor do their tinder boxes.

The torches will still light fine, even after becoming wet. However, the water in the torch's wood will mean that torch creates a constant hiss from the water turning to steam. This will prevent the troupe moving silently while they carry those torches.

**For some extra tension,** let a character enter the water and then focus on the other characters.

> *Okay, Ratcull entered the water. Everyone else waits for some time, and the water feels quiet. What do you do now?*

Let the troupe decide how long they will wait, in the darkness, before someone else enters. Of course, if the others say 'one hour', once you resolve the first character's actions (the one in the black waters), you may find that the troupe did not in fact wait for an hour, as the first character may return after a few minutes to confirm that everything's fine.

**If multiple PCs enter the tunnels,** this spells trouble. The passage only has enough space for one person, so if they run into trouble, they cannot back up without bumping into everyone behind them.

**Once out of the water and rested,** the character can remove all EP from holding their breath in the water, but not the EP gained for swimming.

➢ Once out the other side, the troupe have entered the 'Hungry Hall', below.

### 11: Hungry Hall

*This chamber could fit an entire bailey inside it, and has plenty of fresh air, but not unlimited air. The goblins understand the cavern's limits well, so the last time that night guards entered, they lit a fire, and cooked a body in here, but left before the air became unbreathable.*

The goblins have lit a fire, and within an Interval, the air will become quietly deadly, inflicting hypoxia on anyone in the cavern.

> Emerging from the water, you see a fire burning in the distance. Despite the bright light, you cannot see the ceiling or walls of the cavern – just the bright light in the centre.

**Standing by the underground fire** will help dry off after the dunk from area 10.

Inside the fire sits the charred bones of a night guard. His armour lies nearby, with teeth-marks.

**Finding the exits** requires a Speed + Caving roll at TN 9 (or TN 14 if they put out the fire). The troupe can only use a Banding Action if they split up.

They can also make this a Resting Action if they are prepared to spend an Interval doing it carefully.

➢ One passage out smells like farts, and leads to the 'Fire Cavern', below.

➢ Another, smaller, tunnel leads down to the 'Dark Tunnel', above on the following page. Disturbed rocks show that goblins only take one of these two passages.

These tunnels have enough good air in them to prevent hypoxia getting any worse, but not enough to cure whatever effects have begun.

### 12: Fire Cavern

The passage here leads upwards, to a chamber where flammable gas seeps in through little air-vents.

The party can make a Wits + Caving roll (TN 12) to notice the smell before their torches ignite it, dealing 2*D*6 Damage to the first half of the characters, and 1*D*6 to the second half.[11]

➢ The troupe will exit through a narrow crack, at the 'Smokey Passage', above on the next page.

[11] Armour with a Covering of 3 reduces the Damage by half, while armour with Covering 5 reduces it to a quarter.

13: Dark Tunnel This narrow tunnel stretches a long way – around a mile. The troupe can walk down it single-file, occasionally crouching.

However, if they have even a single torch lit, the oxygen in the tunnel will deplete, causing hypoxia. This will leave the party with a real problem – tiredness, and hallucinations can follow.

If the troupe avoid lighting any torch in the narrow tunnel, they will have to try black walking.

> You stop for a small breather, then notice little goblinoid silhouettes up ahead or behind.

That little verbal slip-up – 'ahead or behind' – should be given with intention. The troupe will have trouble remembering which direction they came from and which they were going to. If they ask about the odd phrasing, tell them what they're having trouble remembering; otherwise, simply wait until the troupe have dealt with the imaginary goblins, and decide to continue moving.

➢ The PCs find new problems, just before reaching the 'Umber Hulk', below.

14: Umber Hulk *This giant, beetle-like creature wanders the caverns, feeding off anything that moves. It has laid a large group of eggs, and returns to them periodically, to drop any food on them that it can.*

**If the troupe approach from 'Dark Tunnel', below,** the umber hulk will begin sniffing silently and shuffling loudly around the tiny entrance.

> You hear the sound of disturbed rocks ahead, like someone shuffling a cart around a pile of rocks.

The Umber Hulk will cannot fit through the passage to the 'Dark Tunnel', below, so the PCs can stay safely away from it once they know it exists, but will have a hard time getting past it.

**♉ Umber Hulk**

| | | | | | |
|---|---|---|---|---|---|
| Strength | 6 | Dexterity | 2 | Speed | -1 |
| | | Wits | 1 | | |

**Skills** Brawl 1, Athletics 2,
**Knacks** Unstoppable (+2 HP)
**Abilities** Quadruped (double movement). Stench (breathing in demands Strength + Survival check, TN 11, or take 3 EP).

