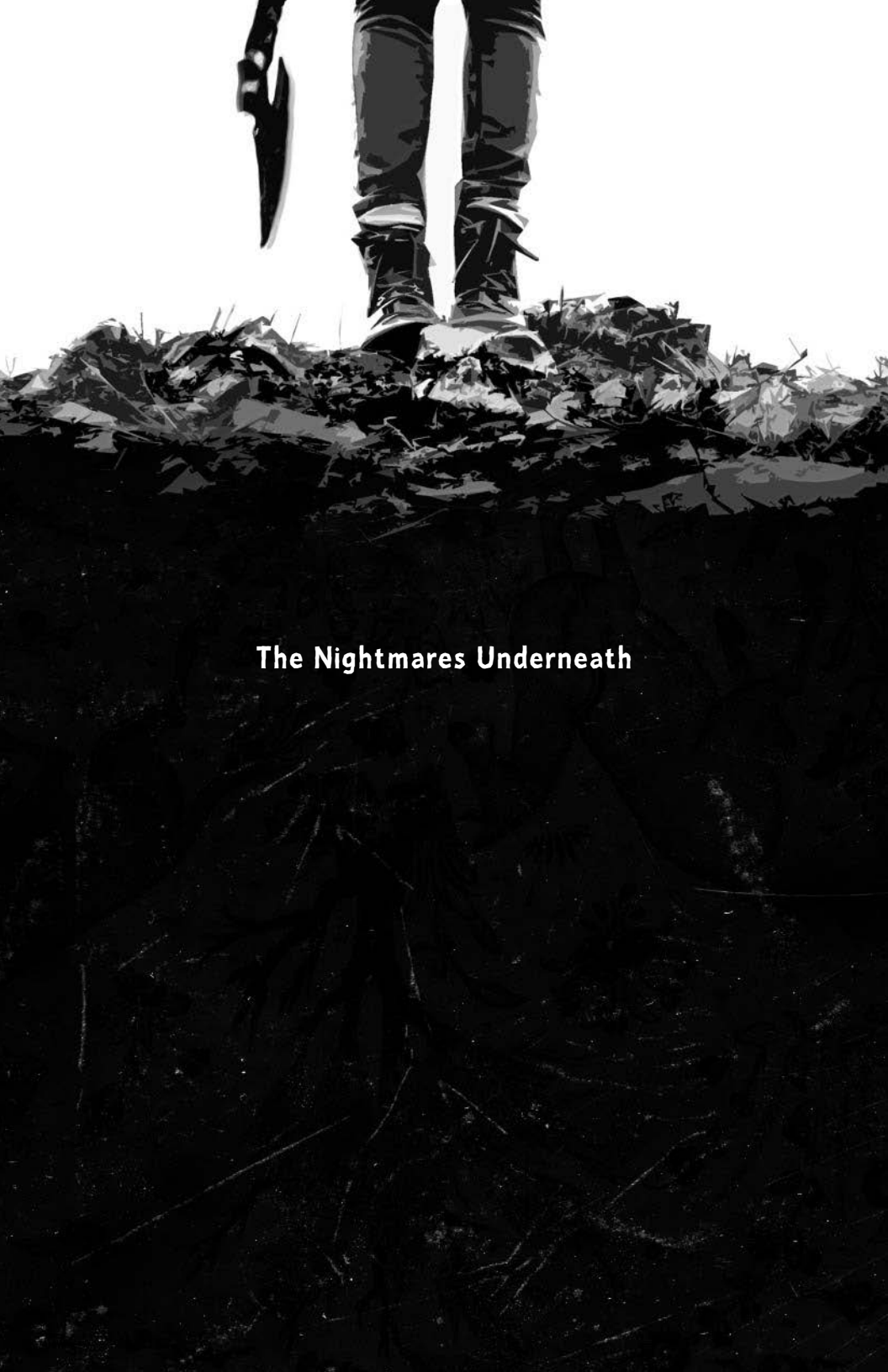




The Nightmares Underneath







From beyond the veil of sleep, inhuman forces invade.

The Nightmares Underneath

An old-school fantasy role-playing game.

2016
Vancouver
Canada

The Nightmares Underneath

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Direct Inspirations

Apocalypse World, by D. Vincent Baker.

Basic D&D, by Frank Mentzer.

Basic D&D, by Tom Moldvay.

Blacksand! by Marc Gascoigne and Pete Tamlyn.

Call of Cthulhu, by Sandy Petersen and friends.

Carcosa, by Geoffrey McKinney.

Dungeon Crawl Classics RPG, by Joseph Goodman.

Dungeons & Dragons, by Gary Gygax and Dave Arneson.

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The Rise of Early Modern Science: Islam, China, and the West, by Toby E. Huff.

Shahnameh, by Ferdowsi (trans. Ahmad Sadri), illustrated by Hamid Rahmanian.

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Warhammer Fantasy Roleplay, by Richard Halliwell, Rick Priestley, Graeme Davis,
Jim Bambra, and Phil Gallagher.

Whitehack, by Christian Mehrstam.

Wonder & Wickedness, by Brendan Strejcek.

Players

Ariel Cayce, Elwood Pudding, Ian Forbes, Jackson Tegu, Jonathan Walton, Legion McRae, Lester B. Portly, and Stephen Wood played this game while it was being written. Thank you all.

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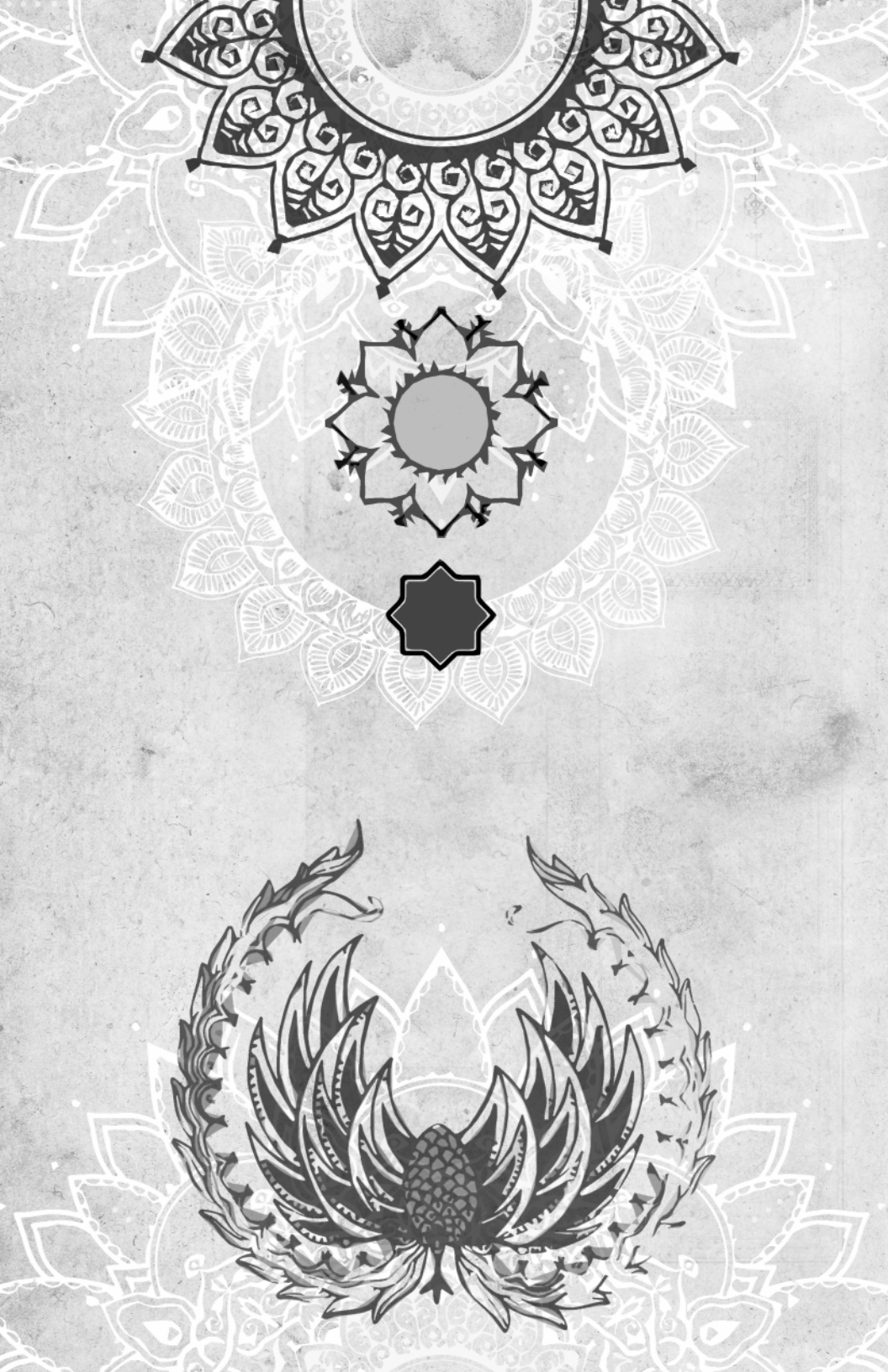


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Part One

Some
Words
of introduction.

Role-Playing Games

The Nightmares Underneath is a tabletop role-playing game, for two or more players. One player must be the Game Master (GM) who is responsible for the rules of the game and the fictional setting. The other players portray Player Characters (PCs)—the protagonists of the game—who explore the fictional setting. This happens primarily through conversation. Other characters in the fictional setting are Non-Player Characters (NPCs) and are portrayed by the GM, instead of by any of the other players.

To determine the outcomes of certain situations created by your conversation about these protagonists in your fictional setting, you roll dice and consult the rules. In many respects, *The Nightmares Underneath* plays much the same as most other old-school fantasy role-playing games, even though it has its own particular setting and some unique rules.

What You Need

Aside from these rules, you need to be able to draw maps and keep track of numerical ratings that change—pencils and paper work pretty good, but then again, we do live in a golden age of computers and whiteboards—and you need some dice. At the very least, you need 3 six-sided dice (3d6), 2 twenty-sided dice (2d20), 2 ten-sided dice (2d10)—and if one is marked so it can be used as the tens when you roll both together as a percentile die (1d100), that's great—and 1 each of a four-sided die (1d4), an eight-sided die (1d8), and a twelve-sided die (1d12). If you have multiples of all the dice, so much the better—you'll be rolling them a lot during the game.

You might want to be familiar with the basics of role-playing games before you play this one—at least before you act as GM, anyway—as there is no tutorial section. The author assumes that, since we also live in a golden age of internet forums and video recordings, you have easy access to an infinite variety of far better introductions than these rules can hope to provide.

A Toolbox

Although this is a complete game, you can also use it as a toolbox. Loot it for interesting rules and monsters to use in other games, use these rules with a different setting, or play this game with your own house rules.

Contents

The Nightmares Underneath is divided into five sections. This section, **Part One**, introduces the game and its setting in two chapters. **Part Two** contains the rules of play and is the longest section by far, consisting of six distinct chapters. **Part Three** is a collection of monsters for the GM to use, **Part Four** is a collection of optional rules and material, and **Part Five** contains the index. These last three sections are not divided into separate chapters. Each part except the index can be used on its own, without reference to the rest of the book, as can individual chapters and even rules.

You can read these sections, and the chapters within them, in whatever order you fancy. There is no pressing reason why this book must be consumed from start to finish in order, like a novel or a scholarly thesis. In fact, the rules chapters have been arranged alphabetically for ease of reference, not because you need to understand one before reading the next. If you are going to play this game but not take on the role of the GM, the chapter most important to you is probably Chapter 3.

The first half of **Chapter 1: Alabaster and Frankincense** explains the implied setting supported by the rules of the game: the “Kingdoms of Dreams.” Though it is not necessary to play in a setting with these assumptions, you may have to change some of the rules or use different professions if you go a different route. The idiosyncrasies of character creation and how characters interact with civilization especially are tailored to reflect a world of science and law that rejects the worship of pagan deities that typifies so many other fantasy settings.

The second half of this chapter details an example region, the Highland Coast, wherein lie the feuding cities of Geth and Neth. You can use these details to colour the campaigns you run, or as inspiration to create your own setting. These places are inspired by the Persianate cultures of the Middle East—from the Iranian intermezzo through the Persianised Turkic dynasties (including the late Ottoman Empire)—and may seem unfamiliar to those expecting something inspired by the Golden Age of Islam as depicted in the *Arabian Nights*. Although the implied setting includes the respect for science and technology found in the Abbasid Caliphate, it also assumes there is a lack of centralized authority amongst the Kingdoms of Dreams, just as there was in the Islamic world after the Siege of Baghdad by the Mongols (much like Europe after the fall of Rome).

Chapter 2: Beneath the Sunlit Lands contains an explanation of the nightmares that threaten to destroy the Kingdoms of Dreams. The incursions of this nightmare realm serve as justification for the dungeoncrawling undertaken by the players’ characters, and is reflected throughout the rules found in subsequent chapters. Like the setting, it is not necessary to use this excuse, or the rules that come with it, if you have your own ideas for how dungeons come into existence and why they must be raided. However, all the rules provided for creating and managing dungeons assume that they have been created by, and continue to be maintained by, these anti-human nightmare creatures.

Chapter 3: Brothers and Sisters in Arms explains how to create and manage player characters in this game. This is the most important chapter for players, as their

characters are the lenses through which they experience both the game's rules and its setting.

Rules for social interactions are described in **Chapter 4: Carousing in the Kingdoms of Dreams**. Lifestyle choices, managing your money, employing hirelings and other retainers, and influencing both individual NPCs as well as settlements and social institutions as a whole are all covered in this chapter. These rules are primarily for use between expeditions into the nightmare incursions, both for preparation beforehand and resource management afterward.

Chapter 5: Casting Spells and Other Enchantments explains the use of magic in the game and provides a list of one hundred spells, complete with descriptions. Most characters can use magic, but only a few are very good at it.

Chapter 6: Raiding the Nightmare Realms contains the rules for navigating dungeons, encountering monsters, engaging in violent combat, and suffering wounds. Nightmare incursions are violent and deadly places, and violence is an obvious tool for getting rid of monsters. Because this chapter covers the most basic elements of exploring them, this is one of the more important sections in the book.

This chapter also includes rules for nightmare curses, which afflict the players' characters after they have suffered significant trauma inside the nightmare realm. These curses continue to haunt them even after they have defeated an incursion and returned to the civilized world.

Expanding upon the previous chapter's exploration rules, **Chapter 7: Wandering the Wastelands** allows for overland travel and wilderness exploration. This can add a great deal more depth to a campaign, as the PCs must scour the landscape in search of dungeons they can raid, but it also increases the danger and the difficulty of expeditions significantly.

The final part of the rules section, **Chapter 8: A World Full of Nightmares**, explains the role of the GM in the game, and provides procedures for creating nightmare incursions, populating them, and then managing them during play. Because these rules are entirely the domain of the GM to interact with before any of the elements they help produce are presented to the players, this part of the book is addressed entirely to the prospective GM. It is not intended for the players to read, though it also does not need to be kept secret.

The **Bestiary of Monsters** that follows is also for the GM, but players may find their enjoyment of the game lessened if they read this section in advance of encountering these monsters. Part of the fun of dungeoncrawling is encountering new and unfamiliar challenges, or being surprised by the strangeness of creatures that look superficially familiar.

Finally, the **Slight Appendix of Additional Material** presents some optional rules that might interest you but are not essential to the game, including four professions that bend the rules in odd ways or are only peripherally related to the other themes presented in the rules. These materials can help you customize your game, increase replay value, or include players who want certain expected tropes in their fantasy setting.

An index has also been provided to help you find specific passages quickly, should you need them during play.

Using Characters from Other Games

It is possible to play *The Nightmares Underneath* using characters from various other old-school fantasy games. Although the Kingdoms of Dreams are probably part of the material plane, they can be accessed by others far away while they slumber. Sleepers may send their Dream Selves through the aether, finding themselves beyond the Land of Dreams itself, and in the so-called Kingdoms of Dreams.

Some adjustments may be required, attributes renamed (Constitution = Health, Strength = Ferocity, Wisdom = Willpower), and other characteristics recalculated. Use your original attribute scores, but all other stats and modifiers should conform to these rules. As well, *The Nightmares Underneath* has only eight professions (usually called “character classes”), each of which interacts with the rules in particular—and particularly useful—ways. Instead of using the normal powers of your class in the game it originates from, you might rather consider your character to be one of these eight professions.

Assassins, bards, fighters, thieves, and wizards from other games are considered the same profession. Other classes dedicated to exploration count as thieves. Other classes dedicated to martial ability count as fighters. Other dedicated magic-user classes count as wizards.

Classes that combine martial ability with either exploration or thievery can be considered assassins. Classes that combine martial ability and spellcasting should be considered cultists, but you may ignore the weapon restrictions if you also ignore the abjuration ability. Classes that combine spellcasting ability with exploration or thievery can be considered scholars. Priestly classes can be considered bards if they are dedicated healers, cultists if they have any martial ability, or scholars if they are lawful. Other dedicated healing or leader classes also count as bards. You might also want to use the optional classes provided in the appendix (berserker, disciple, fey knight, and halfling), if any of those professions fit your character best.

You may, of course, ignore the alignment restrictions. These characters come from lands where those do not apply, obviously.

Do not adjust your level, but ignore hit points if you have them. You must roll for your Disposition using your new Hit Die (which may be different), and you must roll up new spells instead of having access to the ones you used to have. You should generate a new spell list each time you enter the Kingdoms of Dreams in the form of your Dream Self.

Once you have finished your adventures in the Kingdoms of Dreams, you may return to your home plane, retaining all the experience you gained, as well as any treasures that might translate well to your other campaign setting. If you die in the Kingdoms of Dreams, it is only your Dream Self that dies. You awaken back on your home plane, with none of the experience or possessions you gained while adventuring, but you may never again enter the Lands of Dreams or find yourself back in those kingdoms where you died.







Chapter 1.

Alabaster
and

Frankincense
and

Frankincense





The Rule of Law

The Kingdoms of Dreams are many and varied, but all have one thing in common: the triumph of Law over Chaos. In every kingdom, the Law reigns supreme. Civilization has pushed out the uncertainties and violence of chaos and disorder. Are these kingdoms really dreams? Are they mere fancies, fairy kingdoms of shadow and gossamer? Each one might seem strange to outsiders, but their people are content to live under the protection of the Law.

The Law has two main advantages that make the kingdoms who follow it so blessed, although they go hand-in-hand: the celebration of reason and the condemnation of idolatry. Just as it is every individual's duty and honour to lend aid to that which is good and cast out that which is evil, so too must a society let flourish what makes it stronger, and root out the corruption that would debase it.

The Triumph of Reason

In the cosmic balance of things, it is the will of the Divine that humanity be the steward for this material world. These lands in which we dwell are no mere toys for us to mangle, to use and throw away. We have been charged with their protection, and our duty is to nourish and conserve them, giving life unto them just as they give life unto us.

But to fulfill this task, to preserve the essence of this world, one must know it thoroughly. This is why lawful scholars in every land study nature so intently. Alchemy, cartography, mathematics, and medicine are all ways of understanding the material world and our place in it, and new sciences are being discovered all the time. They are the keys to completing the Divine plan of which we are all a part.

Of course, not all new inventions are good ones. Some are sources of pollution and sickness, while others can be used by tyrants and butchers to stain the earth. But these errors can be corrected by the same enlightened reason that originated them, for every problem conceived of by the human mind has a solution, just waiting to be teased out by a well-ordered mind with a clear vision.

The Fall of Idolatry

The Law is a formula for living in harmony with the world. To be lawful is to be part of a family, a community, and a kingdom. Beyond that, there is the kingdom of Law itself, encompassing all those who follow its wisdom: a society devoted to peace, law, and order.

Once, the world was ruled by the gods of the idolaters, and chaos reigned supreme. Wars would never end. The innocent were slaughtered. Men and women turned away from their people and went into hiding, only to die off in isolation. Great plagues of legend walked, proudly and openly, throughout the land, spreading misery, death, and abomination.

These false gods make harsh demands of their followers, ranking their wills and their vanities as more valuable than human souls. To enslave yourself to an inhuman

creature is to deny your own humanity. To place an inhuman creature above yourself, between yourself and the Divine, is to deny your own connection to the Divine, which is the source of all creation, and to your society, which is the prime force for harmony and order in the world.

Those who turn away from their own people, who give their lives to graven idols and demonic creatures from beyond the stars, who live outside the world—those are the real traitors to the Law. To follow only your own heart and deny your responsibilities to others is to support chaos, and the rule of the sword arm over the accord between hearts and minds set to the same purpose.

The Sources of Law

The lawful acknowledge three sources of Law. The first source is Divine prophecy, for the Law must come from heaven if it is to be just in the first place. But it must also be studied, and so the work of scholars is also recognized as a part of the Law, though not an immutable one, for only in the realm of the Divine is the Law infallible. In the hearts and minds—and more importantly, the hands—of mere humans, error is almost inevitable. Thus, individual reasoning must be exercised, and the execution of the Law must be argued logically, for a society to determine what is correct. Vigilance must be exercised to ensure the Law is applied as accurately and reasonably as possible, for one who corrupts the Law is a corrupter of all.

