

MARRON Character Record

NAME:

To make a character, roll **2d4+1 for each stat** in order, rerolling if all are less than 35, then **switch 2**, if you want.

Roll a d20 **equal to or under** a stat to succeed, adding modifiers (as with contested rolls) to the **target stat**.

ADVANTAGE: roll twice, take the **lower** (better) result. DISADVANTAGE: roll twice and take the **higher** result.

Permanently reduce a stat by 1 for a **reroll** with ADVANTAGE (this is called BURNING a stat).

Keep track of your own inventories, and **be honest** when you're overfull! **Have fun**, and good luck.

STR (Stuff):

SUPPLY:

DEX (Body):

DEFENSE:

CON (Wounds):

SCARS:

INT (Skills):

PROFICIENCY:

WIS (Stress):

TRAUMA:

CHA (Reputation):

LEVEL:

PROGRESS tracker:





-MARRON-

An inventory-centric GLoGhack by SunderedWorldDM
Illustrated by the wonderfully talented [Thorø Larsen](#)

Cover Image: A young Mistress Selbernacht reflects on the valuable lesson her father just taught her, rest his soul.

WHATS SO COOL ABOUT MARRON?

- **ROLL UNDER.** Many people have a knee-jerk reaction against it, but if you give it a shot, I think you'll find that it speeds up play and lowers the DM's cognitive load by a significant amount.
- **MANY INVENTORIES.** It's not enough to just limit how many objects someone carries. How many skills do you know? How many languages and tools can you wield? How many levels do you have? How many friends? You can push that same "inventory" button to get that same sort of investment on different timescales.
- **CHARACTER MATRIX.** This method is the best of both worlds, where character creation is pseudo-randomized but a player can still influence it to some degree, and their starting ABILITY naturally aligns to the character's strengths. Plus, it's super fast and easy to use.
- **LOOT ADVANCEMENT.** Get LOOT, get LEVELS. Simple as that. It boils gold-for-XP down to eliminate the murderhobo impulse while keeping things simple.
- **NO CLASSES.** It's about time! This system does away with classes in favor of about 600(!) random abilities to acquire at random, to make character advancement more unique and thrilling. Plus, the tables can be adapted for all sorts of nefarious purposes!
- **PROGRESS.** This flexible system for advancement can be adapted for any system easily, and is a fast and memorable way to encourage your players to think about larger goals and time scales in RPGs.
- **A WORLD AND AN ADVENTURE.** Even if the system isn't for you, contained herein are five individually compelling regions that can come together into full setting to flesh out and explore or be used individually, as well as an adventure that you can use to ease into this system, but can be converted to other games without issue.

STR

STR slots hold “STUFF” - the physical bits and bobs you have on your person.

STARTING EQUIPMENT. When making your character, you start with the following equipment, all of which collectively occupies 6 slots:

- 2 pieces of ARMOR **or** a 2 WOUND weapon
- 2 SUPPLY
- Your CHA in silver shillings
- One other random object or trinket

MUNDANE EQUIPMENT. Equipment takes up as many slots as it takes hands to hold it securely. For example, a book takes 1 slot, a 10-foot pole takes 2, and a statue might take 3 or more. 20 coins of any type take 1 slot.

WEAPONS. Weapons deal WOUNDS equal to the number of slots they occupy.

ARMOR. Every slot ARMOR takes up, it offers a +1 to DEFENSE. ARMOR can be anything, from a dented Dwarvish helmet to thick bundles of fur and rags to a golden breastplate inscribed with the royal crest. Destroy a piece of ARMOR to negate the WOUNDS of one blow.

SUPPLY. Spend SUPPLY to have something clutch, but ubiquitous; a coil of rope, a flask of oil, a piece of jerky. Spend SUPPLY to negate a wandering monster encounter; your torchlight repels the darkness and frightens the monsters therein. Spend SUPPLY to rest easy for an evening; a full belly and a roaring fire is enough to soothe your aches. SUPPLY is 10s apiece.

FATIGUE. FATIGUE represents exhaustion and lethargy, occupying STR slots without granting any benefits.

FUMBLING. If you roll a 1 while using an object, it is dramatically destroyed. If it's a piece of LOOT, instead roll a d6; it's destroyed on a 1.

OVERFULL SLOTS. If your STR slots are ever above full, you cannot move or undertake actions until that stops being the case.

DEX

DEX slots hold “BODY”- features of your physiology and physique.

ANCESTRY. When making a character, choose or roll (50% chance you’re automatically Human, otherwise roll a d10) for an Ancestry that grants 3 BODY traits. Variants upon each Ancestry may offer alternate traits.

(X) **NAME.** Here is a short, dramatic blurb about what they are.

LANGUAGE: Spoken by Race, Peoples, Creature (and Concept).

STATS.

LINKING.

UNIQUE.

(1) **HUMAN.** They are found everywhere, a plague upon the earth. They can look, sound like, and be anything, an adaptive **MALADY.** Their lives are short, their passion burns hot.

LINGUA FRANCA: Spoken by humans, merchants, and domesticated beasts.

TALENTED. +1 to two stats (not rolls, stats!) of your choice.

HATE. Your prejudice gives you **ADVANTAGE** on attacks against your choice of group.

[*SKILLED.* Instead of a third BODY trait, start with an extra **SKILL** of your choice.]

(2) **DWARF.** Their skin is made of metal and inlaid with gems. They believe their souls came from the earth’s heart, and by making their brilliant craft, they are liberating souls yet trapped.

DWARVISH: Spoken by Dwarves, craftspeople, and gold.

STOUT. +2 to CON rolls.

EARTHEN SKIN. You get +2 **DEFENSE.**

CRAFT AFFINITY. This BODY trait works as a **SKILL** in your choice of tools.

(3) **ELF.** Pinnacles of beauty and grace, but always lamenting the loss of bygone glories, and trapped in byzantine mannerism traditions. From their heads emerge brilliant flower blooms.

ELVISH: Spoken by Elves, artists, and flowers.

LITHE. +2 to DEX rolls.

PHOTOSYNTHESIS. While in sunlight, you have **ADVANTAGE** on rolls for perception.

FADING ARTS. Upon looking at something, you can tell who made it and its quality.

(4) **GNOME.** They may be small, but they are passionate and intelligent. Their hair grows in unusual colors and styles, and if you look into their eyes, you can see a stormfront roiling.

GNOMISH: Spoken by Gnomes, inventors, and the weather.

INGENIOUS. +2 to INT rolls.

LIGHTNING SOUL. Your touch can send electric jolts (1 **WOUND**).

TINKER. Spend a **TURN** and a point of supply to make a fragile short-term gadget.

(5) **GOBLIN.** Just like dust bunnies appear and accrue in dusty crevices, Goblins manifest in filth. Resembling green rat-people, their sadism is matched by their ingenuity and liveliness.

GOBBISH: Spoken by Goblins, lepers, and feces.

CUNNING. +1 to DEX and INT rolls.

BULLY. You have **ADVANTAGE** on attack rolls against creatures smaller than you.

FILTHMONGER. You get **ADVANTAGE** on all rolls relating to disease, filth, and stench.

(6) **MYCON.** In fungus-choked tunnels below the wet earth, walking mushrooms dance and whisper in ecstasy. To them, the flesh-folk are warmongering and hotheaded, not to be trusted.

SPORE: Spoken by Mycons, druggies, and mushrooms.

RAPTUROUS. +2 to CHA rolls.

CHEMICAL MAKEUP. The effects of drugs are enhanced when you use them.

ROT-EATER. Corpses you've killed count as a point of SUPPLY for you.

(7) **VERMINFOLK.** Their flesh is chitin, their eyes multifaceted and red. They were born from the fusion of Human flesh and arthropod life, and every movement is marked by ache and pain.

BUG-TONGUE: Spoken by Verminfolk, beggars, and insects.

FLY ON THE WALL. +2 to WIS rolls.

VESTIGIAL WINGS. Take a WOUND to fly for a ROUND.

REMARKABLE SENSES. Your insect lineage gives you an alien sense (i.e. heat vision).

(8) **CRITTERFOLK.** When a beast is given a sacred Duty, they rise above their common state, metamorphosing into intelligence. Should they defy their Duty, they revert back to animalism.

BEAST SPEECH: Spoken by Critterfolk, priests, and animals of the Critterfolk's origin.

STATS. +1 to DEX and WIS rolls.

DUTY-BOUND. You have ADVANTAGE on rolls involving upholding your Duty.

BEAST NATURE. Your animal lineage grants you a physical ability (i.e. limited flight).

(9) **RUNEBORN.** Cosmic forces and auspicious events can mark one child in a thousand with colorful tattoo-scored flesh. Runeborn are letters written in the cosmic language of reality itself.

GLYPHIC: Spoken by Runeborn, arcanists, and extraplanar creatures.

WHISPERING WONDER. +1 to INT and CHA rolls.

CELESTIAL LITERACY. You can read any written language, living or dead.

CHARGED. Choose one element to be impervious to.

(10) **UNLIVING.** To make an Unliving, force a corpse into a glyph-clad steel skeleton with bronze needles injecting oil and heat into its pale skin. Then pull a soul into its new body.

COG: Spoken by the Unliving, murderers, and machines.

STRENGTH BEYOND THE GRAVE. +2 to STR rolls.

INFERNAL ENGINE. You cannot take FATIGUE, and half all STRESS.

INCESSANT TOIL. You do not need to sleep, eat, or drink.

DEFENSE. You have DEFENSE equal to the amount of ARMOR you have, +1 for every empty DEX slot. Roll opposed DEFENSE when you're being attacked.

MALADIES. Mutations, diseases, and infections all occupy DEX slots. The mechanics vary between MALADIES, but you must typically roll CON every day or have your MALADY occupy more and more slots, until you are bed-ridden and infirm, or worse...

ADDICTION. When you take a drug, make a CON roll, taking a penalty equal to your current ADDICTION to that drug. If you fail, take an ADDICTION to that drug that occupies a DEX slot. Then the effect of the drug takes hold. After a rest, take STRESS equal to the difference between your ADDICTION and the number of doses you took since your previous rest. Make MODERATE ERODING PROGRESS to erase all of your ADDICTION in a specific drug. You can choose to make the process EXPENSIVE to get ADVANTAGE on the relevant rolls.

OVERFULL SLOTS. If your DEX slots are ever above full, you cannot move or take actions until that stops being the case.

CON

CON slots hold “WOUNDS”- injuries, MALADIES, and debilitations.

WOUNDS. When you suffer physical harm, you’ll usually take WOUNDS. These go away with rest, drug use, magical healing, or other similar bodily maintenance.

SCARS. SCARS are permanent WOUNDS that usually have an accompanying negative effect. Take a SCAR when you FUMBLE on a roll against taking WOUNDS. Unlike WOUNDS, they are not easily healed, and can haunt you for an entire adventuring career. To generate a random scar, roll for intensity, then roll for location.

INTENSITY (d6):

- 1-3 Cosmetic. A wicked-looking bit of scar tissue, or an arcane burn.
- 4-5 Hampering. It’s torn, broken, or battered; DISADVANTAGE when using it.
- 6 Disabling. Whatever got hit got *hit*- it is (perhaps fatally) rendered inoperable.

LOCATION (d20) [if necessary, roll another die, evens right, odds left]:

- 1 Top of head.
- 2 Eye.
- 3 Ear.
- 4 Nose.
- 5 Mouth.
- 6 Neck.
- 7-8 Upper torso.
- 9 Lower torso.
- 10 Groin.
- 11 Lower back.
- 12 Upper back.
- 13 Shoulder.
- 14 Arm.
- 15 Hand.
- 16 Upper leg.
- 17 Knee.
- 18 Lower leg.
- 19 Foot.
- 20 Roll, and take the result above and below as well.

OVERFULL SLOTS. If your CON slots are ever overfull, you go unconscious, and roll CON every TURN (or when you take more WOUNDS) with a penalty equal to the number of excess slots occupied. Once you fail, you die.

INT

INT slots hold “SKILLS”- things you know much about, or can do with great proficiency.

STARTING SKILLS. You start with 3 SKILLS of your choice. A SKILL can be anything, from ‘religious iconography’ to ‘menacing small children’ to ‘gunplay’ (all of these well-used SKILLS from actual play, mind you).

PROFICIENCY. Every empty INT slot gives you +1 PROFICIENCY. Add your PROFICIENCY to rolls that your SKILLS apply to.

LANGUAGE. You can choose to start with the LANGUAGE of your Ancestry. (If you’re Human, choose a LANGUAGE.) Make LONG PROGRESS to learn a new LANGUAGE from a mentor. LANGUAGES occupy an INT slot. When conversing for an extended period of time with something you don’t share a LANGUAGE with, the person leading the interaction rolls INT. If you succeed, you know enough to make fluent conversation, if not in a patchwork of tongues. If you fail, you’ll have to communicate in other ways. Anyone up for a game of pictionary?

LORE. Make SHORT PROGRESS over the course of TURNS or spend a day in a well-stocked library or the like to automatically gain a LORE. LORE occupies INT slots. Spend LORE to have a question of your choice automatically answered as best your character could know it. The more specific your questions, the more detailed a response you’re obligated to get.

OVERFULL SLOTS. If your INT slots are beyond full, you can’t add your PROFICIENCY to any rolls until that stops being the case.

WIS

WIS slots hold “STRESS”- your mental strain and ever-deteriorating sanity.

STRESS. When you suffer mental harm, you’ll usually take STRESS. This goes away with rest, drug use, magical healing, or all of the above.

TRAUMA. TRAUMA is like permanent STRESS that usually has an accompanying negative effect. Take a TRAUMA when you FUMBLE on a roll against taking STRESS. Unlike STRESS, they are not easily undone, and can haunt you for an entire adventuring career.

SPELLS. In most cases, SPELLS occupy WIS slots. See the “Magic” section for more information on SPELLS and their functions.

OVERFULL SLOTS. If your WIS slots are ever overfull, you go catatonic, and roll WIS every TURN (or when you take more STRESS) with a penalty equal to the number of excess slots occupied. Once you fail, you snap, going insane or retiring to a mediocre mundane life.

CHA

CHA slots hold "REPUTATION"- what people know you for.

OCCUPATION. Take your highest ability score as a row and lowest as a column on the appropriate character matrix (ask your DM which to use or choose the one from the region your character is native to; see below) to find out your Occupation and the Ability it grants. Your Occupation occupies a CHA slot.

LEVELS. Each LEVEL and associated Ability you have takes up a CHA slot.

COMPANIONS. Each THANE, pet, familiar, mount, or other animate help takes up a CHA slot.

OVERFULL SLOTS. If your CHA slots are beyond full, you are forced to retire until they go back to full or below, as too many people want things from you to still have time going into murder holes and stabbing things.

TIME

INITIATIVE. Most of the time, play is freeform; you can insert your action anywhere in the DM's description, there's no real structure. However, in fights, or when dealing with complex situations like traps, more chronology is needed. The DM will go clockwise around the table to resolve actions, ending with themselves. On your action, you can take one MOVEMENT (getting yourself from here to there), one OFFENSIVE (attacking or using damaging magic), and one MANEUVER (interacting with your surroundings), in any order, or take the same thing twice.

MOVEMENT. Your MOVEMENT gets you from NEAR to CLOSE. Two MOVEMENTS get you from FAR to CLOSE. If your speed is halved or you're traversing difficult terrain, you'll have to move twice to move from NEAR to CLOSE. CLOSE: slapping range, NEAR: throwing range, FAR: shooting range. You can move in and out of range of enemies with no penalty, and vice versa, unless a special ability otherwise dictates.

WEAPON OFFENSIVE. If you want to attack, roll either contested STR (for melee range) or contested DEX (for long range). If you succeed, deal appropriate WOUNDS. If you CRIT, give them a SCAR of your choice. If you're getting attacked, roll contested DEFENSE. If you fail, take the appropriate number of WOUNDS. If you FUMBLE, take a SCAR.

UNARMED ATTACKS. Your fists are melee weapons that deal 1 WOUND. If you're trying to just touch a creature, for example using a SPELL on something, make an opposed roll (DEX if in doubt) against your target.

