

DEADBOOK

A Planescape Conversion for the [Torchbearer RPG](#)



To use this hack, you will need the Planescape Campaign Setting boxed set and as many AD&D 2nd Ed. Campaign Setting materials as you can get your hands on.

NOT QUITE BEYOND GOOD AND EVIL

These days it seems that the clueless have given up on Morality. Law versus Chaos is all that seems to matter. That's fine for them, but in the Planes you might find yourself stuck between an Archon and a Balor telling you to pick a side, and you'd best be prepared to do it; or else, take shelter with some real tough folks who are just as indecisive as you.

Deadbook characters have a "Morality" : Good, Evil, or Indifferent. This mainly determines the reactions of many creatures to your character, and in some locations may interact with the environment. Apply a Factor to Circles tests when dealing with a creature whose Morality is opposed to yours. Likewise, gain +1D when dealing with like-minded berks. These count in addition to the effects of Alignment.

Alignment-Wise

The Torchbearer rulebook lists alignments among the prohibited wises, as is right and proper amongst the Clueless Primes. Planar bloods, however, often *do* know the dark of a specific alignment—whether it's their own or their adversary's—so they can ignore that prohibition. Law-, Chaos-, Good-, Evil- and Neutrality-wise are all fair game for Planars.

Changing Alignment

The Clueless don't need to worry about alignment that often, once per adventure is fine; and even then I think most people forget to take stock of this. In Deadbook we check alignment every Rest (Town) phase, right after rations spoil; you know, right when you throw out the rotten eggs and bad apples.

It takes a majority vote from the other players (including the GM) to change alignment—the controlling player cannot veto the group's decision. It happens. If you don't like it, play hard as your desired alignment and maybe they'll shift you back during the business (town) phase.

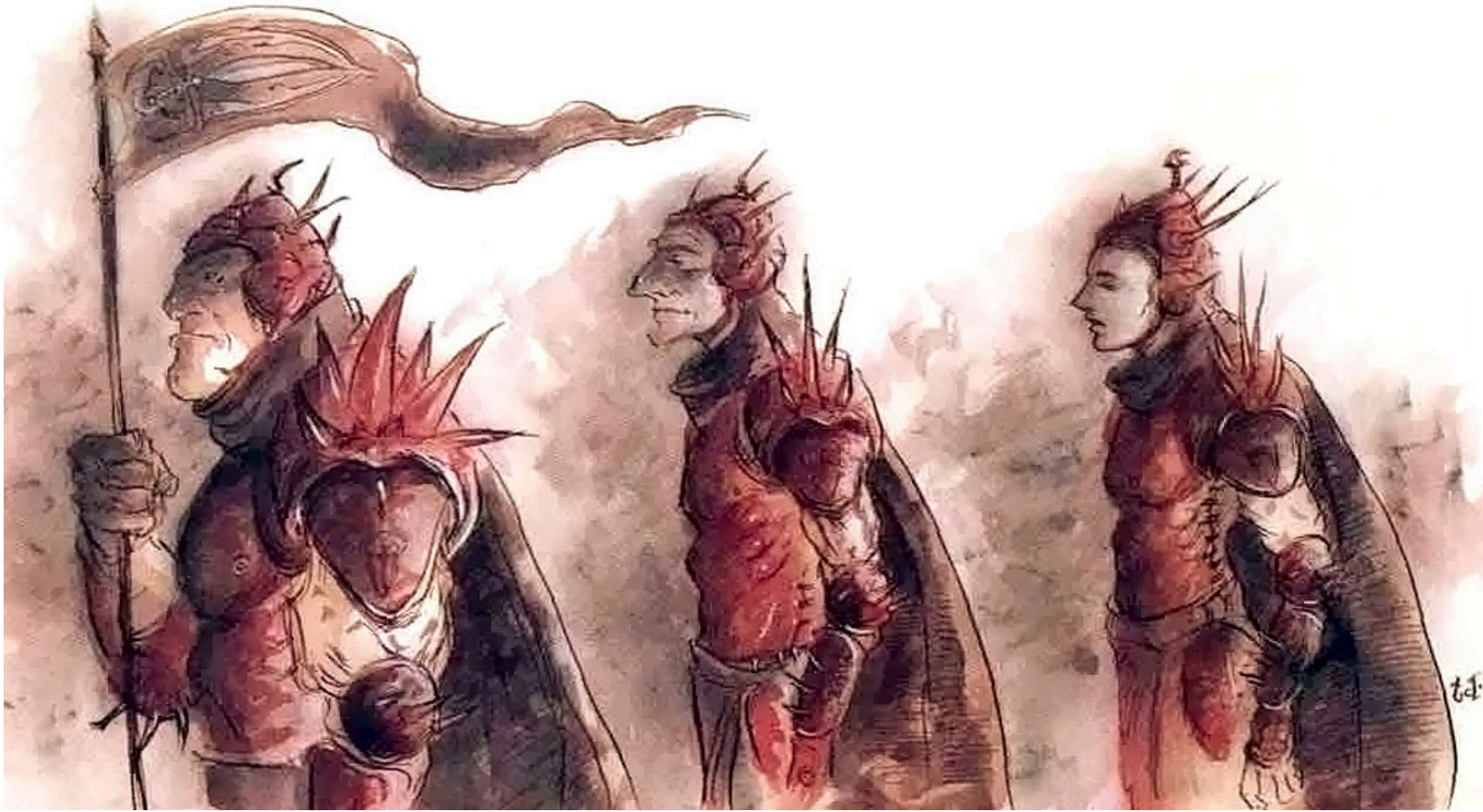
Clerics and Prayers

For now, to keep things simple, let's just assume that the Powers of Good and Evil are a little bit more flexible than the Powers of Law and Chaos. If a Good Cleric has to memorize an Evil prayer, he might have a really good reason. We don't even know which

prayers are Good or Evil. Until the rules get shaken out, you only need to track prayers and alignments on the Law-Chaos axis.

However, Theologian tests to memorize prayers (and equivalent tests for weirdo classes like the Druid) apply an additional factor for each step of alignment AND morality between their Power and the plane you're praying on. For example, a Lawful Good Cleric in the Abyss will suffer a whopping factor of *four* for being two steps out on both axes; not a recommended course of action.

THE FACTIONS



Out here it's not where you're from that matters, it's what you believe. We all call the Cage home, so that's not the source of our disagreements. Even the Clueless tend to leave their old lives behind when they wind up at the center of things; after all, you can never go home again. **In Deadbook, your Faction replaces your hometown.**

Joiner's Bonus

The Factions are tightly knit organizations that exist primarily to provide support for like-minded individuals. You receive a +1s on Circles tests to locate a fellow faction member of any station as long as you are a member in good standing. Don't piss off your higher-ups, or you could lose this bonus.

Any bonus normally gained from Home Town (+1D in Circles from reputation at 3rd level, +1D on Resources tests, access to Mentor, Parents, etc.) now applies to whatever ward of Sigil your faction is based in.

Credo

The Factions each claim a Credo which is something like your character's Belief. At the end of a session, just *before* Rewards are handed out, you may choose to abort to your Faction Credo instead of your Belief. This can be useful if you are seeking one type of reward over another. You gain a point of Fate for acting according to your Faction's Credo, and a point of Persona for (believably and interestingly) defying it.