Prophecy

The Law, being a divine force of order in the universe, was revealed to humanity through prophetic visions, granted to a select few holy enough to receive them. These prophets recorded the Law in order to present it to the terrestrial kingdoms of their time, and also to preserve it for future generations. Only five prophets are universally acknowledged throughout the lands that have accepted the Law. Some kingdoms revere more prophets, and many of the scholars who spent their lives converting a single kingdom each are praised in those kingdoms as prophets, despite being all but unknown elsewhere.

The main difference between prophecy and commentary (which is a form of scholarship), is that prophecy is regarded as unchanging and unsurpassable. The commentaries of scholars may become outdated, irrelevant, or unpopular, but the Law, as revealed by prophecy, is the Law, for now and forever. Unfortunately, this world is so changeable that not even prophecy can be perfectly exempt from error, as it must pass through the minds, lips, and quills of fallible humans before it can touch the world.

Even worse, disputes over whether a later prophet's contributions to the Law are legitimate or not have, on occasion, brought kingdoms of differing opinions into open warfare. Alas, only heaven is perfect, and we must spend the allotments of our lives here upon this base, physical earth, where no angel's foot does stoop to tread.



Scholarship

Because the Law can only be applied to the world through the actions of those who live within it, this is not always easy for humans to do correctly. Even the tongues of the five prophets are rarely spoken these days, and common folk rely on scholars to translate the Law into their own languages.

Fortunately, the Kingdoms of Dreams have the benefit of generations of such scholars, who have studied the Law, implemented it, and recorded their experiences in order to advise their descendants. Lawful scholarship covers a wide array of subjects. Jurists leave behind examples of the Law being implemented. Historians record the lives of the prophets and the chronicles of lawful kingdoms. Scholars leave commentaries on, and interpretations of, both the Law itself and also the work of other scholars, historians, and jurists.

These bodies of scholarship are not the same in every land. Some kingdoms have their own schools and libraries that few foreigners have access to, and a person that one kingdom enshrines as a prophet may only be considered an important commentator everywhere else. As always, local custom colours everything—even the Law.

Reason

It may seem, to some, that life governed by the Law would be static and unchanging, requiring no thought at all. The Law itself is eternal, and surely centuries of study have yielded the answer to every conundrum that human misunderstanding might have created? But no. The past is gone and every moment of the present is unique. Nothing physical is permanent, and thus the Law in this world becomes a living practice that must be forged in the fires of human reasoning at every turn.

How else could such scholarship even accumulate? The implementation of the Law in every situation must be carefully considered, guided and weighed by human minds aware of its uniqueness. Only through argument and deduction, situated within the context of the past and its traditions, can the Law reach its full glory as a means to elevate the people of this world.

And thus we have the modern practice of the Law in the Kingdoms of Dreams. Where once there were priests and hierophants leading their cults to mindless abandon, now there stand great court houses, where the Divine can be worshipped, the Law enshrined, and the business of arguing legal situations may continue with the gravitas they deserve. It is here in these courts that those who know the Law may present their cases, overturning the tyranny and oppression of criminal elements, and ensuring that those contributing to the greatness of society are not overlooked.

The Letter of the Law

The Law presents a structure for ordering civil departments, families, and the lives of individuals. It outlines the duties and responsibilities of people at all levels of society, but especially those of rulers and other authority figures. According to the Law, the right to rule is not merely a birthright or a spoil of war, but something that must be earned by service to the community.

The Law also formulates a system of scientific reasoning, and this has allowed the Kingdoms of Dreams to develop many ingenious devices and increase production of both food and other goods. Where those held in thrall to the gods were once content with the endless cycle of life repeating, these days the lawful strive to increase humanity's knowledge and ability so that no one must live in darkness.

Authority figures are exhorted to:

- Follow the Law and its scholars in all decisions. To create policy based solely on one person's heart is unlawful.
- Make peace with those who obey the Law. There are proper customs for diplomacy and resolving political disputes. To ignore them is unlawful.
- Put the community's best interests before the individual's desires. To prey upon those who have less in order to accrue personal wealth is unlawful.
- Tend the land. To exhaust the earth of its resources is unlawful.
- Wage war against the unlawful. Just like unlawful behaviour itself, tolerating barbarism and chaos puts a ruler's mandate in jeopardy.

Individuals are exhorted to:

- Give charity, if possible. To abandon others in your community simply because they are less fortunate is unlawful.
- Have children, educate them lawfully, and grow the community. To abandon society is unlawful.
- Learn the Law. If one is ignorant of wisdom how can one abide by it?
- Obey and support rulers who are just. To revolt against a benevolent authority is unlawful.
- Put no masters between humanity and the Divine. Idolatry is unlawful, and will lead you astray.
- Respect the earth. To ruin the land for those who come next is unlawful.
- Speak out against crime, injustice, and tyranny. Profiting from the misery of others is unlawful.

Not every kingdom applies the Law to itself and its subjects the same way, nor does every ruler, or every council of lawful scholars. This is as it should be, for every community—every group of people, even—is a different and unique expression of the material world. Only those with first-hand experience of a situation and the people in it can judge correctly.



The Highland Coast

A land full of olives and dates, of strong wine and sharp lemons, the Highland Coast has few wonders to boast of. There are rivers, but none that are the stuff of legend. There are mountains, but none so tall as the Qarqumiyyan Massif that separates the highlands from the boundless and burning sands of the great desert called the Voss.

Along the coast lies the land of Geth, which everyone knows, but inland there are the twin provinces of Hadrassar and Shahrazar, originally named after the ancient warlord Rahezar, called Khan Rezzar in the west and Shah Razar in the east. These days, Shahrazar is empty and desolate, the haunt of only ghosts, fiends, and lost cities full of hidden gold. Meanwhile, Hadrassar is home to the city of Neth, founded by rebellious nobles exiled from Geth, and is more often called Neth-Hadrassar.

The People of the Coast

The highlands below the Massif have always been a sanctuary for cultures extinguished elsewhere, but since the adoption of the Law, the area has adopted the city dialect, to a greater or lesser degree in certain places, but enough that urbanites can make themselves understood in even the smallest village.

The sultans of Geth and Neth have also imported many people from the east to work in mines and other industries, and the Gethian navy is none too shy of replenishing its ranks in foreign ports. Native opinions of these migrants range from xenophobic hatred to enthusiastic welcome, and everything in between.

Highland Names

Names in these lands come from legendary people of various cultures, not just local history. Gods and monsters, saints and prophets, ancient kings and foreign poets are all represented. Names that have meaning in other languages, especially dialects that have received the Law in prophecy, are considered more desirable.

Most people have two names, but surnames are not common. It is typical, though not universal, for children to have one gendered name and one gender-neutral name, which they can switch between as they like. Gender-neutral names may be drawn from the same pool of historical and legendary beings as gendered names are, but are also just as likely to be everyday words (which are also never gendered).

Second names, as well as rare surnames, may take the form of a patronymic (or even a matronymic) by the addition of *-an*, *-far*, *-i*, *-ian*, or *-nezhad* to the end of the name. They can also indicate a person's land of origin, if they have migrated elsewhere, usually with the suffix *-i* or *-ian*. Foreigners may also gain a surname if they are known for their profession, and this name becomes hereditary.

Nobles, of course, have proper surnames indicating their house, as well as optional patronymics, created by the addition of the suffix *-zadi* for daughters and the suffix *-zada* for sons, which may also function as a kind of surname.



Roll	Feminine Names		Gender-Neutral		Masculine Names	
	Common	Rare	Names	Words	Common	Rare
1	Anoushka	Ashtar	Arian	Almond	Arshan	Ardeshir
2	Avishan	Behzul	Banu	Birdsong	Baruz	Ballam
3	Damina	Ensi	Delshad	Clover	Darud	Dariush
4	Farin	Fatima	Dena	Crystal	Eskandir	Elmas
5	Fehruza	Ghazanit	Etrin	Cypress	Farhad	Ezra
6	Golshan	Kassida	Farhevar	Daylight	Ghazil	Firat
7	Khadija	Laal	Havare	Emerald	Hazim	Gebron
8	Leyla	Masouma	Ihsan	Foresight	Ismail	Hwaja
9	Maryam	Minu	Illkey	Harmony	Jalil	Jamshid
10	Mozhgen	Nargis	Kava	Jade	Kasra	Jeved
11	Nazhmir	Nazanin	Kian	Justice	Marduk	Kamran
12	Nisbet	Nusha	Martikhora	Lightning	Mirza	Khashayr
13	Parvana	Oreshti	Mitra	Marble	Navid	Mamoud
14	Reyhan	Roghaya	Nahid	Ocean	Rastu	Milad
15	Roshni	Rukni	Nima	Orchid	Reza	Raghib
16	Sumaya	Shiva	Omid	Rain	Samir	Rustam
17	Tamina	Statira	Roshan	Sapphire	Soheil	Sarian
18	Yasmin	Tarsa	Sarsayok	Sumac	Tanoush	Shahin
19	Zarina	Vashti	Shadhavar	Sundown	Vahid	Vayu
20	Zeynab	Zinat	Zurvan	Wisdom	Zartosh	Yousef

Feminine names are sometimes created by adding *-a* to the end of names that normally end in a consonant. Masculine names are sometimes created by removing the vowels from the end of a feminine or gender-neutral name. This is by no means universal, however, as there are numerous masculine names that end in *-a*, and numerous feminine names that do not end in vowels.

Examples:

- Almond Soheil the tanner named his children Navida Mitra and Vayu Sumac. They are poor craftspeople, but are sometimes called Soheili after their father.
- Samir Ocean and his sister Nargis Ocean share the same second name because they are twins. Nargis is also known as Firatfar, after her father, because they have a cousin named Nargis Vashti Rezafer, daughter of Firat's brother Reza.
- Zeynab Justice Shahinzadi Chaganian is the noble daughter of Shahin Martikhora Mirzada, patriarch of House Chaganian (known as the Manticore to his friends). His father, Mirza Chaganian, was never head of the house and never used his first name (Ezra) or any form of patronymic.



Geth by the Salt Sea

While the people of the only actual coastal province of the Highland Coast consider themselves inhabitants of Geth, foreigners only think of the city when they hear that name. The great metropolis of Geth, which borrows its name from this land—or lends it, no one knows—stretches its fingers across vast oceans, overshadowing the dull but bountiful lands that surround it.

Though the Highland Coast has never been a centre of legal scholarship, Geth has become preeminent amongst the Kingdoms of Dreams. This great mercantile empire serves as a model for others who seek to retain their unique cultural history even as they abandon their gods, for who has more history than Geth? If anyone knows anything, they know that this city is older than time itself.

Once, in ages now long passed, a verdant river did flow to the east of Geth, through a magnificent valley all the way to the sea. It was home to a powerful empire—a veritable font of conquest—and poor, little Geth was merely one of many sea ports ferrying tribute toward its greedy mouth. But Geth was older by far than its overlords, and Geth waited, ever so patiently, until one day the earth did shake and heave, and the city was freed from bondage. Now that mighty river runs to the west of Geth, and to the east there is only the Valley of Serpents, a land that boasts of demon-haunted tombs instead of water, buried gold instead of crops, and death instead of life.

But there is life enough in Geth. It is now one of the preeminent mercantile empires of the modern era. Its ships dominate the Middle Sea, trading with lawful kingdoms far to the east and west. Gethian ships even frequent those barbarian ports to the north, where the tenets of the Law are known, but idolatry has not yet been abandoned. A so-called “Church of Law” struggles to bring light and warmth to a land where ignorance lies as heavy as the frost, but the merchants of Geth are loath to scoff at profit even when their charity is refused.

The People of Geth

Gethians fancy themselves a cosmopolitan people, and consume a great deal of literature, both foreign and domestic. They enjoy music and poetry performed in tea houses, cafes, and private homes. The city boasts numerous theatres, even though it actively discourages schools of the arts, preferring institutions teach science, law, and medicine only. Gambling is endemic, though few will admit this.

A huge section of the underclasses, many of them migrants from the south and east, are engaged in the city’s numerous industries, manufacturing goods of all kinds, but especially those made of metal. Many poor neighbourhoods are built around the factories they serve.

Gethians associate lighter skin tones with indolence and privilege, partly owing to the nobility’s long-standing practice of buying golden-haired women from the north to serve as concubines, and the resulting horde of light-skinned bastards clamouring for their just inheritance. Whether they receive it or not, they are often the face of the wealthy classes that the public sees most.

Roll Noble Families of Geth

1	Alazzurin	11	Karakhan
2	Armananshah	12	Mualidi
3	Bardiyana	13	Ortinathri
4	Chaganian	14	Qarmaktigin
5	Farduzan	15	Sarkhan
6	Ghaznamin	16	Simurid
7	Hanafir	17	Voshnavid
8	Hormizdanid	18	Yazdegarr
9	Jalashmid	19	Zarifsheen
10	Jamaspi	20	Zulimanisi

Places in Geth

The black smoke of Geth's many factories mixes with seasonal fog to create oven-like layers of smog that smother the city. Nobles prefer to reside in tall towers on high hills that rise above this choking blanket. Of the following unique locations, which are known to everyone who has ever been to Geth, the last two occupy the highest part of the city:

- **The Grand Bazaar:** A series of interconnected indoor markets selling almost everything one can think of.
- **The Harbour:** Several artificial islands serve as defences but also have docks attached to them.
- **The Hospital:** Due to the sultan's generosity, it is one of the world's largest.
- **The Jewellers' Quarter:** Uncut gems and unworked metals are fashioned into works of art in this crowded neighbourhood.
- **The Racetrack:** Violence between fans of the various chariot-racing teams is a common occurrence, both at the track and elsewhere.
- **The Stock Exchange:** This is where most of the banking and investing is done, at least officially.
- **The Sultan's Palace:** As the city has grown over the last few centuries, so too has the palace. It is now a sprawling hive full of the sultan's slaves.
- **The Temple to Justice:** Once a pagan temple, this structure now holds the courts, libraries, and schools for legal scholars in its gargantuan depths.

Nightmares in Geth

When the city is plagued by nightmare incursions, they are most likely to appear where violence has occurred. Tenement buildings in the slums, the dirtiest of the urban factories, and the private homes of the most corrupt and venal of the city's wealthy classes. They could also take control of tanneries and grain houses along the roads outside of Geth, or even ships in the harbour, though one would think it an easy matter to simply burn and sink a nightmare incursion that floats upon the water.



Neth-Hadrazzar

To the south of Geth, deep inland, there lies the province of Hadrazzar, now dominated by the city of Neth. Before the losers of the last Gethian civil war took refuge here and built themselves a city, this area was relatively isolated. A small but steady stream of migrants from elsewhere trickled in, but the conflicts of the larger world were otherwise ignored.

Or rather, this is what the highlanders tell themselves. There have always been intrigues and conflicts between the villages of Hadrazzar, but now they occur under the yoke of Neth. Now there is a decent road running through these lands, and plenty of merchants who use it. The outside world brings new opportunities, new vices, and new ideas every day. For those used to the predictable cycle of crops and seasons, such rate of change can feel bewildering.

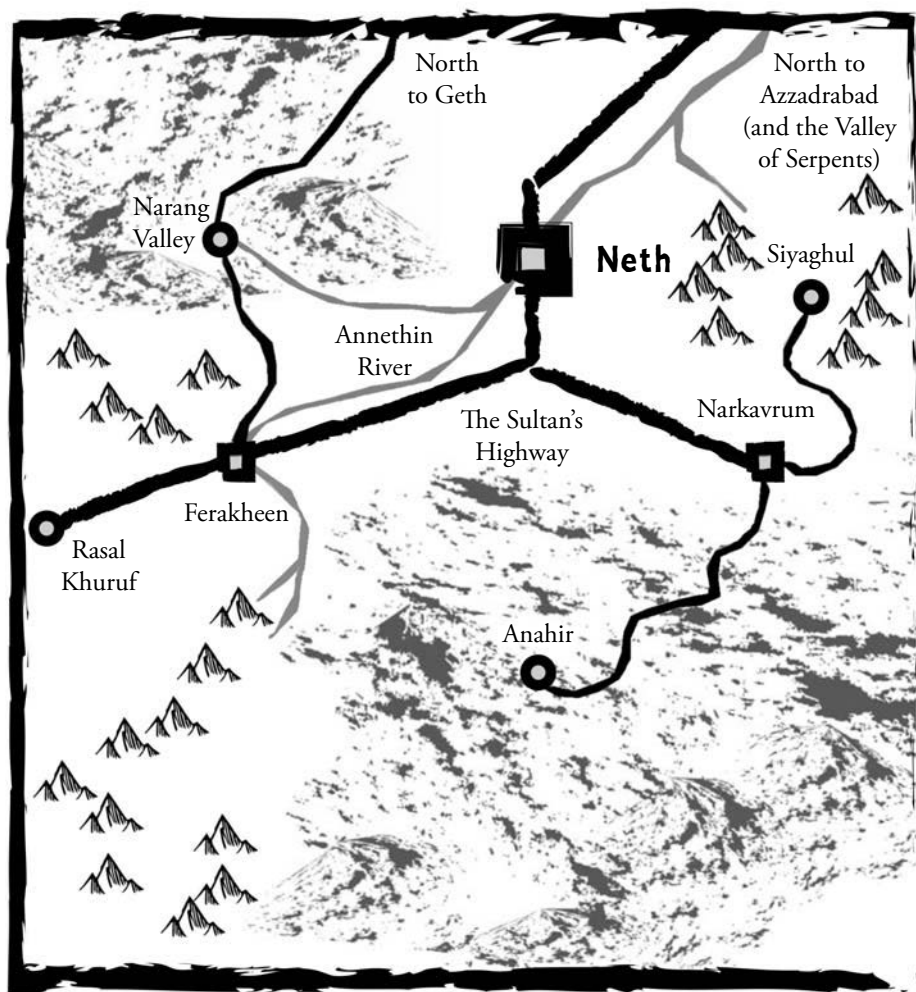
Because they originate in Geth, the founders of Neth have brought Gethian culture with them, and imposed it upon their neighbours. It is easy to move from one culture to the other. Hillfolk dialects disappear in favour of the urban tongue, and the business that can be done while speaking it. These are only words, after all. The villagers of the highlands still live as they always have.

The Culture of the City

The city of Neth is surprisingly cosmopolitan, for such an isolated position. In their search for allies, the Gethian exiles forged marriage alliances with numerous other cities and kingdoms, importing businesses and employees along with wives, servants, and other retainers. In order to fully reap the land's resources, they have also imported people to work in mines or in the fields around the city. The native highlanders alone are too few to support a nobility this grandiose, and so new settlements must be created.

Within the city itself, there are several signature institutions:

- **The Arsenal:** Though Neth does not have a powerful army, it is nevertheless constantly paranoid about being conquered by Geth. This imperial edifice is meant to instill confidence in its citizenry.
- **The Dome of the Muses:** The largest theatre in Neth by far is also a stage for the status games of the nobility. It is a place to see and be seen, for both the audience and the performers alike.
- **The Halls of Charity:** These law courts are where numerous clerks and civil administrators process immigrants and send them off to villages that need populating and mines that must be worked. Though sometimes they are merely updating the accounting for shipments of people through the south, who never actually see the city.
- **The Stallion's Inn:** The owner of this establishment, which is essentially a tenement building on top of a pub, regularly bribes the city guards to direct new arrivals to the city toward the Stallion. He has numerous rooms and they must be filled if he is to fill his pockets with coin. The guards charge what is a small price for such good advertising.



To the west of Neth:

Ferahkeen

- Corrupt emir.
- Drug dens.
- **Market town.**
- Venerable university.

Narang Valley

- Feuding nobles.
- Marble quarries.
- Orange groves.
- Picturesque valley.

Rasal Khuruf

- Giant snakes.
- Hardscrabble hills.
- Rug weavers.
- Shepherds.

To the east of Neth:

Anahir

- Gold rush.
- Near-lawless.
- Prospectors.
- Trading post.

Narkavrum

- Eastern immigrants.
- Huge foundry.
- Many festivals.
- **Mining town.**

Siyaghul

- Mountainside.
- Secret cult.
- Well-defended.
- Xenophobic.



Roll Noble Families of Neth

1	Abdurakheed	11	Layth-Harad
2	Balzurif	12	Mulkashi
3	Barzgavid	13	Mutawithaq
4	Charaknaz	14	Nejjuk
5	Demetrisid	15	Parsach
6	Fathvazid	16	Rafhezadi
7	Hedaueen	17	Saffnahavid
8	Ibnishaqvarid	18	Shahwaleed
9	Khan	19	Tharasvenian
10	Khuttalisid	20	Zaan

The Nobles of Neth

Every noble exiled to Neth who still has family members in Geth has, by this time, changed their house name (if only slightly) in order to avoid being confused for Gethian. Exile has also stripped many Nethian nobles of their fortunes. As a result, there are more poor people with surnames in Neth than most other cities.