AP 2, Att 10, Dam 2D6+2, DR 5 (15!), CR 11

⊙⊙⊙⊙⊙○○○○○○○○○○

➢ The only way out leads to the same chamber as the 'Smokey Passage', below. The goblins there will irritate the umber hulk, causing it to chase the goblins, who flee across the river in the 'Blind Fish Rapids', above on the facing page.

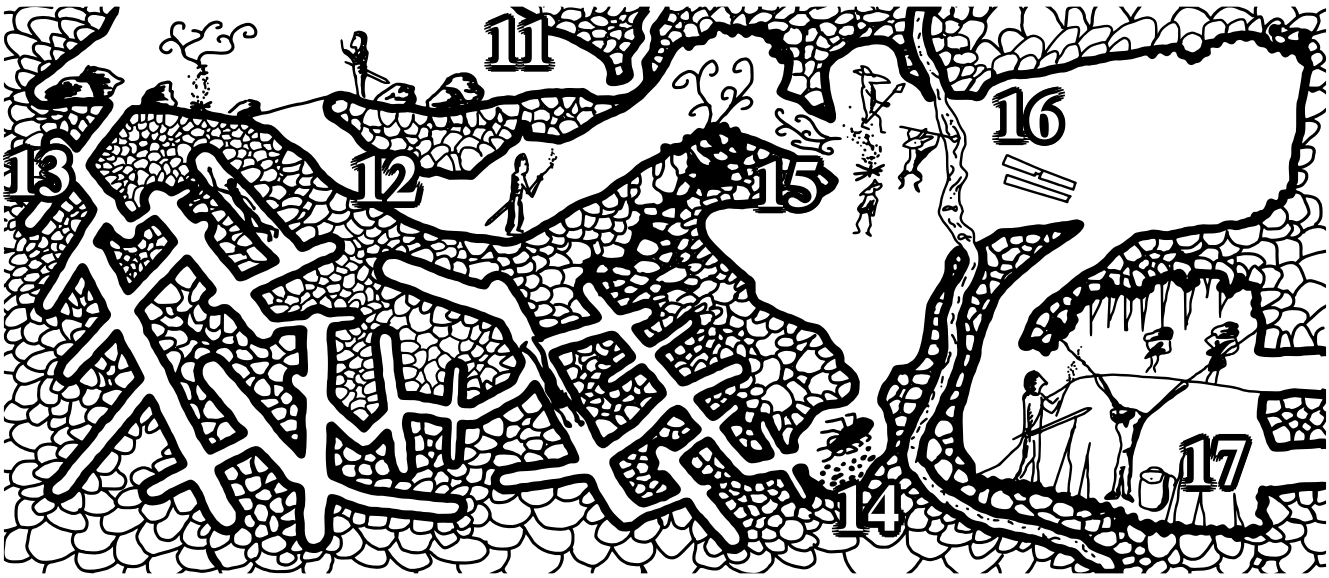
15: Smokey Passage The goblins wait at the bottom of this long passageway, to light a fire with all their sticks, once the troupe descend.

**If the PCs have been creeping quietly,** they should make a Dexterity + Stealth, against the goblins' Wits + Vigilance, TN 8.

**If the PCs head back up,** they will receive more and more EP until they die, or try another way.

**If the PCs want to rush down,** they can roll Speed + Caving (TN 10) to hold their breath. Every Failure Margin inflicts an EP, and the same Natural Roll counts for everyone.

➢ This cavern expands slowly, and soon meets the 'Blind Fish Rapids', above on the next page..



16: Blind Fish Rapids A long, lazy, river with a wicked undercurrent cuts across this cavern. The PCs will need to vault it or swim across. Once on the other side, they can use the wooden planks goblins have left on the other side to get across.

One wooden plank is stable, the other has a cut across the middle. Using the planks without examining them results in a PC falling through the water.

> A wide crack in the ground ahead falls away to reveal a river, almost within touching distance. It moves silently, and looks the colour of black tea under the torchlight.

**Swimming** demands a Strength + Seafaring roll (TN 10). Rolling a tie means the character can make no progress – they simply fight against the river's undercurrent, gain an EP, and roll again.

Rolling a failure means the river pulls the character down-river, the TN increases by +2, and the character gains an EP then rolls again.

**Examining the river** reveals little fish, about the size of a finger.

Any reasonable plan to catch them might work, although placing an underground fire safely can prove very difficult.

**Jumping over** demands a Speed + Athletics roll (TN 12).

**Going down-river** allows the character to feel ever-stronger water-pressure as they near an underground waterfall, then plunge to darkness and death.

➢ This cavern becomes narrower, and quickly meets 'Stalagmites Point', below..