There's one more special trick with Credo: If you play against your Credo but for your Belief, or against your Belief but for your Credo, you may earn one Fate and one Persona. This shouldn't be easy. The situation will have to be high stakes to earn this treat, and the Belief and Credo *must* be at odds with each other.

Faction Powers



Athar

Credo: The Powers are not Gods, they're lying to us and must be exposed.

Skills: Orator, Scholar, Theologian

Traits: Fiery, Skeptical

Benefits: Limited Spell immunity (Divine) — +1s to resist Cleric Prayers targeting you. Ignore bonuses of Cleric Prayers on your targets.

Restrictions: Cannot benefit from specific deity prayers.



Believers of the Source

Credo: Through hard work and determination, over many lives we may all become one with the Multiverse.

Skills: Mentor, Persuader, Theologian

Traits: Adventurous, Stoic

Benefits: +1s Circles dealing with Planars. Decrease Fate and persona level requirements by 1.

Restrictions: Can't be raised or resurrected (reincarnation and Terrible Price OK).



Bleak Cabal

Credo: Nothing means anything. Everything means nothing.

Skills: Criminal, Haggler, Persuader

Traits: Bitter, Jaded

Benefits: May choose one trait, one wise, and one helping skill. The bleaker may access these abilities in spite of the Angry and Afraid conditions.

Restrictions: On a failed lifestyle test, the GM may plunge the bleaker into a malaise as a twist: cannot test (except on instinct) and cannot help (except with wises) for one adventure phase. Can complain though.



Doomguard

Credo: Decay and destruction are the ultimate fate of the Multiverse; we hasten to finish that work.

Skills: Commander, Fighter, Survivalist

Traits: Bold, Fearless

Benefits: Pick sword stance once per round, granted sword proficiency. Log one pass or fail in a non-resources ability after it is taxed (Tapped Nature, Suck it Up, Sweat it Out).

Restrictions: Resistant to healing. Recovery and healer tests +1 Ob for sick and injured.



Dustmen

Credo: Death is a pure state, the consummation of life.

Skills: Healer, Laborer, Theologian

Traits: Quiet, Skinny

Benefits: Dead Truce — undead will not attack unless attacked

Restrictions: Resistant to resurrection (+1 Ob) — Will not pay the Terrible Price.



Fated

Credo: All that is owned is earned. Nothing is free.

Skills: Hagglers, Steward, Manipulator

Traits: Cunning, Extravagant

Benefits: Self sufficient — Nature - 1 (min 1) tests to open skills

Restrictions: Never accept gifts or charity (e.g. must pay to borrow rope, may never stay with friends or parents for free.)



Fraternity of Order

Credo: One can interpret the law to suit oneself. Knowledge truly is power.

Skills: Lore Master, Scholar, Steward

Traits: Sharp-eyed, Thoughtful

Benefits: Wisdom of the Sages at will (Nature for Arcanist). Once per session, reroll a single failed die.

Restrictions: Can't knowingly break a law. (Rolls an additional New Law that applies only to the Guvner).



Free League

Credo: We'll not do what we're told. We are free to forge our own path.

Skills: Manipulator, Scavenger, Survivalist

Traits: Adventurous, Extrovert

Benefits: +1s Will against charms. +1D resources in the Great Bazaar.

Restrictions: No representation in courts, council. No protected rights. And the plague!



Harmonium

Credo: The Law is crucial to any Good society, and a Good society is to the benefit of all.

Skills: Commander, Criminal, Orator

Traits: Defender, Honorable

Benefits: While in uniform the officer has a tool for Persuader tests and a +1s (Attack and Defend) weapon in Convince and Convince Crowd conflicts.

Restrictions: Atonement for defying orders. I'm going to have to ask you to turn in your badge.



Mercykillers

Credo: There must be Justice. Let no crime go unpunished.

Skills: Criminal, Manipulator, Steward

Traits: Brave, Bitter

Benefits: Visions of the Lords of Law at will (Nature for Ritualist).

Restrictions: Can never release a lawbreaker unpunished.



Revolutionary League

Credo: Let no one rule. Do as thou wilt shall be the whole of the law.

Skills: Criminal, Manipulator, Scout

Traits: Fiery, Generous

Benefits: Arcane Semblance as other faction at will (Nature for Arcanist).

Restrictions: Tithe for the cause. Double the tests required to raise Resources.



Sign of One

Credo: I am the One who dreams reality. I think therefore you are.

Skills: Persuader, Lore Master, Theologian

Traits: Thoughtful, Fearless

Benefits: Explode 6s on Will Saves vs. illusions.

Restrictions: -1s on Circles for new contacts.



Society of Sensation

Credo: The world exists as it is experienced. You are only alive as your experience expands.

Skills: Cook, Cartographer, Survivalist

Traits: Curious, Lost

Benefits: No penalty in Dim Light or Darkness (can fight, but still not read). +1D to Disposition and Poison rolls.

Restrictions: Won't refuse a novel experience.



Transcendent Order

Credo: Thought pollutes action. The mind should react with purity and instinct.

Skills: Healer, Peasant, Persuader

Traits: Calm, Quick-Witted

Benefits: Explode 6s on Disposition rolls.

Restrictions: May not invoke Table Chatter rule. Any proposed action is performed as per Never Volunteer.



Xaositects

Credo: Chaos everywhere is. Sheep, gourd, pompadour.

Skills: Fighter, Orator, Scavenger

Traits: Foolhardy, Scarred

Benefits: Daemonic Stupefaction (Nature for Arcanist), Treat Streets as Stables for Recovery.

Restrictions: Resources capped at 2.

Outsiders (Clueless)

Primes use the home towns in the Torchbearer manual and have no credo— at least, none that anyone else cares about. It's also pretty unlikely that you're ever going to see that sorry little burg again, so you might miss out on some of the usual benefits of a hometown.

Consider Joining a Faction, Berk

If you do, you'll have to replace your hometown trait (if you've still got it) or an earned trait from a Winter Phase with one of the Faction traits. You can't replace traits earned from Nature loss or maiming, nor can you replace your class/stock trait. Optionally, you can join in Winter Phase and just take a Faction trait as your new trait.

While being inducted into a faction, you can also log one pass or fail for a skill associated with the Faction. Cross your hometown off and replace it with the Faction you've joined. You're one of us, now.

Once you do this and make arrangements with the high-ups in the Faction, you're in. You're considered to be a member in good standing until you pike that up. Be sincere; the Factions are nothing if not paranoid about spies and cross-traders within their ranks.

NEW STOCKS AND CLASSES



Six new classes hail from the far reaches of the outer planes:

- ❖ The Bariaur Nomad
- ❖ The Githzerai Slayer
- ❖ The Modron Rogue
- ❖ The Tiefling Sellsword
- ❖ The Immortal Amnesiac

Bariaur Nomad

The Bariaur are a centaur-like race of goat-folk that live as nomads among the rolling fields of Ysgard and other pastoral regions of the Upper Planes. Bariaur are known for their stubbornness, their jocular camaraderie, and their lust for life. Occasionally a young bariaur leaves the herd and begins a journey across the plains in search of their own destiny. Some wander to right a wrong or to seek a lost heirloom. Others wander because they long to see the rest of the multiverse or because they seek an answer to some unspoken question gnawing at their heart.