DUNGEONS AND TURNS. Outside of combat, activity is measured in TURNS. TURNS are about 10 minutes long, so 6 TURNS makes an hour. Going more than 12 TURNS of activity without taking RESTING results in a point of FATIGUE for every TURN you continue to go without a break. Here are some things that rely on TURN structure:

TRAVEL. If you're simply moving from room to room, not stopping to FIGHT or INVESTIGATE or the like, you can traverse 3 rooms safely, or 6 rooms quickly (triggering any traps, surprises, or other adverse effects).

INVESTIGATE. Roll WIS to inspect something at a distance, and INT if you're inspecting it kinaesthetically. If you succeed, you learn all there is to learn about it, and if you fail, you only learn what the average person could glean.

Close Inspection. You can spend 3 TURNS INVESTIGATING closely to automatically succeed on the INT roll.

FIGHT. Combat takes a TURN. You can LOOT directly after combat within that TURN.

LOOT. In a TURN, you can scour a source of valuables and appraise them for their worth, discerning the qualities of any LOOT.

Attunement. You can spend a TURN turning a piece of LOOT into a non magical item and gaining the relevant ABILITY.

INTERACT. When you're interacting with objects or trying new things, you can make one meaningful roll per turn. That doesn't mean you can't keep trying the same thing over and over again, but each new attempt takes another TURN.

REST. Pause for a TURN and spend a point of SUPPLY to regain your LEVEL in WOUNDS, FATIGUE, or STRESS. If you bunker down for the night, you regain your

LEVEL + d4 WOUNDS, FATIGUE, and STRESS, but have to spend a point of SUPPLY or encounter some challenge to overcome before you can reap the rest's benefits.

Emergency Healing. You can spend a TURN doing battlefield surgery on yourself, erasing all your WOUNDS and replacing them with a SCAR, or performing emergency deescalation, erasing all your STRESS and replacing them with a TRAUMA.

RANDOM ENCOUNTERS. Every hour (6 TURNS), a mighty foe or band of churls turn up, or something dramatic happens. If you spend a point of SUPPLY, your torchlight stands firm against the darkness, and you avoid such an interruption.

RECUPERATING AND RECOVERY. Spend a tenday in a city to fully recover all FATIGUE, WOUNDS, and STRESS. When you get back to a city, spend your silver, restock, take a breath, enjoy your renown. Life is cheap, even for the mighty, so enjoy it while it lasts, and always stay on your toes.

OVERLAND TRAVEL. The landscape is measured in increments called HEXES. Each one is 6 hours of travel across, or about 15 miles. (Again, an adventuring day is 12 hours.) Every HEX you travel on foot gives you a FATIGUE, which moving on a mount mitigates. Gain an extra FATIGUE for every HEX past 2 you traverse/investigate in a day. Each HEX has an Obvious Feature and a Concealed Feature. The Concealed Feature can be found with 6 hours of looking about, a roll, some local expert accompanying the party, traversing the hex many times, or something else. If timing is of the essence, most activities/side treks take an hour.

PROGRESS

PROGRESS is a flexible mechanic that can be used any time an undertaking resolves itself over a period of days.

MAKING PROGRESS. To make PROGRESS, each day you work on something, describe how you're going to try and carry out your plan and make the relevant roll of your DM's choice. If you succeed, mark a point of PROGRESS.

LENGTH. Things that require SHORT PROGRESS need 4 points of PROGRESS to succeed. Things that require MODERATE PROGRESS need 6 points of PROGRESS, and things that require LONG PROGRESS need 8 points of PROGRESS.

MODIFIERS. Here are some non-exhaustive conditions that might apply to your PROGRESS:

Expensive. If making PROGRESS would waste supplies or money, like forging a new sword, then you must spend 10s every time you make an attempt at making PROGRESS.

Gradual. If the effects of PROGRESS would slowly take hold, like decoding a tablet line by line, then you get a benefit/reward for every point of PROGRESS you gain.

Eroding. If the effects of your PROGRESS diminishes over time, like getting rid of a parasite, for every day you don't attempt to make PROGRESS, you lose a point of PROGRESS you already have.

EXAMPLES. Here are some examples of how PROGRESS would be applied.

Increasing a stat. LONG PROGRESS; you can't increase the same stat twice in a row in this manner.

Overcoming ADDICTION. MODERATE ERODING PROGRESS to erase all your Addiction to a single drug.

Making gauntlets from monster hide. GRADUAL SHORT PROGRESS, each point of PROGRESS gets you a point of ARMOR.

TEMPORALLY-FLEXIBLE PROGRESS. For an optional rule that widens the application of PROGRESS, you may create PROGRESS trackers that can be rolled on every TURN, or even every ROUND. Fixing the rusty machinery, finishing an exorcism, or picking an infamously impenetrable Dwarvish lock could all be examples of when to use PROGRESS in this way.

MAGIC

QUICK REFERENCE PROCEDURE

- Roll to cast the SPELL
 - If you have a TOKEN, roll with ADVANTAGE
 - Allies can roll INT to assist; if they succeed, you roll with ADVANTAGE
- Expend USE as needed
 - If you failed your roll, stop after this step!
- PUSH yourself, if you dare
- The effect takes hold

CASTING A SPELL

To cast a SPELL, roll...

INT: If you're using an object, like a spellbook or wand, to cast

WIS: If you're calling upon another entity to use your magic

CHA: If the magic was inside you all along...

If you CRIT, you cast the SPELL successfully without USE. If you succeed, you cast the SPELL, but USE it. If you fail, the SPELL fizzles, but you don't USE it. If you FUMBLE, the SPELL flops, you USE it, and things usually go sideways on *top* of all that.

PUSH

Once you've cast a SPELL, you can voluntarily take STRESS to PUSH it. There's no limit to the STRESS you can take, but be careful; PUSH yourself too hard and things might get out of hand fast! You can PUSH a SPELL on three axes: Duration, Versatility, and Intensity.

	1 STRESS	2 STRESS	3 STRESS
DURATION	+d4 TURNS/ROUNDS	+d4 days	Eternal
VERSATILITY	Tiny bend in use	Reasonable enough use	Vaguely similar at best
INTENSITY	Perceptible boost	Significant boost	Mighty power!
(Extra damage)	+1	+2	+4
(Decreased casting time)	Halved	Quartered	Instantaneous

You can also PUSH yourself to the limit, casting epic magics that define eras. Nothing is outside of your grasp, from time reversal to decide to mass resurrection. However, when you do so, you die with no hope of return, or suffer a worse fate. There is no escape from the scales of death.

USE

Depending on the form your SPELL takes, USE looks different. Here's some examples:

STR: Wands, staves, orbs, rods, scrolls, spellbooks, and all sorts of eldritch bric-a-brac can contain SPELLS in STR slots. Most of the time, they have one SPELL apiece, with as

many as 3 or 4 in a more powerful totem like an archmage's book. They also contain a set pool of USE upon finding (d20 if you're in a pinch). You can also use that USE as STRESS in the case of PUSHING the totem's SPELLS. These objects FUMBLE like any other!

DEX: Magical tattoos, hereditary witchery, and parasites from other dimensions all might be sources of SPELLS that occupy DEX slots. Whenever you take USE from a SPELL cast in this way, take 1 FATIGUE instead. If you FUMBLE, instead take d6 FATIGUE, or induce an arcane catastrophe.

WIS: Most SPELLS as people know them, memorized bundles of arcane energy, are stored in WIS slots. If an ABILITY grants SPELLS, this is the form they take. When a SPELL takes USE, it instead is destroyed, no longer occupying a SLOT- you have forgotten the ancient rune-words you need for your invocation.

CHA: Most times, SPELLS themselves won't occupy CHA slots. Instead, many ABILITIES grant SPELLS in various forms. However, a SPELL might be so mighty that it attaches itself to the magician's identity, something as world-shattering as *Wish* or *Apocalypse*...

TOKENS

Every SPELL on Aeros has an associated TOKEN. It might be a common item (a penny with two "heads" faces, a cat's whiskers), or something unique and magical (a cockatrice egg, the Apocrypha Orb). If you have the appropriate TOKEN while you cast a SPELL, make your casting roll with ADVANTAGE.

VULGAR ARCANA

This is the equivalent of your basic SPELL list. Roll a d4 (for one of the four types of rune magic) and a d8 to determine a random SPELL. SPELLS are described as follows:

Spell Name. Spell description, in terse terms. (TOKEN)

1 RAVEN

1 *Swarm.* A scratching mass of claws and craws deals 2 WOUNDS and causes a lot of havoc before scattering to the wind once more. (Stillborn animal with a conjoined twin)

2 *Feather Cloak.* This cloak woven from the blackness between the stars clads you for a TURN; while wearing it, you're only perceptible by magical entities. (Broken humerus)

3 *Word of Murder.* Call out in blasphemous tones and point at someone. A feather tattoo appears on their body. It will kill them in 13 days. (The skull of a Demon Lord)

4 *Bird Soul.* Animate an object with the spirit of a dead bird for a TURN. Good luck getting it to do anything useful. (A tea kettle filled with boiling blood)

5 *Crowsflesh.* The target takes a half-avian form for a TURN, their toes morphing into claws and their arms into atavistic wings of jet. (A statuette carved from a petrified tree)

6 *Warp.* The flesh of your target blooms and calcifies under your touch, inducing a random MUTATION. (A Moon Orchid)

7 *Cry.* Your mournful laments are understood by all who hear, so long as they are utterly pessimistic. Choose one living creature, you two can converse for a TURN. (Tears)

8 *Psychopomp.* Kill someone. You can pull the soul of a dead ally for no more than a day into that body. That body can never heal through natural means. (A golden scythe)

OTHER POSSIBLE SPELLS: *Wardenship of the Flock, Bird Familiar, Beast Command, Growth*

2 MOON

- 1 *Terraform*. Everything FAR from you becomes a lunar biome: salt spires, crater-valley, fungal pit, sulfur sea, sugar-hive, the Moon Monarch's Manor, or another. (Moon rock)
- 2 *Crown of the Lunar Queen*. A halo of glowing moon rock appears above a touched target's head; they obey your commands for d4 ROUNDS. (Crown of a dead ruler)
- 3 *Moon's Nimbus*. Moonlight shines around you for a TURN. It acts as natural sunlight, and no creature can enter the light without your permission. (Blue flame)
- 4 *Regality of Moths*. For a TURN, people assume you're important, and you can levitate a handspan off the floor. (A living moth the size of your head)
- 5 *Bind Moon-Beast*. 50% this is some wildlife, like a Trilobite or Stone Flower. 40% this is an intelligent member of the Moon Court, like the Bubble Wizards of t'Keem. 10% this is the Moon Monarch herself, who can grant wishes or bestow knighthoods. (Mithril bell)
- 6 *Phase Change*. The moon immediately changes to your choice of phase, or if it's during the day, a solar eclipse occurs, lasting a TURN. Don't overthink it. (A silver blade)
- 7 *Melancholy Melody of the Moon Monarch*. For a TURN, the minds of all who hear you sing are filled with thoughts of the worst outcomes of their actions. (Musical instrument)
- 8 *Lunar Lock*. Spend d4 ROUNDS carving zodiac symbols on a doorway or entrance to make it impassable for a TURN. (A key made for no door)

OTHER POSSIBLE SPELLS: *Lycanthropy, Meteor, Zodiac Invocation, Solar Wrath, Read Stars*

3 GLASS

- 1 *Lacerating Carapace*. You get +1 DEF for d4 ROUNDS as your skin sprouts broken flesh-shards. When something CLOSE hits you, it takes 1 WOUND. (Trilobite shell)
- 2 *Prism*. Create a monochromatic illusion your size or smaller for d4 ROUNDS. (Prism)
- 3 *Sanguine Signatory*. Take a WOUND to write a command in blood. As long as it's wet (usually a TURN), all who read it must follow it. (A Devil's quill pen)
- 4 *Oubliette*. Open a portal to a random place in the cosmos; a target you touch is banished therein for d4 ROUNDS or until a countercharm is performed. (Gold manacles)
- 5 *Invulnerability*. Touch an object to make it impervious to damage or FUMBLES for d4 ROUNDS. If you touch a creature, they are petrified for the duration. (Adamant dust)
- 6 *Mirror Walk*. Shatter the fabric of space-time to teleport FAR or open a portal to a random part of the cosmos that persists for d4 ROUNDS. (A mirror containing a soul)
- 7 *Ocular Pearl*. Summon a small ball of glass. You can see auras while holding it, and can see through it remotely if it's in the same HEX as you. (Diamond monocle)
- 8 *Open Door*. Millenia ago, before the Cataclysm, the Doors were a network of inter-cosmic portals. They probably still work fine... (Keystone of a wizard's front door)

OTHER POSSIBLE SPELLS: *Resonance, Eldritch Lenses, Reverse Time, Shatter Reality*

4 ASH

- 1 *Emberwind*. Anyone caught in this cone of whirling cinders takes 2 WOUNDS, and anything flammable ignites. (Weeds from under the First Tree)
- 2 *Blitzschreiben*. Carve a rune of lightning into something. The next thing to touch it takes 2 STRESS and is deafened by a peal of thunder. (Lightning in a bottle)
- 3 *Fever Dream*. Touch someone to cure them of all their Addiction to a drug, or all of their WOUNDS, STRESS, or FATIGUE. They fall into a coma for 24 hours. ('Shrooms)
- 4 *Memento Ignius*. Touch a fresh corpse and ask it a question; it must answer as truthfully as it can, though bodies know less than minds. (A 6-fingered cat's paw)
- 5 *Maelstrom*. Control the weather for a TURN; you can make it as extreme or strange as you please. (The claws of a Wind Dragon)

6 *Erode*. Touch something inanimate; it crumbles, rusts, or otherwise decays. (Bone axe)
7 *Creation's Song*. Spend d4 ROUNDS singing sacred, cosmically resonant tones to manifest a simple object made of one material that takes up one slot. (432Hz tuning fork)
8 *Conduit*. Your flesh invokes a long-forgotten primordial form; you become an Angel of Raven, Glass, Moon, or Ash. for a TURN, taking 1 FATIGUE after. (Burned effigy)

OTHER POSSIBLE SPELLS: *Summon Mephitis*, *Deaden the Ley*, *Call Colossus*, *Homunculus*

CREATING AND RESEARCHING SPELLS: SPELLS can be researched with LONG EXPENSIVE PROGRESS. At the end of that time, roll INT. If you succeed, you have made the SPELL, and whenever you roll for a SPELL, you can choose that SPELL instead. If you fail, you know how to obtain the SPELL, but it won't be easy. It may be contained in a wand sequestered in a distant crypt or locked in the failing mind of the Archdruid of the Maze, for example. You can research the location of a TOKEN for any given SPELL with SHORT PROGRESS, though if the TOKEN is a ubiquitous object, it won't be very fruitful.

MAKING A SPELL

- There are no generic SPELLS. Every SPELL should have some unique dimension or bit of flavor beyond the lowest common denominator. For example, there's no *Magic Missile*, but instead *Screaming Skull*, whose whispers of madness cause STRESS.
- 2 WOUNDS/STRESS, d4 ROUNDS, and a TURN are good starting points. You want each SPELL to be capable of being PUSHED, so err on the side of weak.
- Chaos is your friend. SPELLS should shake things up when used, and be found randomly, with strange effects and narrow utility. What might the spell *Hold Acorn* do?
- Implications are your friend. A SPELL shouldn't go for more than 2 or 3 lines. Assume that ambiguity can be cleared up by PUSHING the SPELL to get it to do what you want.
- As a rule, summoned creatures don't have to like you by default. They behave as they normally would, which could create more problems than it solves.

MONSTERS AND ALLIES

MONSTERS. Monster stats, at their simplest, consist of a N (Number), H (Health), M (Morale), and A (Abilities). More complex monsters might have more moving parts, but all you really need are these three numbers and a short, bulleted list of abilities to go off of.

