MTTGAMES REFORGED • SYSTEM REFERENCE DOCUMENT 1.1

Wynding Ways: Complete SRD

A compact fantasy roleplaying game of hard choices, dangerous journeys, and strange magic. Copyright 2026 by M. W. Dawson (MTTGames.neocities.org).

Table of Contents

Legal Notice & MTTGames Reforged Open Gaming License (MROGL v1.0)

1. What You Need and Core Terms

2. Character Creation

3. Attributes and Skills

4. Making Checks, Boons, and Massive Missteps

5. Ideals and Inspiration

6. Advancement

7. Callings

8. Combat, Movement, and Conditions

9. Damage, Wounds, Exhaustion, and Recovery

10. Exploration, Torchlight, and Dungeon Procedures

11. Equipment, Money, and Enchanted Relics

12. Magic: Shared Rules

13. The Weaver's Way

14. Devoted-Ones and Patrons

15. Bestiary: Denizens of Orbis (58 Creatures)

16. Running Encounters and Reskinning Threats

17. Game Master's Random Tables & World Toolkit

18. Example of Play, Pre-Built Adventurers, and Rules Reference

Legal Notice & MTTGames Reforged Open Gaming License (MROGL v1.0)

OPEN GAME LICENSE Version 1.0 (MTTGames Reforged Edition)
The following text is the property of **M. W. Dawson** and **MTTGames Reforged** (MTTGames.neocities.org) and is Copyright 2026 M. W. Dawson. All Rights Reserved.

1. Definitions: (a) means the copyright and/or trademark owners who have contributed Open Game Content; (b) means copyrighted material including derivative works and translations (including into other computer languages), potation, modification, correction, addition, extension, upgrade, improvement, compilation, abridgment or other form in which an existing work may be recast, transformed or adapted; (c) means to reproduce, license, rent, lease, sell, broadcast, publicly display, transmit or otherwise distribute; (d) means the game mechanic and includes the methods, procedures, processes and routines to the extent such content does not embody the Product Identity and is an enhancement over the prior art and any additional content clearly identified as Open Game Content by the Contributor, and means any work covered by this License, including translations and derivative works under copyright law, but specifically excludes Product Identity; (e) means product and product line names, logos and identifying marks including trade dress; artifacts; creatures, characters, stories, storylines, plots, thematic elements, dialogue, incidents, language, artwork, symbols, designs, depictions, likenesses, formats, poses, concepts, themes and graphic, photographic and other visual or audio representations; names and descriptions of characters, spells, enchantments, personalities, teams, personas, likenesses and special abilities; places, locations, environments, creatures, equipment, magical or supernatural abilities or effects, logos, symbols, or graphic designs; and any other trademark or registered trademark clearly identified as Product Identity by the owner of the Product Identity, and which specifically excludes the Open Game Content; (f) means the logos, names, mark, sign, motto, designs that are used by a Contributor to identify itself or its products or the associated products contributed to the Open Game License by the Contributor; (g) , or means to use, Distribute, copy, edit, format, modify, translate and otherwise create Derivative Material of Open Game Content; (h) or means the licensee in terms of this agreement.*"Contributors""Derivative Material""Distribute""Open Game Content""Product Identity""Trademark""Use""Used""Using""You""Your"*

2. The License: This License applies to any Open Game Content that contains a notice indicating that the Open Game Content may only be Used under and in terms of this License. You must affix such a notice to any Open Game Content that you Use. No terms may be added to or subtracted from this License except as described by the License itself. No other terms or conditions may be applied to any Open Game Content distributed using this License.

3. Offer and Acceptance: By Using the Open Game Content You indicate Your acceptance of the terms of this License.

4. Grant and Consideration: In consideration for agreeing to use this License, the Contributors grant You a perpetual, worldwide, royalty-free, non-exclusive license with the exact terms of this License to Use, the Open Game Content.

5. Representation of Authority to Contribute: If You are contributing original material as Open Game Content, You represent that Your Contributions are Your original creation and/or You have sufficient rights to grant the rights conveyed by this License.

6. Notice of License Copyright: You must update the COPYRIGHT NOTICE portion of this License to include the exact text of the COPYRIGHT NOTICE of any Open Game Content You are copying, modifying or distributing, and You must add the title, the copyright date, and the copyright holder's name to the COPYRIGHT NOTICE of any original Open Game Content you Distribute.

7. Use of Product Identity: You agree not to Use any Product Identity, including as an indication as to compatibility, except as expressly licensed in another, independent Agreement with the owner of each element of that Product Identity. You agree not to indicate compatibility or co-adaptability with any Trademark or Registered Trademark in conjunction with a work containing Open Game Content except as expressly licensed in another, independent Agreement with the owner of such Trademark or Registered Trademark. The use of any Product Identity in Open Game Content does not constitute a challenge to the ownership of that Product Identity. The owner of any Product Identity used in Open Game Content shall retain all rights, title and interest in and to that Product Identity.

8. Identification: If you distribute Open Game Content You must clearly indicate which portions of the work that you are distributing are Open Game Content.

9. Updating the License: M. W. Dawson or MTTGames Reforged may publish updated versions of this License. You may use any authorized version of this License to copy, modify and distribute any Open Game Content originally distributed under any version of this License.

10. Copy of this License: You MUST include a copy of this License with every copy of the Open Game Content You Distribute.

11. Use of Contributor Credits: You may not market or advertise the Open Game Content using the name of any Contributor unless You have written permission from the Contributor to do so.
12. Inability to Comply: If it is impossible for You to comply with any of the terms of this License with respect to some or all of the Open Game Content due to statute, judicial order, or governmental regulation then You may not Use any Open Game Material so affected.
13. Termination: This License will terminate automatically if You fail to comply with all terms herein and fail to cure such breach within 30 days of becoming aware of the breach. All sublicenses shall survive the termination of this License.
14. Reformation: If any provision of this License is held to be unenforceable, such provision shall be reformed only to the extent necessary to make it enforceable.
15. COPYRIGHT NOTICE:
MTTGames Reforged Open Gaming License v1.0, Copyright 2026, M. W. Dawson.
Wynding Ways System Reference Document (SRD) v1.1, incorporating *Wynding Ways Volume 1: Core Rules*, *Volume 2: Denizens of Orbis*, *Volume 3: Game Master's Guide*, and *Limited Intro Booklet*, Copyright 2026, M. W. Dawson (MTTGames Reforged / MTTGames.neocities.org).
Designation of Product Identity & Open Game Content: All game mechanics, dice pool procedures, Target Number ladders, combat resolutions, conditions, exhaustion rules, torchlight tracking, advancement structures, generic equipment statistics, and monster mechanical stat blocks in this document are designated as **Open Game Content**. The names *Wynding Ways*, *MTTGames*, *MTTGames Reforged*, *Orbis*, *Cthav Dor*, *Rache (the Wyngless Wyrm)*, *The Pale King's Barrow*, the proper names of the Four Patrons (*Iron Adjudicator*, *Veiled Whisper*, *Ashen Stag*, *Golden Chalice*), named pre-built characters (*Garrick Redgrave*, *Maren Finch*, *Sister Oakhart*, *Alden Morrow*), and adventure titles (*Hearts of Fire*, *The Frozen North*, *Into the Wilds*, *The Lonely Watch*, *The Brass Vaults of Orbis*) are designated as **Product Identity** owned by M. W. Dawson.

1. What You Need and Core Terms

Wynding Ways is a fantasy roleplaying game for one Game Master (GM) and two or more players. The GM describes the world, portrays its inhabitants, and adjudicates uncertain outcomes. Each player controls one adventurer.

What You Need

- Six-sided dice (d6), ideally at least 6 per player. When a random table specifies **2d6**, roll two d6 and add their faces together (2 to 12). When a random table specifies **d66**, roll two differently colored d6, reading the first as the tens digit and the second as the ones digit (36 results from 11 to 66).
- A character sheet, pencil, and a way to track Hit Points (HP), Wound Marks, Exhaustion levels, Inspiration, daily prayers, torches, rations, and consumables.
- A GM who sets fair target numbers and describes consequences before risky actions.

Term	Meaning
Pool	The number of d6 rolled for a check.
Success	A die showing 5 or 6. Each such die counts as one success.
Target Number (TN)	The number of successes needed to succeed, not a die face.
Boon	Each natural 6 creates one Boon, in addition to its one success.
Skill bubble (O)	One trained die added to checks using that skill.

Term	Meaning
X penalty	One die removed from checks using that skill.
Round	A short interval in combat (roughly 6 to 10 seconds) in which each side and each combatant gets a turn as described in Section 8.
Turn (Exploration)	A 10-minute interval used during dungeon crawling and careful exploration to track torch burn, searching, and wandering hazards.
Scene	A distinct dramatic sequence, combat encounter, social negotiation, or obstacle in one location before the narrative shifts time or place.
Long rest	Eight hours of safe rest with food, water, and shelter. A long rest restores HP, removes 1 Wound Mark and 1 Exhaustion level, and refreshes daily prayers.

Table Principle: The GM should state what success achieves, the TN, and the likely consequence of failure before the dice are rolled. Do not call for a roll when an action is impossible or when failure would change nothing.

2. Character Creation

1. **Determine Attributes:** Roll 3d6 seven times. Keep the six highest totals and assign one to each attribute: **STR**, **DEX**, **CON**, **INT**, **WIS**, and **CHA**. If the group prefers steadier characters, assign the standard array **15, 14, 13, 12, 10, and 8** instead.
2. **Calculate Attribute Modifiers:** Compute `floor((score - 10) / 2)`. Always round down, including for negative numbers. Examples: 8 = −1, 9 = −1, 10 = 0, 11 = 0, 12 = +1, 14 = +2, 15 = +2, 17 = +3.
3. **Apply Starting Skill Adjustments:** For each attribute, a positive modifier grants that many **O** bubbles to each skill under that attribute. A negative modifier adds that many **X** marks to each skill under that attribute. A modifier of 0 makes no change. A skill cannot have more than 10 O bubbles. X marks are tracked by putting an X in the appropriate number of bubbles instead of filling them in.
4. **Choose a Calling:** Select one of the four Callings: **Fighting-Man**, **Devoted-One**, **Magic-User**, or **Rogue**. Record its starting HP, weapon and armor proficiencies, and Calling features.
5. **Choose Ideal and Flaw:** Select one Primary Ideal from Section 5 and write a Flaw or Temptation that could test it.
6. **Select Starting Equipment:** Choose one starting package below. Record armor, Defense TN, Armor Soak, weapons, tools, consumables, and remaining silver pieces (sp).
7. **Record Vitals:** Calculate starting HP from your Calling (minimum 1 HP). Record 0 Wound Marks, 0 Exhaustion levels, and 0 Inspiration.

Starting Equipment Packages

To avoid wealth-based starting imbalance, each adventurer begins with a 30 silver piece (sp) budget and chooses one package below. Any unspent silver remains in the character's purse. Every package automatically includes basic trail gear (bedroll, flint & steel, waterskin, and 3 torches) alongside the listed package contents. A character may exchange listed items for items of equal or lower listed value, subject to GM availability.

Package	Contents
Roadwise	One light weapon (8 sp), light armor (20 sp), rations for 5 days, healer's poultice kit (12 sp), grappling rope (8 sp), basic trail gear, and **5 sp**.
Soldier	One medium weapon (15 sp) or one heavy weapon (30 sp), light armor (20 sp), shield (15 sp) if using a one-handed weapon, rations for 5 days, basic trail gear, and **2 sp**.
Scholar	Dagger or sling (8 sp), quarterstaff (8 sp), travel clothes, ether focus or litany book (20 sp) if applicable, rations for 5 days, basic trail gear, and **10 sp**.
Aether-Seeker	One light weapon (8 sp), light armor (20 sp), ether focus (20 sp), rations for 5 days, basic trail gear, and **5 sp**.

3. Attributes and Skills

Each skill belongs to one attribute. Use the skill most directly relevant to the action. If no skill fits, the GM may use the attribute's modifier as the pool (with no skill bubbles), or choose a related skill with the player's agreement. *Optional Rule (Streamlined Attribute Play):* For one-shots or introductory play, the GM may omit individual skills and treat each Attribute's starting modifier directly as its O bubble or X mark pool.

Attribute	Primary Role	Linked Skills
Strength (STR)	Physical force and leverage	Athletics, Brawn, Brute Force
Dexterity (DEX)	Reflexes, agility, and precision	Acrobatics, Sleight of Hand, Stealth, Thievery
Constitution (CON)	Stamina, grit, and bodily resilience	Endurance, Tolerance, Recovery
Intelligence (INT)	Study, deduction, and arcane theory	Spellcasting, Arcana, History, Investigation, Lore
Wisdom (WIS)	Awareness, intuition, and spiritual communion	Devotion, Perception, Insight, Survival, Medicine, Animal Handling
Charisma (CHA)	Presence, leadership, and social influence	Persuasion, Deception, Intimidation, Performance, Command

4. Making Checks, Boons, and Massive Missteps

Building the Pool: Roll 1d6 for each **O** bubble in the relevant skill, plus 1d6 for each applicable equipment or situational bonus. Subtract 1d6 for each **X** mark on that skill and 1d6 for each active penalty (such as Exhaustion). Do not add the Attribute Modifier again: its effect is already represented by the starting skill bubbles. This prevents double-counting attributes.

Fallback Rule (0 or Fewer Dice): If penalties and X marks reduce the final pool to 0 or fewer dice, roll **2d6 and keep only the lower die**. This fallback roll can produce at most one success (if the kept die shows 5 or 6) and can only trigger a Boon if the kept die shows a natural 6.

Difficulty	TN	Typical Use
Routine	1 success	A risky task a competent adventurer should often manage.
Challenging	2 successes	A meaningful obstacle under pressure.
Formidable	3 successes	A difficult feat that requires skill or luck.
Legendary	4 successes	An exceptional feat; only attempt when circumstances make it plausible.
Miraculous	5+ successes	A world-shaping or nearly impossible feat; usually requires special leverage.

Opposed Checks: When two characters directly oppose one another, both roll their appropriate pools. The side with more successes wins. On a tie, the defender or person maintaining the status quo wins. If neither side has a clear defensive position, reroll ties once; if tied again, the situation remains unresolved and the GM introduces a cost or stalemate.