17: Stalagmites Point *The last of the night guards from the first troupe died here. The goblins have taken the rope from his satchel, and used it to string him up like a puppet, to entertain themselves.*

- Once the troupe enter, they will see the corpse of the night guard, and may think he's an undead creature.
- The goblins will then begin to drop massive rocks on the PCs' heads (1D6+3 Damage).
- The characters can evade with a Dexterity + Athletics roll, vs the goblins' Dexterity + Projectiles (TN 9).
- The size of the rocks means the goblins can only hold onto them for two rounds.
- The goblins also need a full two rounds to 'reload', as goblins pass rocks from above.

**If the PCs examine the night guard body,** they find a map of the cave, created as the previous group came down.

**Retreat is easy,** but the troupe have limited supplies. The goblins will wait an Interval before retreating... silently.

**Finding the ground exit** is difficult, because the stalagmites block the view in every direction. The troupe can move through here, each PCs must roll Dexterity + Athletics (TN 10) to 'jump' through. Failure means they block the passage – just for a round – and nobody else can move through until they adjust their position.

➢ This lower passage continues for 1 mile to the 'Skein Hole', below.

➢ If the troupe run up the little ledge the goblins stand on, they find a cavern full of large rocks at the top, which goes along for a mile to the 'Glowing Chamber', below.

18: Skein Hole *Skein are skinny little lizards which live in caves. They have no eyes. Their little claws grasp grasp smooth rocks like a spider. Their skin lets light through, and even the smallest glow of light causes them pain.*

**If the troupe have any source of light,** the skein attack whoever has the light as a swarm.

**10 Skein**

AP: 5 Att: 11 – *HP* Speed: 2 Wits: 0

HP: ○○○○ CR 3

**If the troupe look around,** they will notice large patches of mushrooms growing in this cavern. All of them are edible if one can prepare them correctly.

**If the PCs pick the mushrooms,** They will have enough supplies for five meals. The cook will need an underground fire and then makes an Intelligence + Cultivation roll (TN 10) to prepare them properly.

Rolling a tie indicates that the chef has failed, but will not poison anyone. Failure indicates that the resulting rancid mushroom 'stew', will not count as a full meal for anyone, and instead inflict 2 EP.

➢ The tunnel continues for a mile, to the 'Basilisk Cave', above on the next page.

19: Glowing Chamber This passage hosts glowing mushrooms, called 'glowshrooms'. Each one gives off light when disturbed in anyway.

A pile of them can be used as lantern light, though the light will die after an Interval someone picks them, so they cannot provide a long-term torch.

➢ The tunnel continues for a mile, to the 'Sun Roof', above on the following page.

➢ Another tunnel leads down through miles of darkness, until it hits the 'Goblin Hole', above on the next page..

**20: Goblin Hole** The goblins initially emerged from this tunnel, and can retreat through it if all else goes wrong. It contains narrow passages and wide passages. It also presents a serious problem for the PCs' mission, with very little solution – the goblins can retreat down here, and the troupe will struggle to follow them.

Far below, a complete society of goblins lives beside volcanic vents, which grow verdant gardens. The PCs cannot hope to survive down here, and if they spend an Interval descending, they should figure out that they are going the wrong way.

**21: Basilisk Cave** Basilisks hibernate here over Sables. Last snowfall, one basilisk did not wake up, and so provided food for the entire caving system.

A swarm of skein currently feast on the remains of the basilisk corpse. As before, if the PCs carry any source of light, they will attack; otherwise, they ignore them.

**⁑ 4 Skein**

AP: 5 Att: 11 – *HP* Speed: 2 Wits: 0

HP: ○○○○○○○ CR 5

Around the next corner, you see a speck of light in the distance. It looks incredibly bright…

➢ The not-so-distant light is the 'Sun Roof', below..

**22: Sun Roof** This passage has had a cave-in, and Sunlight floods in through the top. Unfortunately it still sits farther underground than a castle.

Climbing the ragged walls begins with an Intelligence + Athletics roll, to understand the best route up. A successful roll gives a further +2 Bonus to the main event: a Speed + Athletics check, TN 14. It also lets the player know the TN.

A tie means the character figures out this climb will only hurt them before they climb. A failed roll means the character suffers 2*D*6 Damage.

➢ One more mile, and the troupe find the 'Crack to Exit', below.

**23: Crack to Exit** This sweet-smelling narrow tunnel goes forward and up, and eventually exits to the world above. Unfortunately, it will only admit creatures with a Strength Bonus of 0 or less.

➢ One more mile along is the 'Windy Passage', below.

**24: Windy Passage** The wind coming through this tunnel indicates its invitation to the outside world. The troupe can finally move out, and be free of the goblin warren.