N: A monster's NUMBER is the penalty it imposes on contested rolls, the amount of WOUNDS or STRESS it deals on an average attack, and an indicator of how much of a threat it poses in an encounter. A monster with N 1 is barely a challenge, often found in hordes, like wolves or a necromancer's zombie armies. N 2 are typically found in small groups or packs, like giant spiders or cultists. N 3 are challenges even alone, like ogres or minotaurs. N 4+ are truly epic foes, like demons or dragons.

H: HEALTH is the total, cumulative amount of WOUNDS, STRESS, and FATIGUE a monster can take. A monster with H 3 falls rather quickly, one with H 8 sticks around, and one with H 12+ takes a while to put down.

A: ABILITIES are what a monster can do; things like attacks, LOOT it's using, resistances to certain types of harm, and other sundry advantages and disadvantages.

I: A monster's IMPULSE is its initial instinct in a situation. What will it always try to do, given the opportunity? An IMPULSE can never be more than 5 words. Good IMPULSES include "to raze the countryside", "to serve", "to cause mischief", and "to protect the Orb"- something specific that clearly implies a set of actions.

TESTS. When a monster attempts something that doesn't involve a PC, like checking Morale or breaking a door down, they roll a d6. If it's equal to or under their NUMBER, they succeed.

THANES. Some people are stupid enough to split their hard-earned silver with strangers who claim to wish to help them descend into a murder hole. Oh, wait. Hire out THANES at fixed rates (for unskilled laborers, 2 silver a day), or perhaps favors. Dangerous work may require extra compensation. You may have up to your LEVEL in THANES at a time.

THANES are stat'd out like monsters, with some caveats. THANES have two or more SKILLS, which they can use to add their NUMBER to a relevant roll you make. In addition, THANES have 5 slots that can be used as STR, DEX and CHA slots available for your use. They start with a MORALE equal to the party's highest INNOCENCE, not their NUMBER, upon hiring. They can never take LOOT.

RUNNING A MARROW ADVENTURE

Here are some tips for getting the most out of MARROW in terms of your adventure structure and setup, as well as dealing with situations where the rules don't give a great answer.

TIME. The heroes should always be on a time limit. X days before the king is to be assassinated, Y TURNS before the demon breaks free from the sigil circle, Z ROUNDS until the skeletons swarm. Mechanics like SUPPLY, PROGRESS, and the exploration rules need the special spice of time pressure to work well, so go nuts. d4 ROUNDS is a great arbitrary combat timer, and the random encounter every 6 TURNS doesn't have to be the only temporal threat on the TURN scale- perhaps every d4 TURNS, the crypts get colder, and the heroes all take a point of FATIGUE!

SPINNING PLATES. MARROW works best when a lot is happening at once. No room should have less than 2 features to interact with, be they monsters, LOOT, traps, puzzles, NPCs, or other goodies for the players to find. Give them more than they can handle with the time limits you've put on them and enjoy watching what they gravitate towards. Be merciless in setting them against impossible odds, and trust that they have the tools and ingenuity to overcome the fiendish challenges you've devised.

CHOICE. Time limits and fun toys are both ways you can spur players towards interesting choices. When in doubt concerning how to rule something or deal with new information, keep the pacing lightning fast and give the players a choice. "Alright, so you can try to toss the wand into the devil's mouth, but if you fail your DEX roll to jam it in there, it shatters, causing a magical catastrophe. Or you can take some Syrup, but you've got a lot of ADDICTION already..."

RANDOM ENCOUNTERS. Write a table of random encounters for each dungeon or wilderness area for when those 6 TURNS track down and the heroes are out of SUPPLY, or can't rest safely through the evening. You can recycle generic tables for every dungeon if you please, but having them at your disposal is key to smoothly managing the pacing, and is generally not bad to have in your back pocket. Random encounters aren't always monsters; they could well be environmental effects, like earthquakes or the dungeon's rooms rearranging.

RANDOM LOOT. If you can avoid it, don't place LOOT in advance. Instead, write or choose a table, then every time the heroes stumble upon something that contains some LOOT, roll to find out what they find on the spot. If you want to take it even further, have the players roll for their LOOT. This cuts down on your prep (you only have to write a LOOT table once), and injects the game with that thrilling randomness.

RUNNING A MARROW CAMPAIGN

This primer takes you through the idiosyncrasies of starting a MARROW campaign. It assumes that you already have a group of enthusiastic players and a premise to go off of, even if it's just a dungeon you picked off the shelf to run.

READ (AND REVISE) THE RULES

It helps to have a solid grasp of what happens behind the screen. Give the rules as thorough a readthrough as you can muster, then consider what you like and what you can't live with. Do you hate the idea of HEXES? What if you needed in-depth rules for gunfights? This is the stage where you note rules alterations or omissions, or write new ones. Think about how much you can make new rules fit seamlessly alongside the old ones, or integrate them into existing structures- it'll make your mechanics more cohesive. The more you can synergize the rules with your campaign concept and your DMing style, the stronger your game will be.

PITCH YOUR GAME

Write up a brief blurb on three games you're equally passionate about running before you get to the table and present it to your prospective players. That allows them to temper their expectations and get to a premise that both you and them are going to have high investment in, or at the very least higher investment than if you had simply shown up with dictatorial narrative ambitions. Plus, any ideas that you don't use now you can capitalize on later.

REGION PRIMER

Make a region primer for your players to use. If you're feeling ambitious, or masochistic, you can prepare 2 or 3 to create a diverse world before your players even sit at the table. A primer can cover multiple biomes or governments, and can even encapsulate a region marked by intercultural conflict, so long as all of that information is able to be summarized in primer format. Why stick to primer format? One, it's very easily digestible, and two, it forces you (the writer) to make your world more engaging, gameable, and unique.

If you want to play in a lighter, more abstract space, or you know your players aren't a fan of reading through things, another fine method for conveying setting information is the Three Truths principle. Write down three things everyone knows to be true about the setting, things that will affect adventuring life directly. With those three bullets of information, you can create a multifaceted world that you can communicate really quickly, while also hoarding mysteries to be uncovered later. Why *did* the sun disappear thirty years ago?

LOOT

Each campaign should have a d100 LOOT table. In addition to the reasons described above, it allows for more thematic and aesthetic consistency across the game. If you're using the full ability tables, I'd recommend 15 pieces of each type of LOOT, 3-4 mundane rewards or

scrolls with SPELLS, and 6-7 cursed items, just to make the roll a little more stressful, but the specifics are mutable.

ABILITY TABLES

While massive tables are presented for your use, it is recommended that for a campaign you parse it down. 3 d30 tables is recommended, because you still have enough options as to not be exhausted in play, and different LOOT can grant different sorts of abilities, but those shorter lists are easier to come up with. That way, you can control the tone more easily and put on ABILITIES that you think would intrigue you and your players. ABILITIES generally should be one or two lines of text, and should avoid mechanical complexity. They don't have to be purely beneficial. If you don't want to take this work of cherrypicking from the tables present or writing your own, no harm in using them as written too.

KNOW YOUR HEROES

Pay attention to what SKILLS, ABILITIES, and equipment your players choose and see if you can integrate those choices they've made into your adventures. If one hero has the SKILL of "Fiend-Lore", either find a way to integrate a fiendish presence into the campaign you're running or gently suggest that it might not be a good fit for the game. It doesn't feel good to be denied a chance to capitalize on a choice you've made, so when you're planning your adventures, keep your players, what they're enthusiastic about, and the capabilities of their heroes in mind.

LENGTH AND TIMING

Expect a good, full campaign to last between 10-20 sessions. While one-shots are certainly feasible, a lot of the rules structures and advancement assumptions are based off of the idea that a MARROW game occurs over a moderately long period of time, in-game and out, and those numbers pretty closely align with that estimate without leading to a long period of inordinately high-level play.

If your players are adept with the system and pretty decisive, you can get through two well-stocked dungeon rooms in an hour with some time left over, or 4-6 rooms in two hours. MARROW is designed with dense dungeons in mind, though size is to DM preference- empty rooms or rooms without monsters/traps will mess with these estimates, as can deliberators or neophytes.

THE AUTUMN KINGDOMS

“And in cessation of the blood-sea’s churning, and in celebration of the sky throwing down its swords, let it be so that the world-shattering Cataclysm has ceased, and the Age of Worms and

Man constructed thus:

Let the godless wine-dark smile with fanged maw, and shepherd wooden flock
Let the leaves of the serpent’s snout run red, swaddled in mistress Autumn’s cloth
Let the rain-slicked rune-scored massif lie with smoke-belching beasts in its veins
Let the vine-silver spires of fallen stars house the fey of the garden and chain
Let the steel-sweat roost of dragons from burning glass dunes be deliver’d
Let the mad queen’s conquest germinate within the waving silver
And let the knife hang on the string, come Ley-burn or come sin
For the Autumn Kingdoms, born from fire and tears, will fall with a grin...”

-An excerpt from the Canto of the Autumn Kingdoms, as
composed by the Dirge-Singer of the Red Road

FURTHER AFIELD

- **N:** Due North, the Giant’s ancestral home of Ostrahäärgen has been amidst a thousand-year council meeting. They're in year 352 now.
- **NE:** On the distant shores of Bathari, the City, candlelit and waterlogged, is locked in darkness as the Rift grows wider and Jehu’s soul continues to fade away.
- **E:** Due East across the Arabus, the regions of Xian Yang and Kaz are occupied by magical civil wars, infernal tyrants, and mountains beginning to walk again.
- **SE:** Across the Gulf, the Bandit Peaks blockade the fetid Ynnsmouth Marsh, in which a constant, warbling song drives travelers mad and twists their flesh into fish-horrors.
- **S:** Remnants of the pre-Cataclysm kingdom of Solanis utilize magitech to combat the Thri-Kreen emerging from below the teeming jungles and sweltering dunes.
- **SW:** West of the Solanian jungles and south of the Deimos Plains is the corpse of a miles-long titan whose skull is a city-state populated by rotting undead animals.
- **W:** Bordering the Vipernoss to the West is the Palinor Range, massive mountains that bisect the continent and block off the intelligent, mutated insectoids of the Bone Plains.
- **NW:** The Northeast is home to the Kaos Raiders, spreading outwards from a rift in the ice of the Northern Wastes. They're attacking the only city that survived the Cataclysm.

RULING PRINCIPLES OF THE AUTUMN KINGDOMS

Here are some guidelines for worldbuilding in the spirit of the Autumn Kingdoms as a whole.

- **The world is strange and ruined.** Everything is rusted, fallen from its former glory, and in the shadow of the great age that came before. It doesn’t have to make sense.
- **The world is a powder keg.** If something can go wrong, it will. Revel in knocking down the first domino, and having the heroes struggle to stop the whole chain falling.
- **The world is dangerous.** Heroes do the shit no one else wants to do. Mud- and blood-spattered life is cheap, and the odds are constantly stacked against you.

THE ARABUS OCEAN

“Let the godless wine-dark smile with fanged maw, and shepherd wooden flock.”

NOTABLE LOCALES

- **LASH-WRECK.** Miles off the Tarnished Coast, this ramshackle isle, built atop a massive piece of coral risen from the sea, is a trade powerhouse. Folks from all around the multiverse arrive in search of a particular ware, an otherwise-illegal service, or simply an escape. Anyone can be found and anything can be bought here under the watchful eye of Trade-Lord Garrosh, the massive albino whale that circles the island.
- **VINESKULL ISLES.** This archipelago is overrun by Gnomes, who use their lightning skiffs to catch Silver Eels and the many-lobed Cranial Pufferfish. However, the Gnomish population have built their abodes and crannies in the shadows of titanic, cyclopean architecture from well before the Cataclysm. Why does the wind whirling through the half-broken arches on the top of the cliff sound a little like whispering?
- **FLOTSAM CATHEDRAL.** The hulls of shipwrecked boats have been lashed together to form this unnerving floating temple. This is the seat of the Driftwood Papacy, the most pervasive religion of the Arabus. They claim that their demigod-antipope slumbers in a submerged coffin at the base of this structure, but no one who has descended into this crypt has returned intact. What exactly *are* they worshipping?

POINTS OF INTEREST

- **BYGONE.** It has all already happened, the present a shadow of the past's glory. The sunken gold-fat galleon is now encrusted with barnacles and rust, the drowned sailor now a morose phantom upon a blood-clad rock, the fishing village built upon the bleached rib of a dead Kraken. All that remains of their wonders is woven into shanties and distant memories.
- **ELDRITCH.** Inhuman terrors dwell beneath the wine-dark waters. Shipping boats succumb to titanic inky tentacles during full moons. Red-eyed castaways are marooned for fear of a Demon's touch. Bloated, tumor-encrusted whales occasionally rise posthumously from the depths, only to thrash in mad un-life hours later. The influence of insidious cosmic forces makes superstition a rational choice.
- **DEVOUT.** Everyone has a patron saint, god, or higher power they look up to in some way. Be it the unfazed foreign missionary bobbing on driftwood, a beggar with a worn cameo of a man he calls Archbishop, or the scarred high priest of a suicide cult, everyone has aligned themselves with some sort of divinity, real or constructed.

WORSHIP. An IDOL occupies a CHA slot, providing a Boon when you perform a certain Appeasement and a Bane when you perform a certain Blasphemy. For example:

THE LORD OF BLADES. Uphold the law when it detracts you/Gain +1 DEFENSE for a day, Break the law for convenience's sake/Missiles are attracted to you.

	<i>STR</i>	<i>DEX</i>	<i>CON</i>	<i>INT</i>	<i>WIS</i>	<i>CHA</i>
<i>STR</i>		ANCHOR CHUCKER. For one TURN each day, your STR is effectively 20.	BARNACLED. Touch something to spread your barnacle-plague.	WOOD WELDER. Hold two pieces of wood together for 30 seconds and they fuse.	MAROONED CAPTAIN. Use your MANEUVER to allow someone you can see to take a MOVE, OFFENSIVE, or MANEUVER.	WIND CRUSADER. Choose one QUARRY at a time whose name you know; the wind alerts you of their position and emotional state.
<i>DEX</i>	LIGHTNING SKIFFER. You have an insanely fast reaction time and double typical speed on any conveyance.		PISTOLEER. Your ammo can pierce through one obstacle per shot you make.	GRENADIER. You can spend a MANEUVER making an explosive with a 10-second delay.	SWASHBUCKLER. There's always just enough loose/secured rope around for your shenanigans.	MAROONED SABOTEUR. Your lies are so natural that people assume by default that you tell the truth.
<i>CON</i>	DRIFTWOOD PILGRIM. You can't die in water, but can't recover in water either.	SMUGGLER. When you meet someone, you can roll a d20. On a CRIT, they're a criminal contact. On a FUMBLE, they want to bring you in.		STORMRIDER. You can walk on liquids and lightning, and can glide with the wind like flight.	SIEGE ARCHITECT. You can carry siege weapons; they occupy 3 slots.	HUSK. A horrific beast pilots your dead flesh. It can switch hosts, but can never return to a corpse already used.
<i>INT</i>	HOMUNCULIS T. You have created a small familiar (N1, H4, one Ability of your choice, I: to serve you).	NAVIGATOR. You have an eidetic memory over a 24 hour period and a peerless sense of direction.	INVOKER. If you don't have one already, you get a random SPELL each day.		HULL-PATCHER. You can repair FUMBLED items with an INT roll.	GUNMAGE. Your ranged attacks can be based off of INT, and deal elemental damage.
<i>WIS</i>	EXORCIST. End possessions and mind-altering effects with a touch.	DOOMSAYER. Get an ASH SPELL whenever you spend at least a TURN telling intelligent creatures about the End Times.	ARCHAEOLOGIST. You know all there is to know about the mythic and geologic past.	LUNATIC. Once a day, make a false syllogism true within your line of sight for a TURN.		ANIMIST. One per day, you can talk to the spirits around you for a TURN.
<i>CHA</i>	CONQUISTADOR. Oppressed people are naturally afraid of you; likewise, privileged people are comforted.	MISSIONARY. You have diplomatic and religious immunity everywhere with an established hierarchy.	BLASPHEMER. Everything that you say is assumed to be a lie, unless otherwise proven.	REINCARNATED. Once a day, you have a cryptic flash of memory from your past life. You can take another SKILL.	DRIFTWOOD LITURGIST. You can read at insane speeds and have memorized most of all available holy books.	