Stock Class	Bariaur Nomad
Raw Abilities	Will 3, Health 5
Skills	Pathfinder 3, Fighter 3, Scavenger 3, Peasant 2, Survivalist 2, Scout 2
Starting Trait	Wanderlust
Starting Weapon	Choose: Spear, Lance or Mace (or Ancestral Greatclub, see listing)
Starting Armor	Leather armor
Alignment Morality	Any Any

Wanderlust Trait

Bariaur can't seem to settle down no matter where they go. They're comfortable on the road, but they have trouble putting down roots even when they're in a good situation.

Bariaur Wises

Choose from Road-wise, Market-wise or Herd-wise. Choose a second wise of your choice following the guidelines in the main rulebook.

Bariaur Nature

Write Nature: Bariaur on your character sheet. Your descriptors are: Challenging, Herding, and Journeying

All Bariaur characters have a base Nature of 3. Answer the following three questions to determine

your final starting Nature score, and possibly some traits.

Bariaur Nature Questions

Must you be best at everything and take all challenges issued, or are you content with things the way they are?

- ❖ If you must meet every challenge issued, increase your nature by 1.



- ❖ If you selectively engage in contests that suit you, you may replace or increase your faction trait with Quiet or Jaded.

Is your heart with herd that harvest the rolling fields, or have you abandoned the herd for the path less taken?

- ❖ If you always dream of the rolling fields and the bustle of the herd, increase your nature by 1.
- ❖ If you seek solitude and far off places, you may increase or replace your faction trait with Loner or Lost.

Is there any amount of treasure that would make you consider settling, or will you feel the call of the road?

- ❖ If you feel that you will eventually give up the road, your nature remains unchanged.
- ❖ If your true home is walking the unending paths, increase your nature by 1, but reduce your pathfinder rating by 1 as well.

New Item: Ancestral Greatclub

Prestigious Bariaur will traditionally take possession of their family's ancestral greatclub. On it is recorded the history of their herd in Ysgardian runes. To lose such an heirloom is a tragedy unthinkable to any Bariaur, and some have taken to the road to reclaim their lost birthright. A Bariaur whose family is deceased may choose their ancestral greatclub as their heirloom at character generation. Though wooden, the club is shod with iron studs and reinforcements that make it operate as a warhammer.

Bariaur Nomad Level Benefits

1st Level

Bariaur Nomads may wield any weapon, but may not wear Helmets or plate armor. Due to their ungulate body-plan, the Bariaur gains an additional Torso inventory slot. However, they may not ride mounts.

2nd Level

Traveler's Empathy: Nothing troubles a Bariaur more than a companion who is sad. By giving wise counsel to his compatriots, the Bariaur may provide helping dice to recover from the Angry and Afraid conditions. If the companion fails the recovery test, the Bariaur, too, becomes Angry or Afraid. The

Bariaur may instead choose to use an applicable Wise, and earn passed or failed tests necessary for wise advancement.

Headbutt: A Bariaur's first weapon is their horns. Thus they are never treated as unarmed.

3rd Level

Sure-footed: The Bariaur gains +1s to any roll that involves traversing rugged terrain, including Maneuver rolls in conflicts and Pathfinder tests through mountainous regions.

Thick Skull: Once during any kill or drive-off conflict, the Bariaur can meet an oncoming attack head-first. When you would normally apply the effect of a helmet, roll 1d6. On a result of on a 5+, apply -1s to the enemy attack. Like a helmet, this can be used in conjunction with armor.

4th Level

Charger: When in open terrain and able to charge, the Bariaur has an effective Might 4 and counts as mounted.

Ruminant: The Bariaur's chambered stomachs are capable of breaking down grass and leaves and moss, granting them a +1D to scavenge for food underground, and a +1s when above ground in a region where plant life is plentiful.

5th Level

Giant-slayer: When in a Kill, Capture or Drive-off conflict with a foe that has a greater Order of Might, the Bariaur receives +2D to the Attack and Feint action.

Sportsmanship: Even bariaur adventurers on a hard quest may arrange simple contests to remind them of the joy of life. It is a magical moment when a grimly determined bariaur happens on one of his fellows and puts aside his honor-driven quest for a few minutes (or hours) of race and sport. Such events often do them as much good as a night's sleep, after which they return to their quests. If you can convince a fellow PC to spend a check competing against you in a test of skill, you may remove the

Githzerai Slayer

Once members of the Githyanki race who were enslaved to the unfathomable Illithid, the Githzerai are a dour species of humanoids who endured unspeakable violence for aeons. The insular Githzerai have sought refuge from their enemies in the ever changing plane of Limbo, where they have carved out a monastery fortress from the rolling chaos, using strange mind magics born of their evolution under the yoke of the Illithid. Some Githzerai form troupes of slayers called Rrakkmas who seek ritualized vengeance on those races which enslaved their people. Illithid cabals are their most highly prized targets. The Rrakkma are exalted as champions by the enigmatic Zerths, the mentalist leaders of their monastic fortresses.

Stock Class	Githzerai Slayer
Raw Abilities	Distribute 8 points between Will and Health; Neither stat may have a rating lower than 2 or higher than 6.
Skills	Fighter 3, Psionacist 3, Hunter 3, Scout 2, Scavenger 2, Lore Master 2
Starting Trait	Mind of Steel
Starting Weapon	A sword, spear, or bow, and either leather armor or a helmet.
Alignment Morality	Any Any



Mind of Steel Trait

The Githzerai possess a focus and clarity born of inherited mental abilities and intense training. They see through deception and can push their bodies to extremes. This rigid discipline makes them impossible to shift when they believe they are right, whether or not that is true.

Githzerai Wises

Choose from Chaos-wise or Illithid-wise.
Choose a second wise of your choice following the guidelines in the main rulebook.

Githzerai Nature

Write Nature: Githzerai on your character sheet. Your descriptors are: Conserving, Resisting, and *Knowing*. For Githzerai Slayers, *Knowing* takes the place of Sensing for the purposes of Psionics and wielding astral blades.

All Githzerai characters have a base Nature of 3. Answer the following three questions to determine your final starting Nature score, and possibly some traits.

Githzerai Nature Questions

How do you present to the world around you?

- ❖ If you wear simple garments in muted tones as is proper for a student of the Zerths, increase Nature by 1.
- ❖ If you choose to wear jewelry and baubles, you may replace or increase your home or faction trait with Bold.

The Zerths teach that the mind must be forged like steel. Is your mind a shield or a sword?

- ❖ If your mind is a shield that protects you from corruption and doubt, increase Nature by 1 but reduce starting Circles by 1.
- ❖ If your mind is a sword that cuts bonds and frees you from dogma and thralldom, your Nature is unchanged.

*Is there *truth* you cannot learn from *knowing*?*

- ❖ If all truth can be found by *knowing* oneself, increase your Nature by 1.
- ❖ If you seek truth in libraries and sages, replace Scavenger 2 with Scholar 2, and replace or increase your home or faction trait with Thoughtful.

Githzerai Psionics

Psionic disciplines are spell-like abilities that use the Psionist skill. Like prayers, psionic disciplines don't advance the Grind. Slayers do not have to memorize their disciplines, but each time a discipline is used, add +1 to the character's fatigue—increasing the recovery factor for the exhausted condition. Recovering from exhausted removes all fatigue.

Githzerai Slayers may learn any discipline, regardless of its Path. For a full list of psionic disciplines, see the Astral Knight class.