Boon Results: Each natural 6 is one success and grants one Boon. Choose one appropriate effect per Boon: add +1d6 to one ally's next check before the end of their next turn; impose a minor positional disadvantage (−1d6 on next check) on the target; disarm or knock prone a target if fictionally plausible; gain a useful opening or extra detail; or improve the result's speed, precision, or quality. A target may resist a harmful combat Boon (such as being knocked prone or disarmed) with an immediate **TN 1 check** using an appropriate attribute and skill (typically STR Brawn or DEX Acrobatics). A Boon cannot duplicate a spell or feature that has a more specific rule.

Massive Misstep: If a check produces zero successes and **every die rolled shows 1**, a Massive Misstep occurs. The GM adds a serious complication appropriate to the action (or rolls on Table 2A). A tool explicitly described as vulnerable to a Massive Misstep is damaged or consumed. A fallback roll (2d6 keep lowest) triggers a Massive Misstep only if the single kept die is a 1; the discarded die is ignored.

Equipment Dice: A relevant tool or weapon grants +1d6 only when it directly helps the task. Do not stack multiple mundane tools for the same task. A weapon's attack die is included in its attack pool; it is not an additional damage die.

5. Ideals and Inspiration

Choose one Primary Ideal and one Flaw or Temptation that makes the Ideal difficult to uphold. The six Ideal families are:

- **Order & Authority:** code, tradition, duty, hierarchy, justice, pledge.
- **Liberty & Defiance:** freedom, independence, rebellion, iconoclasm, wanderlust, self-ownership.
- **Compassion & Stewardship:** mercy, sanctuary, community, restoration, charity, comfort.
- **Ambition & Sovereignty:** supremacy, legacy, acquisition, mastery, renown, control.
- **Truth & Enlightenment:** discovery, candor, preservation, logic, skepticism, equilibrium.
- **Survival & Kinship:** the pack, pragmatism, endurance, reciprocity, vigilance, tenacity.

When a character accepts a meaningful risk or cost to uphold their Ideal (or acts on their Flaw in a way that complicates the scene), the GM awards **1 Inspiration**, up to a maximum of **2 held at once**. Inspiration can be spent before a roll to add +1d6, or after a roll to reroll one die. It cannot be used to reroll the entire pool. A character can earn no more than 1 Inspiration per scene from their Ideal. If the character deliberately rejects or outgrows the Ideal, it can be revised during downtime with the GM's agreement.

6. Advancement

Characters advance when the GM awards a milestone, usually after a major objective, discovery, or turning point. A character gains one level at each milestone, up to level 10. Current HP increases by the same amount as maximum HP when leveling up.

Level	Gain
1	Starting level. Calling, Ideal, starting gear, and base HP.
2	+1 attribute point; +2 maximum HP; gain a Technique.
3	+1 attribute point; +2 maximum HP; gain one O bubble in a skill of your choice.
4	+1 attribute point; +2 maximum HP; gain a Boon Feature.
5	+1 attribute point; +3 maximum HP; once per check, reroll all dice showing 1, keeping the new results.
6	+1 attribute point; +3 maximum HP; gain a Calling Mastery. Fighting-Man also gains +1d6 to weapon attack pools; Rogue gains +1d6 to Stealth, Thievery, and Sleight of Hand pools.
7	+1 attribute point; +3 maximum HP; gain one O bubble in a skill of your choice.
8	+1 attribute point; +3 maximum HP; gain Renown, a meaningful reputation or contact appropriate to the campaign.
9	+1 attribute point; +3 maximum HP; gain a Greater Mastery.
10	+1 attribute point; +3 maximum HP; gain Paragon, a signature achievement or ability approved by the GM.

Attribute Increases: When an attribute increases, recalculate its modifier. If the old modifier is negative and the new modifier is closer to zero (e.g., from −1 to 0), erase one **X** mark from each skill under that attribute if present; do not add an O bubble for that same improvement. If the new modifier is positive and the modifier has increased (e.g., from 0 to +1, or +1 to +2), add one **O** bubble to **one skill** under that attribute, chosen by the player. Never add O bubbles above the maximum of 10. Attribute scores may not exceed 20 without a specific supernatural effect.

Advancement Features: Technique, Boon Feature, Calling Mastery, Greater Mastery, and Paragon must be selected from options the GM defines or use these standard rules: **Technique** grants +1d6 to one named skill in a clearly defined circumstance; **Boon Feature** lets the character choose one extra Boon option from a narrow theme (such as grappling, shield work, or social leverage); **Calling Mastery** grants +1d6 to one Calling-related check per scene; **Greater Mastery** upgrades that benefit to twice per scene; **Paragon** grants one signature narrative permission and +1d6 to its defining check once per scene. These bonuses do not stack with themselves.

7. Callings

Calling	Base HP	Proficiencies and Role
Fighting-Man	10 + CON mod (min 1)	Proficient with all weapons, shields, and heavy armor. At level 6, gain +1d6 to weapon attack pools. Excels at physical maneuvers and battlefield control.
Devoted-One	8 + CON mod (min 1)	Proficient with light and medium armor, shields, and patron weapons (see Section 14). Uses WIS modifier to determine daily prayer count (minimum 1); casting pool uses Devotion skill bubbles and applicable focus. Serves a Patron and invokes prayers.
Magic-User	6 + CON mod (min 1)	Proficient with light garments/light armor, staves, daggers, and slings. Shapes raw ether through the Weaver's Way. Spellcasting pool uses Spellcasting skill bubbles and applicable ether focus.
Rogue	8 + CON mod (min 1)	Proficient with light armor, light weapons, swords, crossbows, and thieves' picks. **Sneak Strike:** Once per turn, deal +1d6 damage when hitting an unaware target or a foe threatened in melee by an ally. At level 6, gain +1d6 to Stealth, Thievery, and Sleight of Hand pools.

Armor & Weapon Proficiency Note: Wearing armor or using a shield without Calling proficiency imposes −1d6 on all physical and spellcasting checks. Attacking with an unproficient weapon forfeits the weapon's +1d6 attack die.

8. Combat, Movement, and Conditions

Start and Initiative: When combat begins, each side rolls initiative. One player rolls DEX (Acrobatics or Stealth) for the party; the GM rolls the enemy leader's attack pool or another relevant pool. Compare successes as an opposed check. The winning side acts first. On a tie, player characters act first. Within a side, characters choose their order each round. If one side successfully ambushes the other, the ambushing side takes a free surprise round before initiative is rolled.

Your Turn: On your turn, you may move up to **30 feet** and take **one action**. You may split movement before and after the action. You may also speak a short sentence, draw/sheathe a weapon, or drop a held item without spending an action.

- **Attack:** Make a weapon attack using the relevant skill and weapon bonus. Melee normally uses STR (Brawn or Athletics); ranged attacks use DEX (Acrobatics). A proficient weapon grants +1d6 to the attack pool. Unarmed strikes use STR (Brawn) with no weapon die and deal 1 damage (or 1d6−1, minimum 1).
- **Cast or Invoke:** Cast a Weaver spell, activate an enchanted relic, or invoke a Devoted prayer.
- **Maneuver or Interact:** Grapple, shove, trip, use an item, rally allies, administer a poultice, open a jammed door under pressure, or perform another significant task. To shove, trip, or grapple an adjacent foe, make an opposed **STR (Brawn)** check (ties go to the defender); winning pushes the target 5 to 10 feet, knocks them Prone, or grapples them (Movement 0 until freed via a TN 2 STR Brawn or DEX Acrobatics action).
- **Dash / Sprint:** Forfeit your action to move up to an additional 30 feet (or half that if encumbered or exhausted).
- **Ready:** Spend your action to declare a specific trigger and a single action (such as shooting the first foe that steps out of cover or shoving an advancing undead). If the trigger occurs before the start of your next turn, you immediately interrupt to perform that action. Only one readied action can be held at a time; if the trigger does not occur, the action is lost. *Readied Magic:* If you ready a Weaver spell or Devoted prayer and take damage before releasing it, you must pass a **TN 1 CON (Tolerance)** check or the magic fizzles harmlessly (expending any daily prayer use).

Attacks and Defense: An attack roll succeeds if it generates at least as many successes as the target's **Defense TN**. Defense TN is a fixed number (base 1 when unarmored), not a roll. Armor and shields increase Defense TN as described in Section 11. If the attack succeeds, roll the weapon's listed damage and subtract Armor Soak. A successful hit always deals at least 1 damage unless an immunity or special rule states otherwise. Active defense rolls are not made against ordinary attacks unless a specific ability calls for one.

Damage and Damage Types: Roll the weapon's damage dice and add any flat modifier. Subtract the target's Armor Soak (minimum 1 damage on a hit). Certain creatures have resistances or vulnerabilities to specific damage types (such as *bludgeoning*, *slashing*, *piercing*, *fire*, *cold*, *acid*, or *lightning*). When a rule states an attack deals "half damage," halve the final damage after Armor Soak (rounding down, minimum 1). If an effect deals damage without an attack roll, its description states whether a defense check halves or negates the damage.

Condition	Mechanical Effect
Prone	Standing costs half your movement. Melee attacks against you gain +1d6; ranged attacks against you suffer −1d6 when cover or posture reasonably helps.
Entangled / Restrained	Movement is 0 until freed. Use the escape check stated by the effect; if none is stated, spend an action to pass a TN 2 STR (Brawn) or DEX (Acrobatics) check.

Condition	Mechanical Effect
Frightened	You cannot willingly move closer to the source of fear and suffer −1d6 on checks made while the source is in line of sight. A TN 1 WIS (Insight) check at the end of your turn ends a temporary fear effect unless stated otherwise.
Blinded	Checks requiring sight automatically fail or suffer −2d6; attacks against unseen targets are made at −2d6, and attacks against you gain +1d6.
Stunned	You lose your next action and cannot take reactions, though you may still move at half speed unless the effect says otherwise.
Bleeding	Inflicted by barbed weapons or jagged wounds; you lose 1 HP at the start of each of your turns until someone spends an action to bind the wound (TN 1 WIS Medicine check or a healer's poultice kit) or you receive magical HP healing.

9. Damage, Wounds, Exhaustion, and Recovery

Dying and Wound Marks: At 0 HP, a character falls unconscious and begins dying. At the end of each of their turns, roll a **CON (Recovery)** check with a **TN of 1**. On a success, the character stabilizes at 0 HP and stops making dying checks. On a failure, mark **1 Wound Mark**. At **3 Wound Marks**, the character dies. If a dying check is a Massive Misstep (every die shows 1 with zero successes), the character dies immediately.

Stabilization and Healing: An ally adjacent to an unconscious character can spend an action to make a **TN 1 WIS (Medicine)** check (+1d6 with a healer's poultice kit) to stabilize them at 0 HP. A stable character remains unconscious at 0 HP until healed or until they complete a long rest, at which point they regain 1 HP. Any magical or alchemical healing that restores HP above 0 ends dying checks and restores consciousness immediately. Wound Marks are not HP and are not removed by ordinary HP healing.

Long Rests: After an 8-hour Long Rest in safety with food, water, and shelter, a character restores all lost HP (or regains 1 HP if stabilized at 0 HP), removes **1 Wound Mark** (minimum 0), clears **1 level of Exhaustion** (minimum 0), and refreshes all daily prayer uses. A character cannot benefit from more than one long rest in a 24-hour period. If a character drops to 0 HP again later, they resume dying checks while retaining any existing Wound Marks.

Exhaustion Rules

Going a full day without rations or clean water, skipping sleep for 24 hours, enduring extreme weather, or failing grueling overland travel checks inflicts **1 level of Exhaustion** (requiring a CON Endurance or Tolerance check as noted by the hazard). Exhaustion accumulates across four escalating tiers:

Exhaustion Level	Cumulative Effect
Level 1	−1d6 penalty to all physical checks (STR, DEX, and CON skills, plus weapon attacks).
Level 2	−2d6 penalty to all physical checks, −1d6 to mental and social checks (INT, WIS, CHA), and base movement speed drops from 30 feet to **15 feet**.
Level 3	−3d6 penalty to all checks and attacks; movement remains 15 feet; the character cannot dash or sprint.
Level 4	Collapse: The character drops immediately to **0 HP, unconscious and dying**.

Clarification: Exhaustion dice penalties apply alongside X skill marks, but never reduce a pool below the fallback rule (2d6 keep lowest). Completing an 8-hour Long Rest in safety with food, water, and shelter removes 1 level of Exhaustion. Resting without food, water, or dry shelter prevents Exhaustion recovery.

10. Exploration, Torchlight, and Dungeon Procedures

Torchlight and Darkness: Illumination is a vital resource in subterranean vaults, barrows, and night travels. Standard light sources follow clear tracking intervals:

- **Torch (1 sp for a bundle of 3):** Burns for **3 Dungeon Rooms** or **30 minutes** (3 Exploration Turns) of active exploration. Sheds bright light out to **20 feet** and dim light for an additional 10 feet. Requires one hand to hold; can be used as an improvised light club (1d6 damage, snuffs out on a natural 1).
- **Oil Lantern (10 sp) & Flask of Oil (2 sp):** One flask of oil fuels a hooded lantern for **6 Dungeon Rooms** or **2 hours** (12 Exploration Turns), shedding bright light out to 30 feet.
- **Tallow Candle (1 sp for 5):** Burns for 1 hour in still air, shedding dim light in a 5-foot radius; easily extinguished by drafts.
- **Total Darkness & Dim Light:** Creatures without dark-adapted senses fighting or acting in total darkness suffer the **Blinded** condition (−2d6 to sight checks and attacks; enemies gain +1d6 to attack them). Dim light imposes −1d6 on sight-based Perception and ranged attacks beyond 15 feet.

Searching a Room or Area: After clearing a room or pausing during exploration, characters can spend 1 Exploration Turn (10 minutes) carefully inspecting stonework, loose flagstones, tapestries, or desks. One character rolls **INT (Investigation)** or **WIS (Perception)** against a GM-set TN (typically **TN 2** for concealed latches or **TN 3** for masterwork secret doors and hidden caches). Allies who actively assist and explain how they help can grant +1d6 via the Help action. Rolling a Massive Misstep while searching springs any hidden trap in the area immediately.

Overland Travel Pace: On clear roads or trails, a party travels roughly 24 miles (or 4 six-mile hexes) per 8-hour travel day. Difficult terrain (dense forest, hills, marsh, or Table 3A Muddy Quagmire) halves travel distance to 12 miles per day. Forced marching beyond 8 hours requires a **TN 2 CON (Endurance)** check for each extra hour or inflicts 1 level of Exhaustion.