The nobles of Neth also reject many customs practiced in Geth. They did not build canals in Neth, even though proposals were made. They reject the maritime professions, exalting horsemanship and shepherding instead. In place of the masks so common in smoggy Geth, a bare head is a sign of honesty in Neth. The nobles are suspicious of those who cover their faces, though no amount of paint upon a face will raise even a single eyebrow. Instead of blonde women from the north, they buy dark-skinned women from south of the desert to be their concubines, and thus the resentful bastards of this city are as dark-skinned as their Gethian counterparts are light.

Royal Patronage

The sultan of Neth has set up a special department inside his justice system for dealing with nightmare incursions. Foreign adventurers are encouraged to hunt down monsters, and given more leeway in their activities than many city guards would like. Magistrates make a regular habit of commuting the death penalty for criminals who agree to fight the nightmares on behalf of the city instead, and will often assign them to assist those adventurers whose reputation is (still) good. If this practice has increased the number of death sentence handed out in Nethian courts, who can say? Surely, such a thing is beneath the judges of Neth.



Shahrazar

To the east of Hadrassar lies a land that once held people, but no longer. The fruits of civilization flourished here. There were grand cities of architectural genius, lush gardens full of music and poetry, and all throughout the year, the wealth flowed in. Those days are gone now, and today, Shahrazar is a dead province. The ground is dry and cracked, the green is sparse, and the jagged mountains loom, full of menace.

Of course, there are monasteries here. Those who seek distance from the material world seek out places such as this. Are they are simply too weak to support the Law, side by side with their fellows? Or do they consort with evil, away from the eyes of decent folk? Who can say, for the heart does not beat the same in every breast.

But they would all do well to watch for monsters, for this land is haunted, too. No one with the misfortune to travel through Shahrazar has avoided the monsters. A thousand different kinds, to hear them tell it. No two encounters are the same. If there were but a few reports, perhaps they could be explained away as mere fancy, but no. Shahrazar is a place of monsters, and those who enter will find this to be true.

Environs

To the east and south of Shahrazar, across the Qarqumiyyan peaks, is the endless sand of the Voss. There are nomadic tribes who know the safest routes, of course, but they do not oft have cause to walk them. In the opposite directions, the land is deceptive. If one goes north, where the land dips, one finds only the Valley of Serpents, an even deadlier land than this. But to the west are mountains, and you must find the right pass if you wish to return to Neth-Hadrassar. Should you fail, you might be stuck at the foot of the highlands forever.

There were trade routes here long ago, and so some roads still remain. But there is no need to, anymore. There are roads and trails that lead to the southlands directly from Hadrassar, and Geth has ships to ply the coasts to the east and west, and the inland areas that feed them. Gethian ships stay to the coast even more often than they sail across the Middle Sea. This is why lawful folks will tell you the only reason someone would go to Shahrazar is to die or to worship demons. But those who live for adventure know there is a third reason: to find the lost city and loot it of its hidden treasures.

The Lost City

The lost city of Shahrazar is a legend that has persisted for centuries, but who has seen it with their own eyes? Nonsense! It is a legend that cultists tell to lure the gullible into their clutches, for they need human sacrifices to appease their evil masters. This land is graveyard for the brave, with their hearts full of fire and their heads full of thoughts of gold.

And yet, there are those who have returned and told tales. Those who could not be pawns of any cult: honest foes of the nightmare realm. The land breaks them all, for certain, but perhaps there is more truth to these tales than has yet been seen?









Chapter 2.

Beneath the Sunlit Lands





The Threat of Chaos

No longer do the Kingdoms of Dreams labour under the weight of superstition and tyranny. Now they live in an age of science and reason, free from barbarous idolatry and the petty, capricious whims of priests and gods. The Age of Law is one where civilization is free to grow and better itself and the lives of those who put their trust in it, turning away from savagery, plunder, and war.

And yet, there is a shadow across the land—or rather, *beneath it*. Invading nightmares worm their way into the light. Gaping maws of darkness spit terrors into the world, to disrupt the rule of Law and drag the unwilling down to hells unspeakable. These dungeons beneath the ground are extensions of the nightmare realm that now invades the dreaming kingdoms. Nightmare incursions can take many different forms, but almost invariably, at heart they are the opposite of the sunlit world above: they are dark, they are cramped and claustrophobic, they are underground lairs, they are inhabited by inhuman monstrosities made only of fear and destruction.

The Realms of Creation

Other worlds exist beside and beyond our own. This much is known and obvious. The Law itself descends to us from the pillars of heaven in the form of prophecy, delivered by beings we call angels, who are the semiotic will of the Divine, rendered into physical form so we can understand their presence. But there is another world next to ours, with its own inhabitants, whom we call faeries, or genies, or other fanciful names. Their world has its own rules and properties, and they have their own relationship to the Law and the Divine. Unlike angels, who are manifestations of the Divine, these fey creatures are possessed of free will, just as we are.

But faeries are not human. Where fickle emotions spark and die like fires in our hearts, the inner natures of the fey are as immutable as human flesh. In stark contrast, they wear their dreams and feelings—perchance their thoughts, at times—upon their skin for all to see. There is no hiding the court a faerie belongs to, even as their chimerical forms shimmer and shift, dancing before our mundane eyes.

Because of this, they are far less vulnerable to nightmares than humans are. As they slip into our minds and corrupt our dreams, we crumble and fall. But the fey can only be outwardly infected, and such infections are easily cast off when one's nature remains pure. As such, when they pay us any mind at all, the fey are rarely sympathetic to the human struggle against the nightmare realm. We are the weak ones, undeserving of pity.

These two worlds, Earth and Faerie, are only those most familiar to us. They lie at the centre of creation, the point where the Divine light shines most brightly. There are still other worlds, so very foreign to us, that the nightmares touch along their journey to the Kingdoms of Dreams from wherever it is they began.



The Pillars
of Heaven

Earth

Faerie

The Astral
Deep

The Realm of
Nightmares



A Darkness From Beyond

But where do these nightmares come from? There is no easy or certain answer to this, and much of what follows is the hearsay of wizards, who (by definition) have more dealings with otherworldly forces than more prudent people do. And yet, like most knowledge, such revelations raise more questions than they settle, and it is much easier to catalogue the effects of nightmare incursions than to discern the truths of their origins or the fundaments of their natures.

Just as the pillars of heaven shine like a beacon above the Earth, so too does the infernal realm smolder below us, populated by dark mirrors of Divine angels. Similarly lacking in free will, these devils and demons instead bring lies and deceit to the material world, not the true revelations of prophecy. Their nature is the ruin of creation and their goal is to lead us into darkness. But they have been with us forever, walking at our left just as the angels walk to our right. Are these nightmare incursions merely the new face of an ancient foe, or something far more dangerous?

For they do not come alone from the depths of the sea of stars. Their journey to us through the void touches other creatures, equally alien. These dwellers in the deep find their way to Earth through the holes the nightmares punch in reality. The barriers that would have kept them out now ravaged and in tatters, the panoply of life in the universe is shown to more than just the mad summoner whose eyes are full of arcane visions.

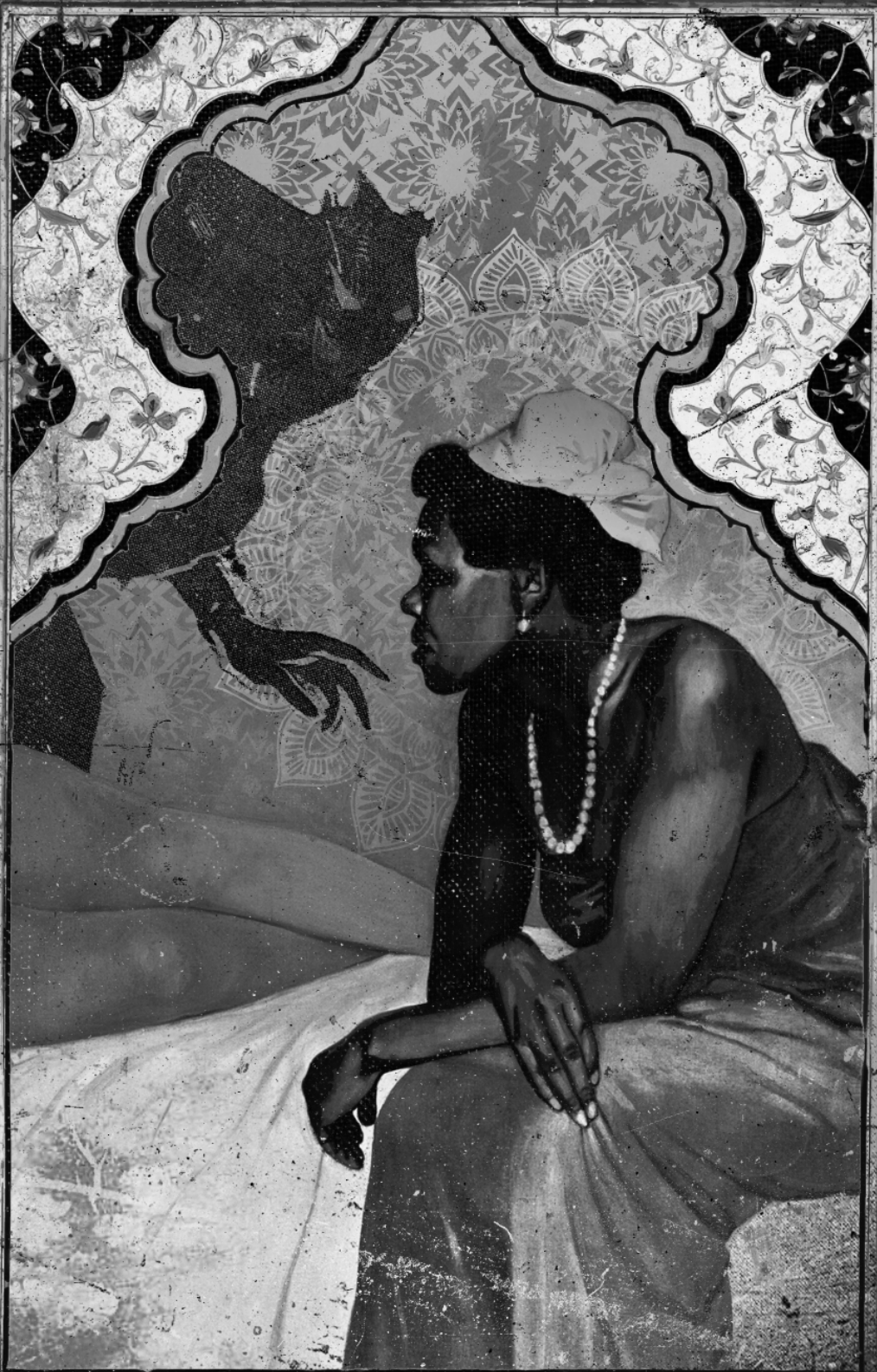
Are the nightmares but one more type of creature from the darkness beyond time and space? Are all these things—devils, nightmares, dwellers in the deep—merely a spectrum of anti-human chaos, given a taxonomy based on our familiarity with their appearances? Or are they as alien to each other as they are to us? To repeat what has already been stated: the effects of this invasion are much simpler to describe than its nature in the black beyond, for the nightmares bring more than just creatures from the astral depths to this Earth of ours.

Strange Visitors

Regardless of their origins, the nightmares bring other worlds closer to us. Where once, each part of the universe remained in its proper place, chaos unfolds. It becomes easier for us to cross those thresholds once so often denied to us. And just the same, creatures from other worlds may enter ours.

The veils that hide the lands of the fey from us are parted. There are doors and pathways, passages and opening, where there were none before. To pass into these weird places is to leave all that is familiar behind. The rules are different, and what native may think is ordinary can become, to us, heinous deathlands stalked by ravenous man-eating monstrosities. The glittering masquerades of the faerie courts turn ugly when we break their customs out of ignorance, and likewise, when the fey walk through our streets and meadows, we stare in horror at their alien culture, by turns callous yet graceful, chivalrous yet bloody-minded.

The veil between life and death disintegrates much the same. Those confined to their graves arise and walk the Earth, seeking to drag the living back beyond those



dread black gates. Unlike the fey, however, there are few misunderstandings between the living and the dead. Those who have returned are the enemies of life. Whether they are mindless zombies or angry ghosts, the animated emotions of souls passed on, they have no culture of their own. To be undead is to be a parasite and nothing more.

And the dead are not the only spirits unfairly trapped upon this plane. While human sorcerers and miracle-workers have long known the secrets to animating base matter—to creating golems with the semblance of life and intelligent thought—the nightmare realm is no stranger to this act either. Indeed, the nightmares show even greater skill, offering their help to those corrupted wizards who would trade their minds for power. But an army of stone warriors who crush your enemies soon becomes a life of tormenting shadows and lurking fears, which even stone cannot defend against.

Material Corruption

As if these visitors were not enough, the nightmares bring yet more evil to this world. For just as they corrupt the dreams of mortal men and women, so too can they corrupt the flesh of beasts. The nightmare incursions—and those insane magicians they have corrupted, to be fair—make monsters out of mundane beasts, transforming them into deplorable chimeras and freakish grotesques that cannot even sustain their own lives, but do not die fast enough to keep from threatening human settlements. Nightmare-inspired experiments unleash humanoid beasts upon the world, and other monsters not seen before upon this plane, or any other.



This Age's Heroes

Most people who enter the nightmare realm go insane. The terror is too much for their minds to handle. The fear grows inside them, twisting and warping them until they are less than shadows of their former selves. They turn to deviant criminality, revelling in obscene perversion, and fight against the Law.

But some people are different. For whatever reason, they are not affected this way. They can enter the nightmare realms and fight against the terrors that dwell there without being driven mad. Those people are the players' characters.

Adventurers

There are likely numerous people with the power to withstand the nightmare madness who never discover this fact. Why would anyone want to do so? Even for many who do, the trauma of a single incursion is enough for them to swear off "adventure" forever. But there are those few people who either have talents that are useful in the fight against the nightmare realm, or who simply have no other way to earn a living. The risk is high, when one ventures into the abyss, but so too is the reward.









Part Two

The
Rules
of play.

Basic Resolution Rules

There are several different ways of rolling dice to resolve risky actions in this game, depending on what situation the players' characters are in. All of them are based on the following systems. Use this section as a reference.

Chance

Sometimes the rules will dictate that a certain event has a chance of happening. This is fairly straightforward: the GM rolls a die to see whether that event happens or not. Players never use this style of resolution—it is for the GM only.

- **1 in 3** means the GM rolls a d6 and the event occurs if the result is 1 or 2.
- **1 in 6** means the GM rolls a d6 and the event only occurs if the result is a 1.
- **50 / 50** or **even odds** means the GM can roll any die. On an even result, the event does not occur, while on an odd result, it does.
- **Percentage chance** means the GM should roll 1d100 and if the result falls within the chance of the event happening, it does so.

Contest Resolution

This system is for the simple resolution of conflicts and tasks where attribute modifiers should have a considerable impact. **To decide the contest**, both players roll 2d6 and add any relevant attribute modifiers or other bonuses. The higher score wins, and a tie is a tie. In lieu of an opponent's roll, the GM may dictate a target number instead, but otherwise it is the same. For multiple characters, a mixture of the two can be used—initiative is an example of this.

- Roll 2d6 + modifiers vs. target number or opponent's roll. Higher score wins.

If your profession is particularly relevant, the GM may tell you to add your level to your roll. Your opponent may add their level as well, if their profession, or their existence as a monster, is of use to them.

Damage and Disposition

When you make a successful attack against another character (person or monster), you roll for damage and reduce their Disposition score by that amount. The reverse is true when you are attacked and suffer damage. Some types of damage reduce your attribute scores instead of your Disposition.

Damage is rolled with various types of dice: d3, d4, d6, d8, d10, or d12. Sometimes more than one die is rolled, and the results are added together to reduce Disposition or attributes.

Disposition scores are derived by rolling a character's Hit Die a number of times equal to their level and totalling the results. It can change during the game, if the character is seen in play for long enough.

Outcome Resolution

For actions that could result in numerous possible outcomes, or when you need to determine the degree of an action's effectiveness, there is the non-binary method. Roll 2d6 and add any relevant attribute modifiers, then consult the table that describes the results. In general, 6 or less is a very poor result, a 7-9 is a mixed result, a 10 or 11 is a good result, and 12 or higher is a truly excellent result. The GM may also have tables with different numbering schemes.

- Roll 2d6 + modifiers, consult table.

If outcome resolution includes a table, modifiers other than attribute modifiers, Speed, and level may apply. This is not normally true of other resolution systems.

Task Resolution

Instead of using only attribute modifiers, you can also roll a d20 against full attribute scores. **For unopposed task resolution that depends entirely on your character's ability**, roll equal to or lower than one of your attribute scores on a d20 in order to succeed. **If you are attempting something beyond your capabilities**, you must roll equal to or lower than half your attribute score, rounded down, to succeed.

For actions resisted by other characters you are in conflict with, you must roll equal to or higher than one of their attribute scores on a d20 to succeed. You may be able to add one of your attribute modifiers or your level, if they are applicable.

- Roll equal to or lower than the relevant attribute score (or half the relevant attribute score, rounded down) on a d20 in order to succeed. Modifiers do not apply to these rolls. A roll of 1 always succeeds. A roll of 20 always fails.
- Roll equal to or higher than an opponent character's relevant attribute score on a d20 in order to succeed. Your roll may be affected by one of your attribute modifiers and by your level, but a roll of 1 (before modifiers) always fails and a roll of 20 (before modifiers) always succeeds.

Attacking in combat, making saving throws, and testing your skills are the main examples of this type of resolution system. Using special powers happens occasionally as well.

Advantage and Disadvantage

Outside influences can affect your chance of success when rolling. **If you have an obvious or significant advantage**, roll an extra die and discard the single die with the least favourable result. Count the remaining die or dice only. **If you're hindered by an obvious or significant disadvantage**, roll an extra die and discard the single die with the most favourable result. Count the remaining die or dice only.

Advantage and disadvantage cancel each other, if both apply. Multiple advantages or disadvantages have no effect, unless only one remains after others have been cancelled out.

Any roll except those made to produce a result on a random table can be affected by advantage or disadvantage. That includes rolls for chance, damage, and Disposition. If a spell or other special effect indicates that someone has “disadvantage to any rolls made to harm the target,” for example, that includes damage rolls.

Random table results are not affected by advantage or disadvantage, because they are used to create situations, not resolve them.

The GM has final say as to whether the circumstances of any particular situation call for advantage or disadvantage to any rolls.

Attribute Loss

Your attribute scores can be temporarily reduced if you are attacked or suffer other types of harm, and all of your attributes may be reduced. Whenever you suffer an attribute loss, it is temporary, but your new score is the one you use for all resolution rolls. Your half score and your attribute modifier are both derived from your temporarily-reduced attribute score, not from your original full score.

It is possible to restore your reduced attributes to their full score by resting and receiving medical treatment, whether magical or otherwise.

Powers

If you have a special power that is not a spell and you use it against another character, use the task resolution rules. To affect them, you must roll equal to or higher than one of their attribute scores on a d20, plus your level and a relevant attribute modifier. The GM determines what attribute score you roll against and what attribute modifier you add to your roll.

- Roll $1d20 + \text{level} + \text{attribute modifier}$ vs. your target's attribute score.

'Vantages

Powers can be affected by advantage or disadvantage because of outside influences, such as inebriation or magical assistance.



Saves

When you attempt to avoid the ill effects of a spell, trap, or other disaster, use the task resolution rules. The GM determines which attributes are relevant. **If the danger or dungeon level, or the level of the character putting you in danger, is not a higher level than your character,** you must roll equal to or lower than your relevant attribute score on a d20 to succeed. **If the threat is of a higher level,** you must roll equal to or lower than half your relevant attribute score, rounded down, on a d20 to succeed.

- Roll equal to or lower than your attribute score to succeed, if the danger is your level or lower. Roll equal to or lower than half your attribute score, rounded down, if the danger is higher level than you. Modifiers do not apply, although your attributes can be reduced temporarily by damage.

Attacks upon your leadership, reputation, and social prestige are resisted by **Charisma**. Saves to avoid breath weapons, collapsing buildings, earthquakes, explosions, and falling pianos, and saves made in other situations where being quick and agile can save you, depend on **Dexterity**. Your **Ferocity** applies to saves against capture and confinement. Resisting disease, paralysis, poison, and other toxic substances that destroy your body depends on **Health**, as do saves against death rays and physically corrupting magical energies. Saves against ambush, fraud, misleading intellectual charlatanism, and theft depend on your **Intelligence**. Overcoming amnesia, confusion, fatigue, mind control, and other mental attacks depends on your **Willpower**, as do saves to resist mutation.

Saved or Not

You do not get a save against effects caused by a roll against your attribute scores, such as attacks. You do get a chance to save against accidents, spells, and traps. Usually, a successful save indicates you suffer only half the normal effect. If an effect is all-or-nothing, and cannot be reduced to half effect, a successful save means you avoid the effect altogether.

'Vantages

Powerful outside influences can grant advantage or impose a disadvantage on your save. Magical defences are the most likely culprit, since mundane influences must be extremely powerful—drugs or large amounts of money, for example.