Zerth blade, an Astral Blade variant

The zerth blade is a mercurial "silver sword" for which the Githzerai are famous. The karach, or chaos metal, of which it is composed responds to the wielder's state of mind. It operates like a two-handed sword (-1D, +1s to Attack and Maneuver actions). Like other astral blades, it wins ties against mundane weapons and bypasses the protection of mundane armor.

The Karach is considered a holy artifact. A Githzerai Slayer must possess, acquire or build a Karach to progress past level 4. A slayer who loses their Karach is shunned by their Rrakkma and may not turn to them for help until the Karach is recovered.

Githzerai Slayer Level Benefits

1st Level

Rrakkma: You may wield any weapon and don any armor, shield, and helmet.

Additional Level Benefits

When they gain a level, githzerai choose between a psionic discipline or a special level benefit.

2nd Level

Slayer's Warning: Choose a stock or monster. When rolling disposition in a conflict with illithid, githyanki, or creatures of this stock or monster type, ignore factors and penalties from any conditions you may have.

3rd level

Stalker: You are patient and tireless when pursuing your prey across the multiverse. You may not be made angry or exhausted after failing a Hunter test. Do not mark a lesser condition.

4th Level

Hide In Shadows: When hiding in dim light while wearing a cloak or appropriate dark clothing (and remaining quiet and slow moving), your opponents suffer a -1s penalty to all attempts to detect you. You do not suffer a -1s to hide in dim light.

5th Level

Karach Master: Your knowledge of self strengthens the Karach. Double the benefits of using the Karach in a fight. The Karach in your hands grants you -1D, +2s to Attack and Maneuver action

Modron Rogue

Modron drones are known for their simplistic and unwavering efficiency in keeping order on the planes of pure Law. They are cogs in the cosmic machine. As with any complex mechanism, on occasion there is a cog that doesn't fit quite right. When such a glitch slips past the many checks and failsafes of the Modron collective, it gives proof that even in planes of Law a little bit of chaos always exists. Modrons who go rogue must flee Mechanus or be destroyed for harboring dangerous notions of self determination. At least they are free to decide their own destinies, just as long as they can stay one step ahead of modron enforcers looking to recapture and repurpose them.

Stock Class	Modron Rogue
Raw Abilities	Distribute 8 points between Will and Health; Neither stat may have a rating lower than 2 or higher than 6.
Skills	Armorer 3, Dungeoneer 3, Fighter 2, Laborer 2, Persuader 2, Scholar 3
Trait	Perfectionist
Starting Weapon	Spear or dagger
Starting Armor	Leather
Alignment Morality	Law Any

Perfectionist Trait

If there is one thing all modrons desire, it's perfection. Modrons, even rogues, can easily identify what works and what doesn't. This allows them to excel at any task that benefit from exacting detail. It also means that mistakes, sloppy work, and entropy can be distracting and even infuriating to Modrons, often causing them strife when others are able to let it go.

Modron Wises

Choose between Bureaucracy-wise, Machine-wise, or Geography-wise. Choose a second wise of your choice following the guidelines in the main rulebook.



Modron Nature

Write Nature: Modron on your character sheet. Your descriptors are: Calculating, Documenting, and Toiling.

All Modron characters have a base Nature of 3. Answer the following three questions to determine your final starting Nature score, and possibly some traits.

Modron Nature Questions

011101 001 0010101 01011111 010 1 01000100, or as other beings claim "there are grey areas"?

- ❖ If ∞ = True/False, increase Nature + 1 = True.
- ❖ If in all things in life there are grey areas, you may replace or increase your faction trait with Thoughtful or Skeptical.

[Must] [every] [thing] [be] [recorded] [and] [categorized], or is there more to life than fitting things into discrete boxes?

- ❖ If [Boxes] [✓], increase Nature by 1.
- ❖ If there is more to life than fitting things into discrete boxes, you may replace or increase your faction trait with Foolhardy or Jaded.

Do you live to work, or work to live?

- ❖ If the work gives life meaning, increase Nature by 1, but reduce Dungeoneering by 1 as well..
- ❖ If there is more to life than work, your nature remains unchanged.

Rogue Modron Level Benefits

Rogue Modron: Can wear Leather armor and shields, but cannot wear helmets. Can wield spears, daggers, maces, warhammers, and crossbows.

2nd Level

Everything in its Place: +1D on Laborer tests to carry more than fits in your pack.

Game Theory: +1D to any feint action on opponents after the first round has passed.

3rd Level

Gears within Gears: +1D to lockpicking and comprehending the workings of traps or complex mechanical devices.

Non-threatening: You are good at appearing like a low value target. When taking damage in a Kill, Capture, Drive Off or Flee conflict, you may choose to suffer only one hit point before passing the remaining damage to another ally.

4th Level

Always Part of the Plan: Once per adventure phase you retroactively buy an item from the last town-phase that is useful now. Make a resource check as normal to acquire the item.

Paragraph 12, Subsection B: Using logic arguments and encyclopedic knowledge, you are granted a +1s to maneuvers and feints in social conflicts, as long as you can claim some familiarity with the subject at hand. Familiar subjects are ones that you have wises for, or ones which you have spent at least 1 turn researching in the present adventure session.

5th Level

Reality Hack: Once per adventure, you may alter the rules of reality to your advantage. For a single test or the duration of a conflict, dice are counted as successes on a 3+ instead of 4+ for a single skill. This ability will not function on planes that are predominantly chaotic.

Safety First: As the Thief class ability *Keep Your Back to the Wall*.

Tiefling Sellsword

Tieflings are the product of fiendish dalliances with mortal races. Inheritors of demonic or infernal blood, tieflings must fight a bad reputation all their lives. Many times those reputations are more than earned as tieflings battle their natural inclinations towards sin and depravity. Some tieflings find an 'honest' outlet for their 'gifts', becoming mercenaries, scouts, or skirmishers. Those that bend their talents towards the ever profitable prospects of war, earn a decent wage for bloody work.

Stock Class	Tiefling Sellsword
Raw Abilities	Distribute 8 points between Will and Health; Neither stat may have a rating lower than 2 or higher than 6.
Skills	Criminal 2, Dungeoneer 3, Fighter 3, Lore Master 2, Scavenger 2, Scout 3
Trait	Fiend's Blood
Starting Weapon	Leather armor, any one handed weapon and a Shiv (as Dagger)
Alignment Morality	Any Neutral or Evil

your final starting Nature score, and possibly some traits.

Fiend's Blood Trait

Perhaps it is a whiff of brimstone, or sinister smile, or a seductive timbre of the voice. The unholy power of the lower planes tinges the blood of tieflings, making them preternaturally capable in acts of duplicity and betrayal. That said, not even other fiends will trust a tiefling. Their reputations are always tarnished by their lineage.

Tiefling Wises

Choose from Lower-Plane-Wise, Dark-wise or Falsehood-wise. Choose a second wise of your choice following the guidelines in the main rulebook.

Tiefling Nature

Write Nature: Tiefling on your character sheet. Your descriptors are: Sinning, Skulking, and Brutalizing.

All Tiefling characters have a base Nature of 3. Answer the following three questions to determine



Tiefling Nature Questions

(Brutalizing) Have you embraced the superstitious fear of mortals and abandoned any aspirations of belonging, or do you downplay your fiendish inheritance and slip unnoticed into the edges of human society?