Camp Watches: When camping outside a safe settlement, the party divides the 8-hour rest into watches (typically 3 watches of roughly 3 hours each so everyone gets sufficient sleep). Roll once on Table 3C per night to resolve watch events. Characters sleeping in medium or heavy armor must pass a **TN 1 CON (Endurance)** check or gain no Exhaustion recovery from that rest.

11. Equipment, Money, and Enchanted Relics

Prices are listed in silver pieces (sp), the standard currency of Orbis (10 copper pennies = 1 sp; 1 gold crown = 10 sp). Mundane tools grant +1d6 to one clearly relevant skill check; tool bonuses do not stack with another tool for the same task. Armor does not stack: use the best worn armor. Unarmored characters have a base **Defense TN of 1** and **Armor Soak 0**.

Item	Cost	Mechanical Rule
Light weapon (dagger, sling, shortbow, handaxe)	8 sp	+1d6 attack pool; damage 1d6. One-handed (shortbow requires two hands). Ranged weapons require ammunition (20 arrows/bolts/stones = 2 sp).
Medium weapon (sword, spear, mace, warhammer, crossbow)	15 sp	+1d6 attack pool; damage 1d6+2. One-handed (crossbow requires two hands and bolts). Maces/warhammers deal bludgeoning damage.
Heavy weapon (greatsword, halberd, maul, greatbow)	30 sp	+1d6 attack pool; damage 2d6. Two hands; cannot use a shield at the same time.
Light armor (cured leather, gambeson)	20 sp	Defense TN 1; Armor Soak 1. No Stealth or Acrobatics penalty.
Medium armor (chainmail, brigandine, scale)	50 sp	Defense TN 2; Armor Soak 2. Swimming checks require +1 additional success.
Heavy armor (plate and mail)	120 sp	Defense TN 2; Armor Soak 3. Imposes –1d6 to Stealth checks and swimming requires +2 additional successes.
Shield	15 sp	+1 Defense TN against attacks from the front or shield side; no benefit against attacks from directly behind or area effects that make no attack roll.
Thieves' picks	15 sp	+1d6 to Thievery checks involving locks or mechanical traps. Damaged on a Massive Misstep.
Crowbar	5 sp	+1d6 to Brawn or Brute Force checks involving leverage. Damaged on a Massive Misstep.
Grappling rope (50 ft)	8 sp	+1d6 to Athletics checks where a secured rope helps. Damaged on a Massive Misstep if frayed under strain.
Healer's poultice kit	12 sp	+1d6 to Medicine checks to stabilize or treat bleeding/wounds; 3 uses per kit (1 use consumed per treatment).
Ether focus / Litany book	20 sp	+1d6 to Spellcasting checks (for Weavers) or Devotion checks (for Devoted-Ones). Damaged on a Massive Misstep.
Trail rations (5 days)	5 sp	Preserved hardtack, dried meat, and nuts. Prevents starvation Exhaustion.

Item	Cost	Mechanical Rule
Torches (bundle of 3) / Oil lantern	1 sp / 10 sp	Torch burns 3 rooms or 30 min (20-ft bright light). Lantern burns 6 rooms or 2 hours per 2 sp oil flask (30-ft bright light).

Enchanted Relics & Consumables

- **Aether Shard:** A crystallized fragment of raw ether found in ancient hoards or craters. A caster may consume the shard as part of casting a Weaver spell to gain +1d6 to the Spellcasting check or reduce the spell's TN by 1 (minimum 1).
- **Aether-Lens Focus:** Grants +1d6 to Weaver Spellcasting checks. Once per long rest, reroll one die showing 1 on a Spellcasting roll without triggering a Massive Misstep.
- **Boots of the Fen-Strider:** Ignore movement penalties from mud, shallow water, and briars; gain +1d6 to Stealth checks in marshes or forests.
- **Buckler of the Iron Adjudicator:** Shield (+1 Defense TN). When an adjacent ally is hit by an attack, you may use your reaction to take the damage instead, reducing it by your Armor Soak.
- **Chalice of Warm Hearth:** Fill with clean water once per day to create a draught that restores 1d6+2 HP and removes 1 level of Exhaustion.
- **Cloak of Autumn Smoke:** Once per battle when an attack hits you, ignore that attack's damage and teleport up to 15 feet to a visible unoccupied space.
- **Crown of Cinder-Glass:** While worn, you ignore fire damage from nonmagical flames and reduce magical fire damage by 2. If you suffer Arcane Feedback, the crown cracks and loses its power.
- **Grave-Biter Dagger:** Light weapon (1d6 damage). Deals full damage to Skeletal Husks and incorporeal undead, and grants +1d6 to attacks against undead.
- **Lantern of Pale Tallow:** Burns indefinitely without oil; invisible spirits, illusions, and hidden arcane wards within 20 feet glow visibly.
- **Restful Draught (Potion):** Quaffing this silver-flecked elixir bestows the full benefits of an 8-hour Long Rest (restoring HP, removing 1 Wound Mark and 1 Exhaustion level, and refreshing daily prayers) in 1 minute.
- **Ring of the Iron Oath:** Shatter the ring as a reaction to turn a failed CON (Tolerance or Endurance) check into an automatic success with 2 successes. The ring is destroyed.
- **Staff of the Unbound Ether:** Quarterstaff (+1d6 melee attack, 1d6+2 damage) and ether focus (+1d6 Spellcasting). Once per day, cast a TN 1 or TN 2 Weaver spell without risking Arcane Feedback on zero successes.
- **Thorn-Biter, Broadhead Spear:** Medium weapon (+1d6 attack, 1d6+2 damage). On a natural 6 in the attack pool, the target is pinned by living briars (Restrained, Movement 0) until it spends an action and passes a TN 1 STR (Brawn) check to break free.

12. Magic: Shared Rules

Magic uses the same success system as other checks. Unless a spell or prayer states otherwise, casting takes **one action**, requires a visible or clearly sensed target, and has a range of **30 feet**. A caster must be conscious and able to speak or make the tradition's required gestures.

Resisting Magic: A spell or prayer that directly harms, restrains, or compels an unwilling creature allows the target a defense check if its description provides one; otherwise, the GM sets a suitable check and TN (typically TN 1 or TN 2 CON Tolerance, DEX Acrobatics, or WIS Insight) before casting.

Failure and Duration: A failed spell produces no intended effect. For Devoted prayers, a failed attempt still expends one daily use. A Weaver's spell follows the Arcane Feedback rules in Section 13. Spell TN measures successes required, not a die face. Damage dice listed in spells are rolled only after the spell successfully takes effect. If a spell does not state a duration, it lasts until the end of the caster's next turn for a combat effect, or 1 minute for a noncombat effect. A spell cannot permanently alter a creature or object unless it explicitly says so.

13. The Weaver's Way

Magic-Users (Weavers) improvise effects by pulling raw ether from the environment rather than memorizing fixed spell lists. Use these three steps before rolling:

1. **Set the TN:** The player describes the intended effect; the GM assigns a TN from the scale below. Truly extraordinary workings require TN 4 or TN 5+ and special leverage such as an Aether Shard or ritual circle.
2. **Name the Risk:** The GM states what success achieves, any collateral environmental hazard, and reminds the player of Arcane Feedback before the dice are rolled.
3. **Roll Spellcasting:** The caster rolls their **INT (Spellcasting)** skill pool plus any applicable ether focus (+1d6). Do not add the INT modifier separately; attribute adjustments are already represented in skill bubbles.

TN	Scale	Examples
1	Minor trick	Ignite or snuff a small flame, create a brief sound, nudge an unlocked latch, push an unbraced creature 5 feet, or move a small unattended object.
2	Tactical spell	Deal 2d6 elemental damage to one target, create a +2 Armor Soak ward for 1 round, conjure blinding dust, or alter a small object for 1 minute.
3	Major alteration	Raise a 10-foot stone barrier, levitate one willing creature briefly, or create a 10-foot-radius blast dealing 3d6 damage (TN 2 DEX Acrobatics halves).

Enhancements (Extra Successes): If the caster meets or exceeds the TN, the spell works. Each success beyond the TN buys one enhancement chosen with the GM: **double range** (to 60 feet), **add one nearby target** within 10 feet of the primary target, **increase damage by +1d6** (maximum +2d6), or **extend duration one step** (e.g., from 1 round to 3 rounds, or 1 minute to 10 minutes). Enhancements must fit the effect and cannot make an otherwise impossible effect possible.

Arcane Feedback & Wild Surges: If the caster rolls **zero successes**, they suffer **Arcane Feedback** equal to the spell's TN in unsoakable damage (Armor Soak does not reduce Arcane Feedback). If the zero-success roll is also a Massive Misstep (all dice show 1), apply Arcane Feedback as normal and roll on **Table 2B: Wild Ether Surges**. If the spell generates at least one success but misses its TN, it simply fails without feedback. Weavers cannot directly kill a target outright, permanently control a mind, or create lasting wealth with a TN 1–3 spell.

14. Devoted-Ones and Patrons

Devoted-Ones use **WIS (Devotion)** skill pools (plus +1d6 if holding a consecrated litany book or holy symbol) to invoke sacred prayers granted by their Patron. A Devoted-One may invoke a number of prayers per day equal to their **WIS modifier (minimum 1)**. Each attempt expends one daily use whether it succeeds or fails. Uses refresh after an 8-hour Long Rest. A Patron's Ideal tie and favored weapon are roleplaying and thematic anchors, not rigid restrictions on character creation.

Patron	Ideal Tie & Favored Weapon	Prayer	TN and Mechanical Effect
Iron Adjudicator	Order & Authority *Favored:* Sword or Halberd	**Brand of the Deserter**	**TN 1.** Mark one foe within 30 feet for 3 rounds. If it willingly moves away from the caster or attacks someone other than the caster, it takes 1d6 fire damage, once per round.
Iron Adjudicator	Order & Authority	**Hymn of Hammered Steel**	**TN 2.** Up to three allies within 30 feet gain +2 weapon damage and cannot be disarmed for 3 rounds.
Iron Adjudicator	Order & Authority	**Sentence of Execution**	**TN 3.** One target within 30 feet currently below half its maximum HP takes 4d6 damage and falls Prone. It may make a TN 2 DEX (Acrobatics) check to halve damage and avoid falling Prone.
Veiled Whisper	Liberty or Ambition *Favored:* Dagger or Sling	**Snuff the Watchfire**	**TN 1.** Extinguish all ordinary flames and nonmagical lights within 50 feet.
Veiled Whisper	Liberty or Ambition	**Stolen Countenance**	**TN 2.** For 1 hour, assume the face and voice of a humanoid whose personal item you hold. Physical size, clothing, and gear do not change.
Veiled Whisper	Liberty or Ambition	**Curse of the Spilled Coin**	**TN 2.** One target within 30 feet that fails a TN 2 WIS (Insight) check treats all natural 6s as 1s on its checks for 3 rounds.
Ashen Stag	Survival & Kinship *Favored:* Spear or Shortbow	**Hound's Nose, Hawk's Eye**	**TN 1.** For 1 hour, you can track creatures by scent and gain +1d6 to Perception and Survival checks.

Patron	Ideal Tie & Favored Weapon	Prayer	TN and Mechanical Effect
Ashen Stag	Survival & Kinship	**Briar Snare**	**TN 2.** A 20-foot-radius zone within 30 feet fills with grasping thorns for 3 rounds. Each 5 feet moved through the zone deals 1d6 damage, once per creature per turn.
Ashen Stag	Survival & Kinship	**Wrath of the Thunderhead**	**TN 3.** Enemies within 15 feet of you take 3d6 lightning damage and are pushed 10 feet away. Each may make a TN 2 DEX (Acrobatics) check to halve damage and avoid being pushed.
Golden Chalice	Compassion & Stewardship *Favored:* Mace or Staff	**Lay on Hands**	**TN 1.** Touch restores 2d6 HP to a living creature and ends ordinary bleeding or poison. It does not remove Wound Marks.
Golden Chalice	Compassion & Stewardship	**Circle of Sanctuary**	**TN 2.** Creates a 15-foot-radius ring centered on you for 3 rounds. Undead cannot cross it willingly; attacks from outside the ring into it require +1 additional success.
Golden Chalice	Compassion & Stewardship	**Miracle of the Choir**	**TN 3.** Allies within earshot (30 feet) restore 2d6 HP and each remove 1 Wound Mark. A creature can benefit from this prayer only once per long rest.

15. Bestiary: Denizens of Orbis (58 Creatures)

Monster **Defense TN** is the number of successes an attack needs to hit. **Armor Soak** reduces damage after a hit (minimum 1 damage unless immune). A monster's listed **Attack Pool** already includes its weapon or natural attack. Unless a trait states otherwise, monsters move up to 30 feet and take one action on their turn. **Lair Bosses** take a second turn at the end of each round, but cannot use the same limited-use special ability twice in one round.

ARMORED RUST-BEETLE *(Subterranean Scavenger • Elite)*
HP: 14 | Def TN: 2 | Soak: 3 | Attack: 3d6 / 1d6+1 dmg
Carapace-heavy scavengers that feed on abandoned ironwork and metallic ore veins deep within mineral-rich caverns.

- **Corrosive Secretion:** Any natural 1 rolled by a melee attacker using a metal weapon corrodes their weapon, permanently reducing its damage by 1 (destroyed if reduced to 0 maximum damage; repaired at a smithy for half item cost).
- **Shell Defense:** As an action when cornered, the beetle tucks tightly into its carapace, increasing Armor Soak to 4 and Defense TN to 3 until the start of its next turn (cannot move or attack while tucked).

ASTRAL WEAVER *(Outer-Ether Aberration • Elite)*
HP: 24 | Def TN: 2 | Soak: 1 | Attack: 5d6 / 2d6 dmg
Strange, multi-limbed entities from the outer ether that tear through weak points in the veil, spinning shimmering webs of starlight.

- **Ether Shroud:** Disrupts incoming magic, imposing a −1d6 penalty on all spells cast directly at the weaver.
- **Star-Thread Snare:** Once per battle as an action, projects a shimmering tether at a target within 30 feet, pulling them 15 feet closer and leaving them Restrained (Movement 0) until they spend an action to pass a TN 2 STR (Brawn) check.

BARK-SKINNED TREANT *(Primordial Guardian • Lair Boss)*
HP: 40 | Def TN: 1 | Soak: 3 | Attack: 5d6 / 2d6+2 dmg
Ancient sentient trees whose gnarled trunks are infused with primordial earth magic, awakening when their groves face destruction. Takes +1d6 extra damage from fire.