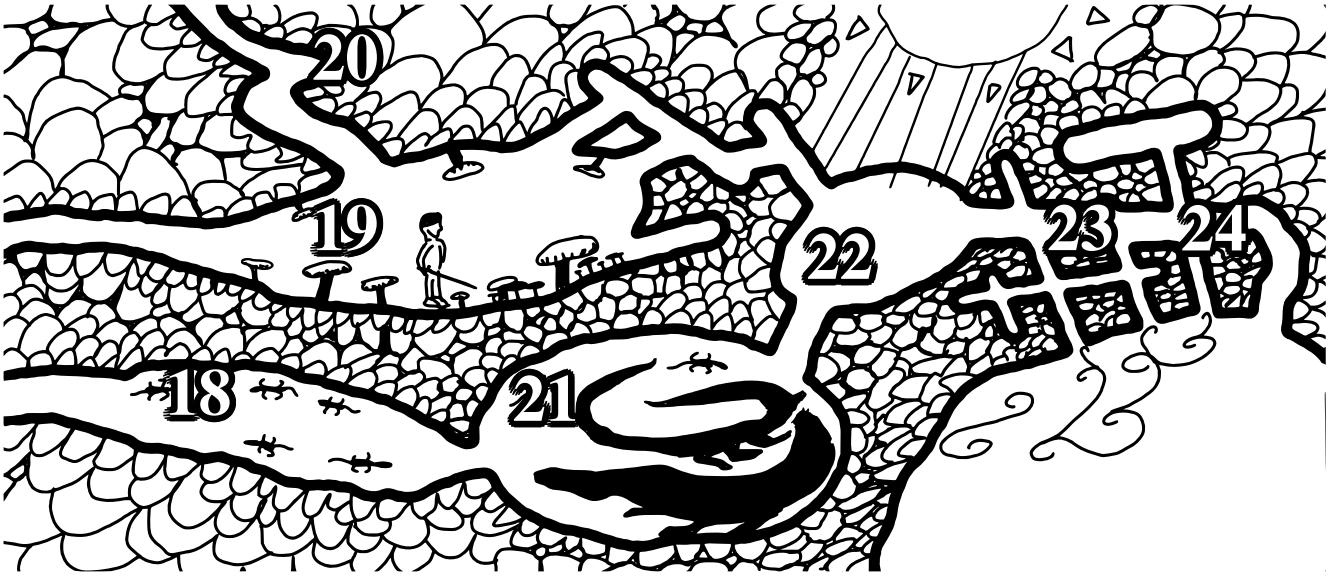
## Returning Home

The troupe is now free, and only have the small task of navigating back home, through the dense forest, and a final encounter.

- Is it light outside?
- How many rations do they have left?

A storm is brewing above them. Within an Interval, it will break, inflicting an additional EP while travelling.

Meanwhile, a chitincrawler watches them from above (they spot it immediately). If they retreat until the storm breaks, it leaves. But if they wander in the open, it attacks.



**♂☿ CHITINCRAWLER**

| | | | | | |
|---|---|---|---|---|---|
| Strength | 4 | Dexterity | 0 | Speed | 1 |
| | | Wits | 3 | | |

**Skills** Brawl 3, Athletics 1, Survival 1, Vigilance 1,
**Abilities** Octopod (double movement). Web (Strength + Athletics, TN 12 to break free for 1 AP).

AP 4, ATT 10, DAM 2D6, DR 4 (15!), CR 10

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If the troupe follow the sound of the river, they will eventually find a nearby bailey.

## BACK AT THE BOTHY

Once the troupe return from their harrowing journey past the Edge of Civilization, Titrate immediately asks how many goblin heads the troupe have obtained. If the troupe have none, one of them will need to roll Charisma + Caving to explain the difficulties (TN 8). If the roll fails, Titrate sends them all to the local Pit of Justice, while arranging for more fodder to go up the mountain…

# V Goblin Blocks

### ♀ 2 Skinny Goblins

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

**Skills** Melee 1, Brawl 2, Caving 1, Stealth 2,
**Abilities** Amphibious.
**Equipment** Javelin, rock (TN 9, 1D6-1, AP 2), flask of lantern oil.

AP 5 (AP Cost: 2), Att 12, Dam 1D6, CR 2

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### ♂ 2 Lanky Goblins

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

**Skills** Projectiles 1, Caving 2, Stealth 2,
**Equipment** Javelin, rock (TN 9, 1D6-1, AP 2), rye bread.

AP 3 (AP Cost: 2), Att 10, Dam 1D6, CR 0

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### ♂ 2 Pink Goblins

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

**Skills** Projectiles 1, Brawl 2, Caving 2, Stealth 2,
**Equipment** Javelin, rock (TN 9, 1D6-1, AP 2), leather pouch filled with colorful egg shells.