- ❖ If you embrace your fiendish heritage and use it to distance yourself from others, raise your Nature by 1.
- ❖ If you seek to blend in with the mortal population and prove that you are one of them, you may replace or increase your faction trait with Honorable or Cunning.

(Sinning) Do you give in to your baser nature and sow chaos and sorrow through sin and depravity, or do reject your fiendish impulses and live a virtuous and productive life?

- ❖ If you often succumb to your base desires and are uncaring of the consequences, increase your Nature by 1
- ❖ If you are restrained and vigilant about suppressing your baser instincts, you may replace or increase your faction trait with Stoic or Bitter.

(Skulking) Do you feel at home in the cold darkness, using it as a shield against mortals who will seek to destroy you? Or do you seek the daylight in hopes that your candor evokes acceptance from your mortal brethren?

- ❖ If you always seek the shadows and hide from others whenever possible, increase your Nature by 1 and reduce Fighter by 1 as well.
- ❖ If you seek companionship and to be accepted by other mortals, your nature remains unchanged.

Tiefling Parents

The great majority of tieflings are orphans, but those few who have parents often have complicated relationships with them. A tiefling parent who is a fiend may well count as a character's second enemy, acting as foil or complicating factor in their lives; such is the trouble with fiendish parents. While they may still feel some parental bond, their cruel natures twist the meaning of that bond into a burden for the tiefling child. In fact these trials are often meant by the parent to foster the tiefling child's fiendish nature.

Tiefling Sellword Level Benefits

Tiefling Sellword: Can wield any weapon and don any armor including helmets. Choose at 1st level: Horns, Tail, or Hooves. Tieflings with horns may not wear helmets. Tieflings with tails may not don plate armor. Tieflings with hooves may not wear boots or ordinary shoes, but must still shod their hooves to avoid potential health consequences. Horseshoes cost Resources Ob 1.

2nd Level

Ambidextrous: Most Tieflings are equally adept with both hands, and some adopt a style of fighting to exploit this. A Tiefling with this ability may switch between two weapons for each action in the combat round. Only one weapon applies to the current roll.

Tempter: Your fiendish ancestry clearly came from a succubus or incubus at work. Gain +1D to Manipulator and Persuader rolls against anyone who could conceivably be attracted to whatever it is that you are.

3rd Level

Skirmisher: When wearing leather armor, roll 2D. If either die comes up a 4-6, reduce the incoming blow by -1s.

Pica: In desperate times, the Tiefling can derive nourishment from ashes, charcoal, or other carbon byproducts of combustion. This matter can be gathered at the end of the Camp phase, any time a torch expires, or via the Scavenger skill. Consuming the matter alleviates the Hungry and Thirsty condition. Carried charcoal rations take up Pack 1 in inventory.

4th Level

Dual Strike: When wielding two weapons you may declare a two-weapon Attack or Maneuver (-1D, +1s) when you declare your actions.

Nocturnal Vision: Darkness and shadow course through your veins. You may ignore the factor for functioning in dim light, but operating in the light now counts as a factor.

5th Level

Bloodthirsty: If Angry you gain +1s to any feint actions. In addition you may elect to use any successes from a feint action to restore lost hit points. Successes used in this way cannot be used to cause damage to your opponent.

Shadow Summoning: You may tap into your fiendish bloodline to deepen the shadows of an area equivalent to a lantern. Any full light becomes dim, and any dim light becomes total darkness for a turn.

Immortal Amnesiac



The Immortal Amnesiac class is a modification of the [Death Knight](#) class that attempts to capture a forlorn search for identity instead of a hell-bent quest for revenge. Use the rules for the Death Knight with the following changes:

- ❖ Will may not be higher than Health. (the reverse of the Death Knight limitation).

- ❖ Will cannot be raised normally, but Health can. Will can be raised with the Retrospective trait in place of the Relentless Trait. (also the reverse of the Death Knight.)

- ❖ If killed by a failed test or due to the grind, reduce Will by 1 and ignore the fatal blow... for now. Immortals lose all sense of identity if their Will is permanently reduced to zero and are removed from play. (As Death Knight, but Will rather than Health)

If the Amnesiac's will should reach zero, it loses all memory of its life hitherto and begins as a first level character.

Write Nature: Immortal (Undead) on your character sheet. Your Nature descriptors are Forgetting, Tormenting, and

Regenerating. All Immortal characters have a base Nature of 3. Answer the following three questions to determine your final starting Nature score, and possibly some traits.

Immortal Nature Questions

(Forgetting) Do you seek to learn the mystery of your past identity, or do you let the mystery be for fear of what you might find?

- ❖ If you seek to learn of your past, you may replace your home trait with Curious or Repentant.
- ❖ If you break from the past and start anew, increase Nature by 1 but reduce Will by 1.

(Tormenting) Are your companions merely tools who will perish in due time, or are they valuable links to your knowledge of self?

- ❖ If allies are nothing but a means to end, increase Nature by 1 but reduce your social graces skill by 1.
- ❖ If you rely on others to remember yourself, your Nature is unchanged.

(Regenerating) Do you try to keep yourself intact as though you were living, or do you exploit your ability to survive lethal dismemberment?

- ❖ If you try to stitch things up on occasion, increase your Nature by 1.
- ❖ If dismemberment is merely a momentary inconvenience, increase your Cadaverous trait to level 2.

URBAN ADVENTURING



So, you've made it to the Cage -- or perhaps you've just wound up here? If you're expecting the best, most libertine Town Phase ever, I've got some rough news for you. Sigil's got more in common with a jungle than a Prime berg nestled within some big, safe walls. You're just as likely to meet your end getting shiv'd in a dark alley as you are at the bottom of some dungeon-- maybe moreso.

Finding Your Way

When you first arrive, you'll know nothing, not even the name of a Flophouse to lay your head. You can always find accommodations on the Street with the bubbers, barmies and Chaosmen. You can ask around, of course, but that'll mean finding a benevolent soul (Circles) or paying a **Tout** (Lifestyle +1) to steer you right. Otherwise, you run the risk of crossing con-artists, faction press gangs, hungry greater undead or even just plain liars looking for a laugh.

Keep a list of all the places you've visited in the Cage. If it's on your list, you've got a much better chance of finding your way back there. You can pay a tout to add the name of a reputable place to your list. Of

course, this presumes the tout you've picked out is reputable herself.

1d6	Tout Reliability
1	Knight-of-the-Post
2-5	As expected
6	Exceeds expectation

If you're part of a faction that has its headquarters in the ward, you can automatically track down faction-friendly establishments for all the basic town locations. This does not help you to locate extrafactional establishments, however— you need those on your list, or else through a tout, just like any other berk.

Ward to Ward

Sigil is divided up into six **Wards**, each of which is a massive city in its own right by prime material standards. Each ward has its own character, and reaching another ward can be a serious ordeal. You

can move about in one ward easy enough, but in order to move from ward to ward you need to arrange some kind of **Transport** (Lifestyle +1 per ward crossed)— be it a sedan chair, a reliable tout, or even a **Portal** (Lore Master Ob varies).

If you try to go ward-hopping on foot, you’re going to have to deal with whatever madness the Cage throws at you. Use the Tout Skill to steer clear of trouble.

Mapping the Cage

Of course, you can make a map of your route, and use it again when the time comes. But be warned: Sigil is protean, and maps do not stay accurate for long. The Dabus are forever demolishing landmarks and erecting new ones. Razorvine conceals entire thoroughfares overnight. The Harmonium just adore closing off areas for “investigation”, and sometimes the Lady herself will rip an entire alley right out of existence for one of her mazes.