THE XORSHED ALPS

“Let the rain-slicked rune-scored massif lie with smoke-belching beasts in its veins.”

NOTABLE LOCALES

- **ERZ.** The Gauntforges, a grimly industrial nation of Dwarves and Orcs, is built around this subterranean city where soot chokes the sky and the residents toil absentmindedly under the influence of powerful drugs. The streets are built in the shape of a rune, which keeps the tar-blooded Demon imprisoned below Erz sedated.
- **THE WARRENS.** This honeycomb of volcanic caves that fill with hallucinogenic gas is home to the indigenous population of the caverns below the Alps, who have all but perfected caving technology through their byzantine biophilic religion system.
- **THE OCEAN OF OIL.** A massive aquifer of black gold sits miles below the surface. Mushroomfolk bob on porous islands atop the rippling rainbows, and rusted remnants of old expedition fleets are occupied by mutant, writhing horrors.

POINTS OF FOCUS

- **DRUGS.** There's a drug for everything. Huff volcanic fumes and get visions of the future. Snort enough carcinogenic talc and gain the respect of the slope dwellers. Volunteering to try an experimental pill intended to allow the imbiber to see auras. How far are you willing to push your body, and how much will it cost you?
- **MUTATION.** Nature is unpredictable, and often dangerous. Irradiated goats give birth to glyph-fleshed kids with conjoined heads. The fungi sprout legs and migrate every 6 years. The rock ripples like liquid when the ghost of a Purple Wurm passes by. Avalanches sometimes decide to roll uphill under the command of boulder-demagogues.
- **PRIMALITY.** People's motivations aren't complex here, but they are strong. The goatherd wants meat to feed his family... say, you don't need your left leg. The craftsperson's intoxication leads to slavish devotion to perfection on her newest artifice. The crippled Ghoul wants revenge on its brethren, so it seeks a forgotten relic of undead-slaying. Exaggerate emotion, and joyously inflate quirks.

IRRADIATED. Every time you rest on or in the Xorshed Alps, roll CON with ADVANTAGE. If you fail, you get a random MUTATION, capable of being undone with medical help and MODERATE PROGRESS.

	<i>STR</i>	<i>DEX</i>	<i>CON</i>	<i>INT</i>	<i>WIS</i>	<i>CHA</i>
<i>S T R</i>		EXCAVATOR. You can mold stone like clay.	WARRENFOLK DEFENDER. All allies CLOSE to you can add your DEFENSE to theirs.	SPELUNKER. You are impervious to falling.	PUGILIST. Your fists deal WOUNDS equal to your empty STR slots.	FLESH-SMITH Attach a new body part in a TURN; it occupies a DEX slot.
<i>D E X</i>	TUNNEL HUNTER. You can see in darkness as well as you can in light and can perfectly identify prints and spoor.		CHIRURGEON. Spend a TURN to heal up to your WIS in WOUNDS or STRESS.	WICKHEAD GUIDE. Your head is a lantern, and you can spend WOUNDS as SUPPLY.	ACROBAT. You can squeeze into any space your hand can fit in.	CRAG RANGER. While you ride your Giant Lizard, no terrain can slow you.
<i>C O N</i>	CANNIBAL. You no longer need to eat, drink, or breathe.	BREWMASTER. You can regurgitate anything you've eaten or drank.		MUTANT. Roll three random MUTATIONS, this ABILITY acts as one of your choice.	OIL-SWIGGER. You can safely belch out fire if you take a drink of oil.	CHEMOMANCER. Choose one drug; you can't get ADDICTED to it.
<i>I N T</i>	PSYCHIC. You can move small objects NEAR you telekinetically.	GNOSTIC. If you don't have one already, you get a random SPELL each day.	DEEP HERBALIST. With a TURN of foraging in the wild, you find a random useful plant.		DEMOLITIONIST. With a glance, you know how to break it, no exceptions.	XENOBOTANIST. You can always identify the properties of a plant or fungus, even the ones that walk and talk.
<i>W I S</i>	GEMSNIFFER. By sniffing something, you know its exact value, and perhaps where it came from.	WORM IDOLATOR. When you kill something, the parasitic worms in your body emerge to eat it in d4 ROUNDS; you regain 2 WOUNDS when they do.	HARUSPEX. Roll CHA to talk to a corpse, one sentence exchange per TURN.	LUNATIC. Once a day, make a false syllogism true within your line of sight for a TURN.		XORSHED SHAMAN. Once a day, touch someone to inflict a random MUTATION.
<i>C H A</i>	PSYCHONAUT. You can control the hallucinations of psychoactive drugs you administer.	ROCKSPEAKER. Once a day, sing to stone and it will do your bidding.	WARRENFOLK PAINTER. Once per day, make a painting or drawing come to life.	PLAGUE-LORD. You are constantly followed by and command a cloud of flying insects of your choice.	LOST ROYAL. If you can prove your legitimacy, there's a fortune and a holding waiting for you.	

THE GLANODEL DYNASTY

“Let the vine-silver spires of fallen stars house the fey of the garden and chain.”

NOTABLE LOCALES

- **AARANUMBRALE.** On the shores of the Syltarloch (Silver Lake), spires of mithril and marble hold up the oldest city of the Autumn Kingdoms. The Silver Flame, a fallen star and god of prophecies, lives in the tallest of these ivy-clad steeples, the Bolide Tower.
- **PATRIAM DRYADALUM.** This fortress, and ruling seat of the Dynasty, is secluded in a labyrinthine maze of rose-adorned hedges and living illusions. Sephorite Glanodel, the last surviving Swordsinger Supreme, lives in the gilded palace therein, said to be suspended from the World Tree by mithril chains.
- **MOONSCOURT.** A while ago, a small ring of villages on the southern border decided to cultivate mushrooms imported from the Xorshed Alps. However, upon sowing them, the resulting mushroom circle summoned a capricious Fey Lord named Lady Magpie, who took over the nearby villages, warping them into a darkly folkloric demesne she calls Moonscourt. Can the human citizens Moonscourt be freed from her whimsical tyranny?

POINTS OF FOCUS

- **BAROQUE.** Everything is overwrought and decadent. Glanodeli architecture epitomizes outlandishly elaborate Gesamtkunstwerk. Properly conducted Elvish tea parties can take years, with a month spent introducing each guest. Blood has been spilled over the same robe being worn twice. There is no room to skimp on detail, procedure, or artistry.
- **VAST.** The world exists on an inconceivable scale. Palaces are carved in the trunks of thousand-ringed oaks. The massive tarnished wreck was once an interplanar galleon that could carry armies. A crystal calendar tells of astrological conjunctions dating to when the stars were cooling. You are dwarfed in the shadows of majestic wonders.
- **MYSTICAL.** There is a poetic magic in everything. Whistle the songbird’s refrain back at it and it morphs into a Fey nobleman. Eat the leaves of the Red Lilac to learn the first letter of your true love’s name. Meditate for a year and a day and you may learn to hear the language of the trees. There is a fairy-tale, romantic energy, even in the mundane.

ETIQUETTE. When starting an encounter with a native-born elf, one player can choose to name a behavior (innocuous or intentional), then rolls a d6. The higher the roll of the die, the more favorably the Elves see the behavior within their strictly codified set of manners. This behavior always has that effect in similar contexts, though keep in mind that each social class, and many occupations, have their own sets of manners. For example, a hero enters the court of a Glanodeli noble, and says that they take their shoes off at the door, then bow. The DM rolled a 2; the Elf looks appalled. “You’re supposed to bow before removing your shoes, else you intentionally befoul my home! Leave, vermin!”

	<i>STR</i>	<i>DEX</i>	<i>CON</i>	<i>INT</i>	<i>WIS</i>	<i>CHA</i>
<i>STR</i>		DAWNFLOWER . Allies CLOSE to you can use your DEFENSE.	WOOD WRAITH . Once a day, touch something inanimate to turn it into living wood.	GARDENER . You can rot wood and nourish plants with a touch.	DYNASTIC GUARD . You can ascertain someone's occupation, rank, and strength of character at a glance.	SWORDSINGER . Anyone you injure is deaf for as long as the injury goes untreated.
<i>DEX</i>	DUELIST . You have ADVANTAGE on attacks if no one else is CLOSE to you or your target.		PISTOLEER . Your ammo can pierce through one obstacle per shot you make.	CARAVANSERAI . Start the game with an inexplicably deathless horse and a carriage.	WANDERER . You can move an additional HEX per day without penalty.	FAILED JESTER . You can make anybody melancholy or vindictive with a brief parlay.
<i>CON</i>	PERFUMIST . You can identify any spell, and can spend a ROUND to mask or fabricate any scent on any object.	SOMMELIER . You can always squeeze just one more pour out of the bottle, or one more dose out of the syringe.		FORAGER . Gain one SUPPLY for every day spent traveling in the wilderness.	CHANGELING . When you're having a conversation with someone, they don't notice anything else.	STAR-FALLEN . You don't need air, are impervious to cold, and can conjure light from infrared to ultraviolet from your fingertips.
<i>INT</i>	ANTIQUARIAN . You have ADVANTAGE on rolls concerning things that are terribly old.	PHILOSOPHER . People must answer your questions, even if it's with lies.	DEEP HISTORIAN . You know all there is to know about the mythic and geologic past.		TENURED DEAN . No words you say can make anyone think less of you.	TINKER . You can repair FUMBLed items with an INT roll.
<i>WIS</i>	SILVER FLAME ADHERENT . Roll a d20 each day; you can sub it in for any one roll made that day.	ASTRONOMER . You can see in darkness as well as you can in light and know of every astrological event there is.	ETIQUETTE ARTIST . Roll for etiquette twice and take the result of your choice.	HEART SCULPTOR . You have created a small familiar (N1, H4, one Ability of your choice, I: to serve you).		WARDEN . You can flawlessly identify flora and fauna, and can whip up enough herbs to simulate any drug you've tried with an hour and a WIS roll.
<i>CHA</i>	SOLAR POET . Once a day, say a rhyme with a CHA roll and it will become true.	DREAM ARCHITECT . You can control the hallucinations of psychoactive drugs you administer.	FALLEN SCION . With an hour of gossip-mongery, find the dirt on anyone or learn of a quick way to make good money.	TROUBADOUR . You know all the myths and ballads there are to know, and enrapture any observers while performing.	IMPRESARIO . You can gain anyone's attention, and creative works you sponsor give you large financial success.	

THE DERAGONNA EMPIRE

“Let the steel-sweat roost of dragons from burning glass dunes be deliver’d.”

NOTABLE LOCALES

- **DRAGONSROOST.** This coastal metropolis, largest in the Autumn Kingdoms, was built in the rusted ribcage of an antediluvian titan. The Runehold Academy of Arcana towers over winding streets in impossible shapes, and the Sacrosanct Ring alternates between gladiatorial bacchanalia and religious ceremony, if they’re even bothered to be delineated.
- **THE RIFT.** This canyon, carved into the earth in Xyr’s wake, is one of the few structures shielded by the elements, and as such is contested real estate for all the indigenous factions of the Empire. The psychic bug-people who emerge from the tunnels below the Rift don’t make the territory-dividing any easier.
- **XYR.** This house-sized meteorite is made of an alloy of unearthly, preternatural materials. However, a psychic liquid metal lives in the core of the meteor, and all who have attempted an extended mining operation become possessed by the metallic hive mind. If you can circumvent the metal, you’ll be the richest person in the Empire.

POINTS OF INTEREST

- **INHOSPITABLE.** Everything is trying to kill you. The desert’s sweltering heat gives way to arctic nights, and that’s when the fire-spitting lizards come out to hunt. Toxic gasses choke the inside of rusted monoliths. Plagues ravage cities not warded with holy relics.
- **ANACHRONISTIC.** Everything is cobbled together, second-hand, and eclectic. Cover yourself by stapling pieces of plate armor to hunks of hide to bits of pre-Cataclysm space suits. Your spear is the tooth of a world-swallowing whale held together with duck tape. You took your rusted dagger from the corpse of a Dwarvish android.
- **DECREPIT.** Everything is ancient and falling apart. The chapel collapses onto the giftless shrine halfway through mass. The tribe is split; the conservative faction clings onto the artifacts of days past while the liberal sect has realized that the glowing rocks in the crown are what’s been causing the growths in the past three chiefs.

OATHS. OATHS are promises made binding through Blood Magic. When you make a specific and hard-to-follow promise, you can designate it an OATH. OATHS occupy CHA slots. When you complete an OATH, it gives you a Level like a piece of LOOT.

	<i>STR</i>	<i>DEX</i>	<i>CON</i>	<i>INT</i>	<i>WIS</i>	<i>CHA</i>
<i>STR</i>		RUST HAULER. You can drag your STR in tons, given sufficient rope. Knots you tie stay.	STONESLIDER. You cannot take FATIGUE, and have extra STR slots equal to your LEVEL.	SUNBORN HULK. You are immune to heat and all magic, bane or boon.	HOLY GLADIATOR. You have ADVANTAGE on attacks when fighting alone.	EX-CANNIBAL. You no longer need to eat, drink, or breathe.
<i>DEX</i>	DANCER IN THE DESERT WIND. You can run over any surface, so long as you start and end on solid ground.		BONESMITH. You can craft items with an INT roll, one slot per human-sized skeleton used.	JAVELINEER. When you throw something, you can choose to have it return to you.	TATTOOIST. Transfer a SPELL you have into someone's skin; it occupies a DEX slot, and they can cast it for a WOUND.	HIRED KNIFE. When you don't want to be, you can't be heard.
<i>CON</i>	METALFUSED. One of your limbs or organs has been technologically replaced, granting an appropriate benefit.	XYRTOUCHED. You can hear the surface thoughts of anyone you touch.		ADDICT. Choose one drug; you always know where to get some, and can't get Addicted to it.	RUNEFLESH. You can freely morph your physical features, though your full-body runic tattoos remain.	DUNE SAMURAI. With a TURN of preparation, you can create convincing camouflage for yourself or an ally.
<i>INT</i>	URCHIN MAGE. When you see someone use a magic ability, roll INT to store it in a WIS slot for one use.	SCRAPTINKER. You always know how to fix it, and can perform basic repairs without equipment at double speed.	RUST ENGINEER. You always have the right hand tool in your belt.		RUNEHOLD SCHOLAR. Double your PROFICIENCY for one of your SKILLS.	MALCONVOKER. If you don't have one already, you get a random SPELL each day.
<i>WIS</i>	RUINCRAWLER. You unerringly spot architectural discrepancies, like traps and secret doors.	BARBER SURGEON. You can heal up to your CHA in WOUNDS with your touch per day.	MYSTIC COSMONAUT. You can scry anywhere you've been under the effects of a hallucinogenic.	TARNISHER. Metal touched to your bare skin rusts.		WATCH CAPTAIN. You can smell lies, and your voice can carry up to a HEX away.
<i>CHA</i>	MESSIANIC PILGRIM. With a TURN of public evangelizing, gain a vulgar following, but anger the authorities.	MEDIUM. Touch lifeless flesh for a TURN to ask the soul that inhabited it one question.	MURAL PAINTER. Once a day, something you paint animates; one TURN per square foot.	POLYTHEURGE. You know all the local gods and their rituals; roll CHA and the rituals work(!).	ELDER SHAMAN. Ask the DM a yes/no question every time you gain an ADDICTION.	

THE SYLBARRAN CONCLAVE

“Let the mad queen’s conquest germinate within the waving silver.”