Skills

When you undertake some kind of task that requires skill, or is dangerous and risky, the GM may ask you to roll to accomplish it. The GM tells you which of your attributes is appropriate, based on the actions you are taking. **Charisma** is used for persuading others to do what you want. **Dexterity** is used for tasks requiring coordination, flexibility, reflexes, and overall body control. **Ferocity** is used for tasks involving intimidation and feats of strength. **Health** is used for tasks that require labouring and stamina. **Intelligence** is for tasks that use your knowledge, learning, and perception. **Willpower** is used for the most unpleasant kinds of tasks and those where self-control is paramount.

- **If you are skilled and you have the proper tools at hand**, you must roll equal to or lower than your attribute score on a d20 in order to succeed.
- **If you are skilled but have only the minimum necessary in terms of equipment or tools to get the job done**, you must roll equal to or lower than half your attribute score, rounded down, on a d20 in order to be successful.
- **Likewise, if you are unskilled, but have a good set of tools to use**, you must roll equal to or lower than half your attribute score, rounded down, on a d20 in order to get the job done.
- **If you have neither the skills to complete the task nor the proper equipment**, you cannot succeed at your task.

Some tasks, including standard dungeoneering tasks like searching for traps, depend instead on your level and the level of the dungeon you are undertaking them on. **If the dungeon level is equal to or lower than your own level**, you count as skilled. **If the dungeon level exceeds your own**, you count as unskilled. Places outside of the nightmare realm always count as lower in level than the PCs.

These skill rules are not for conflicts or contests between characters, but for things characters do independent of each other—like crafting, giving someone medical attention, picking locks, recalling knowledge, searching dungeons, or translating ancient tomes. They are not for foot races, knife fights, or wrestling matches.

What skills your character knows is determined by your choice of profession and your description of your character's background and history. Obviously, no character can know all things, and you have only so much life history you can fill up with relevant work experience. The GM is the final arbiter of what tasks require a skill roll, which attribute score you need to roll under, and whether or not you have the necessary skills and tools.

'Vantages

- **If you are employing tools of the most excellent quality, of vastly superior workmanship and ingenuity, or you have excellent assistance**, you get advantage on your roll.
- **If you are using shoddy, inferior tools in the attempt, or someone is sabotaging your attempts**, you have disadvantage on your roll.







Chapter 3.



Brothers

and

Sisters in Arms





The Players' Characters

In order to play the game, you must be the GM or have a character (a PC).

To make a character, follow the steps below:

1. Roll your attribute scores.
2. Choose a profession.
3. Roll for your spells, if any.
4. Choose your restrictions, if you're a cultist.
5. Choose your spiritual enemy, if you're a cultist or a champion of law.
6. Choose an alignment, if you have not done so already.
7. Buy or roll for your equipment (and determine your Armour rating).
8. Roll for your starting Disposition (and Psychic Armour if you have any).
9. Choose or roll for your motivation.
10. Describe your character.

Player Objectives

Once you have created a character, your goals in playing this game are three-fold, as follows:

One

To portray your character's personality as much or as little as you want, and to make decisions for them as they move through the locations and situations presented by the GM.

Two

To explore dungeons made of nightmare, and to survive these forays as long as possible, until your character dies, or until you decide they should retire. Once your character is dead or has no reason to continue adventuring, you have finished the game, though you may continue to play if you make a new character.

Three

To work together with the other players to portray a cohesive group of characters who go adventuring together. You are not playing individual games involving only yourself and the GM—you are all playing one game together, in which your characters, all of them, are the protagonists. They aren't enemies or strangers, they all know and work with each other.

Attribute Scores

Roll 3d6 for each attribute, in order: Charisma, Dexterity, Ferocity, Health, Intelligence, and Willpower. These are your character's starting attribute scores.

Charisma is the certain quality of an individual personality, by virtue of which they are set apart from ordinary people and treated as endowed with supernatural, superhuman, or at least specifically exceptional powers or qualities. A highly charismatic character is considered to have powers of persuasion not accessible to the ordinary person. These are regarded as of divine origin or as exemplary, and on the basis of them, that individual is treated as a leader.

Dexterity is a measure of physical and mental agility, balance, co-ordination, nimbleness, reflexes, and speed, as well as cleverness and base cunning. A dexterous character is better at getting out of danger and attacking enemies from a distance—the worst kind of foe to face.

Ferocity refers to a combination of aggression levels, athletic power, muscle strength, and how much force a character is able to apply to others. Ferocious characters are more adept at violence, regardless of how physically imposing they are.

Health is needed not only to stave off death, but also to enjoy life while it lasts. You might be stupid and crippled and broke, but “at least you have your health,” after all. Unless, of course, you don't.

Intelligence (a word derived from the Latin verb *intellego*, “I understand, I perceive”) refers to a character's ability to collect and retain knowledge through observation and perception, whether in the field or in an academic setting. It does not measure a character's ability to use good judgment when evaluating or employing the intelligence they have gathered—otherwise a high score in this attribute would necessarily preclude one from venturing into dungeons made of nightmares.

Willpower allows you to resist the influence of base urges, fear and terror, mind control, sorcery, and the corrupting influence of the nightmare realms. Those who lack willpower become slaves all too quickly.

Half Scores

You might also use half the score of an attribute, rounded down, at various points during the game. Your full score can be temporarily reduced, because of wounds, magic, or other pernicious vagaries, which also affects both your half score and your attribute modifier.



Modifiers

Each attribute has a second number attached to it. This number will modify some of your rolls, if the attribute in question has an influence. Your attribute scores are never added to, or subtracted from, your rolls—instead, they act as target numbers. Your attribute modifiers are the scores that actually modify your rolls.

Modifiers are based on permanent full scores and temporarily reduced (or increased) scores, not half scores. If your permanent full attribute scores change, adjust your modifiers appropriately.

- Your **Charisma modifier** affects social rolls.
- Your **Dexterity modifier** affects rolls for evasion, initiative, ranged attacks, and special maneuvers.
- Your **Ferocity modifier** affects close combat attack and damage rolls, rolls to force open doors and locked chests, and saves against confinement.
- Your **Health modifier** affects recovery rolls and saves against disease and poison.
- Your **Intelligence modifier** affects surprise rolls, how many spells you can memorize, and saves against falsehood.
- Your **Willpower modifier** affects how many spells you can master, rolls to abjure spiritual enemies, and saves against mental effects.

Full Score	Modifier
1	-5
2	-4
3	-3
4-5	-2
6-8	-1
9-12	None.
13-15	+1
16-17	+2
18	+3
19	+4
20+	+5

An attribute score of zero usually means the character is some kind of dead, mad, or infirm and is no longer playable. The one exception is Charisma, where a score of zero means that no one can bring themselves to assist you in any way.



Professions

There are eight different professions in *The Nightmares Underneath*: assassin, bard, champion, cultist, fighter, scholar, thief, and wizard.

Assassins are trained killers and covert operatives. Once upon a time they set their knives against the world's many thrones, and the crowns that rule them. Now they march into the darkness, against the invaders.

Bards are performers—demagogues, songsmiths, entertainers of all stripes. When we must face the darkness, out in the wilds where only beasts and monsters dwell, bards remind us that we are civilized people, that we belong to a glorious culture of light, laughter, and joy. In the midst of our despair at facing, yet again, the corrupting taint of the nightmare world, they lift our hearts and give us the will to keep fighting. If you play a bard, you need to roll to determine which spell or spells you have mastered.

Champions have a cause that they fight for, an ideology that is more important than petty concerns like love and money, or even life and death. Burning with the fires of a higher purpose, champions dive headlong into the fight against nightmare incursions. If you play a champion, your special abilities depend on your alignment.

Cultists are members of small faith groups, mystery cults, and heretical sects. In a world where the light of reason is considered the holiest law, they continue their wars of religion. If you play a cultist, you need to choose your preferred weapons and who your spiritual enemy is, as well as roll to determine which spells you have mastered. The cultist is a complicated profession, with a greater number of powers, options, and restrictions than the other professions.

Fighters are soldiers and mercenaries and anyone else who makes their living from violence. For those that care to brave the darkness, one foe is much like the next. The fighter is the easiest profession to play.

Scholars are doctors, lawyers, and philosophers, members of the most vaunted professions in the Kingdoms of Dreams. They carry the torch of reason into the darkness to light the way. If you play a scholar, you need to roll to determine which spells you have mastered.

Thieves are scoundrels and criminals, already so used to skulking in the dark that robbing nightmares instead of the rich means little to them. After all, coins all spend the same... don't they?

Wizards practice the arcane arts of sorcery. They walk a thin line between conforming to the world as it is and being corrupted by darkness. If you play a wizard, you need to roll to determine which spells you have mastered.

Assassin

Before the Kingdoms of Dreams were shown the light of the Law and became the paradises they are today, they were torn asunder by war and the political machinations of evil kings. Every ruler maintained a secret force of trained killers who committed murder in the name of power while the sun hid her face behind the world.

These days, those traditions have been abandoned. Where once there were many, the orders of assassins have dwindled in number, and those that do exist have either become mere bands of mercenary thugs, working in far-off lands, or enthusiastic recruits in the war against the nightmare incursions.

Hit Die: 1d8.

Primary Attributes: Dexterity and Ferocity.

Restrictions:

- You can't be of good alignment.
- You can't hide or be stealthy in a suit of plate or when you are encumbered.
- You get no attack bonus while wearing a suit of plate.

Skills: Assassins are skilled at climbing, disarming traps, handling poisons, hiding, hunting, moving silently and stealthily, picking locks, tinkering with mechanisms, and keeping their gear in good working order. When you use one of these skills in a risky manner, if you have the proper tools (darkness, lock picks, rope, etc), you must roll equal to or lower than your Dexterity score on a d20 to successfully perform your task. If you lack the proper tools but have something that might work instead, you may still succeed if you roll equal to or lower than half your Dexterity score, rounded down, on a d20. In some cases, the GM may ask you to substitute a different attribute score in place of your Dexterity.

You may also be moderately skilled in some other profession that gives you cover and hides your true calling, such as carriage driving, gambling, prostitution, playing music, or selling rugs. Discuss your character's identity with the GM, either before or during the game. You may need to elaborate on how and where you learned a skill when you perform an appropriate action during play.

Special Abilities:

- Add your level to your attack rolls.
- When you take someone by surprise or attack them from behind, you automatically hit and inflict your damage twice, as if you had made two successful attacks.
- You may add your Dexterity modifier to surprise rolls you make, instead of your Intelligence modifier, if it is higher.
- Your Armour rating is equal to 10 + your level, as long as you wear no armour.





Bard

A bard is the soul of any company. What fighting force could maintain its morale, if it lacked such inspiration? A world without music and laughter, or the fire of oratory, is a dull, greyish hell that few could stand for long. But with a bard behind him, a man feels like he could take on the world, if he wanted to!

Hit Die: 1d6.

Primary Attributes: Charisma and Health.

Restrictions:

- You can't be of evil alignment.
- You can't cast spells when you use a shield or wear a suit of plate.

Skills: Bards are chiefly skilled at performance. When you perform for an audience, roll a d20 and add your level and your Charisma modifier. If your total is equal to or greater than your target's Willpower score, their reaction towards you changes for the better, and they become friendlier.

You may also be skilled at adapting to local customs, constructing the tools you need to perform (costumes, musical instruments, etc), knowing stories, negotiating prices, reading and writing, recording your experiences and observations, and most of all, travelling. Discuss your character's identity with the GM, either before or during the game. You may need to elaborate on how and where you learned a skill when you perform an appropriate action during play.

Special Abilities:

- As a complicated combat action, you may give your Disposition away to your allies. For each point of Disposition you lose, one other character who can see, hear, or touch you gains 2 points of Disposition. However much Disposition you choose to lose, up to your total current score, you may distribute amongst other characters as you see fit.
- When you re-roll your Disposition, any allies who also re-roll their Disposition get advantage. You may decide who is an ally and who is not at any time.
- You have mastery over 1 spell per level, plus spells equal to your Charisma modifier. If the total of your level and modifier is less than 1, you have mastery of no spells. When you cast a spell that you have mastered, roll against your Charisma score instead of your Intelligence in order to control it (when casting a spell from a formula you have not mastered, roll against Intelligence as normal).



Champion

Are you a zealous inquisitor, hunting down witches and other illegal heretics? Or a wandering paladin, sworn to defend the weak from the wicked? Perhaps you are the spirit of vengeance, a revenant returned to finish one last task, or a follower of Chaos, infused with magic, rebelling against everything the Kingdoms of Dreams hold dear. Whatever the case, you have a cause that you champion, above everything else, and that is what gives you the strength to carry on.

Hit Die: 1d8.

Primary Attributes: Health and one other, determined by your alignment.

Restrictions:

- You can't be of neutral alignment.
- You must display your alignment prominently, or else you cannot use any of your special abilities.

Skills: You adhere to some kind of code, philosophy, or religion that reflects and promotes your alignment. It may be practical or mostly theoretical—either way, you are well-versed in its tenets, skilled both at arguing its ideology and performing its rituals. When you use this training in a risky manner, you must roll equal to or lower than one of your attribute scores on a d20 to successfully perform your task. The GM will tell you which attribute score to use.

You may also be skilled in other areas, depending on your past and how you came to become a champion. Discuss your character's identity with the GM, either before or during the game. You may need to elaborate on how and where you learned a skill when you perform an appropriate action during play.

Special Abilities:

- Add your level to your attack rolls.
- During a rest, you can give anyone else who shares your alignment advantage when they re-roll their Disposition or Psychic Armour.
- You always know when magic in your presence requires or targets your alignment.
- You always know when someone in your presence shares your alignment.
- You have additional special abilities that depend on your alignment.

Chaotic

- You have mastery over 2 spells per level, plus spells equal to your Intelligence modifier. If the total of your level and modifier is less than 1, you have mastery over no spells. Roll 1d100 to determine what each spell is, but re-roll any result indicating a Law spell. You are unable to cast, master, or memorize spells from the school of Law.
- Your second primary attribute is Intelligence.

Evil

- Choose one type of weapon from the following list for each level you have: axes, bows and arrows, clubs and maces, daggers and knives, firearms, garrotes, picks and hammers, pole arms and spears, swords, and thrown weapons (other categories do not include thrown weapons of the same type). When you attack with a weapon of your chosen type, you inflict your damage twice, as if you had made two successful attacks.
- Your second primary attribute is Ferocity.

Good

- As a complicated combat action, you may give your Disposition away to your allies. For each point of Disposition you lose, one other character who can see, hear, or touch you gains 2 points of Disposition. However much Disposition you choose to lose, up to your total current score, you may distribute amongst other characters as you see fit.
- Your second primary attribute is Charisma.

Lawful

- You have a spiritual enemy, that you can abjure just like a cultist does. It works the same way, except you may not choose humans to be your spiritual enemy.
- Your second primary attribute is Willpower.

Additional Starting Gear

Based on your alignment, you also start with the following items, in addition to any other gear you purchase or randomly generate:

- **Chaotic:** You also have 1d6 doses of hallucinogenic cactus.
- **Evil:** You also have an additional close combat weapon of the type you inflict double damage with.
- **Good:** You also have 1d6 doses of antitoxin and 1d6 uses of bandages.
- **Lawful:** You also have a written copy of the Law.







Cultist

Not everyone has embraced the doctrine of the Law. Some still worship forgotten gods and practice strange creeds. They see society as theologically weak, while they have forged their philosophies through hardship and toil. It is no wonder they can stand against the invading darkness so well. Some even worship the darkness of nightmare—they seek to master it and gain its power. But only the bravest and strongest will triumph.

Hit Die: 1d6.

Primary Attributes: Health and Willpower.

Restrictions:

- You can't be of lawful alignment.
- You may fight with your bare hands, throw things at people, use shields, and wear light armour, plus choose two: blades, blunt weapons, firearms, garrotes, heavy armour, or missile weapons. The ones you do not choose are restricted by your cult precepts or you are not skilled at using them. While using restricted weapons or armour, you get no attack bonus, you may not banish your spiritual enemies, and you may not cast spells.
- You must surrender half your income to your cult, in order to gain experience points from recovering it. You may send this money as a tithe to your superiors, or spend it on establishing a shrine or temple of your own.

Skills: Cultists are skilled at practicing their religion and learned in the ways of cult doctrines. When you use your skills and knowledge in a risky manner, you must roll equal to or lower than one of your attribute scores on a d20 to successfully perform your task. The GM will tell you which attribute score to use.

You might be skilled in some particular specialty, if it serves your cult or allows you to operate in society without revealing your religious affiliation, but it must be some kind of mundane occupation. Discuss your character's identity with the GM, either before or during the game. You may need to elaborate on how and where you learned a skill when you perform an appropriate action during play.

Special Abilities:

- Add your level to your attack rolls (unless you are using a restricted weapon or wearing restricted armour).
- You have a spiritual enemy, that you may banish from your presence. Choose one of the following: beasts, dwellers in the deep, faeries, golems, humans, or the undead.
- You have mastery of 2 spells per level, plus additional spells equal to your Willpower modifier. If the total of your level and modifier is less than 1, you have mastery of no spells.

Abjuration of a Spiritual Enemy

When you attempt to banish a spiritual enemy, roll 2d6 and add your Willpower modifier. You may attempt this once in each situation, and once for each new foe that enters a situation where you are already abjuring your foes. The roll counts for all spiritual enemies in your presence.

Roll Result

0-6	Abjuration has no effect. Either your foe is too strong, or your convictions are too weak.
7-9	If your foe is your level or lower, you can hold them at bay. Otherwise, the abjuration has no effect.
10-11	If your foe is your level or lower, they are held at bay and take 1d6 damage each round they do not move away from you, until they have left your presence. If your foe is of higher level than you are, you can hold them at bay, but no more.
12+	Your foe is held at bay and takes 1d6 damage each round they do not move away from you, until they leave your presence. If they are your level or lower, they take 1d6 damage each round even if they are moving away from you (until they leave your presence).

Spiritual Enemies

Your choice of spiritual enemy determines which creatures you can banish from your presence through sheer force of will:

- **Beasts and beastlings** are mundane animals, lycanthropes, and abominable cross-breeds of animals and humans.
- **Dwellers in the deep** are creatures that live far below the earth, within the depths of the oceans, or in those realms beyond even nightmares.
- **Faeries** are creatures who live in dreams, either in the seelie court or the unseelie. They sometimes cross over into the realms of nightmare.
- **Golems** are sorcerous creatures, constructed out of unliving material, usually clay, stone, and metal.
- If **humans** are your spiritual enemy, you can abjure any normal person, including people who can use magic, but not people that are innately magical (like those who are werewolves, possessed, or undead).
- **The undead** include ghosts, vampires, and any creature made of animated remains.

Fighter

Fighters flock to the nightmare incursions like swarms of flies. Who better to defend the sunlit kingdoms than those who make of war their daily bread? And the nightmare world asks its own question in return: who better to die than those who come of their own accord? For there is always a fight, ready and waiting, in the darkness below.

Hit Die: 1d8.

Primary Attributes: Ferocity and Health.

Restrictions:

As a member of the most insolent of professions, the fighter has no restrictions. Anyone can fight—even cowards, when the brave have all been slaughtered.

Skills: Fighters are skilled at foraging, hunting, labouring, scavenging, soldiering, and keeping their equipment in good working order. When you use one of these skills in a risky manner, you must roll equal to or lower than one of your attribute scores on a d20 to successfully perform your task. The GM will tell you which attribute score to use.

You may also be skilled in other areas, depending on your background and history—haggling, music, or smithing, for example. Discuss your character's identity with the GM, either before or during the game. You may need to elaborate on how and where you learned a skill when you perform an appropriate action during play.

Special Abilities:

- Armour does not count as encumbering items to you, as long as you are wearing it (but shields do).
- When you attack an enemy, if your attack roll is a miss, you still inflict your damage as normal, and if your attack roll is good enough to hit, you inflict your damage twice, as if you had made two successful attacks.





Scholar

This new world—the one under threat from the realm of nightmares—is a very different sort than the one ruled by superstitious barbarism that came before it. Built by the work of scholars—alchemists and lawyers, doctors and judges, architects and great philosophers—it calls out to those same scholars to save it, to purge it, and make things right once more.

Hit Die: 1d4.

Primary Attributes: Charisma and Intelligence.

Restrictions:

- You can't be of chaotic alignment.
- You get no damage bonus for wielding a non-magical two-handed weapon.
- You may not fight while wearing a non-magical suit of plate.
- You must roll to search like any other character while encumbered or wearing a non-magical suit of plate.

Skills: Scholars are highly literate and learned in the ways of law, medicine, and philosophy. When you use one of these skills in a risky manner, if you have the proper tools (bandages, a copy of the Law, etc), you must roll equal to or lower than your Intelligence score on a d20 to successfully perform your task. If you lack the proper tools, you may still succeed if you roll equal to or lower than half your Intelligence score, rounded down, on a d20. In some cases, the GM may ask you to substitute another attribute score in place of your Intelligence.