In short, losing locations from your list or routes from your map is always a possible twist. The Hive is especially hard to predict, as the Chaosmen work hard to keep it unfriendly for passers-through. As a result, you simply can’t map locations in the Hive.

1d6	Map Change Twist
1–2	The dabus have changed a landmark or blocked off a through-way your map’s route relied upon.
3–4	The way you were going is now overgrown with razorvine.
5	A platoon of Harmonium bashers has blocked off part of your route as part of a crime scene. Move along.
6	All the canny cagers in the area are moving hurriedly, quietly away from the area. The Lady’s shadow has fallen over this place, proceed with caution.

Town Abilities in the Adventure Phase

Resources and Circles are going to come up during the adventure phase... a lot. And there’s no good reason you can’t make use of certain town locations in between your adventuring encounters. You may

access Markets, Taverns, Temples, and Guildhalls during the adventure phase — plus a stunning number of [New Town Locations](#).

Resources

When you visit a market during the adventure phase, it costs one turn on the grind. You may make any number of resources tests during a single visit, but you may only log one test per visit for advancement.

If you log a test sufficient to raise your resources it takes effect during the next Rest (Town) phase. Mark an “up” arrow by resources so you don’t forget.

Death by Shopping

When marketplace action is taking place during the Adventure Phase, the GM should make more frequent use of Twists and Conditional Successes than they might ordinarily. During the Rest or Break phases, Tax is usually a better consequence of failed resources tests.

Lifestyle

You may visit taverns, temples, libraries and the like or locate people during the adventure phase. Simply mark off the lifestyle cost of these activities. You will pay them when you make your lifestyle test during the next Rest (Town) Phase.

The first roll you make at a town location is not on the grind. Any additional rolls are counted on the grind — e.g. from twists or another related result such as Finding Work or Social Graces tests resulting from Circles.

Recovery

In order to make recovery tests, you will still need to take a Break or a Rest. A **Break** is like a camp phase you can take outdoors for free and indoor for the price of a drink (+1 Lifestyle). A **Rest** is like a town phase, and it means renting a room where you can sleep, or sleeping on the street.

BREAK (CAMP)

If you have at least one check, you can take a break and recover without paying all your bills.

Outdoor Breaks

Lounging out on the street is a popular, if risky, move. You only get clean water if you know of a public fountain.

Outdoor Events			
Typical	Unsafe	Dangerous	Result
2	2-3	2-4	Disaster
3-7	4-8	5-8	Minor Inconvenience
8-10	9-11	9-12	Safe
11	12	—	Minor Break
12	—	—	Major Break

Outdoor Disaster	
1-2	The Lady's shadow crosses your path. Run for your lives! An adjacent area on your town map is consigned to the Mazes.
3	Oily rain coming down in sheets prevents you from resting out of doors.
4-5	The breeze off the Foundry. Must move on or risk asphyxiation.
6	Scragged by the Hardheads (1-3) or harassed by Chaosmen (4-6)

Outdoor Minor Inconvenience	
1	Slept near the razorvine. Increase recovery Obs by 1.
2	Hoodlums changed the street signs. Cartographer (or Tout) to get your bearings.
3-4	Rain soaks your clothing and gear. No recovery from Exhausted Allowed unless you have a cloak.
5	The cranium rats are just staring at you. +1 Ob to recover Afraid.
6	Urchins make off with a piece of your equipment (roll randomly for PC and equipment).

Outdoor Minor Break	
1	Your site is close by a public fountain — fill your skin for free.
2	You find a stash of preserved rations that don't smell too bad.
3-4	You find a shiny gold piece (worth 1D).
5-6	You find a discarded piece of gear (1-2 gear, 3-4 weapon, 4-5 armor)

Outdoor Lucky Break	
1	You observe some berk using a portal key to a useful destination.
2	You find a cache of supplies. Roll on Loot gear table.
3	A helpful Deva offers you a lecture and straight-up healing.
4	Bleakers offer you free gruel. It is bland but nourishing.
5	You overheard a bit of the chant (free roll on the Loot Knowledge table.)
6	A bubbler mage has let his guard down for a nap. (free roll on the Loot Magic table).

Indoor Breaks

Some places are safer than others, and it's usually best to have a roof over your head. Buy some drinks (Lifestyle +1) to crash in an alehouse or tavern and get out of the elements.

At the end of an indoor break you can fill your waterskin with water for free, or pay another +1 Lifestyle to get bub for the road.

Indoor			
Typical	Unsafe	Dangerous	Result
2	2	2-3	Disaster
3-6	3-7	4-8	Minor Inconvenience
7-9	8-10	9-11	Safe
10-11	11	12	Minor Break
12	12	—	Major Break

Indoor Disaster	
1	Cranium rats are poisoning the victuals at this establishment. Everyone blames you!
2	A tipped lantern sets the building ablaze.
3-6	A brawl breaks out amongst the patrons! You must flee (or fight)

Indoor Minor Inconvenience	
1	The tap water is blood red and slightly viscous. Wait, that is water... right?
2	Rats make off with one character's foodstuffs.
3	The other patrons are completely insufferable, rude, or philosophically opposed to you. Increase the recovery obstacle for angry by 1.
4	One piece of equipment just finally gives up. Roll randomly to determine character and equipment.
5	What was seen in the washroom cannot be unseen. Increase the obstacle to recover from sick by 1.
6	Your room or booth is sized for halflings. (+1 Ob to recover angry).

Indoor Minor Break	
1	Full drinks and food left by a previous patron. Decrease lifestyle by one (if billed) or get a free round (if cash).
2	Your room has a barred door, sturdy bolt, and no windows. +1D to recover from exhausted or afraid.
3	You find graffiti or an old note that gives a clue to the goings on. Roll on the knowledge loot table.
4	You find a gold coin in the floorboards (1D)
5	An excited bubbler buys a round for the house. Recover Angry or Afraid at +1D.
6	An attractive patron chats you up (recover Angry).

Indoor Lucky Break	
1-2	A fellow patron recommends a useful establishment. Add it to your map.
3-4	A sage blood will lann you the chant — roll on the knowledge loot table.
5	There is a 2nd circle spell or prayer inscribed on the back of your bill.
6	You find a discarded earring in the bedsheets (roll for jewelry.)

REST (TOWN)

When you stop and rest on the Street, or in the Stables, Flophouse, Inn, or Hotel it starts the Rest Phase. You lay low for a while and then hopefully pay whatever bills you racked up in the adventure Phase and do other the other town paperwork.

You can visit other nearby locations in the same ward during the Rest Phase just like during a normal Town Phase. An inn with a bar in it allows you to visit the tavern. A market in the same ward that is on your map can be visited without ending the Rest Phase.

If you have business in other wards, you can pay for Transportation both ways to take care of it.

The rest phase differs from Town in key ways:

- ❖ There is no Haggler Table. See [New Haggler applications](#) in the Skills section.