- **Root Sweep:** Allows a melee attack to target two adjacent foes within reach, rolling a separate attack pool against each as part of the same action.

BARROW WIGHT *(Ancient Tomb-Lord • Elite / Lair Boss)*
HP: 18 | Def TN: 2 | Soak: 2 | Attack: 4d6 / 1d6+2 dmg
Pale kings clad in burial bronze who rule forgotten mounds and sunken crypts.

- **Grave Chill:** After damaging a living target, the victim must pass a TN 1 CON (Tolerance) check or lose 1 STR point until completing a Long Rest (recalculate modifier/skill bubbles if STR drops across an even threshold; does not reduce HP).
- **Sunlight Vulnerability:** The Wight suffers −1d6 on all checks and attacks while standing in direct sunlight.

BOG-HAG *(Mire Hex-Caster • Elite)*
HP: 16 | Def TN: 2 | Soak: 1 | Attack: 3d6 / 1d6+1 dmg
Wretched, spell-weaving crones dwelling in rotting hovels deep within misty swamplands.

- **Hexing Gaze:** Once per encounter as an action, forces one target within 30 feet to pass a TN 2 WIS (Insight) check or suffer −1d6 to all checks for 3 rounds as bad luck plagues their actions.

BRIAR GOBLIN *(Thicket Raider • Minion)*
HP: 5 | Def TN: 1 | Soak: 0 | Attack: 2d6 / 1d6 dmg
Wiry, thorn-clad ambushers lurking in overgrown watchtowers and dense briarwoods.

- **Pack Skulker:** Gains +1d6 to attacks when an ally threatens the same target in melee.
- **Thorn Snare:** A surprised target must pass a TN 2 DEX (Acrobatics) check or be Entangled for 1 round.
- **Coward's Morale:** When half the pack falls, roll 2d6; on 6 or less, survivors flee if a route is available.

CHTHONIC CRAWLER *(Deep-Earth Predator • Elite)*
HP: 22 | Def TN: 2 | Soak: 2 | Attack: 4d6 / 1d6+2 dmg
Blind, massive insectoid behemoths that tunnel through the subterranean crust, hunting through seismic vibrations.

- **Tremorsense:** Cannot be surprised by any moving creature touching the ground within 60 feet.
- **Shield-Crusher Mandibles:** Its heavy mandibles shatter mundane shields on a natural 6 attack Boon.

CRYSTAL GOLEM *(Arcane Construct • Lair Boss)*
HP: 28 | Def TN: 2 | Soak: 3 | Attack: 5d6 / 2d6 dmg
Resplendent constructs carved from raw quartz and geodes deep within mountain vaults. Immune to poison, bleeding, fear, and mind-affecting magic.

- **Refractive Shards:** Any successful melee attack against the golem reflects a burst of blinding light back at the attacker, imposing –1d6 on their next attack pool unless they avert their eyes (which imposes –1d6 on their current attack).

DREAD GARGOYLE *(Fortress Sentinel • Elite)*
HP: 24 | Def TN: 2 | Soak: 3 | Attack: 4d6 / 1d6+2 dmg
Winged stone sentinels carved in the likeness of ancient demons adorning forgotten battlements. Flies up to 40 feet.

- **Stone Bastion:** While remaining completely motionless against stone architecture, increases its Defense TN to 3 and gains immunity to ordinary nonmagical ranged weapon damage until it swoops down to attack.

DRIFTWOOD HORROR *(Coastal Construct • Elite)*
HP: 18 | Def TN: 1 | Soak: 2 | Attack: 4d6 / 1d6+2 dmg
Grotesque, animated masses of rotting timber, tangled seaweed, and wreckage cobbled together by dark ether currents.

- **Waterlogged Resilience:** Ordinary bludgeoning attacks deal half damage against its spongy, shifting form unless empowered by magic.

ESTUARY LURKER *(Marsh Ambusher • Elite)*
HP: 15 | Def TN: 1 | Soak: 1 | Attack: 3d6 / 1d6+1 dmg
Grotesque amphibian humanoids dwelling in murky marshlands and river deltas, ambushing boats with crude bone spears.

- **Muddy Camouflage:** Gains +1d6 to Stealth checks when hiding in wetlands or murky water.
- **Barbed Bone Spear:** Inflicts the **Bleeding** condition (1 damage at the start of each turn until bound with a TN 1 WIS Medicine action or healed).

ETHEREAL BANSHEE *(Tormented Spirit • Elite)*
HP: 14 | Def TN: 2 | Soak: 0 | Attack: 3d6 / 1d6 cold dmg
Tormented spirits of oath-breaking nobles haunting mist-choked ruins. Nonmagical physical weapons deal half damage.

- **Death Wail:** Forces all living enemies within 30 feet to pass a TN 1 WIS (Insight) check at the start of an encounter or become Frightened for 1 round.

FELL-OWL *(Nocturnal Raptor • Minion)*
HP: 9 | Def TN: 2 | Soak: 0 | Attack: 3d6 / 1d6 dmg
Monstrous nocturnal birds of prey with midnight-black feathers and hypnotic golden eyes. Flies up to 40 feet.

- **Silent Dive:** Gains +1d6 to its initial attack when swooping down from above, ignoring standard front-facing shield bonuses.

FUNGAL-BRUTE *(Spore-Host Hulk • Elite)*
HP: 24 | Def TN: 1 | Soak: 2 | Attack: 4d6 / 1d6+2 dmg
Lumbering humanoids consumed and reanimated by toxic mycorrhizal spores deep within damp caverns.

- **Spore Burst:** Triggers once when reduced to half HP (12 HP) or less, releasing an explosive cloud that forces all adjacent creatures to pass a TN 2 CON (Endurance) check or be Stunned for 1 round.

GLOOM-WEB SPIDER *(Subterranean Predator • Elite)*
HP: 16 | Def TN: 2 | Soak: 1 | Attack: 4d6 / 1d6+1 dmg
Horse-sized arachnids that spin near-invisible silk lines across ruined stairwells and cavern mouths.

- **Web Snare:** On an attack Boon (natural 6), the target is Restrained (Movement 0) until it spends an action to pass a TN 2 STR (Brawn) or DEX (Acrobatics) check.
- **Venomous Bite:** Whenever the spider deals damage, the target must pass a TN 2 CON (Tolerance) check or suffer 1 level of Exhaustion.

GRAVE-IRON KNIGHT *(Cursed Armor Revenant • Lair Boss)*
HP: 32 | Def TN: 2 | Soak: 3 | Attack: 5d6 / 2d6+1 dmg
Hollow suits of blackened plate animated by the undying oaths of fallen Elder War commanders.

- **Relentless March:** Immune to poison, bleeding, fear, and the Prone condition.
- **Cleave the Line:** Once per round when the knight scores a natural 6 Boon on a melee attack, it makes a free 3d6 shield bash (1d6 damage) against an adjacent foe.

HEARTH-ASH IMP *(Volcanic Trickster • Minion)*
HP: 6 | Def TN: 2 | Soak: 0 | Attack: 3d6 / 1d6 fire dmg
Soot-blackened lesser fiends drawn to campfires, alchemical braziers, and smoldering volcanic vents.

- **Cinder Blink:** As a reaction when missed by a melee attack, the imp teleports up to 15 feet to an unoccupied space.
- **Spark Theft:** On an attack Boon, the imp snuffs out one carried lantern or torch, or scorches one exposed paper scroll.

HOLLOW-HORN MINOTAUR *(Labyrinth Guardian • Lair Boss)*
HP: 34 | Def TN: 2 | Soak: 2 | Attack: 5d6 / 2d6+2 dmg
Towering, bull-headed brutes bred to patrol sunken citadels and winding hedge-mazes.

- **Gore Charge:** Gains +1d6 to its attack pool and knocks the target Prone on a hit if it moves at least 15 feet in a straight line first.
- **Labyrinth Sense:** Cannot become lost and gains +2d6 on checks to see through illusions or locate hidden doors.

ICE-VEIN REVENANT *(Glacial Undead • Elite)*
HP: 18 | Def TN: 1 | Soak: 2 | Attack: 4d6 / 1d6+1 dmg
Frozen corpses preserved in northern glaciers and animated by bitter winter spirits.

- **Rime Aura:** Any living creature starting its turn within 5 feet takes 1 automatic cold damage (ignores mundane Armor Soak).
- **Brittle Ice:** Bludgeoning weapons deal +2 damage against the revenant.

IRON-SCALE BASILISK *(Crag Reptile • Elite)*
HP: 20 | Def TN: 2 | Soak: 2 | Attack: 4d6 / 1d6+2 dmg
Heavy, eight-legged lizards nesting in limestone gorges, surrounded by lifelike stone statues of past travelers.

- **Calcifying Stare:** Any creature starting its turn within 30 feet and looking at the basilisk must pass a TN 2 CON (Endurance) check or have its movement reduced to 0 for 1 round. Failing twice in a row turns the victim to stone until cured by rare magic (averting eyes avoids the gaze but imposes −2d6 on attacks against the basilisk).

JACKAL-HEADED GHOUL *(Desert Tomb Stalker • Minion)*
HP: 8 | Def TN: 1 | Soak: 0 | Attack: 3d6 / 1d6 dmg
Gaunt, canine-snouted scavengers that prowl sun-baked necropolises in coordinated packs.

- **Blood Frenzy:** Gains +1d6 to attack pools against any target currently below its maximum HP.
- **Numbing Claws:** On an attack Boon, the target must pass a TN 1 CON (Tolerance) check or lose its next action.

JAGGED-SHELL CRAB *(Tidal Scavenger • Elite)*
HP: 18 | Def TN: 2 | Soak: 3 | Attack: 4d6 / 1d6+1 dmg
Barnacle-encrusted crustaceans the size of warhorses that hunt along rocky shoals and sea caves.

- **Pincer Vice:** Any target hit by its claw attack is grappled (Movement 0) until it spends an action to pass a TN 2 STR (Brawn) check.
- **Tidal Stride:** Moves up to 40 feet in water and ignores difficult terrain on wet rocks.

KELP-STRANGLER NIX *(River Fey • Minion)*
HP: 7 | Def TN: 2 | Soak: 0 | Attack: 3d6 / 1d6 dmg
Malicious, weed-draped river spirits that lurk beneath millponds and ford crossings to drown solitary travelers.

- **Drowning Pull:** Whenever the nix hits a target, it pulls the victim 10 feet toward the nearest deep water.
- **Murmur Lure:** Creatures within 30 feet hearing its song must pass a TN 1 WIS (Insight) check or spend their movement walking closer.

KILN-FORGED COLOSSUS *(Ancient War-Construct • Lair Boss)*
HP: 38 | Def TN: 2 | Soak: 3 | Attack: 6d6 / 2d6+2 dmg
Towering bronze-and-iron titans fueled by eternal coal-hearts inside forgotten subterranean foundries.

- **Furnace Vent:** Every third round instead of a normal attack, unleashes a 15-foot blast of superheated steam for 3d6 fire damage (TN 2 DEX Acrobatics halves).
- **Construct Body:** Immune to poison, bleeding, fear, and Stunning effects.

LANTERN-JAWS ANGLER *(Abyssal Bog-Beast • Elite)*
HP: 22 | Def TN: 1 | Soak: 1 | Attack: 4d6 / 1d6+2 dmg
Bloated, sightless swamp amphibians that dangle a glowing ether-bulb over dark pools to lure prey within reach.

- **Hypnotic Lure:** Creatures within 30 feet looking at the bulb must pass a TN 2 WIS (Insight) check or become Stunned for 1 round.
- **Swallow Whole:** On an attack Boon against a Prone target, the angler swallows the victim whole (Restrained and Blinded; takes 1d6 acid damage at the start of each turn until dealing 8 damage from inside with a light weapon or passing a TN 2 STR Brawn check to force open its jaws).

LICHEN-BACK TROLL *(Highland Regenerator • Elite)*
HP: 24 | Def TN: 1 | Soak: 1 | Attack: 4d6 / 1d6+2 dmg
Lanky, stone-skinned brutes covered in thick green moss that haunt misty highland crags.

- **Regrowth:** At the start of its turn, the troll regains 3 HP (even from 0 HP) unless it took fire or acid damage since its last turn.

MIRE-TOAD BEHEMOTH *(Swamp Apex Predator • Elite)*
HP: 22 | Def TN: 1 | Soak: 2 | Attack: 4d6 / 1d6+1 dmg
Wart-covered amphibians big enough to swallow a pack mule, resting half-submerged in stagnant fens.

- **Whip Tongue:** Makes a 30-foot ranged attack; on a hit, deals 1d6 damage and pulls the target 20 feet directly into melee range.
- **Toxic Slime:** Anyone striking the toad with an unarmed attack or grapple must pass a TN 1 CON (Tolerance) check or suffer −1d6 on checks for 1 round.

MIST-WEAVER WRAITH *(Ether-Fog Phantom • Elite)*
HP: 16 | Def TN: 2 | Soak: 1 | Attack: 4d6 / 1d6+1 cold dmg
Shrouded specters that drift inside unnatural banks of freezing fog along borderland roads.

- **Fog Veil:** All ranged attacks against the wraith suffer −2d6.
- **Hope Drain:** On an attack Boon, the target loses 1 held Inspiration (or suffers 1 level of Exhaustion if they have no Inspiration).

MOOR HOUND *(Feral Pack-Hunter • Minion)*
HP: 8 | Def TN: 1 | Soak: 1 | Attack: 3d6 / 1d6+1 dmg
Gaunt, ash-furred hounds that hunt windswept heathlands and flooded crypts in relentless packs.

- **Baying Terror:** When a pack charges, each target within 30 feet must pass a TN 1 WIS (Insight) check or lose its movement on its next turn. A creature can be affected only once per encounter.
- **Hamstring:** On an attack Boon, the target falls Prone.

MOSSBACK OGRE *(Crag Brute • Elite / Lair Boss)*
HP: 28 | Def TN: 1 | Soak: 2 | Attack: 5d6 / 2d6+2 dmg
Hulking, moss-draped giants wielding uprooted tree trunks and river boulders.

- **Sweeping Blow:** One melee attack can target two adjacent foes, rolling separately against each.
- **Topple:** A creature that takes 10 or more damage from the Ogre in one turn must pass a TN 2 CON (Endurance) check or fall Prone.
- **Boulder Heave:** Ranged attack (40 feet), 4d6 pool, 2d6 damage.