Special Abilities:

- During a short or long rest, you may heal another person, restoring 1d4 points to one of their attributes that has been temporarily reduced. You may not treat the same person again until they are harmed again, but you may treat a total number of people each day equal to your level (if you spend an hour on each).
- You always find hidden things when you spend a turn searching a dungeon of your level or lower, and you always roll against your full Dexterity score when you search a higher-level dungeon (instead of half your Dexterity).
- You can use any magic item and gain its full benefits, regardless of alignment, profession, or other restrictions.
- You have mastery of 1 spell per level, plus additional spells equal to your Intelligence modifier. If the total of your level and modifier is less than 1, you have mastery over no spells.
- You have Psychic Armour. Roll a number of Hit Dice (d4s) equal to your level and add them together to determine your Psychic Armour score, just as you do for Disposition. You are not required to re-roll this score when you take a rest, but you may, if you like.

Thief

Just because the Kingdoms of Dreams have accepted the Law, doesn't mean they are utopias. You still need money to eat, and few have given up their possessions. Well, there is more than one way to get rich in this world, and only a few of them are worse than working yourself to death trying.

Hit Die: 1d6.

Primary Attribute: Your sole primary attribute is Dexterity. If your Dexterity is 8 or lower, you suffer a -10 percent penalty to your experience points. If your Dexterity is 13-15, you gain a +5 percent experience point bonus, and if your Dexterity is 16 or higher, you gain a +10 percent experience point bonus. Each level, you must roll to increase your Dexterity, as well as one other attribute of your choice.

Restrictions:

- You can't hide or be stealthy in a suit of plate or when you are encumbered.
- You must roll to search like any other character when you wear a suit of plate.

Skills: Thieves are skilled at climbing, disarming traps, hiding, moving silently and stealthily, palming objects, picking locks, picking pockets, and tinkering with mechanisms. When you use one of these skills in a risky manner, if you have the proper tools (darkness, lock picks, rope, etc), you must roll equal to or lower than your Dexterity score on a d20 to successfully perform your task. If you lack the proper tools but have something that might work instead, you may still succeed if you roll equal to or lower half your Dexterity score, rounded down, on a d20 to be successful. In some cases, the GM may ask you to substitute a different attribute score in place of your Dexterity.

You may also be skilled in other areas, depending on your background and history—appraisal, counterfeiting, disguise, or smuggling, perhaps. You might even be a legal expert, specializing in the forcible repossession of stolen goods! Discuss your character's identity with the GM, either before or during the game. You may need to elaborate on how and where you learned a skill when you perform an appropriate action during play.

Special Abilities:

- When you search an area in haste, if the dungeon level is equal to your level or lower, you must roll equal to or lower than your Dexterity score on a d20 to find hidden things. If the dungeon level is higher than your own, you must roll equal to or lower than half your Dexterity score, rounded down, on a d20 to find hidden things.
- You always find hidden things when you spend a turn searching a dungeon of your level or lower, and you always roll against your full Dexterity score when you search a higher-level dungeon (instead of half your Dexterity).





Wizard

Magic is a wondrous and powerful thing, yet dangerous, also—and feared! What better way for a wizard to win society's acceptance than to become a hero?

Hit Die: 1d4.

Primary Attributes: Intelligence and Willpower.

Restrictions:

- You can't fight while wearing a suit of plate.
- You do not receive a damage bonus for wielding a two-handed weapon.
- You must roll to cast spells like any other character when you are encumbered, wearing a suit of plate, or using a shield.

Skills: Wizards are learned in the ways of science and letters, and such arcane arts as alchemy and thaumaturgy. When you use one of these skills in a risky manner, if you have the proper tools (a laboratory, for example), you must roll equal to or lower than your Intelligence score on a d20 to successfully perform your task. If you lack the proper tools, you may still succeed at your task if you roll equal to or less than half your Intelligence score, rounded down, on a d20.

You might also be skilled at other, miscellaneous professions that you practiced poorly in order to survive. Discuss your character's background and history with the GM, either before or during the game. You may need to elaborate on how and where you learned a skill when you perform an appropriate action during play.

Special Abilities:

- When you cast a spell and fail to control it, you may choose to ignore your failed roll and lose 1d4 points of Willpower instead. If this does not reduce your Willpower to zero, you retain control over your spell.
- When you cast a spell, whether you retain control or not, you may roll to keep it in your memory, instead of forgetting it. To remember a spell of your level or lower, you must roll equal to or lower than your Willpower score on a d20. To remember a spell of a level higher than your character, you must roll equal to or lower than half your Willpower score, rounded down, on a d20.
- You have mastery of 2 spells per level, plus additional spells equal to your Intelligence modifier. If the total of your level and modifier is less than 1, you have mastery over no spells.
- You have Psychic Armour. Roll a number of Hit Dice (d4s) equal to your level and add them together to determine your Psychic Armour score, just as you do for Disposition. You are not required to re-roll this score when you take a rest, but you may, if you like.



Hit Dice

This is the die type you roll for damage, and to determine your Disposition. **If you wield a two-handed weapon**, you may roll a die one size higher than this for damage. **If you wield an improvised weapon or fight unarmed**, you must roll a die one size smaller than this for damage. **When you roll to determine your Disposition**, roll a number of dice of this size equal to your level and add up the results. That is your Disposition score.

At the beginning of the game, roll your Hit Die once to determine your starting Disposition. If you are a scholar or a wizard, roll your Hit Die again to determine your starting Psychic Armour as well.

Primary Attributes

You will have more opportunities to increase these two attributes, as you gain levels, than other attributes. **If both your primary attributes are 13 or higher**, you gain a +10 per cent bonus to experience points you gain. **If only one is 13 or higher**, you still gain a +5 per cent bonus. **If both primary attributes are 8 or lower**, however, you suffer a -10 per cent penalty to the experience points you gain.

When you calculate your experience at the end of an adventure, use your temporarily adjusted attribute scores to determine your bonus or penalty. If your attributes have been lowered, it may affect how much experience you gain.

Restrictions

Make a note of any restrictions on your character because of your profession, and make sure you don't buy any gear that you can't use or that stops you from using your profession's special abilities that you want to use.

Skills

You don't need to think about your character's background, history, and skills right away, but you can if you want. It is fine to leave it until later, during the game.

Special Abilities

Make a note of any special abilities your character has because of your profession. If you have spells, roll for them. If you're a cultist, you must also choose your spiritual enemy.



Spells

Bards, cultists, scholars, and wizards (usually) start with mastery over one or more spells. **To determine which spells you have mastered**, roll randomly for each one. There are ten different schools of magic, each consisting of ten different spells.

If you roll a spell that you have already mastered, roll again or choose a lower-level spell from the same school.

If all of your starting spells belong to the quintessence school, ignore those results and roll for all your spells again.

Bard

If you are a bard, for each spell you have mastered you may either roll a d100 or roll a d10 on one of the following schools' sub-tables: Divination, Enchantment, Healing, or Illusion. When you gain a new spell upon advancing a level, you have the same choice to make. However, if you roll Gift of Sacrifice, you may ignore it and re-roll, if you like.

Champion of Chaos

If you are a champion of chaos, for each spell you have mastered, roll a d100 on the full table to determine which spell it is. Re-roll any result indicating a spell from the school of Law. You cannot master Law spells.

Cultist

If you are a cultist, you may choose one school (other than Law) for your faith to privilege. For each spell you have mastered, you may either roll a d100 on the full table or a d10 on your chosen school's table. When you gain new spells upon advancing a level, you have the same choice to make.

Scholar

If you are a scholar, for each spell you have mastered, roll a d100 on the full table to determine which spell it is. **If you are evil**, you may instead roll a d10 on the Battle school sub-table. **If you are good**, you may instead roll a d10 on the Healing school sub-table. **If you are lawful**, you may instead roll a d10 on the Law school sub-table.

Wizard

If you are a wizard, for each spell you start with, you may either roll a d100 on the full table or a d10 on the table of your choice. But when you gain new spells upon advancing a level, you must roll a d100 on the full table to determine each of them.



Schools of Magic

There are ten different schools of magic: Battle, Divination, Enchantment, Evocation, Healing, Illusion, Law, Quintessence, Summoning, and Transformation.

- **Bard:** Roll 1d10 on Divination, Enchantment, Healing, or Illusion tables, or 1d100 to determine your spells.
- **Champion of Chaos:** Roll 1d100 to determine your spells, but re-roll any result of 61-70. You may not cast, master, or memorize Law spells.
- **Cultist:** Roll 1d10 on your privileged school's table (any except Law) or 1d100 to determine each of your spells.
- **Scholar:** Roll 1d100 to determine each of your spells. You may instead roll 1d10 on the Battle table, if you are evil; or 1d10 on the Healing table, if you are good; or 1d10 on the Law table, if you are lawful.
- **Wizard:** Roll 1d10 on the table of your choice or 1d100 to determine each of your starting spells (and 1d100 for new spells upon increasing your level).

Roll	Battle Spells
1	Accurate Weapon
2	Blessing and Bane
3	Brutal Weapon
4	Eldritch Darts
5	Magic Weapon
6	Martial Inspiration
7	Protection from Missiles
8	Protection from Weapons
9	Vorpal Blessing
10	Wizard Sword

Roll	Divination Spells
11	Clairaudience
12	Clairvoyance
13	Detect Evil
14	Detect Magic
15	Find Poison
16	Find Traps
17	Identify
18	Know Alignment
19	Locate Object
20	Sense Nightmares

Roll	Enchantment Spells
21	Cause Fear
22	Charm Animals
23	Charm Monster
24	Charm Person
25	Confusion
26	Fearlessness
27	Inspiration
28	Paralysis
29	Sleep
30	Truth Telling

Roll	Evocation Spells
31	Acid Spray
32	Bridge
33	Chromatic Spray
34	Create Object
35	Floating Platform
36	Ghostly Hands
37	Light
38	Magic Missile
39	Magic Rope
40	Web Trap

Roll Healing Spells

41	Cure Disease
42	Cure Wound
43	Endure Pain
44	Indivisible
45	Negate Poison
46	Purify Food and Drink
47	Raise the Dead
48	Regenerate
49	Remove Curse
50	Second Wind

Roll Illusion Spells

51	Detect Illusion
52	Duplicate Images
53	Faerie Dust
54	Fools' Gold
55	Illusory Appearance
56	Illusory Being
57	Illusory Terrain
58	Invisibility
59	Message
60	Ventriloquism

Roll Law Spells

61	Binding
62	Forlorn Encystment
63	Holy Water
64	Immobilize Animal
65	Immobilize Monster
66	Immobilize Person
67	The Power of Law
68	Protection from Chaos
69	Protection from Evil
70	Voice of Command

Roll Quintessence Spells

71	Arcane Connection
72	Contingency
73	Counterspell
74	Dispel Magic
75	Magic Resistance
76	Move Spell
77	Permanency
78	Spell Burn
79	Spell Extension
80	Transfer Spells

Roll Summoning Spells

81	Conjuration
82	Create Food and Drink
83	Invisible Servant
84	Magic Steed
85	Minion
86	Summon Air Elemental
87	Summon Earth Elemental
88	Summon Fire Elemental
89	Summon Monster
90	Summon Water Elemental

Roll Transformation Spells

91	Alter Items
92	Climbing
93	Colour Change
94	Enlarge
95	False Magnetism
96	Featherlight
97	Shapechange
98	Shrink
99	Transmute
100	Vulnerability



Alignment

Your alignment describes your character's primary motivation. You must choose one, and only one, of the following alignments for your character: chaotic, evil, good, lawful, or neutral.

Chaotic characters believe in the power of self-expression, imagination, and every person's inner life. They reject complicated social structures, advocate for personal liberty even when such liberty proves to be dangerous, and believe that individuals should be free to make their own choices and either reap the rewards or suffer the consequences.

- Chaotic characters may not become scholars.

Evil means your primary motivation is to cause harm. You might be seeking revenge on a specific foe or you might be a violent psychopath. You might be righteous, you might have friends—you might even be generous and charitable—but you have enemies to fight and this is what consumes you, more than anything else.

- Evil characters may not become bards.

Good characters want to help people more than anything, whether through charity, healing, effective organization and management, counselling and therapy, or even building space for them to live in comfortably.

- Good characters may not become assassins.

Lawful characters believe in a well-ordered society. If you're lawful, preserving law and order in your community is your primary goal, and you work toward this goal more than anything else.

- Lawful characters may not become cultists.

Neutral characters are perhaps the most self-serving of all. If you're neutral, you're all about personal gain. You don't pick sides, other people do. They're either on your side, or they're not—or it's not your business and you stay the hell out of it. Neutral is often considered to not be a "real" alignment by more ideologically fervent adventurers.

- Neutral characters may not become champions.

Money and Equipment

Starting characters each begin with $3d6 \times 10$ cyphers to spend on starting equipment. Each character begins with clothes relative to their social standing, no home or job in this kingdom, and only what gear they can buy with however much money they start with.

Your character can only carry, without penalty, a number of regular encumbering items equal to their Health modifier plus 4, and a number of small items equal to their current Health score. If you buy more items than that, you should find a place to leave them or get someone else to carry them.

Social Class

Optionally, your roll for starting money can also be used to indicate your character's social class, if you and the other players want to explore this part of the setting. The choice must be made before everyone rolls for their starting money, however.

Roll	Modifier	Social Class
3	-3	Penniless, nomadic vagrants. Slave labourers. Untouchables.
4-5	-2	Average servants and slaves. Poor peasants.
6-8	-1	Most peasants. Poor proletariats. Well-off servants and slaves.
9-12	None.	The middle classes: city-folk, freemen, merchants, and proletariats.
13-15	+1	Knights, lesser nobles, successful bankers and merchants, and wealthy city-folk. At this rank, you might be called bey, faris, or sheikh, if you have a legitimate leadership position.
16-17	+2	Barons, counts, dukes, and other nobles. At this rank you may style yourself a pasha or even khan.
18	+3	Royalty and greater nobility. The possibility of becoming a shah or sultan exists. At this rank, you may be addressed as emir, even if you are not a leader or commander.

Use your social class modifier in place of your Charisma modifier for initial reaction rolls when meeting law-abiding citizens in the Kingdoms of Dreams. For subsequent reaction rolls, or reaction rolls by people who already know who you are, use your Charisma as normal. You may also use your social class modifier instead of your Charisma modifier when communicating by letter with law-abiding citizens and government bodies.

Anyone who ends up with a social class roll of 13 or higher may choose to take any one item or piece of equipment as a family heirloom they have inherited. They do not have to pay for this heirloom.



Describing Your Character

Finally, you must paint a mental picture of your character for the other players.

Appearance

Your character may be beautiful, ugly, striking, or plain; of any race, gender, sexual orientation, and biological construction you desire; wearing any type of clothing (or not). You might be brown or white, elf or dwarf, angel or snake-tailed minotaur—as long as you are not a nightmare, you may choose as you will. Use your imagination. The numbers on your sheet remain the same, and you do not get any superhuman abilities (like flying or breathing fire) because of your appearance.

You should also decide whether you are an anomaly or if there are many like you, and whether you are celebrated, persecuted, tolerated, or unremarkable in the kingdoms that you frequent.

Languages

There is no set list of languages for this game. It is up to the GM to decide whether or not the guttural wheezings of strange, foreign sorcerers and the words inside mouldering old tomes can be understood by the players' characters. Language need not even be an issue in your game—perhaps everyone understands each other and can read anything written down.

In any case, whatever languages are spoken by people in your game's particular kingdom, the players' characters can communicate and be understood by at least most of the people around them. Otherwise, why would they go there?

Motives

You should come up with a reason why your character is an adventurer. Most people have no interest whatsoever in braving the terrors of the nightmare world, even if they aren't afflicted by madness as fast as other people. Most people think having a shitty job is better, simply because it is safer. You can decide on a reason yourself, or you can roll for it.

Name

Choose a name for your character. Do not use your own name. Do not re-use the name of a previous character created for this game, even if they are no longer being played. Your character may take another character's name as an alias, but they must have their own name as well.

Motives

When a person dies inside an incursion, the nightmares strip their mind and soul of all their fear, pain, and terror in order to make new dungeons from them. This is why the GM needs to know what drives your character into these incursions, and perhaps something about their past. Detailing your character's history and life outside of adventuring can also make your interactions in civilized areas richer and more interesting.

Choose one, or roll 1d20, then decide on the specific details.

Roll You can't work a normal job because...

- 1 You are driven by costly vices (addiction, gambling, whoring, etc).
- 2 You are hated by other members of your profession.
- 3 You are a known criminal.
- 4 You are an outsider here, exiled from your homeland.
- 5 You are part of an ostracized minority, so work is not offered to you.
- 6 You have been too traumatized by violence.
- 7 You have no profitable skills other than adventuring.
- 8 You have religious objections to work.
- 9 You lack the discipline employers desire.
- 10 Your compulsive behaviours prevent you from staying employed.

Roll You must fight the nightmare incursions...

- 11 Because you believe the fate of the entire world is at stake.
- 12 Because you can't handle any other life.
- 13 Because you have debts to pay off.
- 14 Because you made an oath or promise to do so.
- 15 In order to bury or uncover a family secret.
- 16 In order to find someone who, or something that, has disappeared.
- 17 In order to free yourself from a curse or something that haunts you.
- 18 In order to gain absolution or forgiveness for crimes you have committed.
- 19 In order to get revenge on someone or something that assaulted you.
- 20 In order to learn more about a supernatural experience in your past.

Finishing Details

In order to have a finished character, you must have the following details recorded on your character sheet:

- Scores for all six attributes, Speed, and Encumbrance.
- Your profession and a Hit Die type.
- Your alignment.
- Your money (and maybe a social class), minus what you have spent.
- Some equipment and an Armour rating.
- Your level and experience points.

plus...

- Spells mastered, if you are a bard, champion of chaos, cultist, scholar, or wizard, and spells memorized.
- Allowed weapons and a spiritual enemy, if you are a cultist.

and, finally...

- A name.
- A reason to go adventuring.

Armour Rating

Your Armour rating depends on the type of armour you wear, if any. Unarmoured characters have an Armour rating of 10 (11 if equipped with a shield and 12 with a tower shield). Light armour gives you Armour 13, heavy armour gives you Armour 15, and a suit of plate gives you Armour 17. If you wear armour and also wield a shield, add +1 to your Armour rating (or +2 with a tower shield).

Level

Your character begins the game at Level 1, with no experience points. In order to gain experience points and increase your level, you must recover valuable objects, treasures, and riches from the dungeons made of nightmares.

Memorized Spells

If you have mastered spells, you must choose which spell or spells you have memorized before you venture into a dungeon. You can memorize a number of spells equal to your level plus your Intelligence modifier. At Level 1, your Intelligence score must be 9 or higher, or you cannot memorize spells (even if you have spells mastered).

Speed

Your Speed score is 7 plus your Dexterity modifier. If you are encumbered, your Speed score is half what it normally is, rounded up.







Equipment

Starting characters begin with $3d6 \times 10$ cypherss, however much equipment that buys them, clothes relative to their social standing, and no home or job in this kingdom. Alternately, you may roll for a random set of starting gear, on the tables presented after the equipment lists.

Buying Gear

You can buy as much gear as you can afford, using the prices listed here (inflation and market forces may change those prices later on in the game). If you are using the optional social class rules, you may also have a special heirloom—one item from the lists that you don't have to pay for, which can be as fancy as you like. There will be hell to pay if you sell it, however.

Cyphers

The standard units of money in the Kingdoms of Dreams are called “cyphers,” because most coins are stamped with royal cyphers, tughras, or similar geometric designs. Typically, a kingdom mints metal coins worth 1 cypher each, although bills and promissory notes exist as well. The prices of goods in the lists that follow ignore values less than a single cypher, though common silver coins can be broken into up to eight pieces, and copper pennies are also used in some places instead.

Coins recovered from dungeons come in all different shapes and sizes, especially those that have been hidden away for many years. They vary greatly in value, depending on their age, size, and composition. When you find money, the GM describes the exact specifics of it.

Of particular note is the weight of metal used in coinage. One pound of silver is worth about 50 cyphers. Gold is approximately ten times as valuable as silver, by weight, and being about twice as heavy, is thus twenty times as valuable by volume. Likewise, silver is ten times as valuable as copper, by weight. Practically, this means that, in its most compact forms, 50 cyphers worth of copper, 500 cyphers worth of silver, and 5,000 cyphers worth of gold each count as a single encumbering item—as long as it is all wrapped up in sacks or chests. Loose coins are actually harder to carry than that.

Running Out of Money

Characters with no money and no home must go adventuring immediately or take out a loan. The alternative is to go without food, which means you cannot re-roll your Disposition, and you will eventually die of starvation or thirst. Meanwhile, loans accrue interest every month—or every week—and moneylenders don't last long if they don't send goons after those who don't pay their debts. You don't have to stay broke, though. There is always another dungeon full of nightmares to fight.

Hauling Stuff Around

Items that must be strapped to your body or carried in hand are **regular encumbering items**. Items that take two hands, or are awkward in one hand, are **large encumbering items**. You can probably only carry one at a time, and they might count as 2 or even 3 encumbering items each. You may carry a number of encumbering items equal to 4 plus your Health modifier without penalty. Carrying additional items means you are encumbered.

Anything you can fit into a pocket is a **small item**. If your group wants to track small items, you can carry a number of small items equal to your Health score, in addition to any encumbering items you are carrying, provided you have some means to do so (like enough pockets or a backpack). Carrying more than that means you are encumbered.