When you take a rest, do the following in order:

- ❖ Spend remaining Checks if desired.
- ❖ Pick a place to rest. Pay the Lifestyle cost
- ❖ Roll on Town Events table
- ❖ Fresh Rations Spoil
- ❖ Alignment Audit
- ❖ Level Up
- ❖ Advance resources if earned in the last phase
- ❖ Recovery Tests
- ❖ Settle your Lifestyle costs from the previous and current phase
- ❖ Discard any remaining Checks
- ❖ Roll and resolve the Leaving Town Events
- ❖ Resume Adventure Phase

New Town Locations

Almshouse

You can visit an almshouse or one of the many soup kitchens run by the Bleakers in Sigil. Doing so relieves the Hungry and Thirsty condition. Almshouses will only serve the poor — resources zero is required.

Bathhouse

Along with the chaos and burdens of urban life come some niceties. Visiting the Bathhouse increases your lifestyle by 1, but grants the Fresh condition if you have no other conditions currently. Most Bathhouses

will also arrange to launder your clothes as you bathe for an additional +1 lifestyle.

Certain Bathhouses with exclusive membership allow a +1D to Circles tests when attempting to contact their members if you're a member (or can convince someone you are). The requirement of Finery for dealing with nobles and highups is waived for members in a Bathhouse.

Bathhouse Lifestyle Cost: +1 lifestyle and an additional +1 for Laundry Services.

Fortune Teller

Have your fortune told by one of the cage's many soothsayers and charlatans. The fortune teller reveals one plot twist card for each lifestyle you pay, up to three. You may choose one card to keep. This plot twist can be presented to the GM at any time after failing a roll, but before the results of failure are announced. The GM is obligated to use the twist, potentially sparing you from conditions.

Fortune Teller Lifestyle Cost: +1 lifestyle per card dealt, max 3.

Infirmiry or Healer

You may pay a doctor or healer by making a resources test against the recovery Obstacle. Include the factor for exhaustion if you're exhausted.

Landmarks, Bridges, and Monuments

Adding a Landmark, Bridge, or Monument to your map is a Cartographer Ob 3 test. Success grants +1D to add any other locations in that ward (up to a maximum of +3D). Locations in the immediate vicinity of the monument cannot be removed from your map via a twist.

Library or Bookshop

Library membership fees may vary, from the Society of Luminiferous Aether's hefty Ob 6 cash fee (or +3 Lifestyle "dues" for full members) to the Parted Veil's reasonable prices (Ob 1-2 to own the desired volume). Simply doing research in a Library open to the public remains a +1 Lifestyle cost.

Moneylender or Pawn Shop

For each lifestyle increase of +1, the Moneylender is willing to fork over 1D of cash for the rest of the Phase. Beware failing a Lifestyle test after leaning on a moneylender, as the consequences are more dire. The Thugs sent by a moneylender are Might 3, each with 1 Fate and 1 Persona to spend. Moneylenders will always send enough muscle to outnumber the party by one, and they will not neglect to hire magicians (or clerics) if they believe it necessary. Lastly, welching on debts permanently taxes your Circles by the amount owed (minimum 0) and no other moneylenders will lend to you (take the Deadbeat trait).

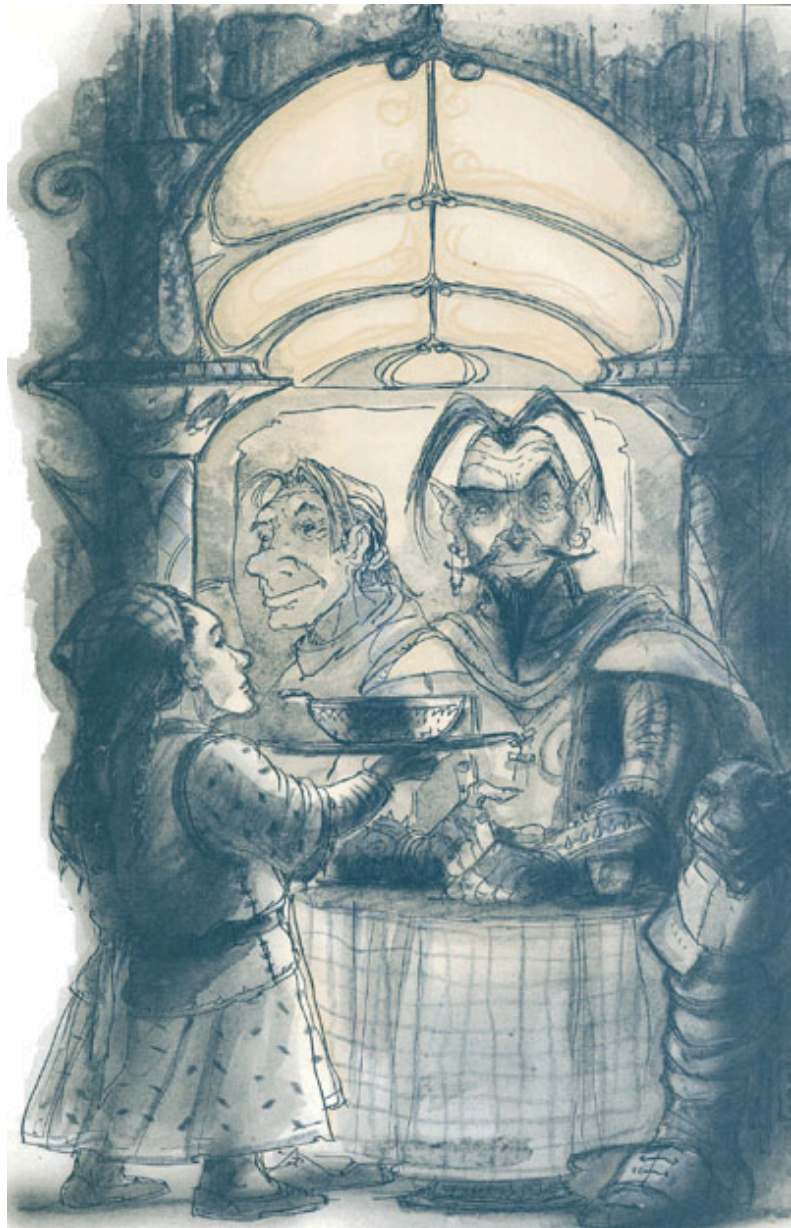
Truly valuable gear can be used as collateral. Terms are the same as the moneylender, but 2D of cash is given for each +1D Lifestyle. If you welch on a Pawnbroker, they own your collateral.

Public Fountain

The water in the cage is brackish and undrinkable (except by some Sensates who seem to acquire a taste for the stuff). The only safe water comes from public fountains or imported barrels in paid establishments.

Restaurant

A Lifestyle +2 Tavern, but grants +1D to Circles, Persuader, Orator and Manipulator tests while doing business if you pay for your contact's meal. Pay one additional lifestyle for a Feast: Ignore the first hungry/thirsty result after leaving the Restaurant. Ignore *two* results if you already have a similar ability.



Specialty Shops (by type)

The street market carries a variety of standard goods — basically, anything from the gear section of the rulebook. You can reach the market any time you're not dealing with an ongoing encounter in the adventure phase (a bit like eating rations or shaking sick/injured conditions). But there are also specialty shops that offer improved versions of specific gear.

Many shops simply allow access to equipment that is not normally purchasable, e.g. potions or scrolls. Other shops offer upgraded equipment from the regular gear list.