NETHER-HORNED WYVERN *(Crag Flyer • Lair Boss)*
HP: 32 | Def TN: 2 | Soak: 2 | Attack: 5d6 / 2d6 dmg
Two-legged, bat-winged drakes with barbed scorpion tails that nest on jagged coastal cliffs.

- **Swoop Strike:** Flies up to 50 feet and gains +1d6 on attacks when diving at least 20 feet onto a target.
- **Venom Stinger:** On an attack Boon, the target must pass a TN 2 CON (Tolerance) check or take 2d6 extra poison damage.

NIGHT-SHADE CREEPER *(Shadow-Root Vine • Minion)*
HP: 8 | Def TN: 1 | Soak: 0 | Attack: 3d6 / 1d6 dmg
Thorny black creepers that root inside sunless crypts and strangle intruders who disturb burial offerings.

- **Stranglehold:** Automatically grapples any target it hits (Movement 0; TN 2 STR Brawn action to break free).
- **Sun-Blight:** Takes double damage from direct sunlight and radiant/fire magic.

OATH-BREAKER SHADE *(Cursed Warrior Spirit • Elite)*
HP: 18 | Def TN: 2 | Soak: 2 | Attack: 4d6 / 1d6+2 dmg
Ghostly duelists bound to ruined watchtowers where they abandoned their comrades in battle.

- **Spectral Blade:** Melee attacks ignore mundane Armor Soak (enchanted armor still applies).
- **Aura of Doubt:** Enemies within 10 feet of the shade cannot spend Inspiration.

OCHRE-SLIME OOZE *(Cavern Dissolver • Elite)*
HP: 20 | Def TN: 1 | Soak: 0 | Attack: 3d6 / 1d6+2 acid dmg
Amorphous sheets of caustic yellow jelly that cling to dungeon ceilings and drop onto passing adventurers.

- **Amorphous:** Immune to Prone, Stunning, and combat Boons; can flow through cracks as narrow as 1 inch.
- **Split:** Slashing weapons deal half damage and split the ooze into two smaller slimes (divide remaining HP evenly; each slime attacks with 2d6 for 1d6 acid damage).

PEAT-BOG MUMMY *(Preserved Barrow-Guard • Elite)*
HP: 20 | Def TN: 1 | Soak: 2 | Attack: 4d6 / 1d6+1 dmg
Leather-skinned ancient kings preserved in acidic peat bogs, wrapped in rune-stamped linen strips.

- **Barrow Rot:** Any living target damaged by the mummy must pass a TN 2 CON (Recovery) check or be unable to regain HP until cured by a *Lay on Hands* prayer, *Miracle of the Choir*, or a *Restful Draught*.
- **Dry Tinder:** Takes +1d6 extra damage from fire.

PLAGUE-RAT SWARM *(Ruin Vermin • Minion)*
HP: 10 | Def TN: 1 | Soak: 0 | Attack: 3d6 / 1d6 dmg
Seething carpets of red-eyed rodents pouring out of collapsed granaries and sewer grates.

- **Swarm Body:** Takes half damage from single-target weapons, but full damage from area spells and burning oil.
- **Overrun:** Can enter an enemy's space; any target sharing space with the swarm suffers –1d6 on ranged attacks and Spellcasting checks.

QUAGMIRE LURKER *(Mud-Elemental • Elite)*
HP: 22 | Def TN: 1 | Soak: 2 | Attack: 4d6 / 1d6+1 dmg
Hulking mounds of animated river silt and bog-mud that rise out of shallow crossings.

- **Mire Pull:** Ground within 10 feet of the lurker turns to thick mud, costing double movement.
- **Smothering Engulf:** On an attack Boon, the target is Restrained and Blinded in thick mud until passing a TN 2 STR (Brawn) check as an action.

QUARTZ-SPINE PORCUPINE *(Mountain Beast • Minion)*
HP: 8 | Def TN: 1 | Soak: 1 | Attack: 2d6 / 1d6 dmg
Stocky highland beasts bristling with crystalline quills that rattle like wind chimes before they fire.

- **Quill Volley:** Launches crystalline spines up to 20 feet, targeting up to two creatures within 10 feet of each other.
- **Barbed Hide:** Any creature hitting the beast with a melee attack takes 1 automatic damage (ignores mundane Armor Soak).

RIME-CLAW YETI *(Alpine Stalker • Elite)*
HP: 24 | Def TN: 2 | Soak: 2 | Attack: 4d6 / 1d6+2 dmg
White-furred, horned apes that hunt mountain passes during blinding snowstorms.

- **Blizzard Camouflage:** Gains +2d6 to Stealth checks in falling snow or ice fields.
- **Frigid Roar (1/Encounter):** Exhales a 20-foot cone of freezing wind; targets must pass a TN 2 CON (Endurance) check or be Stunned for 1 round.

RUIN-STALKER AUTOMATON *(Clockwork Sentry • Elite)*
HP: 18 | Def TN: 2 | Soak: 3 | Attack: 4d6 / 1d6+1 dmg
Brass-jointed mechanical hounds and wardens built to guard sealed vaults without rest or rations.

- **Built-In Repeater:** Fires iron bolts up to 40 feet, ignoring standard front-facing shield bonuses on its first shot each round.
- **Overload Core:** When reduced to 0 HP, explodes in a 10-foot radius for 2d6 damage (TN 2 DEX Acrobatics halves).

SALT-CRUST GHAST *(Shipwreck Undead • Minion)*
HP: 9 | Def TN: 1 | Soak: 1 | Attack: 3d6 / 1d6+1 dmg
Bloated, brine-soaked corpses encrusted with sharp barnacles that crawl out of wrecked galleons at low tide.

- **Brine Stench:** Living creatures starting their turn within 5 feet must pass a TN 1 CON (Tolerance) check or suffer –1d6 on attacks that turn.
- **Sea-Grave Grip:** Automatically grapples any Prone target it hits (Movement 0; TN 2 STR Brawn action to break free).

SHADOW-WINGED MANTICORE *(Borderland Hunter • Lair Boss)*
HP: 34 | Def TN: 2 | Soak: 2 | Attack: 5d6 / 2d6 dmg
Lion-bodied predators with leathery wings (40-ft fly speed), iron-spiked tails, and eerily human-like faces.

- **Tail Spike Barrage:** Fires two iron spikes up to 40 feet as a single action, rolling a 4d6 attack (1d6+1 damage) against each target.
- **Pounce:** Gains +1d6 attack and knocks the target Prone on a hit after moving 20 feet or more.

SKELETAL HUSK *(Ancient Sentry • Minion)*
HP: 10 | Def TN: 1 | Soak: 2 | Attack: 3d6 / 1d6+2 dmg
Ancient sentries held together by dry sinew and spite.

- **Undead Nature:** Immune to poison, bleeding, fear, and social manipulation. Arrows and daggers (piercing weapons) deal half damage; bludgeoning attacks (such as maces, hammers, and staves) ignore its Armor Soak.

TALLOW-CANDLE POLTERGEIST *(Haunted Manor Spirit • Minion)*
HP: 7 | Def TN: 2 | Soak: 0 | Attack: 3d6 / 1d6 dmg
Invisible, spiteful spirits that announce their presence by turning candle flames a sickly green.

- **Poltergeist Hurl:** Flings knives, chairs, or stones up to 30 feet; on an attack Boon, disarms one item from the target.
- **Unseen:** Attacks against the poltergeist suffer −2d6 unless illuminated by a *Lantern of Pale Tallow* or revealing magic.

THORN-BACK BOAR *(Briarwood Beast • Elite)*
HP: 18 | Def TN: 1 | Soak: 2 | Attack: 4d6 / 1d6+2 dmg
Massive wild boars whose spine-ridges sprout woody, barbed thorns from feeding on magic-tainted roots.

- **Tusk Gore:** Gains +1d6 attack and knocks the target Prone on a hit after moving at least 15 feet straight.
- **Stubborn Stand:** The first time the boar drops to 0 HP, it remains standing at 1 HP until the end of its next turn.

UMBER-SHELL SCARAB *(Tomb Guard • Minion)*
HP: 6 | Def TN: 2 | Soak: 2 | Attack: 2d6 / 1d6 dmg
Dog-sized bronze-shelled beetles that nest inside royal sarcophagi and swarm anyone who breaks the seal.

- **Swarm Skitter:** Gains +1d6 to attacks when at least one other scarab is adjacent to the target.
- **Sand Burrow:** Can move 15 feet through loose dirt or sand without triggering readied actions.

UNDERTOW SIREN *(Coastal Fey • Elite)*
HP: 16 | Def TN: 2 | Soak: 0 | Attack: 3d6 / 1d6+1 dmg
Web-fingered sea-fey that perch on fog-shrouded sea stacks and sing travelers onto jagged reefs.

- **Luring Song:** Enemies within 40 feet hearing her song must pass a TN 2 WIS (Insight) check or spend their movement walking directly toward her.
- **Sonic Shriek (1/Encounter):** Unleashes a 15-foot cone of shattering sound for 2d6 damage (TN 2 CON Endurance halves).

VEIL-TORN STALKER *(Rift Predator • Elite)*
HP: 20 | Def TN: 2 | Soak: 1 | Attack: 4d6 / 1d6+2 dmg
Sleek, six-legged hounds whose silhouettes flicker like heat haze near broken ley lines.

- **Phase Step:** Teleports up to 20 feet to a visible unoccupied space as part of its normal movement.
- **Ether Bite:** When hitting a Magic-User or Devoted-One, the target loses 1 daily prayer use or suffers +1d6 extra damage if they have no daily uses (including Magic-Users).

VENOM-SPITTING VIPER *(Jungle Serpent • Minion)*
HP: 6 | Def TN: 2 | Soak: 0 | Attack: 3d6 / 1d6 dmg
Brightly banded tree-snakes that coil in low branches above jungle trails and aim straight for the eyes.

- **Blinding Spit:** Makes a 20-foot ranged attack; on a hit, the target must pass a TN 2 DEX (Acrobatics) check or become Blinded until the end of its next turn.

WICKER-BOUND EFFIGY *(Cursed Harvest Construct • Elite)*
HP: 22 | Def TN: 1 | Soak: 1 | Attack: 4d6 / 1d6+1 dmg
Towering humanoid cages woven from dried willow branches and animated by dark woodland rites.

- **Caging Ribs:** On an attack Boon, the effigy traps the target inside its hollow chest; the victim is Restrained and takes 1d6 crushing damage at the start of each turn until passing a TN 2 STR (Brawn) check as an action.
- **Dry Straw:** Takes double damage from fire.

WRAITH-HOUND ALPHA *(Moor Pack-Leader • Elite)*
HP: 18 | Def TN: 2 | Soak: 1 | Attack: 4d6 / 1d6+2 dmg
Dire shadow-beasts that lead packs of Moor Hounds across moonlit heathlands.

- **Dread Howl:** As an action, grants all allied beasts within 30 feet +1d6 on their next attack roll.
- **Shadow Leap:** Can teleport up to 20 feet from one area of dim light or darkness to another.

XERIC SAND-DRIFTER *(Dune Elemental • Elite)*
HP: 20 | Def TN: 2 | Soak: 1 | Attack: 4d6 / 1d6+1 dmg
Whirling pillars of scorching red grit and glass shards bound together by desert wind spirits.

- **Dust Devil:** Ranged attacks passing within 5 feet of the drifter suffer −2d6.
- **Scouring Wind:** Every third round, unleashes a 15-foot burst dealing 2d6 damage and blinding adjacent foes for 1 round unless they pass a TN 2 CON (Endurance) check.

XYLOPHAGE BEETLE *(Timber-Boring Pest • Minion)*
HP: 7 | Def TN: 1 | Soak: 2 | Attack: 3d6 / 1d6 dmg
Chitinous, saw-jawed beetles that infest abandoned timber forts and devour wooden weapons and shields.

- **Splinter Bite:** Deals double damage to wooden doors, barricades, and structures; on an attack Boon, splits a target's wooden shield or spear shaft.

YELLOW-MOLD CRAWLER *(Spore-Crusted Beetle • Minion)*
HP: 8 | Def TN: 1 | Soak: 1 | Attack: 2d6 / 1d6 dmg
Sluggish cavern beetles whose shells host symbiotic patches of toxic golden cave-mold.

- **Choking Puff:** Whenever the crawler is hit by a melee attack, all adjacent living creatures must pass a TN 1 CON (Tolerance) check or take 1d6 poison damage.

YEW-ROOT DRYAD *(Ancient Grove Spirit • Elite)*
HP: 16 | Def TN: 2 | Soak: 1 | Attack: 3d6 / 1d6+1 dmg
Bark-skinned woodland spirits bound to centuries-old yew trees, fiercely protective of sacred springs.

- **Tree Stride:** Steps into any living tree and emerges from another tree within 40 feet using 5 feet of movement.
- **Briar Grasp:** Commands roots within 30 feet to ensnare one target; the victim must pass a TN 2 DEX (Acrobatics) check or become Entangled for 1 round.

YOUNG WYNGED WYRM *(Cinder-Breathing Drake • Lair Boss)*
HP: 42 | Def TN: 2 | Soak: 3 | Attack: 6d6 / 2d6+3 dmg
Territorial young drakes that scorch woodland clearings and demand tribute from borderland towns. Its hoard typically contains 1d3 Aether Shards or enchanted relics.

- **Cinder Breath:** Every third round, instead of its normal action, breathes a 30-foot cone for 4d6 fire damage. Targets may make a TN 2 DEX (Acrobatics) check to halve damage.

ZEPHYR-WINGED HARPY *(Crag Scavenger • Elite)*
HP: 16 | Def TN: 2 | Soak: 0 | Attack: 4d6 / 1d6+1 dmg
Vulture-winged raiders that nest in high canyon ruins and swoop down to snatch shiny gear or lone stragglers. Flies up to 40 feet.

- **Flyby Snatch:** Flies up to 40 feet; on an attack Boon, steals one unstrapped item or drags a medium or smaller target 10 feet into the air.
- **Captivating Chant:** Enemies within 30 feet hearing her chant must pass a TN 2 WIS (Insight) check or lose their next action.

ZIGGURAT SENTINEL *(Sun-Bronze Guardian • Lair Boss)*
HP: 36 | Def TN: 2 | Soak: 3 | Attack: 5d6 / 2d6+1 dmg
Four-armed bronze statues inscribed with glowing Sun runes that guard stepped pyramid temples.