You can carry any reasonable number of **tiny items**, as long as you have bags or pockets enough to do so.

In the equipment lists, an **L** denotes a large encumbering item, an **s** is a small item, and **t** means tiny. A number means the item takes up several encumbrance slots. Any item with a dash instead of a letter is always an oversize item, too large to be carried around easily.



Armour

It is usually a good idea to protect yourself from being murdered. Armour is one way to do that, although it should be noted that you can't dodge while wearing heavy armour. A suit of plate always counts as heavy armour, but is more encumbering.

Armour Type	Armour Rating	Cost	Encumbrance
Heavy armour	15	100c	2
Helmet	—	10c	0
Light armour	13	25c	1
Shield	+1	15c	1
Suit of plate	17	1,500c	3
Tower shield	+2	50c	2
Unarmoured	10	Nothing	—

If you are a fighter, your armour does not encumber you, though a shield does.

Being mounted also gives you +1 Armour against attacks from the ground.

Barding

You can also buy armour for your horse, too, it's called barding. If you can afford it, that is. And you probably can't afford it. Or the horse, even.

Barding Type	Armour Rating	Cost	Encumbrance
Heavy barding	+4	500c	4
Light barding	+2	250c	2
Plate barding	+6	2,000c	6

Camels, horses, and mules have Armour 11.

Dogs and ponies have Armour 13.

Only an animal trained for war will wear heavy (or plate) barding.

Close Combat Weapons

Wielding a close combat weapon allows you to roll your Hit Die for damage when you successfully attack an enemy, and to cause them terrible injuries when you reduce their Disposition to zero. A two-handed weapon allows you to roll a die that is one size higher, unless it is a really poor quality weapon. Poor quality weapons may force you to roll a die that is one size lower than your Hit Die, instead.

Weapon	Cost		Weapon	Cost
Axe (1-handed)	10c		Pick	12c
Axe (2-handed)	20c	L	Pike	12c
Bastard sword	50c		Pole arm	30c
Brass knuckles	3c		Scythe	10c 2
Club	1c		Short sword	15c
Dagger	5c	s	Sickle	1c s
Flail	20c		Spear	10c L
Garrote	5c	s	Staff	5c
Hook	2c		Sword (1-handed)	25c
Lance	20c	L	Sword (2-handed)	50c L
Mace (1-handed)	5c		Warhammer (1-handed)	7c
Mace (2-handed)	10c	L	Warhammer (2-handed)	12c L
Net	4c		Whip	10c s

Unless otherwise noted, close combat weapons are regular encumbering items.



Ranged Weapons

In order to attack an enemy from a safe distance, you need a ranged weapon. Crossbows and firearms must be reloaded after they are used. This takes one round.

Weapon	Cost	Range (approximate)	
Arrows, per dozen	3c	—	t
Bullets & shot, per dozen	2c	—	t
Composite bow	100c	300 yards	
Crossbow (heavy, two-handed)	50c	200 yards	2
Crossbow (light, one-handed)	35c	60 yards	
Crossbow bolts, per dozen	1c	—	t
Javelin	2c	100 yards	s
Long bow	75c	300 yards	L
Musket	150c	100 yards	
Pistol	100c	30 yards	
Powder horn	5c	—	s
Quiver	10c	—	
Rifle	500c	300 yards	L
Short bow	30c	150 yards	
Sling	2c	100 yards	t
Throwing axe	5c	30 yards	s
Throwing knife	5c	10 yards	s

Unless otherwise noted, ranged weapons (and quivers) are regular encumbering items. Heavy crossbows are large and count as 2 encumbering items.

Two-Handed Weapons

The following weapons are explicitly two-handed, allowing you to increase your damage die by one size:

- Axes, flails, maces, swords, and warhammers that are specifically constructed to be wielded with both hands.
- Bastard swords and spears, but only when wielded with two hands.
- Bows, crossbows, muskets, pikes, pole arms, rifles, and scythes designed for killing are always two-handed weapons.

The exceptions are clubs, staves, and all types of improvised weapons. Even if you need two hands to wield them, they do not increase your damage. Get a real weapon if you want to kill somebody.

Other Equipment

These are the prices starting characters use. Once in play, they are subject to the vagaries of the market, inflation, fraud, and their own bad reputations. Unless otherwise noted, something that can be carried is a regular encumbering item.

Item	Cost		Item	Cost	
Abacus	2c	s	Cart or wagon (4 wheels)	200c	—
Air bladder	1c	s	Case	3c	s
Animal (pet)	15c		Chain, per foot	4c	s
Animal (work)	50c		Chalk, per dozen pieces	1c	t
Animal trap	15c	2	Chariot	250c	—
Antitoxin, per dose	25c	t	Chemicals, per flask	10c	s
Backpack	5c		Chess set	10c	
Bandages, per roll	1c	s	Chest	10c	
Barrel	5c	3+	Clock	1,000c	3+
Basket	1c		Clothes (fine), per item	5c	
Bedroll	2c	s	Clothes (poor), per outfit	5c	
Bell	1c	t	Coach	500c	—
Belt pouch	1c	s	Compass	50c	s
Bird of prey	1,000c		Cooking pot	1c	s
Blanket	1c	s	Crampons, per pair	5c	s
Block and tackle	5c	s	Crowbar	10c	
Boat (river)	4,000c	—	Dice, per pair	1c	t
Boat (sailing)	2,000c	—	Drill	5c	s
Book	40c	s	Drugs, per dose	10c	t
Bottle (empty)	1c		Eyeglasses	30c	t
Brazier	10c	L	Fishing gear	1c	s
Bucket	1c		Fishing net, per 5 sq. ft.	1c	s
Caltrops, per handful	1c	t	Fishing pole	1c	
Camera	50c	2	Food, per day	1c	s
Candles, per dozen	1c	t	Glowbugs, per jar	5c	s
Cane	2c		Glue, per pot	1c	s
Canoe	50c	—	Grappling hook	25c	s
Canvas, per 10 sq. yard	1c		Hammer (sledge)	10c	
Cards, per set	1c	t	Hammer (small)	2c	s
Carrier pigeon	500c	s	Holy symbol (metal)	10c	s
Cart (2 wheels)	80c	—	Holy symbol (wood)	2c	s

Item	Cost		Item	Cost
Holy water, per vial	25c	s	Rope, per 50 feet	2c
Hourglass	100c	s	Rowboat	50c
Incense, per dozen sticks	2c	t	Sack (large), per dozen	2c t
Ink, per vial	1c	t	Sack (small), per dozen	1c t
Iron spikes, per dozen	1c	t	Saddle	50c 2
Jar	1c	s	Saddlebags	10c 2+
Kettle	1c	s	Saw	7c
Ladder, per foot	1c		Scales, per set	12c s
Lantern	10c		Scroll (blank)	5c s
Lard, per pound	1c	s	Shoulderbag	3c
Livestock, each	10c		Shovel	5c
Lock	40c	s	Silver dagger	30c s
Magnifying glass	100c	s	Signet ring	5c t
Make up kit	20c	s	Skiing gear	15c
Mallet	1c	s	Sled	20c —
Manacles	15c	s	Soap, per pound	2c s
Mirror (hand)	10c	s	Spyglass	250c s
Musical instrument	25c		Steed (riding)	100c —
Nails, per dozen	1c	t	Steed (war)	500c —
Oar	2c		Ten foot pole	1c
Oil, per flask	2c	s	Tent, pavilion	100c —
Paint, per pot	1c	s	Tent, per person up to 8	10c 1
Paper, per dozen sheets	2c	t	Tinder box	10c s
Parchment, per sheet	1c	t	Tobacco, per pouch	1c t
Pencils, per dozen	2c	t	Tools, per set	20c s
Perfume, per vial	5c	s	Torch, per half-dozen	1c s
Photographic plate	1c	t	Wagon (4 wheels)	250c —
Pipe (smoking)	1c	t	Wax, per pound	1c s
Poison, per vial	25c	t	Whistle	1c t
Prayer mat	7c		Wine, per bottle	2c
Quills, per dozen	1c	t	Wineskin	3c s
Raft	10c	—	Wolfsbane, per bundle	10c t
Rations, per day	3c	t	Wooden stakes, set of 4	1c s
Riding gear	25c		Yoke	5c 2+

Tools

A set of tools contains up to a half-dozen distinct, portable, and useful tools for practicing a profession. Each tool can be a small, hand-sized implement (like a chisel or a trowel), or a collection of tiny ones (a bunch of needles or pencils, for example). You may describe the actual tools whenever you produce them. Until then, they can stay wrapped up in a box or cloth.

Some examples:

- **Barber-Surgeon:** Bandages, combs, files, flint and tinder, glass cups, oil, ointment, pliers, scalpels, scissors, towels.
- **Carpenter:** Chisels, drill, file, hammer, knives, level, mallet, nails, pencils, planer, ruler, sandpaper, saw, stain.
- **Cook:** Flint and tinder, knives, ladle, mallet, pots and pans, seasoning, utensils, whetstone.
- **Leatherworker:** Awls, beveller, chisels, creasers, folders, hammer, knives, mallet, needles, pliers, shears, thimble, whetstone.
- **Mason:** Brushes, bucket, callipers, chalk, chisels, file, gloves, hammer, jointer, level, mallet, trowels.
- **Scribe:** Inks, paint, paper, pencils, quills, seals, wax.
- **Smith:** Anvil, bellows, gloves, hammers, pieces of metal, tongs.
- **Tailor:** Chalk, cloth, flat iron, knives, needles, pins, ruler, scissors, seam ripper, shears, thimble, thread, wax.
- **Tattooist:** Alcohol, charcoal, hammer, ink, needles, salve.
- **Thief:** Caltrops, candles, dog treats, flint and tinder, gloves, lockpicks, mask, slippers, tiny mirror.

Expensive Items

It is possible to buy more expensive versions of all the items listed here in this section.

If you want good quality items, they cost at least 2d6 times as much as the listed price.

If you want the craftsmanship of a master artisan, you must pay at least 3d10 times as much as the listed price. **If you want to flaunt your wealth for the purpose of increasing your social prestige**, you may spend however much you like on items.

Reselling Used Equipment

You can sell items you bought for half as many cyphers as they normally cost, as long as you do so in a town or city, and your items are in good condition. If an item has been damaged, you can only sell it for $1d4 \times 10$ percent of its original cost. If you find a well-disposed contact or an easy mark, you might be able to get a better price.



Random Starting Gear

In order to speed up character creation, you may prefer to generate your equipment randomly, instead of taking the time to buy it all. There is a different table for each of the social classes to roll on, though if you are not using those rules, you may simply choose your social class, or roll on the table of your choice. If you end up with an item that does not quite make sense, feel free to interpret the result as you like.

The Wretched and the Lost

If you are penniless, an unwanted vagrant, an untouchable, or the lowest kind of slave, with a Social Class modifier of -3, roll 3d6 on this table to determine your starting equipment:

Roll	Result
3	You have a pistol that spits forth the concentrated fury of a dead age, long buried and forgotten. It never needs to be reloaded.
4-5	You have a magical cloak that allows you to sneak around like a thief and also protects you as if it were heavy armour, though it weighs nothing.
6-8	You have a 2-person tent and 4 wooden stakes, a dozen iron spikes, a set of tools (for the profession of your choice), a small hammer, two days of food and a plump wineskin, a dagger or a shield (but not both), and either a club or 3 feet of iron chain, with broken manacles on one end.
9-12	You have a backpack, half a dozen torches, three days worth of food, and either a club and a leather jerkin (light armour), or a shield and the one-handed melee weapon of your choice.
13-15	You have an axe, a dagger, a spear, a military flag (yours or someone else's), a lantern (but no oil), a pouch of tobacco (but no pipe), and either a stolen purse with a number of silver coins (worth 1c each) equal to your roll in it, or 2 bottles of your choice of alcoholic beverage.
16-17	You have a lantern, 2 flasks of oil, and a flying carpet.
18	You have 1d6 doses of drugs (your choice what type), a club, and a mask that lets you see ghosts, spirits, and invisible things.

And possibly more, depending on your profession:

- **If you are an assassin**, you also have a dagger or a vial of poison.
- **If you are a champion**, you also have a slave collar that you have yet to remove.
- **If you are a cultist**, you also have an inexpensive symbol of your faith, made of cloth or wood.
- **If you have mastered spells**, you also have a cheap, dog-eared, old spellbook, but you may not have more than a single weapon.

Peasants and Slaves

If you are a **poor peasant**, a **servant**, or a **typical slave**, with a Social Class modifier of -2, roll 3d6 on this table to determine your starting equipment:

Roll	Result
3	You have 50 feet of silk rope and a grappling hook, a backpack, the preserved hand of a murderer recently hanged, and either an axe and a shield or any kind of pole arm and one vial of holy water.
4-5	You have a club, a leather jerkin (light armour), half a dozen torches in a sack, a small bouquet of flowers, and your master's dog.
6-8	You have a bedroll, a club, a short bow, a quiver containing a dozen arrows, an empty wineskin, 2 weeks worth of rations, and either a human skull or a couple of nice, fat ducks.
9-12	You have a backpack, a bedroll, 2 weeks worth of rations, a small hammer, a dozen iron spikes, a handful of caltrops, half a dozen torches, a tinderbox, and the close combat weapon of your choice.
13-15	You have brass knuckles, a sling, a dozen good rocks, a dozen candles, a box of matches, and either an axe and shield or a musket with a dozen bullets and a powder horn.
16-17	You have a dagger and 4 healing potions that, when drunk, will restore 1d6+1 points of lost Health or allow you to re-roll your Disposition.
18	You have three of the following, at least one of which is stolen: • a 2-handed sword; • a backpack with 50 feet of rope, climbing gear, and 2 weeks worth of rations in it; • a chainmail hauberk (heavy armour); • a lantern and 2 flasks of oil; • a long bow, quiver, and 2 dozen arrows; • a mule and empty saddlebags.

And possibly more, depending on your profession:

- **If you are a bard**, you also have a carved flute or drum.
- **If you are a champion**, you also have the symbol of your lands or master on your clothes.
- **If you are a cultist**, you also have an inexpensive symbol of your faith, made of cloth or wood.
- **If you are a thief**, you also have 1d6 doses of drugs (your choice what type).
- **If you have mastered spells**, you also have a spellbook and up to 2 other books concerning non-magical subjects.



Poor But Free or Caged in Comfort

If you are a **poor freeman**, a **member of the proletariat**, or a **well-off servant**, with a Social Class modifier of -1, roll 3d6 on this table to determine your starting equipment:

Roll Result

- | | |
|-------|---|
| 3 | You have an axe, 3 daggers, a mace, a pole arm, a sword, half a dozen torches, a tinderbox, wicker armour (light armour) and a brand somewhere on your body. |
| 4-5 | You have a backpack, a bedroll, a lucky charm amulet, a wineskin, a week of rations, a spyglass, and either a light crossbow and a quiver with 2 dozen crossbow bolts or a short bow and a quiver with 2 dozen arrows. |
| 6-8 | You have a backpack, a bedroll, a written license allowing you to practice the profession of bounty hunter, cyphers equal to your roll, and either a club, a net, and a chainmail shirt (light armour), or a sword and a shield. |
| 9-12 | You have a backpack, a club or dagger, 2 weeks worth of rations, and 2 of the following: <ul style="list-style-type: none"> • an animal trap; • a compass; • a leather jerkin (light armour); • a pack of marked cards; • a pole arm; • a shield. |
| 13-15 | You have a bank note worth cyphers equal to your roll, a dagger, a random hireling, a shoulder bag, a set of tools (for the profession of your choice), a walking stick, a wineskin, and either a wheel of cheese or 2 days worth of dried meat jerky. |
| 16-17 | You have a large sack, the close combat weapon of your choice, a book you can't read, a stolen bag of coins worth 20 cyphers, and a fire in your heart that the nobility can never quench. |
| 18 | You have a bastard sword, a chainmail hauberk (heavy armour), a lantern, 2 flasks of oil, a mule with saddlebags, and a treasure map—all stolen. |

And possibly more, depending on your profession:

- **If you are an assassin**, you also have an extra close combat weapon.
- **If you are a champion**, you also have a banner or flag on a pole.
- **If you are a cultist**, you also have an inexpensive symbol of your cult and a piece of clothing that signifies your faith.
- **If you are a scholar**, you always have at least 2 scholarly books.
- **If you have mastered spells**, you also have an innocuous spellbook and a travel memoir describing the local area.

The Middle Classes

If you are middle class, from a family of burghers, merchants, or the well-off proletariat, with a Social Class modifier of zero, roll 3d6 on this table to determine your starting equipment:

Roll	Result
3	You have a dagger, a sack, spectacles, and a ring that makes you immune to acid, cold, or fire and heat (choose one only) when you wear it.
4-5	You have a magnificent riding horse and gear, saddlebags, a sword, a week of rations, and a silver locket with a miniature painting of a dead girl inside it.
6-8	You have 1d6 flasks of oil, 1d6 vials of acid, a crowbar, a hand mirror, a leather jerkin (light armour), half a dozen torches, a tinderbox, a set of tools (for the profession of your choice), and a small collection of hand-drawn pornography.
9-12	You have 2 bottles of wine, a dagger, a hammer, a dozen iron spikes, a 2-person tent, 4 wooden stakes, a set of tools (for the profession of your choice), a lamellar cuirass (light armour), half a dozen torches in a sack, a tinderbox, and 1d6 cyphers worth of small coins in your pockets.
13-15	You have an abacus, bank notes worth 20 cyphers, a small box of cigars, a box of matches, a dagger, a sword, a map of the region, a random hireling, a set of scales, a vial of holy water, and a letter addressed to your father.
16-17	You have 1d6 throwing axes, a flail or morning star, a pair of wineskins, strange wooden armour (heavy armour), and a pronounced foreign accent.
18	You have half a dozen books in a shoulderbag, a dagger, a lantern, a flask of oil, a magnifying glass, a rapier, a set of tools (for the academic profession of your choice), a letter from home, and 3 glass vials containing unknown chemicals.

And possibly more, depending on your profession:

- **If you are a bard**, you also have 1 musical instrument of your choice, and a mask.
- **If you are a champion**, you also have a book explicating your ideology.
- **If you are a cultist**, you also have an inexpensive symbol of your cult and a piece of clothing that signifies your faith.
- **If you are a fighter**, you also have an extra close combat weapon of your choice, and 2 weeks worth of rations.
- **If you are a scholar**, you always have at least 2 scholarly books.
- **If you have mastered spells**, you also have a small, innocuous spellbook.



Lesser Nobility

If you are from the lesser nobility or a wealthy urban family, with a Social Class modifier of +1, roll 3d6 on this table to determine your starting equipment:

Roll Result

- | | |
|-------|---|
| 3 | You have 3 books about animals, a dagger, a man trap, a shoulderbag, a short bow, a quiver with 2 dozen arrows in it, and a magnificent cloak (made of feathers, perhaps) that soothes your wounded pride. |
| 4-5 | You have 1d6 doses of antitoxin, 4 bombs, a tinderbox, a dozen candles, a handful of caltrops, a dozen pieces of chalk, a dagger, a pot of glue, a dozen heretical posters, a shoulderbag, and a heart made of stone, which anyone can see, if they look in your eyes. |
| 6-8 | You have 1d6 throwing knives, 50 feet of rope, a grappling hook, a set of tools (for the profession of your choice), a purse of coins worth 25 cyphers, and either a well-crafted sword or a heavy leather jerkin (light armour). |
| 9-12 | You have 50 feet of silk rope, a backpack, a bastard sword, a book, a hand mirror, a jar of beard oil, manacles, a shield, a silver dagger, and a week of rations. |
| 13-15 | You have 1d6 doses of poison, a bottle of expensive wine, a dagger, a long bow, a quiver with 2 dozen arrows in it, a make up kit, a vial of perfume, and a bad reputation. |
| 16-17 | You have 1d6 doses of drugs, a dozen sticks of incense, a lantern, 2 flasks of oil, a tinderbox, a small hammer, a dozen iron spikes, a sword cane, half a dozen pencils, and a notebook containing an earnest young man's surprisingly eloquent poetry. |
| 18 | You have a compass, a hand mirror, a lantern, 2 flasks of oil, a tinderbox, a magnificent-looking sword, a notebook, half a dozen pencils, a pair of dice, dark, tousled hair, and the love of a foolish young maiden, smitten by that crown of thorns you wear, O bastard child. |

And possibly more, depending on your profession:

- **If you are a bard**, you also have 1 or 2 musical instruments and a book (on the topic of your choice).
- **If you are a champion**, you also have a fancy helmet.
- **If you are a cultist**, you also have an expensive symbol of your faith.
- **If you are a fighter**, you also have heavy armour (in the style of your choice, but it's not a suit of plate).
- **If you are a scholar**, you also have a shoulderbag and 3 tomes devoted to obscure philosophical subjects.
- **If you are a thief**, you also have thieves' tools.
- **If you have mastered spells**, you also have a well-made spellbook.