Shop	Example Benefits
Alchemy	Alchemical solutions can be purchased at Ob 2 plus the factors for creation.
Animals	
Armor	Elven and dwarven armor effects are available from their respective vendors. They cost twice as much as their mannish versions.
Body Parts	
Books	
Candy	Ob 2, Pack 1 (4), simulate the Fresh condition for one turn for social graces rolls.
Caskets	
Clockworks	
Contraband	
Curios	
Garments	High end garments are difficult to maintain, but available in styles that are practical for adventurers who may treat with quality persons. Two slots (Ob 6) or one slot (Ob 8). Such garments only work as finery if the other elements of your outfit (containers, weapons, etc) are fancy and in good repair. Garments may be damaged or destroyed in addition to any other twist or condition effect.
Jewelry	
Leather Goods	
Magic Items	

Shop	Example Benefits
Maps	
Mimirs	A mimic provides a helping die for Lore Master tests when asked about a given topic.
Plants	
Portal Keys	Ob 1 plus Lore Master factors and Evil GM factors.
Potions	May be purchased for an Ob equal to twice the Potion's level (or GM discretion)
Poultices	Available for 1 + the listed factors for creation.
Rations	Less space, Feast effect, ignores one spoil, 1 in 6 chance for Fresh, alchemical cures
Scholar Supplies	
Scrolls	Prayer and Spells scrolls can be purchased at their listed value.
Silver Weapons	Silvered weapons are available at ob 2 plus the cost of the weapon.
Slaves	As porters, but must be fed and bonded in place of lifestyle cost.
Spell Supplies	From a specialist shop, spell supplies provide +1s when used. Mark them with a *.
Tattoos	As Druid effects.
Weapons	Elven and dwarven armor effects are available from their respective vendors. They cost twice as much as their mannish versions.

SKILLS



New Skill: Tout (Will)

"There's a fair business in locals willing to lead a cutter around town, either to show off the sights or take him to some place specific - whichever he needs. While there's no central guide agency, touts are found at most marketplaces and gathered around the most frequently used portals.

'Course, sometimes a cutter's taking his chances with a tout - most are trying to get a cutter to a specific tavern or inn because that's what the landlord pays them to do. A few'll settle for quick money by peeling the customer or mugging him outright. Wise bloods are always peery of anyone who's too eager to help."

Suggested Help: Haggler, Scout

Beginner's Luck for Tout: Will

Tout Factors

Trying to arrive at a destination before another group requires a versus test with the other group. Tout is

used for Feint or Maneuver in chase conflicts through city streets. Otherwise, use the factors listed below to find your way through the urban chaos.

Destination: within the ward, the next ward over, across town, hidden or secure

Route: thoroughfares, side streets and bridge crossings, alleys and underpasses, the Hive

Portals: fixed portals and common keys, shifting portals and rare keys, secret or guarded portals and obscure keys.

Recommendations: peelers and knights of the post, contraband, houses of ill repute, halfway decent, quality

Lore Master (New Factors)

Plane: (native plane free), Outer, Inner, Transitive, Prime, Demiplane

Notoriety: (notorious free), ubiquitous, commonplace, obscure, secret

Facts recalled: (common names free), broad strokes, meaningful details and immunities, secret knowledge and weaknesses, true names

Cartographer (New Factors)

The “Area” factors don’t apply very well in an urban environment. Here are some alternative factors for mapping in large cities.

Visibility: Colossal or dominating; stately; smallish or out of the way; discreet, secret or hidden.

Neighborhood: Respectable and orderly, typical urban sprawl, ghettos and enclaves, slums and the Hive.

Information: area personally surveyed, information transmitted by notes, information transmitted by word of mouth

Special: Each landmark included on your map adds +1D (max +3D) to add locations in that ward.

Resources (New Factors)

Because resources tests can be made during the Adventure Phase, we make a single test for all desired items from the marketplace. The players should NOT review these factors when shopping. Instead they should conspire as a party to build a list of their desired items, and roll against the resulting Obstacle. Canny players can argue for fewer items or less diverse vendors in order to keep the Ob down.

Highest List Price (Obs 1 and 2 are free): Ob 3, Ob 4, Ob 5, Ob 6, Ob 7, Ob 8

Quantity: one, a few, a bunch, a load, a ton

Variety: factor one for each category included (first category free):

Armor, Clothing, Containers, Equipment, Food, Light Source, Magical, Religious, Weapons, Other.

Rarity (common is free): scarce, unique or priceless

Quality (crude is free): sturdy, exceptional, magical

Batch Resources Example

For example, you want to buy two stacks of torches (Ob 1), a satchel (Ob 1), wine (Ob 1), preserved rations (Ob 2) and a suit of chain armor (Ob 3). With six items on the list, the GM decides this is a “bunch” of items. Items from four different categories will increase the Ob by 3. All of the items are common. You are happy to accept crude items, figuring they are mostly consumable anyway. The highest price is Ob 3, an additional factor. This market visit will be Ob 7.

Another party simply wishes to eat fresh rations (Ob 1) and fill a wineskin (Ob 1) for the party (a few). The resulting market trip is Ob 2.

Pooling Resources

These rules presume the party is shopping as a group, and facing consequences as a group. You can choose to go it alone and make your own resources test, but this counts separately on the grind. Shopping alone obeys all of the rules of a split party, and as with normal rolls in the adventure phase, twist results may affect the whole party regardless of who helped on the roll.

DEADBOOK RULES SUMMARY

- ❖ Good and Evil alignments exist. Alignment is audited during a Rest phase.
- ❖ You can join a faction to get special benefits in exchange for restrictions:
 - +1s to Circles dealing with fellow factioneers.
 - Faction HQ works as hometown (Trait, Skill, +1D resources, +1D Circles at 3rd level, etc).
 - Credo — A second belief you can earn rewards for instead of your listed belief.
 - [Faction Benefit and Restriction](#).
- ❖ New Classes are available:
 - Bariaur Nomad, Modron Rogue, Tiefling Sellsword, Githzerai Slayer, Immortal Amnesiac
- ❖ During the Adventure Phase you can roll Resources or Circles and visit any Town Location except accommodations and taverns.
- ❖ You must discover town locations (except Street) before you can visit them.
 - Use skills or pay a Tout (+1 Lifestyle) to discover Locations for the first time.
- ❖ Moving around within a ward is free. Moving between wards requires the Tout skill.
 - Transportation or a hired Tout (+1 Lifestyle) can avoid this.
 - You can make a map, but twists can ruin it. You can't map the Hive.
- ❖ Visiting the market takes one Grind turn.
 - You may only log one advancement test per visit.
 - If your resources goes up, it takes effect during the next Rest phase.
- ❖ Lifestyle costs accrue during the Adventure phase, are settled at end of Rest phase.
- ❖ New Locations to find: Almshouse, Bathhouse, Fountain, Fortune Teller, Healer/Infirmary, Landmark/Bridge/Monument, Library/Bookshop, Moneylender/Pawn Shop, Restaurant, Specialty Shop
- ❖ Break and Rest phases instead of Camp and Town. There's new table events for both.
 - Take breaks outside or pay to enter a Tavern (+1 Lifestyle).
 - Take a rest on the Street or pay for Stables, Flophouse, Inn or Hotel.
- ❖ Lore Master and Cartographer have new factors.
- ❖ You have to option to buy multiple things in a single Resources test.
- ❖ The Hagglers table is gone.
 - Haggle with a merchant. Success lowers the price (min. Ob 1) for one roll.
 - Put it on your tab: Beat the merchant in a Hagglers test to pay with Lifestyle.
 - Merchants have their own traits, wises, and rewards, so be smart!