- **Solar Beam:** Every third round instead of a normal attack, fires a 30-foot line of searing light for 3d6 fire damage (TN 2 DEX Acrobatics halves).
- **Runic Plate:** Spells targeting the sentinel require 1 additional success beyond the spell's normal TN.

---

16. Running Encounters and Reskinning Threats

These guidelines are starting points for building balanced fights. Begin conservatively and adjust after observing how many rounds combat lasts and how much HP the party loses. For a first encounter, use one Minion per player or one Elite with one or two Minions. Do not combine multiple Elites and a Lair Boss against a level 1 party until the group has tested its damage and healing. If the party is losing too quickly, have enemies retreat, telegraph powerful attacks, or reduce incoming damage rather than changing dice results secretly.

Threat Tier	Starting Guidance
Minions	One per player; 2d6–3d6 attack pool, 5–10 HP, Soak 0–2, Defense TN 1–2.
Elite Champion	About one per two players; 3d6–5d6 attack pool, 14–24 HP, Soak 1–3, Defense TN 1–2.
Lair Boss	One boss with two minions; 5d6–7d6 attack pool, 28–55 HP, Soak 2–3, Defense TN 1–3. The boss takes a second turn at the end of each round, but cannot use the same limited-use special ability twice in one round.

Table 8B: Reskinning Monster Traits (1d6)

Apply one variant trait below to any Minion, Elite Champion, or Lair Boss to create a unique variant on the fly:

1d6	Variant Trait
1	**Aether-Scarred:** Glows faintly; immune to TN 1 Weaver spells, and explodes for 1d6 damage to adjacent creatures when reduced to 0 HP.
2	**Cinder-Blooded:** Melee attacks deal +1 fire damage; water or cold attacks deal +2 damage to this creature.
3	**Relentless:** The first time this creature would drop to 0 HP, it remains standing at 1 HP until the end of its next turn.
4	**Shadow-Bound:** Gains +1d6 to Stealth and Defense TN +1 in dim light, but suffers −1d6 to all pools in bright torchlight or sunlight.
5	**Venomous:** Living creatures damaged by its attacks must pass TN 1 CON (Tolerance) or gain 1 level of Exhaustion.
6	**Iron-Plated:** Increase Armor Soak by +1, but reduce movement from 30 feet to 20 feet and impose −1d6 on DEX checks.

17. Game Master's Random Tables & World Toolkit

Use these tables during prep or at the table whenever characters push a Weaver spell too far, suffer a Massive Misstep, travel across Orbis, visit settlements, or delve into forgotten ruins.

Table 2A: Massive Missteps (d66)

d66	Complication
11	**Broken Gear:** A vulnerable tool used in the check (thieves' picks, crowbar, ether focus, or rope) snaps or cracks beyond field repair.
12	**Hard Fall:** You lose your footing, fall Prone, and drop whatever you were holding in your main hand.
13	**Echoing Clatter:** Loose stone or clanging metal carries for 200 feet. Any nearby foes become alert and gain +1d6 on their next initiative or Perception check.
14	**Strained Muscle:** Pull a tendon or wrench a shoulder. Take 1 level of Exhaustion until you complete a long rest.
15	**Exposed Flank:** You overextend badly. The next attack against you before your next turn gains +1d6.
16	**Snagged Pack:** A strap tears, spilling rations, torches, or 1d6 silver pieces across the floor. Retrieving them takes an action.
21	**Friendly Interference:** Your blunder gets in an ally's way, imposing −1d6 on that ally's next check.
22	**Dust or Ash in the Eyes:** Grit blinds you until you spend an action to clear your face (Blinded: −2d6 to sight checks and attacks).
23	**Jamming the Mechanism:** A lock, latch, or hinge seizes tight, raising the TN of future attempts to open it by +1.
24	**Lost Bearings:** You misread the layout or trail, wasting 1 hour (or 1 round in combat) moving in the wrong direction.
25	**Torn Armor Straps:** Your armor shifts out of place. Reduce your Armor Soak by 1 until you spend 10 minutes out of combat refastening it.
26	**Unwanted Witness:** Someone you hoped would not notice sees everything and slips away to report it.
31	**Slip of the Tongue:** In conversation, you accidentally reveal a secret, a companion's name, or your true destination.
32	**Crumbled Ledge:** The floor, branch, or stair beneath you gives way. Make a TN 1 DEX (Acrobatics) check or drop 10 feet for 1d6 damage.
33	**Wasted Consumable:** A poultice, flask of oil, torch, or ration bundle is ruined or spilled in the commotion.
34	**Collateral Breakage:** You smash a nearby lantern, fragile relic, or piece of local property worth 2d6 sp.
35	**Pinned Limb:** Your boot, cloak, or weapon wedges in rubble or roots. You are Entangled until you pass a TN 1 STR (Brawn) check.
36	**Sudden Dread:** An eerie sound or near-miss rattles your nerves; you are Frightened of the immediate hazard until the end of your next turn.
41	**False Confidence:** You believe you succeeded completely, only discovering the failure when the consequences trigger.

d66	Complication
42	**Splintered Haft:** Your weapon strikes stone or iron awkwardly, suffering –1d6 to attack pools until repaired at a smithy.
43	**Snuffed Light:** Your lantern or torch goes out, plunging a 20-foot area into darkness.
44	**Marked Target:** You leave behind unmistakable tracks, a torn scrap of cloak, or a dropped personal token.
45	**Wrong Target:** In melee or tight quarters, your strike or thrown item hits an adjacent object or forces an ally to duck (ally loses their next move).
46	**Noxious Disturbance:** You crack open a pocket of swamp gas, mold spores, or ancient dust. Pass TN 1 CON (Tolerance) or become Stunned for 1 round.
51	**Delayed Collapse:** Nothing happens immediately, but the ceiling, bridge, or pile shifts ominously and will collapse at the end of the next round.
52	**Insulted Pride:** A neutral NPC takes deep offense at your clumsiness or tone, shifting their attitude from indifferent to hostile.
53	**Tangling Ricochet:** Your cord, whip, or sling wraps around your own arm, imposing –1d6 on actions using that hand until freed.
54	**Bloody Knuckles:** You scrape or bruise yourself badly, taking 1 damage that ignores Armor Soak.
55	**Triggering the Ward:** You brush against a hidden tripwire, rune, or dry bone chime, springing the area's trap immediately.
56	**Scattered Supplies:** A quiver spills or pouch splits; you have only enough ammunition or small items for one more check before gathering them.
61	**Gale of Drafts:** Opening a seal or passage unleashes stale wind that extinguishes all nonmagical flames within 30 feet.
62	**Drawing the Pack:** Local scavengers (1d3 Briar Goblins or 1 Moor Hound) arrive at the edge of the scene on the next round.
63	**Fumbled Footwork:** You stumble 10 feet in a random direction, provoking any readied reactions.
64	**Soured Reputation:** Word of this botched job spreads to the nearest settlement before you return.
65	**Lingering Ache:** Until your next long rest, natural 1s on checks using this same skill cannot be rerolled by any feature.
66	**Double Trouble:** Roll twice more on this table, ignoring further 66s.

Table 2B: Wild Ether Surges (2d6)

2d6	Surge Effect
2	**Ether Rift:** A tear opens for 1 round. Every creature within 15 feet takes 2d6 damage (TN 2 CON Tolerance halves) and is pulled 10 feet toward the caster.
3	**Hollow Silence:** All sound within 30 feet vanishes for 1 minute. Spells requiring speech cannot be cast inside the zone.
4	**Static Brand:** Arcs of pale lightning leap from your fingers, igniting flammable objects within 10 feet and leaving you Blinded for 1 round.

2d6	Surge Effect
5	**Gravity Inversion:** Loose objects and creatures under 200 pounds within 15 feet float 5 feet upward, then drop Prone at the start of the next turn.
6	**Frost Bloom:** Rime coats a 15-foot radius, turning the floor into slick ice (TN 1 DEX Acrobatics to move at full speed without falling Prone).
7	**Backlash Spark:** Raw ether snaps harmlessly but loudly; your hair stands on end and your eyes glow faintly for 1 hour.
8	**Inverted Effect:** The spell triggers at half strength on the nearest unintended target or spot within 30 feet.
9	**Aether Chill:** Cold air drains your warmth. Gain 1 level of Exhaustion unless you spend an Aether Shard to absorb the chill.
10	**Phantom Echoes:** Ghostly whispers repeat your last spoken sentence loudly for 10 minutes, spoiling any Stealth within 50 feet.
11	**Unstable Crystallization:** The misfired ether solidifies at your feet into a cracked Aether Shard that will shatter into 2d6 fire damage if not spent within 1 hour.
12	**Overchannel:** The spell actually succeeds with one free Boon, but you suffer double Arcane Feedback damage.

Table 3A: Weather and Trail Conditions (2d6)

Roll once on Table 3A at the start of each travel day, once on Table 3B per half-day of travel, and once on Table 3C when camping outside a safe settlement.

2d6	Weather and Mechanical Impact
2	**Howling Tempest:** Driving sleet and gale winds. Visibility is 20 feet; ranged attacks suffer −2d6; traveling requires a TN 2 CON (Endurance) check or gain 1 Exhaustion.
3	**Blanket Fog:** Thick white mist clings to hollows. Sight checks beyond 15 feet suffer −2d6; Stealth checks gain +1d6.
4	**Cold Downpour:** Soaking rain ruins unsealed rations and extinguishes uncovered torches. Making camp requires a TN 2 WIS (Survival) check to light a fire.
5	**Muddy Quagmire:** Swollen ruts halve overland travel pace and reduce combat movement in open ground to 20 feet.
6	**Biting Crosswind:** Chilly gusts sweep the road. Ranged attacks beyond 30 feet suffer −1d6.
7	**Overcast and Brisk:** Clear roads and steady footing. Normal travel speed and no penalties.
8	**Bright Sun and High Clouds:** Good visibility; Perception checks along the road gain +1d6, while Barrow Wights suffer their −1d6 sunlight penalty.
9	**Dry Tail-Wind:** Crisp air and firm trails. The party covers an extra quarter-day's distance without extra effort.
10	**Stifling Heat:** Heavy humidity drains stamina. Characters wearing medium or heavy armor must pass TN 1 CON (Endurance) or gain 1 Exhaustion.
11	**Aether Haze:** Shimmering violet motes drift across the sky. Weaver spells gain +1d6 to Spellcasting pools, but natural 1s trigger Table 2B surges.

2d6	Weather and Mechanical Impact
12	**Blood Moon / Eclipse:** Ominous twilight falls at midday. Undead gain +1d6 to attack pools, and Devoted prayers of the Golden Chalice gain +1d6.

Table 3B: Roadside Encounters and Landmarks (d66)

d66	Encounter or Landmark
11	**Overturned Tinker's Wagon:** A broken axle blocks the ford; 1d3 Briar Goblins are rummaging through the crates while the merchant hides in a hollow oak.
12	**Waystone of the Iron Adjudicator:** A tall basalt pillar carved with scales. Leaving a 1 sp coin grants +1d6 on the next check made to uphold a sworn promise.
13	**Barrow Door Ajar:** A mossy hillside tomb stands cracked open from the inside, leaking cold air and faint bronze-green lantern light.
14	**Wounded Deserter:** A soldier with 2 HP remaining and 1 Wound Mark begs for water and shelter, pursued by three bounty hunters half a mile behind.
15	**Pack on the Scent:** 1d3+1 Moor Hounds crest a ridge downwind, preparing a Baying Terror charge.
16	**Petty Toll Bridge:** Four armed ruffians demand 2 sp per traveler to cross a rickety timber span over a gorge.
21	**Shrine of the Ashen Stag:** Antlers nailed to a lightning-split pine. Freshly dressed venison hangs nearby with a note warning of a Mossback Ogre ahead.
22	**Stranded Aether-Seeker:** A ragged scholar examines a humming crater where a meteorite fell, offering 15 sp for help prying loose a raw Aether Shard.
23	**Pilgrim Procession:** Six devotees of the Golden Chalice escort a sick child to a hillside abbey, moving slowly and vulnerable to ambush.
24	**Gibbet Crossroads:** Three iron cages hang above a fork in the road; one skeleton clutches a waterproof oilskin map case.
25	**Sunken Causeway:** Ancient flagstones dip beneath black marsh water. Crossing safely requires a TN 1 WIS (Survival) or DEX (Acrobatics) check.
26	**Rival Adventurers:** A battered trio (one Fighting-Man, one Rogue, one Magic-User) camps by the road, eager to trade rumors or split a nearby dungeon lead.
31	**Whispering Well:** A stone well in an abandoned orchard echoes back answers to spoken questions in the voice of the speaker's oldest memory.
32	**Abandoned Charcoal Kiln:** Still warm inside; hidden beneath the ash is a locked iron strongbox (TN 2 DEX Thievery) holding 18 sp and a silver ring.
33	**Poacher's Deadfall:** A camouflaged snare trap spans the game trail (TN 2 WIS Perception to spot; TN 2 DEX Acrobatics to avoid becoming Entangled).
34	**Wandering Herbalist:** An elderly root-gatherer sells healer's poultice kits (12 sp) and trades local trail shortcuts for news from the nearest town.
35	**Scorched Clearing:** Trees in a 40-foot circle are blackened to charcoal, and deep claw marks gouge the earth (sign of a Young Wynged Wyrm).
36	**Flooded Mill:** The waterwheel still turns in a swollen creek; two Skeletal Husks guard a rusted iron chest inside the wheelhouse.

d66	Encounter or Landmark
41	**Tax Collector's Escort:** A pompous magistrate flanked by two armored guards demands travel papers and a 1 sp road levy per head.
42	**Cairn of Pale Stones:** Stacked white river rocks mark a mass grave; disturbing them wakes a Barrow Wight at dusk.
43	**Stray Warhorse:** Saddled and bridled with broken reins, grazing nervously near a ravine where its rider lies unconscious.
44	**Alchemist's Roadside Stash:** A hollowed milestone conceals two smoke bombs (creates a 15-foot Blinded cloud for 2 rounds) and a ciphered note.
45	**Briar Thicket Ambush:** Four Briar Goblins lurk in thorny brush along a narrow defile, waiting to spring Thorn Snare.
46	**Altar of the Veiled Whisper:** A hooded statue tucked behind a waterfall; leaving an unattended secret written on parchment grants 1 Inspiration.
51	**Broken Aqueduct:** Towering stone arches span a valley; wild goats nest on top alongside a tarnished bronze spyglass (+1d6 to distant Perception).
52	**Refugee Cart:** A family flees a raided farmstead, warning that the bridge ahead was burned two nights ago.
53	**Petrified Sentinel:** A stone statue of a warrior in archaic plate mail stands mid-swing, gripping a real, untarnished broadsword.
54	**Mossback Territory:** Freshly uprooted saplings and stacked boulders mark the hunting grounds of a Mossback Ogre.
55	**Traveling Puppeteer:** Puts on a sharp-witted satire of local nobles for travelers; knows every scandal within three days' ride.
56	**Crystalline Spring:** Drinking from the cold pool restores 1d6 HP once per week, though the water tastes strongly of copper.
61	**Fallen Watchtower:** Half-collapsed stonework offers dry shelter, though a giant raven roosts in the rafters and hoards shiny trinkets.
62	**Skeletal Patrol:** Three Skeletal Husks march silently along an old imperial boundary line, attacking anyone who steps across the sunken curb.
63	**Mysterious Signpost:** Four weathered wooden arms point to towns that do not appear on any current map.
64	**Hound Master's Camp:** A scarred tracker tends two injured Moor Hounds in iron muzzles, offering 10 sp for help escorting them to a lord's kennel.
65	**Ether Bleed:** Static sparks dance across metal armor; Weaver spells cast here automatically gain one free enhancement, but 0 successes double Arcane Feedback.
66	**Shadow Overhead:** A Young Wynged Wyrm circles high above, eyeing pack animals before banking toward the distant crags.