AP 5 (AP Cost: 2), Att 10, Dam 1D6+1, CR 3

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### ♀ 3 Toothy Goblins

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

**Skills** Melee 1, Caving 1, Stealth 2,
**Abilities** Amphibious.
**Equipment** Javelin, rock (TN 9, 1D6-1, AP 2), smoked ham.

AP 3 (AP Cost: 2), Att 12, Dam 1D6+1, CR 1

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### ♀ 2 Grinning Goblins

| | | | | | |
|---|---|---|---|---|---|
| Strength | -2 | Dexterity | 1 | Speed | -1 |
| Intelligence | 0 | Wits | -3 | Charisma | -4 |

**Skills** Melee 1, Caving 1, Stealth 1,
**Abilities** Claws (+1 Damage).
**Equipment** Dagger, rock (TN 8, 1D6-1, AP 2), small torch.

AP 2, Att 8, Dam 1D6, CR 0

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### ♂ 3 Hairy Goblins

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

**Skills** Projectiles 1, Brawl 1, Caving 2, Stealth 1,
**Equipment** Dagger, rock (TN 10, 1D6-1, AP 2), small shaker filled with dried beans.

AP 4, Att 10, Dam 1D6, CR 2

⊙○○○ ⊙○○○ ⊙○○○

**Name:** Dell Countant **Player:** **Code:** Jester

**Race:** Dwarf **Concept:** Unwelcome Oracle **Rank:** Fodder

**Debt:** 100 sp

## 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 | ○○○ |
| Fate | ●●○ |
| | ○○○ |
| | ○○○ |
| | ○○○ |
| | ○○○ |

## 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+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 |
|---|---|---|---|---|
| Shortsword | 1 | 1 | 1 | 1 |

| Armour | DR | Covering | Weight |
|---|---|---|---|
| partial chain | 4 | 3 | 2 |

## Abilities & Conditions

## Knacks

Ritual Caster (spells use Intelligence, caster may spend 1 extra MP)

## Backpack

Small book of dark prophecies

cp_____ sp_____ gp_____ Weight_____

## XP

Total: 50

Unspent:

# BIND

**Birthday:** Sables 5

## Story Points ☐☐☐☐☐

**Spells** Roll Charisma + *Skill* to cast. Spells cost a number of Mana Points equal to their level 'Requirements', and a number of Action Points equal to their Cost +1.

### Itching Cornea

**Requirements:** Fate 3
**Resisted by:** Charisma + the Skill
**Range:** 12 steps
**Area:** 27

The caster cries a weirdly-specific doom, like 'may your feet grow fungus', or 'I hope your spells come out backwards', which lays a curse on one of the targets' Skills. The next 5 times the targets uses that Skill, they receive a -1 Penalty. If used during combat, the curse can cancel an attack if it targets the Skill used to attack the caster. For example, if someone aims their bow at the caster, the caster might curse their Projectiles Skill; a miss would imply that they fumbled the arrow and dropped it, and then receive a penalty to their next 4 rolls which employ Projectiles.

### Mass Curse

**Requirements:** Fate 2
**Resisted by:** Charisma + Survival
**Range:** 16 steps
**Area:** 4

The caster mentions the worst possible future for the targets – the most unpleasant thing which seems reasonably likely. They then loses 1D6 FP.

### Little Blessing

**Requirements:** Fate 1
**Resisted by:** Strength + Brawl
**Range:** 20 steps

With a short pep-talk for an underdog, and a pun about size, the target gains 1D6-1 FP.

### Curse

**Requirements:** Fate 1
**Resisted by:** Charisma + Athletics
**Range:** 20 steps

The caster wishes for the target's shoes to fill up with rocks, or some other small irritation. The target then loses 1D6-1 FP.

### Twisted Fate

**Requirements:** Fate 1
**Resisted by:** Charisma + Cultivation
**Range:** 20 steps

The caster hexes the target with death on the road, hoping they will not meet their destination. Within 1*D*6 Intervals, the target meets with a monstrous encounter. NPCs targeted by this spell will survive if only their CR value is greater than the monster they would encounter. Otherwise, they meet a gruesome fate on the road.

### Fathom

**Requirements:** Fate 1
**Resisted by:** Charisma + Deceit
**Range:** 20 steps

With a short interaction, and some questions about family, the caster discerns if the target has any special fate. The spell produces only 'yes' (if the target carries FP), or 'no' (if they do not), without further details.