NOTABLE LOCALES

- **SYMVAROUS.** This city and its peoples are clad in whites and pastels on the command of its ruler, the eccentric jingoist Mistress Selbernacht. She is the only one allowed the color black, and her Raven Knights and Castle Tenebrous stand in stark contrast to the terrified brightly-garbed populus. The Five Hands Rebellion is definitely *not* operating out of the Abbey of St. Karavanthine under the Mistress’s nose.
- **TOLLSGATE.** This technologically advanced city is the border between the Sylbarran Conclave and the Derragona Empire. Things are tense, especially with Gnomish crime families stirring up trouble, but order is kept by the Tollsgate Guard, whose tattoos behind their ears wipe their memory of nationality to create neutrality in law enforcement.
- **SILVER LEA.** Growing from rust-flaked soil, thin stems of metal rise and meet the red sun. Strange predators like Lightning Panthers and Adhesive Stalkers prowl in the shimmering silver stalks, and the landscape is dotted by pastel windmills and villages who export refined silver wire to the wider Conclave.

POINTS OF FOCUS

- **DIVIDED.** Everyone is afraid of Mistress Selbernacht and her Raven Nights. They dare only to dress in tinged-white, while the allies of the Conclave bear onyx and jet as psychological weapons as deadly as any blade. The lines in the sand are clear.
- **SUBDUED.** No one will say what they really mean, or how they really feel. By putting on a stoic veneer, many ugly and inconvenient truths can be cast aside. The inquisitor has an illegitimate daughter with the revolutionary bookbinder, but still put her to the blade on Selbernacht’s command. No tears are spilt on her grave, for ravens prowl it in watch.
- **GOTHIC.** The vibes and the buildings. A massive groaning cathedral sags under the weight of the driving rain and the grim-faced churchgoers whispering praises to forgotten faiths. The decades-old library’s ornate arches and columns are blackened from firebombings. The sharp-canined noblewoman plays a dirge on the pipe organ as claret wine is poured into cracked classes to the dinner... guests.

ALLEGIANCE. Allegiance is a spectrum of how loyal you are to Selbernacht’s regime, from 3 Allegiance (Known Loyalist) to 0 Allegiance (Neutral) to -3 Allegiance (Known Rebel). You start at either 0, 1, or -1 Allegiance, as deemed appropriate. Every time you make your aid to one party or another known, modify your Allegiance by 1 in the appropriate direction. If you attempt an action that defies your Allegiances while it’s greater than 1 in either direction, take your Allegiance as a penalty to all relevant rolls.

	<i>STR</i>	<i>DEX</i>	<i>CON</i>	<i>INT</i>	<i>WIS</i>	<i>CHA</i>
<i>STR</i>		MESSENGER. You understand all languages, and difficult terrain cannot inhibit your mobility.	BIG GAME HUNTER. You have ADVANTAGE on attacks against beasts bigger than yourself.	TOLLSGATE DEFECTOR. You can smell lies, and your voice can carry up to a HEX away.	HIGHWAYMAN . If someone isn't expecting an attack, you can automatically inflict a SCAR with it.	HEATHENSLAYER. You get a free attack if something CLOSE to you casts a SPELL .
<i>DEX</i>	SILVER WEAVER. You always have a spool of durable, sharp silver wire.		JEWELER. You can discern cost and quality at a glance, and can smell valuables.	JUGGLER. You can juggle 3 + LEVEL objects at once, and enrapture any observers while juggling.	RAVEN KNIGHT. Once a day, you can turn into a raven for a TURN .	SMUGGLER. Once a day, you can procure a piece of contraband.
<i>CON</i>	MOLTOV HUCKER. You always have an explosive handy.	RAVEN BULWARK. Allies CLOSE to you can use your DEFENSE .		GONGFARMER. You are immune to MALADIES and can eat anything technically edible without ill effects.	SEXTON. You can dig a grave's worth in a TURN , and undead are scared of you.	SOLOMONAR. Each morning, decide the day's weather.
<i>INT</i>	PESSIMIST. Gain 2 STRESS to remove DISADVANTAGE or negate a FUMBLE .	PHILOSOPHER. People must answer your questions, even if it's with lies.	VALETUDINARIAN. You know all about and can convincingly fake any MALADY . You can choose to start with a MALADY of your choice.		RIDDLESMTIH. When you pose a solvable riddle to one that can understand you, they cannot detriment you until they provide a valid answer.	BOOKBURNER. Once a day, erase one memory with a touch.
<i>WIS</i>	ORTHODOXIST . With a TURN of blessings, sanctify any place or object; you also always know how many days until the apocalypse.	INQUISITOR. You can detect any lying or spellcasting you hear or see.	LAYMAN SYMPATHIST. The common folk love you, and you instantly learn the hottest gossip when you enter a civilized space.	SILVER SHEPHERD. Beasts heed your commands, and you can always accurately predict the weather.		RAVEN MYSTERIARCH . You can identify magic with a taste and your spit is invisible ink.
<i>CHA</i>	TAROTIST. Spend a TURN performing a reading for someone to learn all to be known of their temperament and history.	JUST A BARD. If anyone found out about the copious criminal/rebellion contacts you <i>definitely</i> don't have, you'd be in big trouble.	EXILED NOBLE. If you can prove your legitimacy, there's a fortune and a holding waiting for you.	GAMBLER. When you CRIT , gain d6 shillings. When you FUMBLE , gain ADVANTAGE on your next roll.	VOX POPULI. Once a day, command a crowd to do what you want.	

MAKING YOUR OWN PRIMER

NOTABLE LOCALES

Here's where you talk about the three most significant places in the region, what you've put the most work into defining and where the players will likely root their characters.

- **THE BIGGEST CITY.** What's the cradle of urban life in the region, the catch-all "where are you from"? Players are gonna read about it first, so fill it with tiny details that'll come alive in their mind and entice them with mysteries unsolved.
- **ANOTHER CENTER OF CIVILIZATION.** It doesn't have to be a metropolis, but it could be a fortress, a monument, a valley rich with tribes, a network of villages, a trade route along a living river. Some other place where people thrive.
- **A LANDMARK OR ODDITY.** This last one is where you place something really strange, perhaps unexplained or ripe for adventuring. A walking wizard's tower? A geode fallen from the sky? A rift to Inferno? Go nuts.

POINTS OF INTEREST

Here's where you start to set the seeds for the tone of your game. Remember, you have 2 pages to communicate info to yourself and your players, so really be selective in what you put here in particular. If you're stuck, here's three good axes to consider.

- **EMOTION/IDEOLOGY.** What is the dominant emotional/mental state people are in? A region characterized by a manic energy is very different from one tinged with melancholy. Perhaps a region emphasizes the greed of Capitalism, or the instability of Communism. What's in the zeitgeist here?
- **ARTISTIC PERIOD/STYLE.** There's a lot of emotional and visual association wrapped up in things like architectural styles and painting techniques. What would a region associated with Pointillism look like? What about an Art Deco region? A Brutalist landscape would be nasty for an entirely different reason than a Romanesque one...
- **COMMON OBJECT.** When all else fails, think about the physical things that inhabitants of a region interact with often. Is there something ubiquitous that's missing? A Goblinkin waste marked by a lack of soap or perfume instantly evokes a pungent mental picture. Or perhaps something new? A colony of Runeborn who use magical crystals for everything is a striking locale that gives forth a wellspring of ideas.

REGIONAL RULE. A new rule, a new Ancestry, some modification to an existing rule, some small and out-of-the-way mechanical distinction that applies when adventuring here.

CHARACTER MATRIX. This is your secret weapon. Since the players will be using this to make characters, you can inject worldbuilding hooks and flavor into things like the names of the OCCUPATIONS and the ABILITIES they have. An easy way to make a character matrix quickly is to take one of the existing tables and just rewrite the OCCUPATION names to suit your vision.

THE OCEAN OF OIL

The heroes accidentally dig too deep and break into a massive cavern, plummeting down onto a fungus-choked island in the path of a massive warship. Trapped on the subterranean Ocean of Oil, they are the only thing that could stop a ruthless warlord from taking over the surface world. Can the heroes stop Xokrodir and the crew of the Berg, or are they doomed to perish in the lightless depths?

MAKING A CHARACTER

The heroes begin as indebted, drug-hyped miners, and as such, start with the following equipment instead of the standard package.

- 2 SUPPLY
- Either a 1 WOUND weapon **or** 1 ARMOR
- 3 doses of Amphetamines (a Drug; one dose heals either a STRESS or a WOUND, or grants ADVANTAGE on a roll but DISADVANTAGE on the immediate next roll made)
- A random item

INITIAL ENCOUNTER: The Myconic Isle

- The heroes plummet from the ceiling of the massive cavern, landing on a **mushroom-laden mass of rock** bobbing in the oil.
 - The island is home to myconids, who are baffled by the arrival of the heroes- they will **attack first**, ask questions later.
 - There are **4 myconid priests** and **4 myconid warriors** in total on the island.
 - They all know about the Berg's conquest, its destination, and its captain, and will dispense this information if inquired
- In d4 ROUNDS, the Berg will **slam into the side of the island**, and in another d4 ROUNDS, the island will **tip over** into the oil (the resultant incline impeding movement).
 - Luckily, a **doorway** on the side of the Berg is about island level; with a STR roll to clear the gap, perhaps a hero could make the jump!
 - What room does the doorway lead to? Roll a d4 to find out!
 - 1 **Room I**, the Engine Room
 - 2 **Room IV**, the Gelatinous Generator
 - 3 **Room VI**, Fungal Hydroponics
 - 4 **Room IX**, the Deck
 - Perhaps the heroes could save a myconid as they clear the gap, earning its trust and companionship as a THANE...

MYCONID PRIEST N 2 H 4 A Telepathy Spore (emit to speak freely in the minds of all FAR), Holy Fire (roll WIS or take 2 STRESS), Myconic I To survive

MYCONID WARRIOR N 2 H 6 A Telepathy Spore (emit to speak freely in the minds of all FAR), Flintstalk Spear (2 WOUNDS), Myconic I To survive

WHAT IS THE BERG?

- The Berg is a **massive warship** created by hollowing out one of the stone motes floating on the Ocean of Oil.
- The Berg is sailing to an defunct Dwarvish cargo elevator known as the **Core Isopach**
 - The Berg will use the **electrified hooks** in rooms VII and VIII to **reignite the Isopach's motors**, pulling itself upwards through the elevator and onto the surface world.
 - Then, the conquest begins!
 - The Berg is **15 TURNS** (2 and a half hours) away from the Core Isopach upon colliding with the Myconic Isle.
 - In that time, the heros have to stop the Berg from getting to the surface!

ENEMIES ON THE BERG

- These are the most significant threats on the Berg.
- Play them intelligently, and without mercy...
 - They will retreat, parlay, interpose minions, summon reserves, and do anything it takes to stay alive
- **XOKRODIR**
 - Xokrodir is an **undead Mind Flayer** with a warped, burned face
 - He is the **Captain of the Berg**, and can bring all its traps and tricks to bear
 - He uses **Brain Worms** to control his underlings, converting them into Ghouls, strange hybrid Mind Flayer spawn
 - His greatest weakness is his **ego**
 - If he is flattered and appeased, he will be made suggestible.
 - If he is disrespected, he will grow distracted and erratic.

XOKRODIR N 4 H 10 A Mind Crush (roll INT or take 3 STRESS, or all NEAR roll against 2 STRESS), Telekinesis (Xokrodir can lift and manipulate things at FAR range), Brain Worms (whoever deals killing blow rolls DEX or gets a Brain Worm), Brain Eating (spend a TURN eating a fresh brain to get to full health), Egotistic (a display of disrespect grants ADVANTAGE on attack rolls), Undead, Hideous **I** To conquer and pillage

- **DR-II-KOR**
 - Dr-ii-kor is a **warped myconid**, snivelling and subservient to Xokrodir.
 - He will try to **avoid direct confrontation** at all costs.
 - His modus operandi when conflict starts is to retreat and leave his scions to do the stabbing for him.
 - However, his fatal flaw is **flattery**.
 - He feels that he could one day supplant Xokrodir, and if the heroes lean into that strength, he could become a powerful ally.

DR-II-KOR N 3 H 8 A Spore Cloud (A cloud appears NEAR Dr-ii-kor and lasts for d4 ROUNDS, roll CHA or be at Dr-ii-kor's command until you succeed on the roll), Telepathy Spore (emit to speak freely in the minds of all FAR), Rotting Fist (2 WOUNDS), Myconic **I** To control



ROOMS OF THE BERG

I THE ENGINE ROOM

- This large room is choked with thick black soot.
 - Every TURN spent in this room, roll CON or contract a MALADY called **Blacklung** (-1 to all rolls per slot occupied, roll CON every day or it takes another slot).
- **8 spore-addled laborers** toil at the massive **rusty machines** that help propel the Berg.
 - Perhaps the engines can be sabotaged?
- If he isn't anywhere else in the Berg, **Dr-ii-kor** is here overseeing the laborers.
- Passages lead away to **rooms II and IV**.

SPORE LABORERS (8) **N 1 H 1 A** Myconic Cough (Roll CHA or be infected and at Dr-ii-kor's command until you succeed on the roll), Rusted Tool (2 WOUNDS), Infected (if Dr-ii-kor is killed or the spores removed, the laborers become lucid and helpful) **I** To work the machines

II DR-II-KOR'S OFFICE

- A battered desk is propped against the stone wall by adhesive mushroom clusters.
- On the desk are scraps of notes and an unmarked, sealed clay jar.
 - The scraps include a **map of the Berg**.
 - The scraps also have some of Dr-ii-kor's **notes concerning "the Captain"**.
 - Always remain deferential.
 - Refer to him as Your Eminence.
 - Don't talk about the burns.
 - If these precepts are broken around Xokrodir, he immediately flies into a rage and attacks, but the offending party will have **ADVANTAGE** on their next attack against him.
 - The jar is full of **Hookwing Pheromones**, capable of luring or controlling Hookwings with careful application.

- In the corner lies a **sleeping Spore Hound**; if it awakens, it will attack, summoning Dr-ii-kor in d4 ROUNDS.
- Passages in the room continue to **rooms I and III**.

SPORE HOUND N 2 H 7 A Tentacles (can attack for 2 WOUNDS NEAR), Mushroom Maw (those wrapped in tentacles take 3 WOUNDS from attacks and must roll CHA or be infected and at Dr-ii-kor's command until you succeed on the roll) I To serve Dr-ii-kor

III CARGO HOLD

- **Crates and boxes** line the walls of this cramped room.
 - They all have a small, glowing **rune of repelling** carved on them, and are locked with rusty padlocks.
 - If something touches a crate with the rune on it, it must roll STR or be blown back to NEAR range.
 - In the crates are...
 - 150 feet of rope
 - 3 points of SUPPLY
 - 2 random pieces of MARTIAL LOOT
- If the crates are disturbed, **d4 Dynamite Spiders** pour out of a **small clockwork box** hidden among the crates.
 - As long as the box is intact, another Dynamite Spider will spawn each ROUND.
 - The box can be found with a WIS roll.
- In d4 ROUNDS, if not indisposed, **Dr-ii-kor** will enter to check on the disturbance.
- Halls lead away to **rooms II, VI and IV**.

DYNAMITE SPIDER N X H 3 A Swarm (N is equal to the number of Dynamite Spiders in FAR range), Mandibles (1 WOUND), Detonate (At any point or upon being destroyed, roll DEX or have all CLOSE take 2 WOUNDS) I To protect the crates

IV THE GELATINOUS GENERATOR

- A massive machine called a **Gelatinous Generator** dominates the room.
 - It churns out Gelatinous Cubes every d4 ROUNDS.
 - There's a 50% chance it has just spit one out as the heroes enter the room.
- A **Ghoul Technician** stands overseeing the machine, making sure it keeps functioning.
- The ghoul has a **Scepter of Assertion**.
 - The Scepter is a piece of HERETICAL LOOT that allows you to take control of any creature for a ROUND once a day.
 - The ghoul will not hesitate to use it on the heroes.
- Any newly generated **Gelatinous Cubes** will simply begin to devour the nearest source of fresh meat, hero or ghoul alike.
- Corridors lead away to **rooms III and IV**.