Table 3C: Night Watch Events (1d6)

1d6	Watch Event
1	**Night Raid:** Predators or raiders creep toward camp. The watcher rolls WIS (Perception) opposed by the attackers' Stealth; failure means the party starts combat Prone and unarmored.
2	**Cold Rain Squall:** Blowing rain drenches the fire. Pass TN 1 WIS (Survival) to keep gear dry, or gain no Exhaustion recovery from this rest.
3	**Thieving Critter:** A fox, crow, or bold Briar Goblin slips in and steals 1 day of rations or a small shiny item unless spotted with TN 2 WIS (Perception).
4	**Restless Dreams:** Strange visions of a Patron or distant ruin disturb sleep; the watcher starts morning with −1d6 on their first INT or WIS check.
5	**Quiet Watch:** Owls call in the dark and the embers hold steady. Uninterrupted long rest.
6	**Clear Stars and Good Omens:** Crisp dawn air refreshes the party; each character gains +1d6 on their first travel or scouting check of the morning.

Table 4A: Village and Town Troubles (2d6)

2d6	Local Crisis
2	**Cursed Well:** Town water induces mild Exhaustion; the local priest blames an unquiet Barrow Wight in the old cemetery.
3	**Protection Racket:** A local gang shakes down shopkeepers for 20% of all sales, backed by a corrupt watch captain.
4	**Missing Livestock:** Sheep and draught horses vanish nightly; claw tracks lead toward a nearby ravine.
5	**Counterfeit Silver:** Clipped and lead-core coins flood the market; merchants refuse silver unless tested with a TN 1 INT (Investigation) check.
6	**Closed Quarry:** Miners broke into a sealed vault and fled after two workers were turned to stone or madness.
7	**Feuding Guilds:** Carpenters and stonemasons refuse to work together on repairing the town gate before winter.
8	**Overdue Caravan:** A salt and iron wagon is four days late along the forest road; the merchant factor offers 25 sp for proof of its fate.
9	**Witch-Hunt Panic:** Townsfolk accuse a harmless hedge-weaver of souring milk and demand a trial by ordeal.
10	**Swollen River:** Floodwaters threaten the lower granary; sandbagging and dike reinforcement require hard labor and coordination.
11	**Relic Theft:** A sacred chalice or ceremonial spear was stolen from the shrine of the Iron Adjudicator last night.
12	**Wyrm's Tithe:** A Young Wynged Wyrm demands six cattle and 100 sp by the new moon or it will burn the thatched roofs.

Table 4B: Roadside Inns and Taprooms (2d6)

2d6	Establishment	House Specialty & Atmosphere
2	**The Rusted Halberd**	Sour turnip stew (1 sp) and watered ale; loud mercenaries arguing over unpaid contracts.
3	**The Crooked Lantern**	Smoked eel and spiced cider (2 sp); dim booths favored by smugglers and fence contacts.
4	**The Blind Badger**	Mutton pies and dark porter (2 sp); rowdy dice games in the back corner.
5	**The Pale Boar**	Roast pork with apple mash (3 sp); hunters trading skins and warnings about the woods.
6	**The Pilgrim's Rest**	Barley broth and fresh bread (1 sp); quiet, clean common room run by lay-brothers of the Golden Chalice.
7	**The Wheelwright's Arms**	Hearty bean pottage and small beer (1 sp); teamsters, carters, and steady gossip.
8	**The Copper Kettle**	Venison pasties and honey mead (3 sp); warm hearth and a bard who trades rooms for new stories.
9	**The Ashen Antler**	Salted trout and pine-needle tea (2 sp); trackers and foresters sharpen blades by the fire.
10	**The Gilded Scale**	Pepper-crusted beef and imported wine (5 sp); merchant factors and moneychangers in fine wool.
11	**The Cracked Mortar**	Mushroom broth and strong herbal spirits (3 sp); frequented by scholars and ether-seekers.
12	**The Wyrm's Tooth**	Charred ribs and fiery brandy (4 sp); trophy skulls on the walls and high-stakes wagers.

Table 4C: Tavern Rumors and Adventure Hooks (d66)

Roll 1d6 when a rumor is shared: **1–3 True**, **4–5 Partially True**, **6 False**.

d66	Rumor
11	"Old Miller Jory found a blue crystal in his millrace that hums whenever someone tells a lie."
12	"Three knights rode into the Briar Hollow barrows last week; only their horses came back."
13	"The bailiff's tax chest is kept in the cellar beneath the guardhouse, guarded by a blind hound."
14	"A Mossback Ogre has been piling river boulders across the old dwarf road to dam the creek."
15	"The apothecary pays 15 sp apiece for intact Briar Goblin poison glands."
16	"Beneath the ruined abbey lies a bell that can banish undead when rung at midnight."
21	"A masked thief wearing a cloak of gray smoke robbed the magistrate's coach without leaving footprints."
22	"If you leave a silver piece on the crossroads altar at dusk, the Veiled Whisper sends a dream showing where your enemy hides."
23	"The ferryman at Red Ford is actually a wanted outlaw who drowned the real ferryman two winters ago."

d66	Rumor
24	"A sunken tower in the fen holds an intact library from before the Great Sundering."
25	"Sheep on the high pastures have been found drained of blood, with bronze arrowheads nearby."
26	"The blacksmith forged a spear from fallen star-iron that pins foes to the earth on a lucky thrust."
31	"A caravan carrying barrels of lantern oil and dwarven crowbars was ambushed near Dead Man's Gulch."
32	"The innkeeper's cellar connects to an old smugglers' tunnel leading straight outside the town wall."
33	"A Young Wynged Wyrm has nested in the abandoned copper mine on Crag Peak."
34	"Priests of the Golden Chalice are offering 30 sp to anyone who recovers a stolen reliquary."
35	"Every full moon, ghostly soldiers march out of the Standing Stones and drill until cockcrow."
36	"The local reeve is secretly funding the highwaymen to drive down land prices."
41	"An eccentric Weaver locked himself in his watchtower three months ago and hasn't come out since."
42	"Deep in the pine woods stands a tree whose sap cures Exhaustion and closes fresh wounds."
43	"A merchant will pay double list price for any ancient scroll or carved stone tablet."
44	"The bridge warden's son vanished after following a pale floating light into the marsh."
45	"Two rival mercenary companies are about to clash at the ford over a disputed salvage claim."
46	"A sealed iron door in the quarry bears the mark of the Iron Adjudicator and radiates heat."
51	"Moor Hounds have been hunting in packs of ten near the salt flats, led by a white alpha."
52	"The baker's apprentice found a tarnished ring in a sack of grain that turned a deadly blow aside."
53	"A sunken barge in the river bend still holds a chest of silver ingots from the last war."
54	"Strangers asking questions about the old barrows tend to disappear before morning."
55	"An exiled noble is hiring discreet escorts for a night journey across the border."
56	"The charcoal burners saw violet lightning strike the same hilltop three nights in a row."
61	"Skeletal Husks in tarnished scale mail guard a hidden spring that never freezes."
62	"A traveling relic-monger at the market is selling fake Aether Shards made of blue glass."
63	"The town well dries up every seventh day, revealing iron rungs leading down into darkness."
64	"A wounded stag with silver antlers was seen limping toward the sacred grove."
65	"Whoever survives a night inside the Haunted Tollhouse wins its deed from the town council."
66	"A massive treasure hoard lies beneath the ruined keep, guarded only by a riddle-speaking statue."

Table 5A: Four-Roll Instant NPC Builder (2d6 per Column)

2d6	Name	Trait & Mannerism	Trade / Role	Secret or Motivation
2	Aldric	Missing left ear; speaks in a raspy whisper	Disgraced Knight	Owes 50 sp to a ruthless syndicate
3	Bram	Ink-stained fingers; constantly adjusts spectacles	Hedge-Weaver / Scribe	Seeking an Aether Shard to finish a risky spell
4	Corin	Crooked nose; flips a worn copper coin	Smuggler / Fence	Hiding a stolen relic under the floorboards
5	Dara	Braided gray hair; sharp, assessing gaze	Herbalist / Midwife	Secretly shelters a wanted rebel
6	Edric	Broad-shouldered; laughs too loudly at bad jokes	Blacksmith / Carter	Desperate to buy out an apprentice's debt
7	Fenna	Mud-splattered boots; chews dried mint leaves	Scout / Guide	Knows a shortcut through dangerous territory
8	Garrick	Burn scar on jaw; polishes a tarnished badge	Town Watch / Bailiff	Looking for a scapegoat to close an open case
9	Hilda	Neat wool shawl; counts everything twice	Innkeeper / Factor	Passing traveler itineraries to local bandits
10	Ivo	Pale eyes; never blinks during conversation	Grave-Digger / Mason	Found a sealed tunnel beneath the churchyard
11	Juna	Bandaged knuckles; smells of pine resin	Trapper / Bowyer	Hunting the beast that killed their partner
12	Kael	Velvet cloak with frayed hem; courtly bow	Envoy / Scholar	Collecting lore on the Four Patrons

Table 6A: Forgotten Sites (2d6)

2d6	Site Origin & Current State
2	**Sunken Astral Observatory:** Cracked crystal lenses and flooded stairwells; unstable ether leaks from the dome.
3	**Collapsed Dwarven Mine:** Timber-shored shafts and rusted ore carts; deep fissures open into natural caverns.
4	**Flooded Crypt of the Bronze Kings:** Knee-deep black water, stone sarcophagi, and patrolling Skeletal Husks.
5	**Overgrown Border Watchtower:** Briars choke the arrow slits; Briar Goblins nest in the upper barracks.
6	**Ruined Abbey of the Golden Chalice:** Roof caved in, cloister intact; an uncorrupted font still holds clean water.
7	**Smugglers' Sea-Cave or River Vault:** Hidden behind a waterfall or tidal gate; stacked with oiled crates and rope ladders.
8	**Abandoned Alchemical Foundry:** Shattered retorts, soot-blackened chimneys, and slag heaps rich with scrap iron.

2d6	Site Origin & Current State
9	**Burial Mound of a Barrow Wight:** Low earthen hill ringed by standing stones and bronze-clad guardians.
10	**Shattered Aqueduct Cistern:** Echoing vaulted chambers beneath a ruined bridge; home to a Mossback Ogre.
11	**Sealed Shrine of the Iron Adjudicator:** Heavy iron doors, spike traps, and automated stone guardians.
12	**Scorched Wyrm-Cleft:** Volcanic or lightning-split cavern littered with charred bones and melted silver.

Table 6B: Chamber Contents and Features (d66)

d66	Room Feature or Contents
11	**Cracked Stone Altar:** Stained with old wax; a hidden compartment in the base (TN 2 INT Investigation) holds 12 sp.
12	**Choked Brazier:** Filled with gray ash and half-melted pewter goblets worth 4 sp.
13	**Rotting Weapon Rack:** Three rusted spears and one serviceable heavy shield.
14	**Fresco of a Forgotten Battle:** Shows warriors fighting a winged serpent; a TN 1 INT (History) check reveals its weakness.
15	**Subterranean Pool:** Crystal-clear water 10 feet deep; a glinting key rests on the bottom.
16	**Collapsed Ceiling:** A pile of rubble blocks half the room; squeezing past requires a TN 1 DEX (Acrobatics) check.
21	**Alchemist's Workbench:** Cracked mortar, dry herbs, and one intact flask of acid (thrown 20 feet, 2d6 damage).
22	**Iron Cage:** Hanging from a chain; contains the skeleton of a prisoner clutching a rusty crowbar.
23	**Whispering Pillars:** Four carved columns hum when magic is cast nearby, granting +1d6 to Weaver Spellcasting.
24	**Moldering Tapestries:** Depicts the Ashen Stag; tearing them down reveals a narrow servant's passage behind the wall.
25	**Gnawed Bones:** Freshly cracked marrow bones and heavy tracks warn of a nearby predator.
26	**Stuck Iron Door:** Swollen in its frame; forcing it open requires a TN 2 STR (Brute Force) check.
31	**Empty Sarcophagus:** Lid pushed aside; scratches line the inside of the stone lid.
32	**Barricaded Supply Closet:** Stacked crates hold 4 days of hardtack rations and 50 feet of hemp rope.
33	**Fountain of Tarnished Bronze:** Dry, but turning the spout opens a drainage grate in the floor.
34	**Chalk Warnings:** Recent adventuring marks on the wall read: "Beware the third step — do not light oil."
35	**Mosaic Floor:** A geometric pattern of sun and moon tiles; stepping only on dark tiles avoids a hidden dart trap.
36	**Suspended Chandelier:** Rusted chain holds an iron wheel of tallow candles; dropping it deals 2d6 damage in a 10-foot area.
41	**Shattered Statue:** Head lies in the corner; a hollow socket in the crown fits a fist-sized gem or Aether Shard.

d66	Room Feature or Contents
42	**Damp Straw Pallets:** Recent camp of 1d4 Briar Goblins; a pouch under a blanket holds 7 sp.
43	**Iron Grate Over Abyss:** Cold wind rises from below; dropping a torch reveals a cavern 60 feet down.
44	**Locked Coffer:** Bolted to a stone table (TN 2 DEX Thievery); holds 22 sp and a sealed letter.
45	**Fungal Garden:** Pale luminescent mushrooms light the room dimly and can be harvested as 2 days of bitter rations.
46	**Mirror of Polished Silver:** Tarnished, but shows invisible creatures and hidden wards within 15 feet.
51	**Weapon Stand with Broadhead Spear:** An intact military spear stands beside a dead explorer in torn leather armor.
52	**Spiral Staircase:** Narrow stone steps winding down; characters with shields or heavy armor suffer −1d6 to melee attacks here.
53	**Flooded Alcove:** Waist-deep freezing water; wading through requires TN 1 CON (Endurance) or suffer −1d6 on the next check.
54	**Carved Riddle Door:** Speaks when touched; answering correctly or succeeding at TN 2 INT (Lore) unlocks it.
55	**Heap of Rusted Armor:** Three suits of broken chainmail; one gauntlet still wears a signet ring worth 10 sp.
56	**Unstable Pillar:** Cracked down the middle; a TN 2 STR (Brawn) check topples it onto foes for 3d6 damage.
61	**Scriptorium Lectern:** Holds a water-damaged ledger detailing ancient tribute shipments and vault codes.
62	**Dead Campfire:** Cold ashes, an iron cooking pot, and a discarded healer's poultice kit with one use left.
63	**Echoing Gallery:** Footsteps resound loudly; Stealth checks here suffer −2d6.
64	**Sealed Urn:** Wax-stoppered clay jar containing fragrant embalming oil worth 8 sp.
65	**Collapsed Bridge:** A 15-foot chasm splits the chamber; crossing requires a leap or grappling rope.
66	**Vault Pedestal:** Displays an item from Table 7B or 7C, watched over by a patrolling guardian.