## Cause of Death

**Name:** Nettlederth **Player:** **Code:** Paladin

**Race:** Human **Concept:** Last Survivor **Rank:** Fodder

**Debt:** 100 sp

## 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+3

2D6 + Dex + Melee + Att Bonus

## Damage

1D6+3

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 |
|---|---|---|---|---|
| Dagger | 0 | 2 | 1 | 1 |

| Armour | DR | Covering | Weight |
|---|---|---|---|
| | | | |

## Abilities & Conditions

## Knacks

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

## Backpack

Longbow, quarrel of 20 arrows, sketchbook of bandits who raised his bailey

cp_____ sp_____ gp_____ Weight_____

## XP

Total: 50

Unspent:

# BIND

**Birthday:** Umba 11

## Story Points □□□□□

## Cause of Death

**Name:** Slategroat **Player:** **Code:** Conquoror

**Race:** Human **Concept:** Wannabe Soldier **Rank:** Fodder

**Debt:** 100 sp

## 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 | AP | Attack | Damage |
|---|---|---|---|
| 3 / 3 (by Armour) | 2 (3 + Speed) | 2D6+3 (2D6 + Dex + Melee + Att Bonus) | 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 |
|---|---|---|---|---|
| Longsword | 2 | 2 | 2 | 2 |

| Armour | DR | Covering | Weight |
|---|---|---|---|
| partial leather | 3 | 3 | 2 |

## Abilities & Conditions

## Knacks

## Backpack

Helmet worn by Cindernail, famed night guard thane

cp_____ sp_____ gp_____ Weight_____

## XP

Total: 50

Unspent:

# BIND

**Birthday:** Sylfs 4

## Story Points □□□□□

## Cause of Death

**Name:** Tsod **Player:** **Code:** Noble

**Race:** Gnoll **Concept:** Tubby Thief **Rank:** Fodder

**Debt:** 100 sp

## 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

2

3 + Speed

## Attack

2D6+4

2D6 + Dex + Melee + Att Bonus

## Damage

1D6+2

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 |
|---|---|---|---|---|
| Spear | 3 | 1 | 2 | 3 |

| Armour | DR | Covering | Weight |
|---|---|---|---|

## Abilities & Conditions

## Knacks

## Backpack

Bag of shiny rocks, goat cheese

cp_____ sp_____ gp_____ Weight_____

## XP

Total: 50

Unspent:

# BIND

**Birthday:** Sables 8

## Story Points □□□□□

## Cause of Death

**Name:** Keelrash **Player:** **Code:** Tribalist

**Race:** Human **Concept:** Dishonoured Trader **Rank:** Fodder

**Debt:** 100 sp

## 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

3 / 3

(by Armour)

## AP

1

3 + Speed

## Attack

2D6+3

2D6 + Dex + Melee + Att Bonus

## Damage

2D6

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 |
|---|---|---|---|---|
| Maul | 1 | 3 | 2 | 2 |

| Armour | DR | Covering | Weight |
|---|---|---|---|
| partial leather | 3 | 3 | 2 |

## Abilities & Conditions

## Knacks

Adrenaline Surge (+1 Damage, once per combat)

## Backpack

(*Take the last item of the character on your right*)

cp_____ sp_____ gp_____ Weight_____

## XP

Total: 50

Unspent:

# BIND

**Birthday:** Umba 5

## Story Points □□□□□

## Cause of Death

**Name:** Gritbroil **Player:** **Code:** Tribalist

**Race:** Human **Concept:** Mediocre Fletcher **Rank:** Fodder

**Debt:** 100 sp

## 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 | AP | Attack | Damage |
|---|---|---|---|
| 4 / 3 (by Armour) | 3 (3 + Speed) | 2D6+2 (2D6 + Dex + Melee + Att Bonus) | 2D6+2 (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 |
|---|---|---|---|---|
| Greatsword | 3 | 3 | 3 | 4 |

| Armour | DR | Covering | Weight |
|---|---|---|---|
| partial chain | 4 | 3 | 2 |

## Abilities & Conditions

## Knacks

Guardian (spend 0 AP to guard someone, and take all attacks targetted at them with a +1 Bonus)

## Backpack

Longbow (+3), quarrel of 20 arrows

cp_____ sp_____ gp_____ Weight_____

## XP

Total: 50

Unspent:

# BIND

**Birthday:** Sylfs 7

## Story Points □□□□□

## Cause of Death

**Name:** Rankfilch **Player:** **Code:** Jester

**Race:** Human **Concept:** Small-town Bully **Rank:** Fodder

**Debt:** 100 sp

## 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 | AP | Attack | Damage |
|---|---|---|---|
| 0 / 0 (by Armour) | 3 (3 + Speed) | 2D6+1 (2D6 + Dex + Melee + Att Bonus) | 1D6+2 (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 |
|---|---|---|---|---|
| Shortsword | 1 | 1 | 1 | 1 |

| Armour | DR | Covering | Weight |
|---|---|---|---|
| | | | |

## Abilities & Conditions

## Knacks

Adrenaline Surge (+1 Damage, once per combat)