Scions of the Great Houses

If you are from the greater nobility, the child of a baron, count, or duke, with a Social Class modifier of +2, roll 3d6 on this table to determine your starting equipment:

Roll Result

- | | |
|-------|---|
| 3 | You have compromising letters intended for blackmail, a short sword, a staff with a glowing globe on the top of it, a signet ring, a bottle of brandy, gin, or rum (your choice), and a terrible, pervasive ennui crushing your soul. |
| 4-5 | You have a mule and a cart, a flail or a warhammer, a shield, a pipe, a box of matches, a bag of tobacco (or some other weed, your choice), and more regrets than you can count. You might also have a dead man in your cart, up to you. |
| 6-8 | You have a composite bow, a quiver with 2 dozen arrows in it, a riding horse and gear, light barding, a signet ring, a sword, a week of rations, and a prominent scar. |
| 9-12 | You have a backpack, half a dozen torches, a week of rations, a mace or pole arm, and either a steel breastplate and helmet (heavy armour) or a riding horse and gear. |
| 13-15 | You have 1d6 books, 1d6 pistols, 2 dozen bullets and a powder horn, a “magical” amulet bought from a fortune teller, a make up kit, a shoulderbag, a wineskin, and a wooden case with a vial of ink, a dozen pieces of paper, and a dozen quills in it. |
| 16-17 | You have a backpack, a bedroll, a fishing pole, a pound of lard, a random hireling, a rifle, 2 dozen bullets and a powder horn, and a letter reminding you how disappointed in you your family is. |
| 18 | You have the close combat weapon of your choice, half a dozen bandages, a dozen candles, a tinderbox, a pony, a saddle, and a ring that was a handsome young man’s gift (to you or someone else, your choice). |

And possibly more, depending on your profession:

- **If you are an assassin**, you also have a light crossbow and a quiver with 2 dozen crossbow bolts in it.
- **If you are a bard**, you also have up to 3 books (on the topics of your choice).
- **If you are a champion**, you also have a signet ring.
- **If you are a cultist**, you also have an expensive symbol of your faith and a few pieces of clothing that reveal your cult allegiance.
- **If you are a fighter**, you also have an ornate mace and either a dagger or a throwing knife.
- **If you are a thief**, you are also missing a finger (your choice which one).
- **If you have mastered spells**, you also have a large and ostentatious spellbook.



The Blood, Royal

If you are of the royal blood, no matter how diluted, with a Social Class modifier of +3, roll 3d6 on this table to determine your starting equipment:

Roll Result

- | | |
|-------|--|
| 3 | You have 3 pistols, 2 dozen bullets and a powder horn, a signet ring, a flouncy shirt that shows off your chest, and a poisoned dagger you took from the man who tried to kill you yesterday. |
| 4-5 | You have 1d6 doses of antitoxin, 3 vials of holy water, a light crossbow, a quiver with a dozen crossbow bolts in it, a lantern, 2 flasks of oil, a shovel, a small hammer, a dozen iron spikes, and a very fancy chess set. |
| 6-8 | You have an axe, a dagger, a pole arm, 1d6 doses of drugs (your choice of type), 2 books (on the topics of your choice), a chainmail shirt (light armour), a signet ring, and a small, untrained monkey. |
| 9-12 | You have some bandages, a book, a bottle of wine, a dagger, a pouch of coins worth 15 cyphers, a riding horse and gear, saddlebags, a signet ring, a sword, a vial of perfume, and the musical instrument of your choice. |
| 13-15 | You have a belt pouch with a bundle of wolfsbane in it, a mace, a shield with heraldry on it, a warhorse and gear (but no barding), and a beautiful lock of hair tied in a ribbon. |
| 16-17 | You have 1d6 doses of antitoxin, 1d6 doses of drugs (your choice of type), the close combat weapon of your choice, a short bow, a quiver with a dozen arrows in it, a shoulderbag, half a dozen torches, a week of nasty-tasting rations, and eyes that are different colours. |
| 18 | You have a signet ring, a jewelled dagger, 2 other weapons of your choice, the armour of your choice, an armoured warhorse, 2 weeks worth of rations, 50 feet of silk rope, a bedroll, a grappling hook, and a letter from the nightmare realm offering you a crown of your own should you agree to betray your royal kin. |

And possibly more, depending on your profession:

- **If you are an assassin**, you can have a trained dog if you like, but you must also have the blood of one of your relatives on your conscience, if you do.
- **If you are a bard**, you also have a book of songs or speeches.
- **If you are a champion**, you also have a prophetic birth mark.
- **If you are a cultist**, you also have a very expensive symbol of your faith, a holy book which also contains your spells, and a fancy ceremonial costume.
- **If you are a scholar**, you also have a spellbook and the journal of a famous architect, heretic, or philosopher (your choice which).
- **If you are a thief**, you also have a cursed item. You say what the item is and the GM decides what the horrible curse is. You cannot get rid of it.
- **If you have mastered spells**, you also have a spellbook, either bound in human skin or made of metal.





Advancement

Characters start the game at first level with no experience points. Your level determines the number of Hit Dice you roll to determine your Disposition, and how skilled you are at adventuring. **In order to increase your level**, you must gain experience points. You gain experience points by recovering treasure and valuables from the dungeons made of nightmare that are invading the sunlit world. **For each cypher worth of treasure you recover**, you gain 1 point of experience. Experience points must be split evenly between all the surviving members of an adventuring party that return to civilization together, regardless how the actual money and treasures are divided. Only PCs receive experience points—hirelings, retainers, and other NPCs do not.

Once you reach a certain amount of experience points, you move up to the next level. You can only increase by one level after each foray into a dungeon. You may not increase by two levels at once. Any excess experience points are lost, leaving you 1 experience point short of levelling up twice.

Level 10

Once you reach Level 10, you have essentially triumphed and won the game. At this point, you have a choice to make: you may continue playing this character as if you were still Level 9, and no longer gain experience; or you may retire this character to safety. You may also decide to retire later, if you have one last quest you want to finish.

Level Experience	
1	0
2	2,000
3	4,000
4	8,000
5	15,000
6	30,000
7	60,000
8	100,000
9	150,000
10	250,000

When you retire, choose a location that is important to your character—a place they have made their home, fought to defend, or tried to take control of. It can be as large as a city or even a kingdom, or as small as a farm or a single neighbourhood, as long as your character has a connection to it as a whole and not just a smaller part of it.

From this point on, that location is no longer plagued by nightmare incursions. You have beaten the nightmare realm and your home is safe from the danger it presents. Other areas of the world might still be afflicted, but some other adventurers will have to save them—one hero can only do so much.

Getting a Job

If, at any time before reaching Level 10, you decide that your character is going to get a real job and quit the adventuring life, you may do so, but you are admitting failure and voluntarily losing the game. Make a new character and try again!

Your old character may return to adventuring later on, but they do so without any of their old possessions, having lost them all in some terrible turn of circumstances.

Primary Attributes

Two of your six attribute scores are considered your primary attributes (or one, if you are a thief). Which two is determined by your profession. **If both your primary attributes are 13 or higher**, you gain a +10 per cent bonus to experience points you gain. **If only one is 13 or higher**, you still gain a +5 per cent bonus. **If both primary attributes are 8 or lower**, however, you suffer a -10 per cent penalty to the experience points you gain. Use the scores you have at the end of an adventure, whether they have been reduced or increased by outside forces, to calculate this modifier.

As you increase your level, you also get more opportunities to increase the scores of your primary attributes than you do your other attributes.

Attribute Gains

Each time you gain a level, you may choose two attributes to test for advancement. The first attribute you test must be one of your primary attributes. The second may be any one of your five other attributes, including your other primary attribute. You may not test the same attribute twice when you gain a level, you must test two different attributes. Once you increase in level again, you may test attributes that you have tested or increased before.

Thieves have only one primary attribute, and must always attempt to raise it, along with one other attribute of their choice, when they gain a level.

To test an attribute for advancement, roll a d20 and compare it to the attribute's current, permanent score. If your attribute score has been temporarily reduced, for whatever reason, restore it to its normal rating and ignore the reduction. You are healed! This is an additional reward for gaining a level.

If you roll higher than your attribute score, you may increase it by 1 point if it is already 13 or higher, by 2 points if it is already 9-12, and by 3 points if it is only 1-8.

If you roll equal to or lower than your attribute score, the score does not change unless it is both one of your primary attributes and 12 or lower.

- If it is a primary attribute and the score is 1-8, increase it by 2 points.
- If it is a primary attribute and the score is 9-12, increase it by 1 point.
- If the score is 13 or higher or it is not a primary attribute, you must roll higher than the score to increase it.

Attribute Score Before Rolling	Roll is Higher than Attribute Score	Roll is Equal or Lower, and Primary Attribute	Roll is Equal or Lower, but not Primary Attribute
1-8	+3	+2	+0
9-12	+2	+1	+0
13+	+1	+0	+0







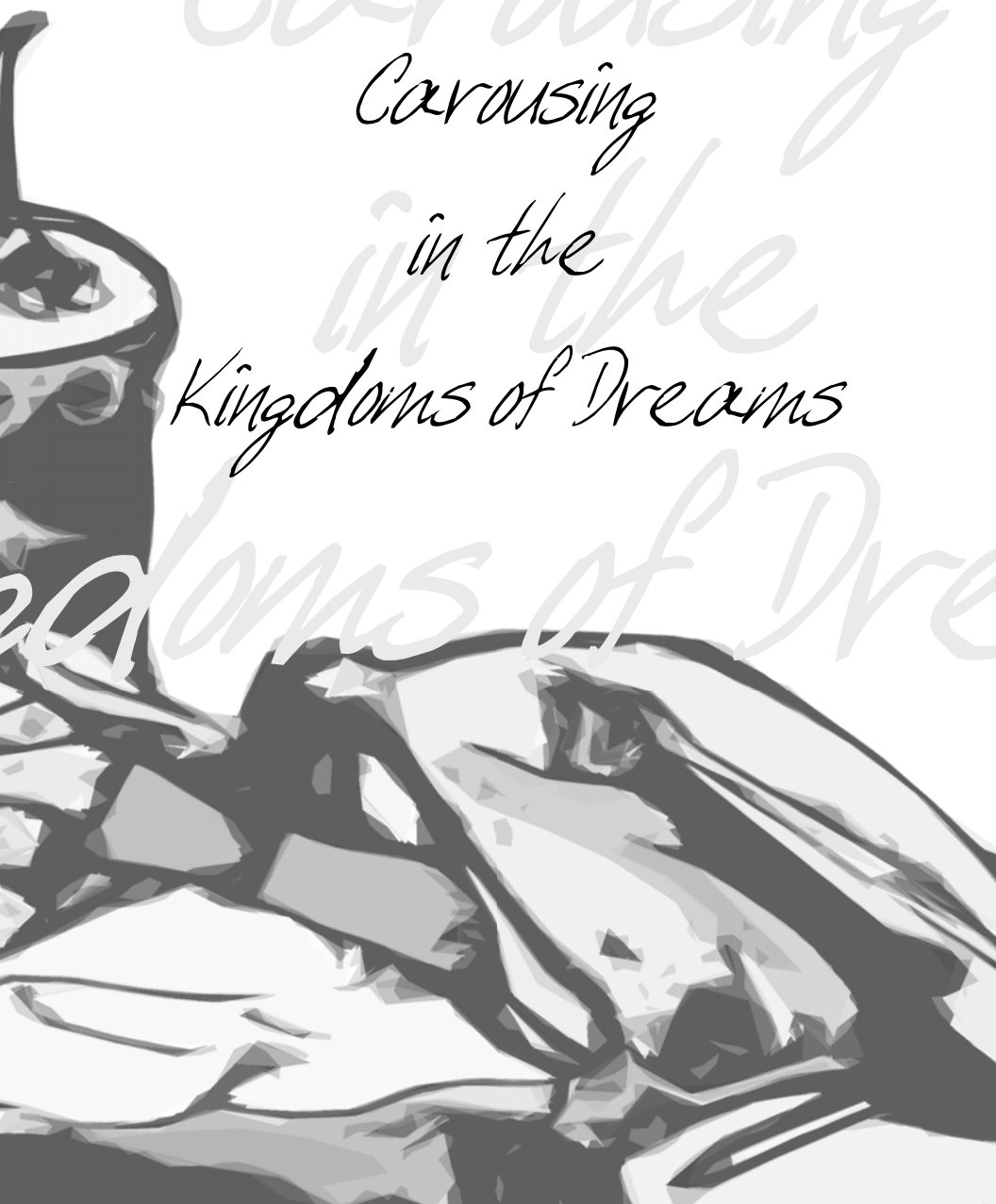
Chapter 4.

Carousing

Carousing

in the

Kingdoms of Dreams





Between Adventures

If a sortie into the nightmare world goes surprisingly well, the PCs may only need a good night's sleep, or two, before they are ready and willing to charge back in. If things go rather less well, they might need to rest and heal or resupply. They might also want to conduct research into the circumstances surrounding a nightmare incursion, make some valuable contacts in town, study magical writings they have recovered, or improve their standings in the local community.

Buying and Selling Things

The GM determines what goods are available in each settlement. Poor villages have less to offer than a bustling metropolis does. Adventurers who recover obscene amounts of wealth from an incursion may also drive inflation, just by spending it—and spending it might even be impossible if the settlement is too poor to exchange your gems and jewellery for actual money.

Conducting Research

The amount of information there is to be found in a settlement is determined by the GM, but how much of it you can extract is up to you.

Magic

For learning new spells and creating magical formulas, see Chapter 5.

People, Places, and Things

Finding people who will be your friend or who will help you obtain goods and services not normally available is best done by living in a settlement and socializing with its people. At the GM's discretion, spending money might grant you an audience with, or an introduction to, an important person, although a reaction roll should still be used to determine their feelings.

Hiring retainers is a risky proposition, because they are almost certainly vulnerable to the nightmare incursions in ways that the PCs are not. Even so, they can be useful.

Spending money on community institutions makes them more important. You know the players want to see more of something when they spend their hard-earned treasures on it. As an institution becomes more important, it begins offering unique opportunities, goods, and services.

Room and Board

Before the PCs can take advantage of most things a community has to offer, however, they have to spend some time (and money) living in it.

Down and Out in Pernicious Abandon

Between undertaking adventures, your characters live relatively normal lives, just like everyone else—except they don't really have jobs—and this costs money. **If the PCs only need a night or two before they head back out**, charge them 3 cyphers at most, or get them to entertain the innkeeper with a dashing story. **If less than a couple of weeks go by between expeditions into the nightmare world**, simply deduct about 2d6 cyphers per week from each of the PCs. If they spend more time than that in the “real world,” they are subject to all the economic and social vagaries of living like a responsible adult (or not, as the case may be).

Living on the streets costs nothing, but there is no rest, so you cannot recover lost attribute points. **When it comes time to undertake a new adventure**, you must roll your Health or lower on a d20 or lose an additional 1d4 points of Health. You must also roll 2d6 plus your Ferocity modifier and consult the table below, applying an additional -1 penalty if you've been on the streets for more than a season, -2 if it's been more than a year, and -3 if it's been several years.

Roll Result

0-6	All your money is gone, and so are all your possessions, except for one, your choice which.
7-9	All your money is gone, and so are half of your possessions, your choice which. The GM may decide that someone you met while on the streets has an opportunity for you.
10+	All your money is gone, but all your other possessions are still with you. You may also choose one contact to have made while living on the streets.





Living in Style

If you have enough money to afford room and board, you are able to spend your days resting, recovering, and training. Or you can go sight-seeing, make contacts, and do research. You must pay for one week minimum between adventures unless you spend a single night at an inn.

There are three levels of quality when you are paying for room and board between adventures: you can live poorly, you can live well, or you can live like the rich.

Living poorly means staying at a run-down inn or renting a hovel in the slums, and eating street food every day. This costs at least 10 cyphers per week (or 40c per month). **When you return to adventuring after living poorly**, roll 2d6 and add your Intelligence modifier, applying an additional -1 penalty if you've been down and out for more than a season, -2 if it's been more than a year, and -3 if it's been several years.

Roll Result

0-6	Life has not been kind to you. You have lost all your money, and made no useful contacts, although you may know several people who took advantage of you.
7-9	You may choose a contact to have made between adventures, as long as they are not a well-off person.
10+	You may choose two contacts to have made between adventures. At least one of them must be appropriate to your lifestyle.

Living well means comfortable clothes, comfortable furniture, tasty food, one or more servants, and a relatively safe neighbourhood. Lots of people live well, but not the majority. It costs at least 25 cyphers per week (or 100c per month).

Living like the rich is a very nice way to live, but it costs at least 100 cyphers per week (400c per month) if you already have a home, or 250 cyphers per week (1,000c per month) if you are renting one. The up-side is that when you return to adventuring, you have 1d4 servants that might accompany you, if you can talk them into it.

Staying in a hospital or a sanatorium means living well if it's a common institution, and living like the rich if you want first-class care. You may need to stay at either a hospital or sanatorium in order to recover points lost from certain attributes, depending on the wounds that caused them. **If you stay in a first-class sanatorium**, you may ignore the effects of one nightmare curse for the duration of the next adventure, after you are released.

If you decide to take a job as a servant, you get the benefits of living well at no cost to yourself, but you may not leave your master's service without permission. If you do so, you cannot go back to being a servant in the future, and may be wanted by the authorities.

When you return to adventuring after living well or like the rich, roll 2d6 and add your Charisma modifier (or your Social Status modifier, if you wish).

Roll Result

0-6	You have run into a spot of trouble. Choose one: • An ally, contact, or friend of yours (GM chooses who) is in danger and you have become involved, to one degree or another. • You have offended the community (+1 Resentment). • You have gained an enemy. • You have lost all your money. • You have lost an important possession or two (GM chooses what).
7-9	You may choose one contact to have made between adventures.
10+	You may choose two contacts to have made between adventures.

If you spend a season or more living well or like the rich, you may choose an additional contact to have made between adventures.

Selling Your Services

This is not a game about wizards who set up thaumaturgy shops and sell healing cures to make their rent. This is a game about adventurers fighting off the nightmare incursions that threaten to destroy the world. If your character has run out of reasons to fight the nightmare incursions, simply describe how they retire to a life of peace and (hopefully) luxury, and make a new character who hasn't.

That isn't to say you can't make one-off deals to perform magic in exchange for money to fund your expeditions, or to buy equipment that you can use on them. But this comes down to how well you can deal with individual NPCs, it is not part of the normal equipping procedures.





Buying and Selling

Once the PCs have returned from an expedition into the nightmares with some valuable loot, they will naturally want to turn it into currency so they can buy things and live well until they are ready to go back into danger. In general, it is not necessary to describe the process of replacing old and lost equipment—spend the money and get back to the dungeoneering. Some expensive pieces of gear may not be available, however, and so PCs may need to travel to get them.

Villages

The availability of equipment is not very reliable in a village. You can buy anything that costs less than 10 cyphers no problem, but the existence of more-expensive items is not guaranteed. The GM describes the state of the village and its resources—if there is no blacksmith, for example, you can't get metal objects made. Also, if necessities like foodstuffs and livestock are in short supply, villagers will demand to be paid more for them.

Unless a village has a well-connected trader or banking house satellite, it cannot handle a large influx of wealth. Treasures worth more than a few hundred cyphers cannot be exchanged for money with villagers, though they might advance you some credit, expecting their hospitality to be repaid once you have returned to the city and dealt with the necessary bankers and merchants.

Villagers are almost never able to buy things you want to sell. If they are in need of weapons and armour, they usually look to their lords to provide guards and soldiers, or they scavenge battlefields. They do not often have the funds to supply their own militias with sophisticated gear.

Towns

Almost by definition, a town has all the basic attributes of a civil society—banking, printing, smithing, tanning, trading, and a sophisticated bureaucracy. You can buy anything that costs less than 500 cyphers in your average town, but more expensive items can only be purchased if a town is well-known for producing goods of that type. A suit of plate can be purchased at a town famous only for its armourers, but a good warhorse must be sought elsewhere.

Towns are always part of trade networks, so you can always get paid for your treasure there. If you want to sell your equipment, you can exchange it for half as many cyphers as it normally costs, as long as it is in good condition. If it has been damaged, you can sell it for $1d4 \times 10$ percent of its original cost, at most.

Cities

A city is a cosmopolitan place—anything can be purchased there. You can also exchange your treasure and sell your equipment, the same as you can in towns.

Special Goods

If you want to acquire special items that are not listed, it is up to the GM to decide if, and where, they are available, and how much they cost. Healing potions, magical items, spells, and wild animals are not normally available for purchase. It may be possible to obtain these items by investing in laboratories, by joining a cult or other organization, or by developing special contacts, at the GM's discretion. Investing in social institutions is another way to obtain rare or specialized goods.

Magic Items

Magic items should rarely, if ever, be available for sale in the marketplaces of civilization. They should be found in ancient ruins full of monsters, taken as loot from defeated enemies, or crafted specifically by the PCs or magicians they employ. If they are valuable aside from being magical—gilded, jewelled, or carved of precious jade—they can contribute to experience points gained, but the magic itself is priceless and does not. If the PCs want to sell a magic item, it is up to them to find a buyer and negotiate a price, and such a fee would count as being obtained outside the dungeon.