GHOUL TECHNICIAN N 3 H 8 A Wrench (2 WOUNDS, fix any damage to the Gelatinous Generator), Brain Worm (whoever deals killing blow must roll DEX or get a Brain Worm) I To keep the machine running

GELATINOUS CUBE **N 2 H 10 A** Envelop (1 WOUND +1 per turn of successful attack, after the first DEFENSE rolls have DISADVANTAGE), Acid (Every ROUND, destroy a random item from each enveloped, heal 1 for every item destroyed), Weak to Temperature **I** To grow

V LAMP GOLEM'S LAIR

- Winding stairs lead up to this **balcony atop the Berg**.
- A **Lamp Golem** strange mechanical creature shines light into the darkness, aiding in the Berg's navigation.
 - Its beam is powered by a **Bright Crystal**, a piece of DIVINE LOOT that allows the wielder to use the Golem's Flashbomb Ability once a day.
- If the Golem is destroyed, it waylays the Berg, **slowing its arrival** to the Core Isopach by 3 TURNS.

LAMP GOLEM **N 3 H 8 A** Flashbomb (All in a cone in front roll CON or be blinded until you succeed on the roll), Slam (3 WOUNDS, hot), Armored **I** To chart the course

VI FUNGAL HYDROPONICS

- **Massive fungal clusters** lie about this high-ceilinged room, letting off strange spores and oozes.
 - Use your favorite fungi list to stock the room.
 - Some fungi should provide dynamic challenges, others having beneficial effects to be discovered.
 - [This adventure](#) has a number of fun fungi and is very well put-together.
- A **Spore Hound** lies concealed in the fungi.
 - It uses hit and run tactics along with its natural camouflage (ADVANTAGE on rolls to hide) to dart in and out of the strange fungi.
- Passages lead off to **rooms III and VII**.

SPORE HOUND. **N 2 H 7 A** Tentacles (can attack for 2 WOUNDS NEAR), Mushroom Maw (those wrapped in tentacles take 3 WOUNDS from attacks and must roll CHA or be infected and at Dr-ii-kor's command until you succeed on the roll) **I** To serve Dr-ii-kor

VII THE WRAITH'S DOOR

- This room has two **rusted iron doors** on either side.
 - Whatever door is opposite the heroes' entry is **locked** and has an **ornate stone frame**, in which are carved some words, as well as **4 small indentations**
 - **"I VINDICATE YOUR SINS"**, and smaller under it, the letters **"NIEC"**
- The wall of this room is dominated by a large metal unit with a latch release on the side
 - This is the second bay of **electrified hooks** that will be released to activate the Isopach and pull the Berg up the elevator shaft.
- Against the opposite wall is a small **iron plaque**
 - **4 gems** sit in shallow indentations, all of which can be **easily removed**.
 - A **scarlet** ruby
 - A **violet** amethyst
 - An **indigo** sapphire

- A **yellow** quartz
- The indentations on the door frame are perfectly gem-sized, and the proper order will make the door unlock.
 - The correct order is **sapphire, amethyst, quartz, ruby**
 - This is a letter puzzle. Taking the first letter of the word in the phrase next to the letter of “NIEC” gives the first two letters of the relevant color.
 - IN for indigo, VI for violet, YE for yellow, and SC for scarlet.
- If the plaque is peeled back, behind it, in a shallow alcove, is a **Replicator**.
 - The Replicator is a toaster-sized piece of ODD LOOT that can make an exact copy of anything put in it once per TURN.
- If the heroes touch something, a **Ghoul Wraith** rises from the ground and attacks.
- Passages in the room lead out to rooms **VI and IX**.

GHOUL WRAITH **N 3 H 6 A** Spectral Throttle (2 STRESS), Brain Worm (whoever deals killing blow rolls DEX or gets a Brain Worm), Incorporeal **I** To take revenge on the living

VIII DIVING HATCH

- The wall of this room is dominated by a large metal unit with a lever on the side
 - This is the second bay of **electrified hooks** that will be released to activate the Isoprach and pull the Berg up the elevator shaft.
- **3 Ghoul Technicians** stand ready in dive suits.
- A **hatch** down to the Ocean of Oil lies in a corner of the room.
 - It can be opened with an INT roll, ADVANTAGE with appropriate tools.
- A random piece of oil-soaked LOOT, bounty of the most recent dive, lies in the corner.
- Corridors lead away to **rooms V and IX**.

GHOUL TECHNICIAN **N 3 H 8 A** Rotting Throttle (2 WOUNDS), Brain Worm (whoever deals killing blow rolls DEX or gets a Brain Worm), Dive Suit **I** To keep the machine running

IX THE DECK

- This open-air deck looks out onto the Ocean, a visual reminder of just how close the Berg is to the Isoprach
- **Xokrodir** stands at the wheel, standing inside a circle of runes
 - These are **runes of invulnerability**
 - Anyone who stands on them cannot take WOUNDS or STRESS
 - If Xokrodir is tricked or forced off the runes, he will retreat, **locking the wheel**
- Passages lead away to **rooms VII and VIII**.

XOKRODIR **N 4 H 10 A** Mind Crush (roll INT or take 3 STRESS, or all NEAR roll against 2 STRESS), Telekinesis (Xokrodir can lift and manipulate things at FAR range), Brain Worms (whoever deals killing blow must roll DEX or get a Brain Worm), Brain Eating (spend a TURN eating a fresh brain to get to full health), Egotistic (a display of disrespect grants ADVANTAGE on attack rolls), Undead, Hideous **I** To conquer and pillage

RANDOM ENCOUNTERS

As normal, a random encounter occurs every 6 TURNS, and can be negated by spending a point of SUPPLY. Roll a d6 to see what the heroes encounter.

1-3 d4 Hookwings

Hookwings are predatory creatures native to the Ocean of Oil, leathery-winged and crystal-eyed creatures with forearms ending in metal-rendering claws. There is a massive nest of them lairing in the Isopach, and a small pack wanders out to investigate the Berg, ripping through the stone walls and attacking. Another Hookwing arrives every d4 ROUNDS until all the Hookwings are indisposed.

4 Collision

The Berg runs up against another island. The floor rocks and shakes for the duration of TURN, and 3 Myconid Warriors wander aboard the ship, fleeing the collapse of their home. Terrified, they'll intercept the party next TURN.

5 Dr-ii-kor (if dead, 2d4 Ghoul Technicians)

6 Xokrodir (if dead, 2d4 Ghoul Technicians)

HOOKWING N X H 5 A Swarm (N is equal to the number of Hookwings in FAR range), Rending Claw (1 WOUND, destroy a random piece of equipment), Crystal Eye (if surgically removed, acts as NATURAL LOOT that allows you to look through any Hookwing's eyes with a WIS roll) **I** To hunt

MYCONID WARRIOR N 2 H 6 A Telepathy Spore (emit to speak freely in the minds of all FAR), Flintstalk Spear (2 WOUNDS), Myconic **I** To survive

DR-II-KOR N 3 H 8 A Spore Cloud (A cloud appears NEAR Dr-ii-kor and lasts for d4 ROUNDS, roll CHA or be at Dr-ii-kor's command until you succeed on the roll), Telepathy Spore (emit to speak freely in the minds of all FAR), Rotting Fist (2 WOUNDS), Myconic **I** To control

XOKRODIR N 4 H 10 A Mind Crush (roll INT or take 3 STRESS, or all NEAR roll against 2 STRESS), Telekinesis (Xokrodir can lift and manipulate things at FAR range), Brain Worms (whoever deals killing blow rolls DEX or gets a Brain Worm), Brain Eating (spend a TURN eating a fresh brain to get to full health), Egotistic (a display of disrespect grants ADVANTAGE on attack rolls), Undead, Hideous **I** To conquer and pillage

GHOUL TECHNICIANS N 3 H 6 A Rotting Throttle (2 WOUNDS), Brain Worm (whoever deals killing blow must roll DEX or get a Brain Worm) **I** To keep the Berg running

THE CORE ISOPACH

Instead of covering every eventuality and plan the heroes could come up with (which would be impossible), this sequence of ROUNDS describes an ideal version of the ascent as Xokrodir planned it. Anything the heroes interfered with may delay plans by a ROUND, or cause extra complications to be exploited. This is it, the climax of the adventure- can the heroes stop the Berg from conquering their home?

ROUND 1:

- The set of electrified hooks from room VII deploy.
- Dr-ii-kor ingests the Hookwing pheromone from room II, and begins to emit hypnotic spores from either room V or IX

ROUND 2:

- The second set of hooks, from room VIII, deploy.
- The Hookwing colony laired in the Isopach are now under Dr-ii-kor's control, he can spend a ROUND summoning d4 Hookwings that do his bidding

ROUND 3:

- An electric current fills the chains, activating the ancient motors with a grinding hiss! The Isopach begins to pull the Berg out of the oil and into the air.

ROUND 4:

- The Berg is lifted out of the Ocean of Oil.

ROUND 6:

- The Berg is fully inside of the Isopach. It will take 3 more ROUNDS to reach the top of the Isopach, where the invasion begins on the 4th (10th) ROUND.

THE END?

Here are some ideas as to how the adventure might conclude itself, though every playthrough is different, and you should use your discretion as to customizing the outcome for your playthrough.

- ***The Fall of the Berg.*** The players kill Xokrodir and stop the Berg from ascending the Isopach. Depending on if the Berg is intact or any outstanding allies and villains yet remain, this can be the great springboard for a campaign where the heroes explore the Ocean of Oil to find a way home!
- ***Xokrodir Fails.*** If the Berg is stopped from ascending the Isopach, but Xokrodir lives, he grows enraged. He lights a match and tosses it over the edge... it takes a ROUND for it to hit the Ocean, then it all goes up in smoke (see Fuel Holocaust).
- ***An Oily Rebirth.*** If the heroes are incapacitated over the course of the adventure, Xokrodir orders the Ghouls to toss them overboard. The surviving heroes are resuscitated by a Myconid mage and their apprentices and teleported back onto the Berg with a piece of ARCANES LOOT, 6 TURNS later or just as the Berg begins its ascent into the Isopach (whichever comes first).
- ***The Berg Ascendant.*** If the Berg succeeds in scaling the Isopach, the heroes have a steep task ahead of them. The Isopach leads to the sewers under the heart of a Dwarvish metropolis (Erz, if in the Autumn Kingdoms). If Xokrodir is dead, Dr-ii-kor heads the conquest, which, without heroic interference, will be swift and brutal. From there, the Empire of the Berg will spread like fire on oil...
- ***Fuel Holocaust.*** If, by some foul accident, the Ocean of Oil is lit on fire, it instantly not only destroys the Berg and the entire contents of the Ocean, but collapses the ground of the land above. The world is forever changed, as new passages to the underground ripped open by the explosion vomit forth eyeless, pale horrors...

LOOT AND ADVANCEMENT

LOOT. Any magic item that has a permanent effect is a piece of LOOT. LOOT can have any sort of effect you can imagine. There are 5 types of LOOT in MARROW: MARTIAL LOOT, MAGICAL LOOT, DIVINE LOOT, HERETICAL LOOT, NATURAL LOOT, and ODD LOOT.

LEVELING UP. You can spend a TURN with a piece of LOOT to make it nonmagical, and instead gain a LEVEL. LEVELS occupy CHA slots, and each one grants an Ability. To see what Ability that LEVEL grants, roll on the appropriate table given what type of LOOT you converted. Not all Abilities are created equal, and some of them will require some creativity to make use of!

SKILLS. The first time you get an Ability of a given type (MARTIAL, MAGICAL, DIVINE, HERETICAL, NATURAL, ODD), you can also choose to gain a SKILL. It works as normal, taking up an INT slot. Roll to see the SKILL you have the option to acquire. If you turn it down, you won't have the chance to pick up that SKILL again.

HIGHER POWERS. You may see some mention of a Higher Power in an ABILITY. This is the greater ideal or entity your hero serves. It can be a philosophy or pagan idol for anyone, a god or patron saint for DIVINE ABILITIES, or an infernal patron for HERETICAL ABILITIES.

--Ability and Skill lists are works in progress.--

MARTIAL

- 1-10 Choose two types of creature; you have ADVANTAGE on rolls against them
- 11-15 You get an extra OFFENSIVE each ROUND
- 16 You get an extra MOVEMENT each ROUND
- 17 You get an extra MANEUVER each ROUND
- 19 Take one less WOUND than you would from melee attacks, minimum of 1
- 19 Take one less WOUND than you would from ranged attacks, minimum of 1
- 20 Take one less WOUND than you would from magical attacks, minimum of 1
- 21 Taste bodily fluid to know the precise location of its owner
- 22 XXX
- 23 You're never more than 2 HEXES from a fearsome, LOOT-guarding beast of legend to slay
- 24 LEVEL times per day, have a WOUND you deal be a SCAR instead
- 25 Your weapons can never be disarmed or destroyed
- 26 A weapon of yours gains a unique, epic property
- 27 Get a +1 to attacks for every ally CLOSE to you
- 28 You can seek audience with any type of military authority, and law enforcement likes you
- 29 You cannot be swayed by fear or charms
- 30 Take a point of FATIGUE to barrel through a substance that is softer than your ARMOR
- 31 When you roll an attack, choose two targets that are NEAR each other; the same attack roll applies to both, and you can split the WOUNDS dealt between applicable targets freely
- 32 You cannot FUMBLE a ranged weapon
- 33 You cannot FUMBLE a melee weapon
- 34 You cannot FUMBLE mundane objects
- 35 Your flesh is as hard as bronze when you want it to be
- 36 If you know something's (true) name, you have ADVANTAGE on attacks against it
- 37 Once a day, if you miss with an attack, you can choose to roll again with ADVANTAGE
- 38 You can choose when you take your turn in a round of combat
- 39 When you hit a target, roll contested WIS; if you succeed, they lose one sense for a ROUND
- 40 Once a TURN, when you attempt an attack, it attracts a swarm of insects of your choice
- 41 Once a TURN, a target you've hit with an attack gets stuck in flammable tar for d4 ROUNDS
- 42 If you touch an element to your weapon, it can discharge/radiate that element for a TURN
- 43 Your weapon comes to life; oh, the terrible things it whispers to you, the fates yet to pass!
- 44 You get a +1 to DEFENSE for the duration of combat for every enemy you see die in a TURN
- 45 You can throw anything without penalty, it deals WOUNDS equal to your LEVEL
- 46 You have ADVANTAGE on rolls against magic as long as you have ARMOR on
- 47 You can return your weapons and armor to you, even across planar boundaries
- 48 You can summon magical weapons or armor with an INT roll
- 49 You cannot be frightened or have your movement impeded
- 50 Scribe an elemental rune into your weapon; the WOUNDS it deals are of that type
- 51 All allies CLOSE to you get a bonus to DEFENSE equal to your LEVEL
- 52 Ignore WOUNDS you take less than your LEVEL

53 When you take damage, take as many extra WOUNDS as you would like; the next attack you land, deal that many extra WOUNDS

54 Nothing can reduce the damage of your weapons

55 Once, if you were to die, you return anew and refreshed

56 You have ADVANTAGE on DEX rolls to get out of the way of harm

57 You cannot take fall damage

58 You can scrounge up transportation at the drop of the hat, but there's always a cost

59 Once a day, when you hit on an attack, you can choose to instead swap something you have for an item that your target has on them

60 When you would deal a SCAR, you can choose to get a piece of LOOT instead

61 If you are under the effects a drug, you get a +LEVEL to all WOUNDS dealt

62 You can stop projectiles in the air with a (contested) DEX roll with DISADVANTAGE

63 Your blood is superheated; the first time something draws blood, it takes a WOUND

64 You can choose to take a FUMBLE in order to double the WOUNDS an attack deals

65 You may give your MOVEMENT, OFFENSIVE, or MANEUVER to an ally FAR from you

66 If you move in a straight line, your speed doubles

67 Slamming into someone deals your LEVEL in WOUNDS

68 You have ADVANTAGE on all rolls relating to traps and hazards of any kind

69 You have d6-2 lovers (minimum 1) who may randomly accompany you on your adventures

70 Your fists deal your LEVEL in WOUNDS

71 Once a day when you hit with an attack, heal the WOUNDS you dealt

72 You cannot take FATIGUE

73 Spend a TURN to make a melee weapon out of anything

74 Spend a TURN to make a gun out of anything

75 Name a weapon or wield your LOOT; it's now magic and gets +LEVEL to hit

76 You can wield siege weapons; they occupy 3 slots, and take two rounds to load and fire

77 Deal double damage to large items and structures

78 You cannot be moved or knocked over against your will

79 You can make a tough barricade with next to no resources over a TURN

80 Attacks automatically hit if your target is surprised

81 All allies NEAR you can use the highest STR or DEX among them for their attacks

82 Your empty CON slots contribute to your DEFENSE

83 When you go into battle, choose one ally who will live no matter what; another must die

84 Get a WOUND bonus equal to the number of your attacks that have hit the target in a row

85 You cannot die while in combat; if you would die, you instead die immediately after

86 Once a day, touch a weapon; it will fight by its own will, on its own terms

87 As long as you stand in place and do nothing, you can't be dealt WOUNDS

88 Once a day, shout "reinforcements!" and roll CHA; success grants you reinforcements, and if you fail, something arrives to investigate