## Backpack

Rusty blade, rye bread

cp_____ sp_____ gp_____ Weight_____

## XP

Total: 50

Unspent:

# BIND

**Birthday:** Sables 11

## Story Points ☐☐☐☐☐

## Cause of Death

**Name:** Morgaine Binder **Player:** **Code:** Noble

**Race:** Dwarf **Concept:** Dispossessed Noble **Rank:** Fodder

**Debt:** 100 sp

## 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 | ○○○ |
| Fate | ●○○ |
| | ○○○ |
| | ○○○ |
| | ○○○ |
| | ○○○ |

## 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**: 3 / 3 (by Armour)

**AP**: 3 — 3 + Speed

**Attack**: 2D6+1 — 2D6 + Dex + Melee + Att Bonus

**Damage**: 1D6+2 — 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 |
|---|---|---|---|---|
| Shortsword | 1 | 1 | 1 | 1 |

| Armour | DR | Covering | Weight |
|---|---|---|---|
| partial leather | 3 | 3 | 2 |

## Abilities & Conditions

## Knacks

## Backpack

Chalk, 50' of rope, smoked ham, dried fruits

cp_____ sp_____ gp_____ Weight_____

## XP

Total: 50

Unspent:

**Birthday:** Umba 8

# Story Points ☐☐☐☐☐

**Spells** Roll Charisma + *Skill* to cast. Spells cost a number of Mana Points equal to their level 'Requirements', and a number of Action Points equal to their Cost +1.

### Twisted Fate

**Requirements:** Fate 1
**Resisted by:** Charisma + Cultivation
**Range:** 20 steps

The caster hexes the target with death on the road, hoping they will not meet their destination. Within 1*D*6 Intervals, the target meets with a monstrous encounter. NPCs targeted by this spell will survive if only their CR value is greater than the monster they would encounter. Otherwise, they meet a gruesome fate on the road.

### Fathom

**Requirements:** Fate 1
**Resisted by:** Charisma + Deceit
**Range:** 20 steps

With a short interaction, and some questions about family, the caster discerns if the target has any special fate. The spell produces only 'yes' (if the target carries FP), or 'no' (if they do not), without further details.

### Little Blessing

**Requirements:** Fate 1
**Resisted by:** Strength + Brawl
**Range:** 20 steps

With a short pep-talk for an underdog, and a pun about size, the target gains 1D6-1 FP.

### Curse

**Requirements:** Fate 1
**Resisted by:** Charisma + Athletics
**Range:** 20 steps

The caster wishes for the target's shoes to fill up with rocks, or some other small irritation. The target then loses 1D6-1 FP.

# Cause of Death

**Name:** Finillë **Player:** **Code:** Chronicler

**Race:** Elf **Concept:** Happy-Go-Lucky Outcast **Rank:** Fodder

**Debt:** 100 sp

## 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 | ○○○ |
| | ○○○ |
| Air | ●●○ |
| Fire | ●○○ |
| | ○○○ |
| | ○○○ |

## 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 |
|---|---|---|---|---|
| Dagger | 0 | 2 | 1 | 1 |

| Armour | DR | Covering | Weight |
|---|---|---|---|
| | | | |

## Abilities & Conditions

## Knacks

## Backpack

Five-leafed clover

cp_____ sp_____ gp_____ Weight_____

## XP

Total: 50

Unspent:

**Birthday:** Sylfs 10

# Story Points ☐☐☐☐☐

**Spells** Roll Charisma + *Skill* to cast. Spells cost a number of Mana Points equal to their level 'Requirements', and a number of Action Points equal to their Cost +1.

### Wind Blast

**Requirements:** Air 2
**Resisted by:** Strength + Athletics
**Range:** 16 steps
**Area:** 4

Targets lose 4 AP and get pushed back 4 steps minus their Strength Bonus. Targets with their back to the wind lose only 2 AP.

### Wind Chill

**Requirements:** Air 1
**Resisted by:** Strength + Athletics
**Range:** 20 steps

As the caster shouts '*back*', a blast of air pushes the target back, and they lose 3 AP minus their Strength Bonus.

### Bubble

**Requirements:** Air 1
**Resisted by:** the density of the liquid
**Range:** 20 steps

A small air-bubble surrounds the target as the caster whispers small oaths about reliability. The bubble protects them from foul gasses and allows them to go underwater. While mostly invisible, the bubble is real, and will go nowhere, resisting all but the strongest winds.