Table 6C: Dungeon Traps and Hazards (2d6)

2d6	Trap, Spot/Disarm TN, and Effect
2	**Crushing Stone Block (TN 3):** Triggered by a pressure plate. Targets in a 10-foot square make TN 2 DEX (Acrobatics) or take 3d6 damage and become pinned (Entangled).
3	**Scything Pendulum Blade (TN 2):** Sweeps across a doorway for 2d6 damage (TN 2 DEX Acrobatics halves).
4	**Poisoned Needle Lock (TN 2):** Triggered on a failed Thievery check. Deals 1 damage and requires TN 2 CON (Tolerance) or suffer 1 Exhaustion.
5	**Camouflaged Pit (TN 1):** 15 feet deep. First character across makes TN 1 DEX (Acrobatics) or falls for 1d6+2 damage and lands Prone.
6	**Alarm Bell Tripwire (TN 1):** Does no damage, but alerts every monster within three rooms.

2d6	Trap, Spot/Disarm TN, and Effect
7	**Briar Snare Net (TN 1):** Drops from the ceiling; targets in a 10-foot area are Entangled until freed (TN 2 STR Brawn or DEX Acrobatics).
8	**Spore Puff Vent (TN 2):** Releases blinding dust in a 15-foot radius; targets make TN 1 CON (Tolerance) or are Blinded for 2 rounds.
9	**Tipping Flagstone (TN 2):** Tilts into a steep chute, dumping the victim 20 feet into a lower room (1d6 damage, Prone).
10	**Oil-Slick Slope (TN 1):** Coats the floor; anyone running or fighting here makes TN 1 DEX (Acrobatics) each round or falls Prone.
11	**Ether Feedback Glyph (TN 3):** Glowing rune on a door or chest. Touching it without disarming deals 2d6 unsoakable damage.
12	**Flooding Portcullis Chamber (TN 3):** Iron gates drop at both ends while water rises; characters have 3 rounds to lift a gate (TN 3 STR Brute Force) or pick the mechanism (TN 3 DEX Thievery).

Table 7A: Looted Pouches and Hoard Coinage (2d6)

2d6	Treasure Found
2	Lint, a bent copper button, and 1 sp.
3	1d6 sp in worn local coins.
4	2d6 sp and a usable torch or flask of oil.
5	3d6 sp in a greased leather purse.
6	3d6+5 sp and a semi-precious stone worth 5 sp.
7	4d6+5 sp in mixed silver pieces.
8	5d6 sp and a silver brooch or goblet worth 10 sp.
9	6d6 sp and 1 Aether Shard wrapped in velvet.
10	8d6 sp, a piece of jewelry worth 15 sp, and 1 Aether Shard.
11	10d6 sp and 1d3 Aether Shards.
12	12d6 sp, 1 Aether Shard, and one relic from Table 7C.

Table 7B: Strange Curios and Oddities (d66)

d66	Curio (Worth 2–15 sp to the right buyer)
11	A brass compass whose needle always points toward the nearest standing stone.
12	A stoppered glass vial of storm-water that crackles with tiny sparks when shaken.
13	A bone die carved with six different animal skulls instead of pips.
14	A folded parchment map of a coastline that matches no known sea.
15	A silver locket containing a lock of hair that never gathers dust.
16	A palm-sized iron key warm to the touch, bearing no keyhole markings.
21	A dried owl's claw tied with red thread; rattles softly when undead are within 30 feet.

d66	Curio (Worth 2–15 sp to the right buyer)
22	A small tin of black grease that silences squeaky hinges or armor joints for 1 hour.
23	A cracked monocle through which fresh bloodstains glow faint violet.
24	A wooden flute carved from lightning-struck ash; its notes carry twice as far as normal.
25	A heavy bronze coin stamped with a two-faced king; always lands on its edge when flipped.
26	A leather-bound journal filled with ciphered observations of the night sky.
31	A pinch of silver-gray salt in a horn tube; a line of it cannot be crossed by insects or vermin.
32	A tarnished bell without a clapper that still makes a faint chime when dropped.
33	A smooth river pebble that stays ice-cold even when placed beside a roaring fire.
34	A set of ivory gaming tiles stained with old wine.
35	A wax-sealed bottle containing a tiny model ship floating in green oil.
36	A copper whistle pitched so high only Moor Hounds and wolves can hear it.
41	A bundle of three tallow candles that burn with a steady green flame and never drip wax.
42	A scarred leather gauntlet sized for a giant or Mossback Ogre.
43	A stone rubbing of an ancient treaty signed by three forgotten barons.
44	A pocket sundial that tells the hour accurately even underground.
45	A dried sprig of ghost-briar; chewing it numbs toothache and grants +1d6 against poison for 1 hour.
46	A brass thurible smelling faintly of frankincense and ozone.
51	A silver sewing needle that automatically threads itself when held near silk or wool.
52	A chipped porcelain mask with a serene, unreadable expression.
53	A heavy iron padlock with the key broken off inside the wards.
54	A small pouch of ground chalk that leaves marks visible only in moonlight.
55	A petrified wyrm scale the size of a saucer, warm enough to heat a cup of tea.
56	A folded silk banner bearing the faded crest of a disbanded mercenary company.
61	A vial of black ink that dries instantly and cannot be smudged by water.
62	A carved wooden stag figurine that always tips over to face north.
63	A pair of smoked-glass goggles that prevent glare and flash blindness.
64	A ring of seven mismatched keys salvaged from a sunken jailhouse.
65	A hollow walking stick with a concealed compartment big enough for two scrolls or Aether Shards.
66	A tiny clockwork beetle that winds up and walks 10 feet in a straight line before clicking shut.

Table 7C: Expanded Enchanted Relics (2d6)

2d6	Relic (See Section 11 for Full Mechanical Descriptions)
2	Crown of Cinder-Glass
3	Grave-Biter Dagger
4	Lantern of Pale Tallow
5	Boots of the Fen-Strider
6	Thorn-Biter, Broadhead Spear
7	Aether-Lens Focus
8	Cloak of Autumn Smoke
9	Buckler of the Iron Adjudicator
10	Ring of the Iron Oath
11	Chalice of Warm Hearth
12	Staff of the Unbound Ether

Table 8A: Omens of the Four Patrons (2d6)

2d6	Patron and Omen
2	**Iron Adjudicator:** A nearby blade rings like a struck anvil even though nothing touched it.
3	**Iron Adjudicator:** A balance scale or suspended lantern hangs dead still in a strong wind.
4	**Iron Adjudicator:** Rust flakes off an old iron gate in the shape of a pointing arrow.
5	**Veiled Whisper:** Candle flames bend toward a hidden latch, loose floorboard, or concealed pocket.
6	**Veiled Whisper:** A passing stranger murmurs the exact phrase you needed to hear before vanishing into a crowd.
7	**Ashen Stag:** A white-throated hawk circles three times overhead and lands on the trail ahead.
8	**Ashen Stag:** Fresh cloven hoofprints appear in dry dust, leading straight toward clean water or shelter.
9	**Ashen Stag:** Distant thunder rolls from a cloudless sky when an oath to protect the wild is broken.
10	**Golden Chalice:** Bitter water in a canteen tastes sweet and clear after a prayer of mercy.
11	**Golden Chalice:** Warm sunlight breaks through storm clouds onto a wounded ally.
12	**Golden Chalice:** A stray hound or songbird approaches fearlessly, guiding the party toward someone in desperate need.

18. Example of Play, Pre-Built Adventurers, and Rules Reference

Examples of Play

Example 1 — A Difficult Climb: A character has 2 O bubbles in STR (Athletics), no X marks, and a grappling rope (+1d6). The player rolls 3d6. The dice show 2, 5, and 6: two successes and one Boon. For a Challenging (TN 2) climb, the character reaches the ledge and spends the Boon to secure the rope for the next climber (+1d6).

Example 2 — Melee Attack and Soak: A Fighting-Man has 2 O bubbles in STR (Brawn) and wields a medium longsword (+1d6 weapon die) for a 3d6 attack pool. The target has Defense TN 2 and Armor Soak 1. The attack rolls 5, 6, and 2: two successes (meeting Defense TN 2) and one Boon. The longsword deals 1d6+2 damage; rolling a 6 produces 8 damage, reduced to 7 by the target's Armor Soak 1. The Fighting-Man spends the Boon to knock the foe Prone (the target fails its TN 1 STR Brawn resistance check).

Pre-Built Level 1 Adventurers (Standard Array: 15, 14, 13, 12, 10, 8)

- **Garrick Redgrave (Fighting-Man):** STR 15 (+2), CON 14 (+2), DEX 13 (+1), WIS 12 (+1), CHA 10 (0), INT 8 (−1). **12 HP**, Defense TN 2 (Light Armor + Shield), Armor Soak 1. Skills: 2 O in STR/CON; 1 O in DEX/WIS; 0 in CHA; 1 X in INT. Gear (Soldier Package): Longsword (3d6 atk, 1d6+2 dmg), Light Armor, Shield, 5 days rations, trail gear, 2 sp. Ideal: Order & Authority (Duty); Flaw: Refuses to yield ground even when surrounded.
- **Maren Finch (Rogue):** DEX 15 (+2), INT 14 (+2), CON 13 (+1), WIS 12 (+1), CHA 10 (0), STR 8 (−1). **9 HP**, Defense TN 1 (Light Armor), Armor Soak 1. Skills: 2 O in DEX/INT; 1 O in CON/WIS; 0 in CHA; 1 X in STR. Gear (Roadwise Package, adjusted): Shortbow & Dagger (3d6 ranged atk, 1d6 dmg), Light Armor, Thieves' Picks (+1d6 Thievery), Grappling Rope (+1d6 Athletics), 5 days rations, trail gear, 2 sp. Feature: Sneak Strike (+1d6 dmg once/turn vs. unaware or flanked target). Ideal: Survival & Kinship (The Pack); Flaw: Pockets glittering salvage before checking for traps.
- **Sister Oakhart (Devoted-One of the Golden Chalice):** WIS 15 (+2), STR 14 (+2), CON 13 (+1), CHA 12 (+1), DEX 10 (0), INT 8 (−1). **11 HP**, Defense TN 2 (Light Armor + Shield), Armor Soak 1. Skills: 2 O in WIS/STR; 1 O in CON/CHA; 0 in DEX; 1 X in INT. Gear (Soldier Package): Heavy Mace (3d6 atk, 1d6+2 bludgeoning dmg), Light Armor, Shield, 5 days rations, trail gear, 2 sp. Prayers (2/day, 2d6 Devotion): *Lay on Hands* (TN 1) and *Circle of Sanctuary* (TN 2). Ideal: Compassion & Stewardship (Mercy); Flaw: Burns her own supplies to protect strangers.
- **Alden Morrow (Magic-User):** INT 15 (+2), DEX 14 (+2), CON 13 (+1), WIS 12 (+1), CHA 10 (0), STR 8 (−1). **7 HP**, Defense TN 1 (Light Armor), Armor Soak 1. Skills: 2 O in INT/DEX; 1 O in CON/WIS; 0 in CHA; 1 X in STR. Gear (Aether-Seeker Package): Sling & Dagger (3d6 ranged atk, 1d6 dmg), Light Armor, Ether Focus (+1d6 Spellcasting), 5 days rations, trail gear, 5 sp. Weaver Magic: 3d6 Spellcasting pool. Ideal: Truth & Enlightenment (Discovery); Flaw: Cannot resist poking unstable arcane wards.

Quick Rules Reference:
• **Dice Pool:** +O bubbles − X marks + one relevant tool/weapon die (never add attribute modifier again). 0 or fewer dice = roll 2d6, keep lowest.
• **Success & Boon:** 5 or 6 = 1 success. Natural 6 = 1 success + 1 tactical Boon. All 1s (0 successes) = Massive Misstep.
• **Difficulty TNs:** Routine 1; Challenging 2; Formidable 3; Legendary 4; Miraculous 5+.
• **Combat Turn:** Move 30 ft + 1 Action (Attack, Cast/Invoke, Maneuver/Interact, Dash, or Ready).
• **Torchlight & Exhaustion:** Torch burns 3 rooms / 30 min (20-ft light); darkness = Blinded (−2d6). Exhaustion: Lvl 1 (−1d6 physical), Lvl 2 (−2d6 physical, −1d6 mental/social, 15-ft speed), Lvl 3 (−3d6 all), Lvl 4 (0 HP, dying).
• **Dying & Rest:** At 0 HP, roll TN 1 CON (Recovery) at end of turn; success stabilizes, failure = 1 Wound Mark (3 marks = death). 8-hr Long Rest with food/water/shelter restores HP, removes 1 Wound Mark & 1 Exhaustion level, and refreshes prayers.