89 You're filthy rich; freely buy anything you can hold, roll CHA to make larger purchases

90 Songs are sung of you; you are known and perhaps loved everywhere

91 You can retire to found a knightly order or fraternity of warriors that will last centuries

92 You gain the deeds to a small training academy

- 93 You are the next in line for political/military power in the land
- 94 You gain d4+2 squires (THANES) and the deed to a keep since overrun by monsters
- 95 You have a side gig that nets you 20 shillings per tenday
- 96 You gain a small crime syndicate and a reputation for ruthlessness
- 97 Roll on the Magical table
- 98 Roll on the Heretical table
- 99 Roll on the Natural table
- 100 Roll on the Odd table

MAGICAL

- 1-10 You get a random SPELL each day
- 11-13 You get a random Ash SPELL each day
- 14-16 You get a random Glass SPELL each day
- 17-19 You get a random Raven SPELL each day
- 19-22 You get a random Moon SPELL each day
- 23 You get a random SPELL from your choice of type each day
- 24 Double your PROFICIENCY
- 25 Gain a LORE after a rest if you don't have any
- 26 You can detect magic to a high degree of specificity by sound, smell, sight, or taste
- 27 Extraplanar creatures perceive you as one of their own, but lash out if your ruse is discovered
- 28 You have a photographic memory
- 29 Once a tenday, open a Door, heavens help us all
- 30 Once a day, roll INT to invoke a small, spectral creature for a TURN
- 31 LORE doesn't count towards filling an INT slots for the purposes of PROFICIENCY
- 32 Constructs and other soulless beings won't attack you until you attack them
- 33 Your attacks can deal your choice of WOUNDS or STRESS
- 34 Gain 2 random Sigils (emojis); invoke a Sigil once a day to get ADVANTAGE on a related roll
- 35 Once a day, sing a song and roll CHA to make everyone else drop everything and sing it too
- 36 Permanently make a magic item nonmagical to heal all your WOUNDS or all your STRESS
- 37 Once a day, spend a TURN painting something; it then becomes real for a TURN
- 38 Once a day, make a mute, illusory copy of yourself lasting until it takes WOUNDS or STRESS
- 39 Once a day, sprout dragon wings for TURN
- 40 Once a day, Glamour something; make it appear "X-er" or "more X" for a TURN
- 41 Once a day when you defeat an enemy, make a contested INT check to trap them in a talisman and specify their release condition
- 42 You can summon a nimbus of electricity around your hands
- 43 You can summon a freezing sheen of ice around your hands
- 44 Dice, cards and coins land and draw as you wish
- 45 You can summon an extradimensional chest; it holds STR slots equal to your LEVEL
- 46 Once a day, hop into the Ether for a TURN
- 47 You intuitively know the location of all portals or rune circles within the same HEX as you
- 48 Once a day, touch something and roll INT; if you succeed, it is indestructible
- 49 Once a day, touch someone to either remove a memory of theirs or learn a random one
- 50 Spend LORE to gain a random SPELL
- 51 Choose an element; you heal WOUNDS dealt by it
- 52 Take a TURN and make an INT roll to make a magical one-use charm from fallen foes
- 53 Make an INT roll to move something you can see with your mind
- 54 You can float 10 feet off the ground
- 55 You can light small fires with your vision alone

56 You can freeze things with your vision alone
57 Roll contested CHA against anyone who touches you to command them for a TURN; every command you give, they can force a reroll
58 A number of times per day equal to your LEVEL, teleport anywhere you can see
59 Once a day, snap your fingers; something you can see explodes
60 You can see through anything that isn't especially thick or coated in silver or lead
61 Your god-uncle is the western wind
62 The trees owe you a few favors, but they're eager to tip the debts in their favor
63 Once a day, spend a TURN drawing a rune circle CLOSE to you that can't be entered without your permission; only one such circle works at a time
64 You can hop to another plane at will, taking everyone FAR from you with you, but you'll never know where you'll end up
65 Choose one intangible (unease, sadness, x-rays, ect.); you can palpably sense it
66 You can make your physique and clothes appear any way you wish
67 Once a day, you can fly for a TURN
68 You have the Midas touch, but with glass
69 Roll INT to age something with a glance
70 You can create realistic illusions for any sense except sight at will
71 You can choose to add your LEVEL to rolls instead of your PROFICIENCY
72 You're in the loop for cosmic news, though it's often too broad to be useful
73 Once a day when something unexpected occurs, roll INT to describe how you prepared
74 Once a day, you can spend a TURN crafting a small clockwork critter
75 You can repair things with a touch
76 +1 to DEFENSE for every orb you carry
77 Once a day summon something for a TURN, roll CHA to have it follow your first command
78 You get a Wish you can BURN to use once
79 Your Third Eye opens
80 Three times in your life, you and everyone you touch can travel through time
81 A living tattoo from a 2d dimension binds to your skin, it wishes to help you
82 You learn of a vacant arcane tower somewhere in the cosmos ripe for reoccupation
83 Take STRESS equal to your LEVEL; everyone CLOSE takes double that in WOUNDS
84 You have a small fiendish familiar you can summon or resurrect with a TURN
85 You have a small celestial familiar you can summon or resurrect with a TURN
86 You have a small undead familiar you can summon or resurrect with a TURN
87 You have a small alien familiar you can summon or resurrect with a TURN
88 You can construct a golem, it functions as a THANE with a random magic ability
89 Retire to do research and found an iconoclastic arcane order
90 No magic can affect you individually, though ranged and general effects can still harm you
91 You get d4+2 pupils (THANES) and a map to the vault of a long-dead archmage
92 You get an Apprentice, a THANE with abilities rolled from this table
93 You get a position at a university far away
94 You learn the recipe for the Philosopher's Stone
95 You have made an epic piece of LOOT

- 96 You inherit a Spelljammer from a retiring star
- 97 You've written a book; everyone who knows the field knows of and respects you
- 98 Your reputation precedes you, and you can secure audience anywhere magic is respected
- 99 Roll on the Heretical table
- 100 Roll on the Odd table

DMNE

- 1-10 Whenever you roll on a random table, roll an additional time, choosing from the results.
- 11 Once a day, take on a fearsome seraphic visage for a TURN; be not afraid
- 12 Mundane animals will always accept you as a rider if they are able
- 13 Once a day, use a TURN to Ward a door; anyone you specifically name cannot pass through it
- 14 Once a day, produce a small icon made of a common substance from thin air
- 15 Once a tenday, bilocate for up to a day
- 16 Travel always inexplicably takes a day less/half the time it otherwise would
- 17 You always have enough food and drink on hand to feast with who you wish
- 18 You can't die in sunlight; you can still go comatose, but can recover until the sun goes away
- 19 You can control the flow of, part, and purify natural bodies of water
- 20 You can tell how many WOUNDS from death a creature is on sight
- 21 Roll contested WIS to make those with especially dark secrets confess to you
- 22 Once a day, issue a one-word nonviolent order that must be followed by all who heard it
- 23 Your mind cannot be swayed by magic, nor can your eyes be deceived by illusion
- 24 You can float 10 feet off the ground
- 25 Once a day, roll contested CHA against an undead creature or force it to run away
- 26 Once a day, roll contested CHA against an infernal creature or force it to run away
- 27 Once a day, roll contested CHA against a heretic or force it to run away
- 28 Once a day, put a seed in the ground or gesture to an animal; a plant grows, or a baby is born
- 29 Every day, when you wake up, say what the weather will be like; it will be so
- 30 Choose a biome or region; you can't get lost in it, and have ADVANTAGE on rolls about it
- 31 You have ADVANTAGE on CHA checks to convince someone of your point of view
- 32 You get your LEVEL in silver per day in tithes
- 33 When you tell a story, roll opposed CHA to enthrall your audience until you complete it
- 34 When you roll a 20, you get a small benefit as well as a FUMBLE
- 35 Roll contested CHA to force someone CLOSE to you without permission to step back NEAR
- 36 Your touch mends and purifies
- 37 You know the archetypal myths, and can always sense a betrayal before it happens
- 38 Charm someone with a WIS roll a number of times per day equal to your LEVEL
- 39 Everything you say is assumed to be true by default
- 40 Roll WIS to speak of beauty and joy and make all who hear try to repent of their evil deeds
- 41 Choose a passage from a holy book; it becomes true within your line of sight
- 42 Undead and fiends won't attack you until you attack them
- 43 You always radiate holy sunlight NEAR you
- 44 When you first enter a city where there are centers of faith, you can collect d20 silver in tithes
- 45 You are immune to necrosis effects, and you will not wrinkle or rot, even after death
- 46 Once a tenday, touch two people to induce True Love
- 47 You have ADVANTAGE on all rolls to diffuse hostility or lower tensions
- 48 Once a day, if you go unconscious, a Guardian Angel appears, fighting brazenly until death

49 Once a day, spend a TURN removing all WOUNDS, STRESS or FATIGUE from someone you touch; when you do, you can't use any ABILITIES for the rest of the day
50 Once per day, turn a penalty into an equivalent bonus
51 Once a tenday, choose a person; they'll be marked with a brand and die in d6 days
52 You can't gain ADDICTION
53 No laws can be broken in your line of sight
54 Once a day, spend a TURN and a SUPPLY to give someone the effects of a night's rest
55 Once a day, touch someone and roll CHA to make them repent evil for a TURN (or more?)
56 LEVEL times per day, have a WOUND you deal be a SCAR instead
57 You have ADVANTAGE on rolls to heal people
58 You can smell the unnatural
59 You have the Midas touch
60 All allies CLOSE to you can use your ABILITIES
61 You and anyone you touch perpetually hover your LEVEL in inches over the ground
62 Roll CHA to read a touched target's surface thought/emotions, roll again for deeper insights
63 Make an INT roll to become as big as an elephant; make another INT roll to shrink
64 Children, small animals, and authority figures naturally trust you
65 You can Brand with a touch; all law-abiders will see the Branded as a piteous wretch
66 You can hear emotion
67 Once a day, roll WIS to heal a MALADY with a touch
68 You can freely change sticks to snakes with a touch, and vice versa
69 Your body is a paragon of health; you are immune to MALADIES
70 Your voice is preternaturally calming
71 You can make your hands glow with pure sunlight at will
72 Your body is unblemished, and you cannot take SCARS
73 If you touch a creature, you learn what its home looks like
74 When you heal WOUNDS in initiative, so do all allies CLOSE to you
75 When you roll a crit outside of combat, you have a LEVEL-in-10 chance of finding LOOT
76 You can help from FAR range, so long as the beneficiary can hear you
77 Scripture speaks to you, and words others cannot see morph on the page before your eyes
78 You can attract fiends within a HEX to you at will
79 You can attract undead within a HEX to you at will
80 Touch something and roll CON to paralyze it for d4 ROUNDS; fail and you're frozen instead
81 When you do nothing but deliver scripture, everyone who hears you must chant along
82 Servants of a Higher Power cannot willingly harm you
83 Everyone has their thirty silver; you can see how much it takes to bribe anyone with a glance
84 Your Higher Power gives you a Magnum Opus to make manifest
85 You have made a sacred golem; it serves your Higher Power, not you
86 You are the Chosen One, whether you like it or not
87 You are bound to life; when you die, you return in d4 tendays
88 You get an Apostle, a THANE with abilities rolled from this table
89 You get 2d4 apostles who record your deeds
90 You get a sacred relic, it is a powerful piece of LOOT

- 91 You are part of a mystical order that you promise really isn't a cult
- 92 You are destined to slowly morph into an Angel or Avatar of Order
- 93 Once, touch someone dead and return them from the afterlife
- 94 Once, you can open a portal to somewhere in the cosmos of your choice for a TURN
- 95 Once, you can cry out on Valhalla's Horn, all who are good in the cosmos will hear it
- 96 You have diplomatic immunity
- 97 You become a High Priest, with duties and responsibilities to boot
- 98 You gain the land and resources to build a temple in a dangerous area
- 99 You become a messiah, attracting a flock of adherents who constantly demand benediction
- 100 Choose a Higher Power; you are its chosen, and can ask it questions directly for favors

HERETICAL

1-10 XXX

11 XXX

12 XXX

13 If you boil a gallon of fresh blood and drink it, it heals your LEVEL in WOUNDS or STRESS

14 Once a day, touch something to steal its beauty; get ADVANTAGE on CHA rolls for an hour

15 You don't need to sleep

16 You have a third hand; watch out, Martin wants it back

17 You can pull out your eyes, ears, fingers, toes, and tongue and still sense with them

18 Your touch corrodes and despoils

19 If you eat a brain, you learn of the brain's most recent memories and surface knowledge

20 Ropes you tie are always safe or dangerous when you want them to be

21 Reduce your STRESS to 0 every time someone you have kissed has died

22 Charm someone with a CHA roll a number of times per day equal to your LEVEL

23 Spend a TURN torturing someone to make them truthfully answer your LEVEL in questions

24 You can smell pain

25 When you take WOUNDS, get an equivalent bonus to your next roll

26 Everything you say is assumed to be a lie by default

27 Take a SCAR instead of dying whenever anything but holy damage would kill you

28 You are immune to fire, and if you enter a fire, you can emerge from another fire you can see

29 You can look at something and know the last sin it's committed

30 Undead recognize you as one of their own, and you can speak to them freely

31 Fiends won't attack you until you attack them

32 You can talk to vermin and insects, and they will follow your commands by default

33 You cannot be harmed by MALADIES, though you can still carry them

34 Once a day, you can fake death perfectly for up to a TURN

35 You can knead nonliving flesh like clay

36 For you, 5 minutes of sleep is a full night

37 Once a day, touch something and double its weight

38 You are full of worms, they transfer with a touch and a CON roll

39 Your brain can be easily transplanted and put into other bodies

40 You can tell how many WOUNDS from death a creature is on sight

41 Choose a MALADY; you can inflict it with a touch

42 Regain a WOUND every time you take a drug

43 Blood you draw crystallizes into whatever shape you'd like

44 When you wear someone's skull, other people see you as them

45 If you give someone a Bloodrune SCAR, you can take WOUNDS and STRESS in their place

46 Any metal you touch melts to hot slag

47 You don't feel pain; you have ADVANTAGE on rolls to exert your body, but watch out

48 If you get a piece of someone, make an effigy; it is interchangeable with them at FAR range

- 49 You get a bonus to attacks equal to the number of WOUNDS of blood on your weapon
- 50 Once a day, speak a sentence and receive a sentence in reply from any dead creature
- 51 You have the Midas touch, but with lead
- 52 You can use the ABILITIES of all allies CLOSE to you
- 53 When you write something down, you can sense through the ink as if you were there
- 54 Once a day, cry out in hate and roll CHA to make all who hear set down what's in their hands
- 55 Dangers you hide, like poisons or concealed traps, are undetectable
- 56 Gain a random SPELL when you commit a cardinal sin
- 57 Make an INT roll to become as small as a mouse; make another INT roll to regrow
- 58 You are fluent in the secret symbols and gestures of the underworld
- 59 Once a day, touch a door; it will never open or shut, your choice
- 60 Things you kill can't return from the dead unless you approve
- 61 When you talk, you can say two things simultaneously, choosing who hears what
- 62 If someone tries to read or otherwise enter your mind, you can deal them 2 STRESS instead
- 63 If you take a SCAR from something, it can't kill you
- 64 You can choose to silence anything you look at, even hostile creatures or objects
- 65 You can always sniff out the crooked or suggestible in a group; there's always one
- 66 You can freely change sticks to snakes with a touch, and vice versa
- 67 You are immune to poison
- 68 Your mind is malformed, you cannot take TRAUMA
- 69 Explosions you cause are twice as big as standard
- 70 Point at a book to make it display whatever you'd like
- 71 Touch a limb and roll contested CON to paralyze it for a TURN
- 72 Make an INT roll and write a word in your own blood to invoke magic power
- 73 You can attract fiends within a HEX to you at will
- 74 Make an INT roll to absorb nearby light
- 75 Your blood is flammable
- 76 Your form warps subtly in the dark; roll CHA over a TURN to incite anxiety or paranoia
- 77 You've summoned a fog bank that can fill a room and thicken and move as you command
- 78 You can make smoke corporeal or manipulate it, but roll CHA or it will try and kill you
- 79 Once a day, you can issue a short order that must be followed by all who heard it
- 80 Your mind cannot be swayed by magic, nor can your eyes be deceived by illusion
- 81 Make a contested CHA roll against anyone who touches you or control them for a TURN; they can force a reroll after each command you give
- 82 You are incorporeal
- 83 Once a day, roll contested CHA against a celestial creature or force it to run away
- 84 Once a day, roll contested CHA against a pious creature or force it to run away
- 85 Touch a corpse to animate it; roll CHA to command it, otherwise it seeks to destroy life
- 86 You're a selfish healer; whenever you heal WOUNDS or STRESS from yourself, heal 1 more
- 87 Once, if you die, permanently possess someone NEAR you you can see instead
- 88 You have an alternate identity you can fall back on
- 89 Your grasp on life is unflinching; when you die, you return in d4 tendays
- 90 You get a Minion, a THANE with an ABILITY rolled from this table