Casters often use this to protect themselves from Noxious Fog spells.

### Noxious Fog

**Requirements:** Air 1
**Resisted by:** the wind speed
**Range:** 20 steps

With a torrent of viscious swear-words, a pocket of foul air forms and inflicts 3 EP to anyone who inhales it. The fog only covers a step – enough for a doorway, or small tunnel. It dissipates after a couple of turns, or less if wind is present.

Casting the spell outdoors raises the Tie Number (TN) by 1, casting it on a windy day raises it by 3, and casting the spell in a storm raises the TN by 5.

### Douse

**Requirements:** Fire 1
**Resisted by:** size of the flame
**Range:** 20 steps

The caster yawns, and one target fire flickers, then goes out. Candles are TN 6, torches TN 7, hearths TN 8, and bonfires demand TN 9 or more.

### Furious Flame

**Requirements:** Fire 1
**Resisted by:** Wits + Athletics
**Range:** 20 steps

With a word of encouragement, a fire flares, inflicting 1D6-1 Damage on anyone next to it.

Someone carrying a torch would receive just 1D6-1 Damage, candle would inflict less Damage, and a target standing next to a bonfire could receive 1*D*6 Damage.

The caster cannot specify a target – the fire flares wherever it can. Anyone not taken by surprise can attempt to dodge, resisting with their Speed + Vigilance like any other missile weapon.

### Were Light

**Requirements:** Fire, Air 1
**Resisted by:** surrounding darkness
**Range:** 20 steps

The caster laughs in the face of darkness, and one light in the area lifts from its source, and wanders free. Most of these floating lights wander in circles, but others leave to seek out their own goals. Their reasons and aims remain a mystery.

### Sparkle

**Requirements:** Fire, Air 1
**Resisted by:** surrounding darkness
**Range:** 20 steps

The caster speaks encouragingly to a flame, and it blooms enough to light a banquet hall.

# Cause of Death

**Name:** Atarótë **Player:** **Code:** Jester

**Race:** Elf **Concept:** Thrill Seeker **Rank:** Fodder

**Debt:** 100 sp

## 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 | ○○○ |
| | ○○○ |
| Air | ●○○ |
| Fire | ●○○ |
| | ○○○ |
| | ○○○ |

## 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+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 |
|---|---|---|---|---|
| Rapier | 1 | 1 | 1 | 1 |

| Armour | DR | Covering | Weight |
|---|---|---|---|
| | | | |

## Abilities & Conditions

## Knacks

Snap Caster (spells use Wits and cost 1 less AP)

## Backpack

cp_____ sp_____ gp_____ Weight_____

## XP

Total: 50

Unspent:

# BIND

**Birthday:** Sables 5

## Story Points ☐☐☐☐☐

SPELLS Roll Wits + *Skill* to cast. Spells cost a number of Mana Points equal to their level 'Requirements', and a number of Action Points equal to their Cost.

**WIND CHILL**
**REQUIREMENTS:** Air 1
**RESISTED BY:** Strength + Athletics
**RANGE:** 20 steps

As the caster shouts '*back*', a blast of air pushes the target back, and they lose 3 AP minus their Strength Bonus.

**DOUSE**
**REQUIREMENTS:** Fire 1
**RESISTED BY:** size of the flame
**RANGE:** 20 steps

The caster yawns, and one target fire flickers, then goes out. Candles are TN 6, torches TN 7, hearths TN 8, and bonfires demand TN 9 or more.

**FURIOUS FLAME**
**REQUIREMENTS:** Fire 1
**RESISTED BY:** Wits + Athletics
**RANGE:** 20 steps

With a word of encouragement, a fire flares, inflicting 1D6-1 Damage on anyone next to it.

Someone carrying a torch would receive just 1D6-1 Damage, candle would inflict less Damage, and a target standing next to a bonfire could receive 1*D*6 Damage.

The caster cannot specify a target – the fire flares wherever it can. Anyone not taken by surprise can attempt to dodge, resisting with their Speed + Vigilance like any other missile weapon.

**SPARKLE**
**REQUIREMENTS:** Fire, Air 1
**RESISTED BY:** surrounding darkness
**RANGE:** 20 steps

The caster speaks encouragingly to a flame, and it blooms enough to light a banquet hall.

**WERE LIGHT**
**REQUIREMENTS:** Fire, Air 1
**RESISTED BY:** surrounding darkness
**RANGE:** 20 steps

The caster laughs in the face of darkness, and one light in the area lifts from its source, and wanders free. Most of these floating lights wander in circles, but others leave to seek out their own goals. Their reasons and aims remain a mystery.

## 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.