- 91 Once, when you die, return, but forever changed...
- 92 You are destined to mutate into a fiend of some variety
- 93 Once, you can open a portal to Hell for a TURN
- 94 Choose a time within the next year; that is when the apocalypse begins
- 95 Learn the ritual to become a powerful lich
- 96 You have friends in low places; once, you can summon your Higher Power
- 97 You get the deed to an abandoned, haunted manor house
- 98 You get a cult of 2d6 crazed fanatics
- 99 Nobody who serves a dark god will willingly attack you
- 100 Roll on the Magical table

NATURAL

- 1-10 Lean one animal you can shapeshift into once a day; it must be smaller than a tiger
- 11-15 Gain a loyal pet that can understand you; if it dies, train another with LONG PROGRESS
- 16 You can't be sensed by a creature you're stalking until you attack; they'll still be unnerved
- 17 You're immune to hot and cold, but vulnerable to silver
- 18 If you have the right ingredients, you can replicate any drug with a tea
- 19 You can make CHA rolls to talk to and ask things of plants and animals
- 20 Wearing fresh hide grants a double ARMOR bonus, and you can flay with frightening speed
- 21 You can return to the earth once per day, melting into a pile of mud for an hour
- 22 You can identify the name and basic details of any monster on sight.
- 23 Once a day, you can shoot lightning, create a bolt of thunder, or make it rain
- 24 You can throw gusts of air or mist at will
- 25 You can smell fear
- 26 You can change a body of water into any other liquid once a tenday
- 27 You can swim as fast and as well as you can walk
- 28 Any tame beast lets you command/ride it; wild or enemy-trained beasts do so with a CHA roll
- 29 Automatically learn the spooky legends, rumors, and regional tall tales of wherever you visit
- 30 You get chameleon skin, ADVANTAGE when trying to blend in
- 31 Spend a TURN and make an INT roll to construct a trap that Damages, Alerts, or Restrains
- 32 Make a CHA roll against something you've restrained to force them to follow your next order
- 33 Once a day, you can ask stone to do you a favor, perhaps with a CHA roll
- 34 You have ADVANTAGE on attacks against things that can move faster than you
- 35 Land-dwelling beasts can always understand your words
- 36 Water-breathing beasts can always understand your words
- 37 Roll CHA to frighten any animal
- 38 When you drink the blood of a prey animal, regain your LEVEL in WOUNDS or STRESS
- 39 Once a day, place a seed in the ground and make it grow
- 40 All creatures of the wild are friendly to you no matter what
- 41 When your feet touch the earth, add your LEVEL to your DEFENSE
- 42 A carpet of plants sprouts where you walk, your choice of flowers or thorns
- 43 Every day, when you wake up, say what the weather will be like; it will be so
- 44 You can make poultices of herbs that can heal or deal death
- 45 Once a day, you can uproot and command a tree for an hour
- 46 You are a peerless fisher
- 47 Once a day, make a WIS roll to find a point of SUPPLY in the wild
- 48 Once a day, roll WIS to invoke a small, spectral creature for a TURN
- 49 With a DEX roll, harvest impressive trophies from fallen monsters
- 50 You can regenerate lost limbs over the course of a tenday
- 51 If you enter a tree, you can emerge from another tree you can see
- 52 If you make no noise and touch nothing, no one will notice you even if you're in plain sight

53 If you enter a body of water, you can emerge from another body of water you can see
54 Beasts won't attack you until you attack them
55 Once a day, invoke an earthquake, landslide, tsunami, or avalanche, as appropriate
56 You can reattach severed limbs with mud
57 You can talk to vermin and insects, and they will follow your commands by default
58 You become a walking fungal colony, passing hallucinogens with a touch
59 You can identify types of stone and metal, as well as their personalities, with a glance
60 It's always raining NEAR you
61 You can perfectly mimic any sound you've heard
62 You can knead wood like clay
63 You have a swarm of fireflies you can command
64 You can't get lost while under the stars; additionally, once a day, roll WIS to get a horoscope
65 Carve or mark a Tracker's Rune on something to always know its location; you can only have one Rune active at a time, and it dissipates when defiled or washed off
66 You can ride a horse without a roll, even in strenuous situations
67 You can ride any beast with the same proficiency as you would a horse
68 You can interact with 3 HEXES in a day
69 Once a day, roll CHA to invoke or beseech your ancestor spirits
70 Once a day, you can hop into the Feywild or Shadowfell for a TURN
71 Once a day, if you go unconscious, a Big Fuckin' Bear appears and wildly fights until death
72 Water always runs towards whatever you're looking for
73 Choose a type of monster; you have ADVANTAGE on attacks against it
74 Once a day, gesture to an animal; a baby is born in a TURN, and it will naturally bond to you
75 Your attacks ignore manufactured armor
76 You cannot be poisoned or paralyzed by natural substances
77 You control the flow of any body of liquid you're in
78 You can summon mundane frogs at will; they don't obey you or anything, they just vibe
79 Once a day, touch something inanimate to bring it to life
80 Once a day, let off paralytic poison that stuns for a number of ROUNDS equal to your LEVEL
81 You can send a sentence with a message-bird at will; it will always have a reply by tomorrow
82 News from across the cosmos reaches you fast, but it's not all salient
83 Once a day, ignite cannibalism in a target with a touch
84 Once a day, you can transform into an elemental spirit
85 Once a day, draw a door in charcoal or chalk; they are linked portals
86 You can hear everything in the HEX you're in with some focus
87 You have teeth and claws that deal 2 WOUNDS
88 Once a day, cause an instantaneous growth of any plant you've ingested before
89 Stones you throw can turn into bugs of your choice in the air
90 A sacred beast binds to your soul; at your time of need, it will arrive and serve you till death
91 Once, you can call upon the Moon(s) for a favor
92 You are a Friend of Dragons, and can sacrifice this title to invoke 1 draconic favor
93 Once, you can invoke a Titan from the earth below
94 If you die, you will return in a month as a newborn grown from a bloated fruit

- 95 You can retire to become a mammoth, sacred tree over the course of a century
- 96 You are made the guardian of a sacred grove that grows enchanted fruit
- 97 You come into leadership of a naturalist conclave with 2d12 other members
- 98 You receive a vision of a rune-scored stone henge, build it and your wishes will come true
- 99 Roll on the Martial table
- 100 Roll on the Divine table

ODD

- 1-10 Increase a stat of your choice by 1 to a max of 10
- 11 XXX
- 12 Once a day, if you say something about an ally, a CHA roll makes it true for an hour
- 13 You can drink any body of liquid in a minute or less
- 14 Your spit is antivenom
- 15 Your jump height is 20 feet
- 16 You can choose to glow brightly or darken yourself at will
- 17 You can eat and subsequently regurgitate anything
- 18 You are fireproof
- 19 You do not need to eat, breathe, or sleep
- 20 Anyone you touch can see perfectly in the dark
- 21 You can ride anything with legs, sails, or wheels (interpret freely)
- 22 Once per day, you decide the result of a dice roll
- 23 You can automatically detect changes in elevation and location
- 24 You and your possessions can interact with incorporeal entities as if they were solid
- 25 You can suppress the magic of any item you look at
- 26 Eat a piece of LOOT to heal all your WOUNDS or a SCAR
- 27 You have a beard made of bees, as well as as much honey as you could ever need
- 28 Once a day, you can breathe lightning
- 29 You have a laser gun
- 30 You can smell riches, and always know if you're near a source of treasure
- 31 You have mechanical organs
- 32 Your voice can be heard throughout an entire HEX if you will it
- 33 You're incredibly magnetic
- 33 Wood is attracted to you like iron to a magnet
- 34 You have a third hand; watch out, Martin wants it back
- 35 Once a tenday, open a Door- heavens help us all
- 36 With a DEX roll, you can make convincing hats from fallen monsters
- 37 You are lighter than air, better wear heavy clothes...
- 38 If you enter a statue, you can emerge from another statue you can see
- 39 Touch someone to copy their appearance for a day; you can't drop your disguise until then
- 40 Once a day, hold an item aloft; everyone looking, even your allies, desperately wants it
- 41 Intelligent creatures do their best to avoid touching you
- 42 Permanently make a magic item nonmagical to heal your LEVEL in WOUNDS or STRESS
- 43 You fall a foot per second
- 44 If you cook with fine ingredients, the food can have the effect of any drug you've ingested
- 45 Your left hand and right foot are immune to extreme temperatures
- 46 If you're wearing ARMOR, you can move FAR in a turn as one of your actions
- 47 Your eyes can project laser beams about the intensity of a mid-strength laser pointer

48 Your skin always projects the color you are feeling, if you touch someone, so does theirs
49 You and your party don't have to expend SUPPLY under the light of the moon
50 People assume you are nobility, but feel belittled and spiteful if they're proven wrong
51 You can mold the clouds above as you please
52 Once a day, hop into the Ethereal Plane for a TURN
53 To you, water is a non-newtonian fluid
54 Your flesh is sticky, and can grip to things well
55 You spit warm wax
56 You have a mechanical organ with a special property
57 You have a mechanical appendage with a special property
58 You can squeeze through spaces an inch wide
59 You have eyes in the back of your head
60 As long as you are dancing, everyone looking at you must also dance
61 You can shape raw materials into craft with your bare hands and a DEX roll
62 Whenever you get punch drunk or high off your ass, you have an epiphany
63 Any FATIGUE you would take is automatically converted into STRESS instead
64 Your STR is doubled for the purposes of slots
65 Your DEX is doubled for the purpose of slots
66 Your INT is doubled for the purpose of slots
67 Your CHA is doubled for the purpose of slots
68 You can choose when in a ROUND you take your actions
69 Everyone knows a story about you, it isn't true
70 You can treat ARMOR as a weapon that fills the equivalent number of slots
71 Your whole body is a superconductor
72 You have ADVANTAGE on rolls when you're following someone's advice
73 You can ascertain people's reputation at a glance
74 Your jump height is 20 feet
75 You have ADVANTAGE when using improvised or repurposed equipment
76 Once a day, fuse with a piece of equipment
77 You can sleep for as long as you please at a time
78 You can make a cannon out of anything, assuming sufficient quantity, in a ROUND
79 You can survive in the vacuum of space
80 For every orb or sphere you hold, you gain a special ability related to the orb you're holding
81 You can stay absolutely, completely still for an indefinite period of time
82 You can climb on any surface without a roll
83 You've either been through or heard of every secret passage and hidden door in existence
84 If you can't see them, they can't see you
85 You can break machines with a touch, but are 100s in debt to the Factory
86 You know the location of every permanent extraplanar portal in the same HEX as you
87 You have ADVANTAGE on rolls to enter places you're not supposed to be
88 You can hop to another plane at will, but you'll never know where you'll end up
89 You learn all secrets spoken of FAR from you, even if you don't perceive/understand them
90 You have an intense, finely tuned sense of (1 touch 2 smell 3 taste 4 hearing)

- 91 Your head is a lantern; random encounters never both you, but you die if your fire goes out
- 92 Your phlegm is hyper-adhesive
- 93 When you paint a portrait, you can see out of its eyes
- 94 You're slowly morphing into a Ley Walker
- 95 When(ever) you die, a portal to a random plane opens NEAR you
- 96 You have a magical godparent
- 97 You get a Lunar Fortress you can only use Moon Runes to enter on a new or full moon
- 98 Charon the psychopomp will do you 3 favors free; past there, you'll have to bargain
- 99 You have sold a book that nets you 15s in profits a tenday
- 100 You stole a genie's bottle, and can retreat into its padded interior once a day

SKILLS

(I recommend making up your own SKILLS instead of rolling here.)

1 (Specific weapon) Use	35 Alchemy	69 Seduction
2 Unarmed Fighting	36 Ancient History	70 Infiltration
3 Ropes	37 Mythology	71 Games
4 Corpse Lore	38 Engineering	72 Barber-Surgery
5 Heresies	39 Sundry factoids	73 Street Lore
6 Religious Iconography	40 Divination	74 Drugs
7 Jewelry	41 Demolitions	75 Sea Shanties
8 Hair	42 Sin	76 Charlatanry
9 Art	43 Staying Steadfast	77 Insects
10 Deception	44 Reputation	78 Lockpicking
11 Inciting Emotion	45 Disarming Charm	79 Stomaching Bad Stuff
12 Mimicry	46 Sports	80 Folklore
13 Tracking	47 Elementalism	81 High Society
14 Geology	48 Chemistry	82 Trivia
15 Fire	49 Physics	83 Poetry
16 Herb Lore	50 Laws	84 Anatomy
17 Climbing	51 Criminal Underworld	85 Intuition
18 Corpse Lore	52 Staying Silent	86 Poisoncraft
19 Medicine	53 Battle Wisdom	87 History
20 Campfire Tales	54 Realpolitik	88 Gossip
21 Animal Husbandry	55 Ambush	89 Archeology
22 Water	56 Meditation	90 Psychology
23 Messianism	57 Sensing motive	91 Virology
24 Commanding Presence	58 Acrobatics	92 Music
25 Childcare	59 Hotheadedness	93 Hearing
26 Discipline	60 Intimidation	94 Smell
27 Arcanohistory	61 First Aid	95 Taste
28 Planar lore	62 Vehicles	96 Rhetoric
29 Symbology	63 Staying Neutral	97 Inquisition
30 Magizoology	64 City Planning	98 Cooking
31 Architecture	65 Cosmic Lore	99 Painting
32 Manners	66 Diplomacy	100 Rebellion
33 Occult Lore	67 Empathy	
34 Egotism	68 Lie Detection	

THE HAT O' PLAYER ADVICE

Use a pencil.
Help each other.
Never split the party.
Running is an option.
Have you tried talking?
Ask questions, take notes.
The answer isn't always on your sheet.
Answer the question the way YOU want.
When the DM asks "Are you sure?", seriously consider if you are.

THE MEEPLE O' DM ADVICE

Allow players to talk.
2 WOUNDS is enough.
Let spontaneity flourish.
Embrace random.
Ask them what they want to do.
Give them the information they need.
Make them *feel*.
Make things hidden.
Starve them. Madden them.
Mutatate them. Curse them.
But most importantly of all, give it meaning, and leave them clamoring for more.