Avoid drowning your campaign setting in similar items or items that have only one, simple effect, unless you want these items to be treated as regular equipment. If you want alchemical flamethrowers, for example, to be everyday gear in your game, just price them out and add them to the equipment lists. They can be “magical,” yes, but they aren't in the same realm as things we generally consider to be “magic items.”

The more unique and detailed a magic item is, the more interesting the players will find it. The more severely it breaks the rules, the more useful it often becomes. Some examples:

- **Lawbringer:** A sword that allows its wielder to attack chaotic creatures as if they were a fighter of 1 level higher than they are, but will attack its own bearer if they flee from chaotic enemies without throwing it away first.
- **Ring of Invisibility:** Wearing this ring makes you invisible to all but faerie creatures. It also attracts faeries creatures—you have (at the least) a 1 in 6 chance of a random encounter with faeries every turn you have it on your finger.
- **Thirstquencher:** A waterskin that is always full of clean, delicious water. If you turn it upside down and try to pour it out, however, the elemental inside is offended at not being drunk, and emerges to destroy the offender.



Inflation

When you bring a large amount of treasure out of a nightmare incursion and inject it into a community, your treasure can become devalued. People think you are made of money and you're throwing gold around like water, and then they think there should be more of it for them, since you obviously don't care about it. The smaller the community, the more likely it is that prices will go up when you flaunt your loot—city-folk have seen it all, they're pretty jaded.

Villages

If the influx of money into a village-sized settlement is...

- dozens of cyphers, prices double for 2d6 days and then go back to normal.
- hundreds of cyphers, prices double.
- thousands of cyphers, prices triple.
- ten thousand cyphers or more, the settlement cannot handle that amount of money.

Towns

If the influx of money into a town-sized settlement is...

- hundreds of cyphers, prices double.
- thousands of cyphers, prices triple.
- a hundred thousand cyphers or more, the settlement cannot handle that amount of money.

Cities

If the influx of money into a city is...

- thousands of cyphers, prices increase by half.
- tens of thousands of cyphers, prices double.
- hundreds of thousands of cyphers, prices triple for a full season before there is a chance of them returning to normal.

Multiple influxes of money do not repeatedly cause inflation. If prices have already doubled, they do not double again. If they triple after being doubled, they are triple their normal rates.

If money is injected into a settlement's economy repeatedly over the course of several days, it counts as a single influx if it all adds up to a higher category.

Markets Returning to Normal

If the PCs return to a settlement that was subject to inflation after at least a few weeks away, the GM rolls 2d6 and adds +1 for each month after the last influx of money:

Roll Economic Situation

0-3	Prices are being kept artificially inflated.
4-6	Prices are the same, still inflated.
7-9	Prices are cheaper, but still high. Inflation is cut in half.
10+	Prices have returned to normal.

Also apply a -1 penalty to the roll for each of the following that are true:

- The authorities are attempting to keep prices high.
- The local area has been devastated by natural disaster or war.
- The local area is dangerous, due to bandits, creatures, or war.
- Many adventurer types are frequenting this settlement.
- Merchants in this settlement have agreed to a price-fixing scheme.
- This settlement is currently at war.
- There are known nightmare incursions in the area that have not been dealt with.

After a full season passes, prices return to normal, unless someone is keeping them artificially inflated by manipulating the markets.





Investing Your Money

Structure	Cost
Apartment	500c
Castle	120,000c
Forge	+5,000c
Fort	10,000c
Hall or tavern	1,000c
House	2,000c
Inn	10,000c

Structure	Cost
Keep	75,000c
Laboratory	+5,000c
Mansion	50,000c
Sanctum or vault	+10,000c
Temple	100,000c
Tower	20,000c
Walls	20,000c

Small versions are half price. Large versions cost double. Huge versions cost triple. These prices are approximate only, and may be further affected by the affluence of the neighbourhood, or the quality of the construction.

Apartments, forges, laboratories, and sanctums are special areas usually built into other structures. The price for an apartment is to buy, if you don't care to rent. An apartment building is the same as a house, inn, or mansion. Castles, keeps, temples, and towers are made of stone. Forts, halls, and houses are made of wood. Mansions are usually of mixed construction. The price for walls is enough to surround a town with wood. Small walls will surround a village, large walls a small city, huge walls a large city. Stone walls cost triple.

Temples dedicated to the Law are allowed in the Kingdoms of Dreams, but new temples dedicated to personified deities, or abstract ideologies antithetical to lawful society, are generally proscribed.

These prices do not include the cost of real-estate.

Real Estate

Aside from farmland, the cost of real estate is per house-sized lot. A castle requires at least ten lots, a mansion requires at least four.

Real Estate	Cost
City lot	1,000c
Farmland, per acre	400c
Town lot	500c
Village lot	200c
Wilderness land	Free!



Creating Institutions

As much as those adventurer types want to act like cool loners who never have to ask anyone for anything, it's just not true. Sure, they go into the dungeon on their own, but once they come out? All you ever hear from them is "Who wants to buy this gold," or "I need these seventeen weird pieces of equipment right away," or "I need a doctor, I'm dying over here."

The institutions of a civilized settlement can provide much-needed rest and relaxation opportunities, bustling markets and weapons dealerships, as well as social networks that can help adventurers gain information and plan their next foray into darkness.

Investing in Social Structures

You can also increase the prominence of different social institutions—whether they are businesses, secret societies, or state-run infrastructures—by spending money on them. The GM decides what institutions are present in any specific settlement, but you can decide which ones you want your character to frequent.

Notable Institutions

Once you have spent at least 100 cyphers on an institution, it becomes **notable**, and remains available to perform one special service for you or any other adventurer. This service may be as simple as healing for a fee, or being the only supplier of warhorses in the region.

Significant Institutions

Once you have spent at least 1,000 cyphers on an institution, it becomes **significant**, an important aspect of the settlement. It is now a group or place that provides at least two types of special services to adventurers, which may include being a source of information or goods.

Exceptional Institutions

Once you have spent at least 10,000 cyphers on an institution, it becomes **exceptional**. Not only important, it is also an influential and pervasive aspect of the campaign setting, an integral part of the settlement where it is located. It cannot be destroyed unless the entire settlement is destroyed or it is attacked by another exceptional institution, and it is always possible to gain contacts from, or in, this institution.

These sums are based on how much all PCs, as a group, spend on a particular institution, not just individuals, although how much each individual contributes may have an effect on the institution's alignment.



Institutions and Alignment

If the PCs who are spending money on an institution are overwhelmingly of one alignment, that institution will share their alignment. If the PCs spending money are of mixed alignments, the institution will be neutral. Some institutions lean towards a specific alignment instead of being neutral—the courts are lawful, for example—but they can still be corrupted and turned to a different purpose by wealthy PCs of different alignments.

Alternately, if PCs invest in an institution but quickly find themselves at odds with it, because of a poor reaction roll result, or because of their own careless actions, you may decide that the institution should be the opposite alignment as they are—good where they are evil, lawful where they are chaotic, or neutral where they are not. In this case, the institution is defined by being antagonistic to the PCs, instead of functioning as an outgrowth of their particular interests.

Chaotic, evil, good, and lawful characters gain advantage when they deal with an institution that shares their alignment. They are also at a disadvantage when they deal with a non-neutral institution of a different alignment. Neutral institutions treat all PCs the same, and neutral PCs get the same treatment from all institutions.

The alignment of an institution can change, if different PCs invest enough money to advance it to the next level. Once an institution becomes exceptional, however, its alignment is fixed and will not change unless it is destroyed and recreated.

Chaotic institutions are primarily concerned with preserving the liberty of their members and other ordinary folk. They are not necessarily revolutionary, violent, or unlawful (though some are). Hobo organizations, for example, exhort their members to be respectful of the lands and people they visit, but also promote the freedom of choice that comes with being a vagrant.

Evil institutions define themselves by their enemies. The people who support them are united by who they oppose and work to defeat. While not all illegal organizations are evil, many evil organizations end up engaged in criminal activity.

Good institutions are almost always involved in charity of one kind or another. They work towards making life cleaner, healthier, and more enjoyable. Hospitals, hostels, music halls, soup kitchens, and theatres are some of the most likely institutions to be good-aligned.

Lawful institutions universally support the law of the land, in both the written word and in the local interpretation of it. Thus, they reflect the character of the societies they exist within. They can be charitable beacons of science and reason, or they can be corrupt havens for villains who use the law as a shield. Government institutions are the most likely to be lawful.

Neutral institutions are the most common kind. They bow to the personal influence of their leaders and their societies rather than become the shapers of social mores.

Using Social Institutions

Institutions that become important usually have one or more of the following special characteristics:

- The institution **buys goods** recovered from nightmare incursions, acts as a moneychanger, or otherwise allows PCs to exchange their goods for more useful things.
- The institution can **provide information** not readily available elsewhere, either in the form of written records, or from the people who make up the institution's ranks.
- The institution **offers goods** that are cheaper than normal, specialized or unique in nature, or are made to order, individually customized for each and every patron.
- The institution **offers specialized services** that cannot be obtained anywhere else, for love or money.
- The institution **protects the reputations** of those who invest in it, and promotes their economic, social, and even political aims.
- The institution **provides access to hirelings** that might accompany you on your adventures, perhaps even into a dungeon!

Interacting with an institution may require a successful reaction roll on the part of PCs wishing to partake of its benefits. Alignment influences this roll.

The exact special qualities of an institution are determined by the GM, although the interests of the investing PCs should be considered. Institutions can allow PCs to automatically do things that would otherwise require a roll, or to get things for free that would otherwise cost money. They can also make certain types of NPCs commonplace, or keep the Resentment scores of their PC members from increasing.

Some examples:

- **Apothecary:** Provides herbs and medicines, ointments and tinctures. Alchemists and physicians can be hired here.
- **Bank:** Keeps your money safe. Could make anonymous purchases for you.
- **Brothel:** You can unwind here after a stressful adventure, and pick up gossip.
- **Criminal Gang:** A steady supplier of criminal contacts.
- **Law Courts:** You can sue people here, or give testimony about their crimes.
- **Library:** Books contain knowledge. More books equals more knowledge.
- **Sanatorium:** Good medicine is worth paying for. And if they can also help you overcome a nightmare curse, you have found a veritable savant of a physiker!
- **Smithy:** A proper smith or foundry can create customized works of metal for you, to your exact specifications.

You might also be interested in spending money on an academy, arena, bazaar, brewery, cemetery, cult, garrison, guild, jail, monastery, museum, park, theatre, or zoo, depending on your character's wants and needs.

Druggist

Apothecaries and pharmacists can provide drugs and medicines, but so can herbalists and entrepreneurial alchemists. In addition to antitoxins, incense, oil, tobacco, and wolfsbane, a notable druggist has at least some of the following for sale, while a significant druggist should have most of them:

Drug	Effects
Alcohol	Advantage to resist magic and pain. Disadvantage to all other rolls. Unconsciousness if you drink too much.
Analgesic	Cannot feel pain for 1d4 hours.
Frenzy	Disposition increases to maximum for 1d6 hours. Lose all Disposition and 1d6 Health after.
Mushrooms	Advantage to all rolls involving magic for 1d4+1 hours. Disadvantage to all rolls to deal with non-magical things.
Opium	Disadvantage to all rolls involving strenuous physical activity. Immune to fear for 1d6+1 hours. Save against your Health or fall asleep.
Snuff	Advantage to attack rolls for 1d6 turns. Advantage to Charisma rolls while at a party. Disadvantage to all rolls for 1d6 hours after.
Starlight	See in the dark for 1d6 hours. Disadvantage to all rolls for 1d6 hours after.
Weed	Advantage to Charisma rolls when you share.

Alignment

An *evil* druggist is always interested in selling poisons. A notable evil druggist should have at least one of the following, while a significant evil druggist should have most, but not all, of them:

Poison	Effects
Death	Lose 1d6 Health per dose.
Knock-out	Save against your Health in order to stay awake.
Madness	Lose 1d6 Intelligence per dose.
Paralysis	Lose 1d6 Dexterity per dose.
Weakness	Lose 1d6 Ferocity per dose.

Druggists aligned to good never sell poisons, and those that are lawful are restrained by local regulations. On the things they do sell, druggists offer price discounts to those of the same alignment, even as much as 50 percent off.

An Exceptional Druggist

An exceptional druggist is able to make or stock all the drugs and poisons listed on the previous page, though their alignment may still prevent them from doing so, unless they are deceived with a legitimate-sounding reason the substance is needed.

An **alchemist** of this level of importance can also take certain spells and instill them into liquids to make magical potions for you. What spells they can instill depends on their alignment. A chaotic alchemist will happily provide transformative potions, while a lawful alchemist is only interested in lawful spells. An evil alchemist is more than happy to create destructive effects, and a good-hearted alchemist will probably only sell you healing potions. A neutral alchemist will prefer to stock only the most popular and profitable goods, and will not offer price discounts to anyone.

A top **pharmacist**, on the other hand, should be able to provide one of the following special drugs:

The Blood of the Blood God

When you imbibe of this liquid, you get advantage to your attack and damage rolls for 1d6 hours per dose. During that time you cannot dodge, fail a morale roll, take a rest, sleep, or complement someone you do not genuinely like. Once the drug wears off, you lose 1d6 + doses taken from your Health score (save against Willpower to cut that in half, with the drug's level equal to the number of doses taken).

Corin

If your Intelligence score is 11 or lower, this drug increases your score to 12 for 2d6 hours per dose. **If your Intelligence score is 12 or higher**, 2 doses gives you +1 to your current score for 2d6 hours. While this drug is in effect, you cannot tell a lie, and anything that affects lawfully aligned creatures affects you as if you were lawful.

Corin also stains your lips and mouth blue or cyan for about a week after taking it. Repeated use will make this stain permanent.

Elric

If your Ferocity score is 11 or lower, this drug increases your score to 12 for 1d6 hours per dose. **If your Ferocity score is 12 or higher**, 2 doses gives you +1 to your current score for 1d6 hours. Once the drug wears off, you take 1d6 + doses taken damage. If you take more when you start coming down, the effect continues and you take no damage until the drug wears off completely.

Wire

If your Dexterity score is 11 or lower, this drug increases your score to 12 for 1d6 hours per dose. **If your Dexterity score is 12 or higher**, 2 doses gives you +1 to your current score for 2d6 hours. Once the drug wears off, you must rest for 1d6 hours per dose or suffer disadvantage to every roll (save against your Health to cut that time in half, with the drug's level equal to the number of doses taken).

Geographical Society

To the explorer of unknown lands, maps are more precious than gold. They can be supplied by a wealthy and generous patron, it is true, but a guild of cartographers and other explorers is an even more valuable ally to have.

A Notable Geographical Society

A local cartographers' guild will make copies of public maps for a small fee. You can always find maps of major trade routes, road and river systems, and foreign places the settlement considers important. Maps of under-explored areas are not available, since even if they are mapped, those charts are usually held by private individuals.

A Significant Geographical Society

An active and vibrant geographical society is able to find and contract guides for friends and members wishing to launch an expedition into any area that is of interest to the sultanate. Roll to recruit as normal, but with advantage for the society's help, and roll 1d6 on the following table to determine who the society recommends:

Roll	Result
1	1 society member with experience in the local area.
2-3	1d4 local expert guides and (if necessary) translators.
4-6	1d6 local porters.

An Exceptional Geographical Society

The Royal Geographical Society is always willing to disseminate maps of unconquered regions, in order to encourage lawful folks to move in and settle those areas. On the other hand, the Society is extremely zealous when it comes to protecting the geographical information of government buildings and so-called "black sites" (which are blacked-out, if they appear on maps at all).

When you assemble a lawful expedition into the wilderness, the Royal Geographical Society supplies you with maps, free of charge. Roll 1d6 to determine how extensive these maps are:

Roll	Result
1-3	These maps detail a previous expedition's journey into the wilderness, and its return after finding something dangerous.
4	These maps show an accurate and direct route to one unknown site in the middle of the wilderness.
5-6	These maps show everything that the sultanate has discovered about areas it wants to conquer and settle.

Hotel

Let's be honest, here: adventurers don't usually have homes to go back to every night after a hard day battling nightmares. Just because they're trying to save civilization from a malicious otherworldly invasion doesn't mean they're not also desperate murderhobos. And every one of these vagrants wants a nice place to stay when they're flush with looted treasure and tired of roughing it.

A Notable Hotel

When you stay at this hotel, you can live well for the minimum cost, or like the rich as if you had your own home and didn't have to rent one. **When you return to adventuring after staying at this hotel**, roll 2d6 and add your Charisma modifier and consult this table instead of the normal one.

Roll Result

0-6	You poked your nose into the wrong person's business. Choose 1: - An ally, contact, or friend of yours (GM chooses who) is in danger and you have become involved, to one degree or another. - You have gained an enemy. - You have offended a foreign dignitary.
7-9	You may choose two contact to have made between adventures.
10+	You may choose three contacts to have made between adventures.

If you are lawful, you get advantage on this roll—but if you are chaotic, evil, or good, you get disadvantage. All sorts of people stay here, and most of them like to keep their business private.

A Significant Hotel

This hotel has one or more chaplains on staff. If you spend 100c on therapy, you can overcome a nightmare curse that afflicts you, for the span of a month or another venture into a dungeon, whichever is shorter.

An Exceptional Hotel

For 100c and a week's stay, you can receive medical attention, regain up to 20 lost attribute points, get advantage on your Disposition rolls every morning, and if you roll equal to or lower than your Charisma score on a d20, you meet someone interesting from far away. If you roll equal to or lower than half your Charisma, rounded down, they are also important.

Necromancers' Guild

There are flesh markets, and then there are those wizards who deal in the ultimate skin trade. From self-exiled rejects of the living world to emotionless entrepreneurs, necromancers are universally weird people.

Even before becoming important, a guild of necromancers might be able to sell information about historic tombs and graveyards, books on ancient funerary rites, and magical or spiritual ingredients. Necromancers may hire out as guides, physicians, or overseers of construction projects utilizing animated corpses.

A Notable Necromancer's Guild

If you need information regarding death magic, the barrier between life and death, or anything to do with the undead, you know who to talk to. If you need body parts identified, or the magician behind an undead creature unmasked, you can pay in coin, in favours, or maybe, just maybe, in friendship.

A Significant Necromancer's Guild

A guild of this importance can have someone examine a corpse for you, and tell you what killed them, and what the last thing they saw, heard, or felt was. This takes about an hour and costs 25c. House calls cost double, or even more, depending on how far the necromancer has to travel.

An Exceptional Necromancer's Guild

A powerful guild of necromancers must either come to some kind of accord with local power structures, or hide within the shadows of the criminal underworld. If you have access to these necromancers, they will cast any of the following spells for you, provided you can pay:

- Cure Wound, 180c.
- Negate Poison, 50c.
- Raise the Dead, 800c.
- Regenerate, 400c.

Alignment

Lawful necromancers never force their arts on the unwilling and always work to promote local authorities. They might even refuse to deal with evil or chaotic characters. Guilds of other alignments will give PCs reduced rates if they undertake work to promote the guild's alignment. **Chaotic** necromancers want to reduce the power of the state; **evil** necromancers wish to bring ruin and destruction on others while they glory in their own power; and **good** necromancers use their powers to enrich the libraries of the Kingdoms of Dreams, not to make slaves of ghosts.

Printer

The mass-production of literature can only be considered a net benefit for humanity, because it brings the Law closer to every person's heart. It is only the lowly copyist who suffers, for the master calligrapher is still revered as an artist. A printer, on the other hand, is rarely considered an artist. Their profession is, as yet, still only a trade.

A Notable Printer

Any money spent on broadsheets at this printer counts double when used for character assassination, recovering Charisma, or reducing Resentment scores. They do great work when it comes to publicity!

A Significant Printer

A significant printer has connections all throughout the world of letters. If you have contributed to this printer before, any contacts you make during downtime may be drawn from the pool of book collectors, illuminators, libraries, other printers, scribes, store owners, and writers they have dealings with. A successful reaction roll with this printer will get them to hook you up with specific luminaries in the world of literature, if such business might benefit them at all.

An Exceptional Printer

The exceptional printer has discovered a way to print spell formulas. Setting up the plates to print a spell formula costs $10 \times$ the spell's level in cyphers, or half that if it is a synecdoche. Paper and print costs are equal to the spell's level for each formula printed. This has the very real potential to destroy lawful society.

Alignment

A **chaotic** printer cannot create books that don't come with their own individual errors and inconsistencies, no matter how careful they are. An **evil** printer relishes character assassination, while a **good** printer refuses such vulgar business. A **lawful** printer cannot be compelled to print banned or criminal works.

Tea House

What could be better than the sophisticated atmosphere of the tea-dispensing establishment? Some light conversation, some pleasant music, and a most excellent beverage! Come for the relaxation, stay for the back-room scheming.

The more important the tea house, the more important its clients. The average tea house has average clients, while notable houses are patronized by notable people. A significant tea house has patrons drawn from the upper ranks of various institutions and professions, while exceptional tea houses are where society's most important leaders hang out.

Alignment

If you **regularly patronize a tea house that matches your alignment**, you can meet important people on an equal footing, and perhaps even get the opportunity to persuade them into lending you their aid. At a tea house aligned to **chaos**, chaotic characters can meet abolitionists, anarchists, crazy wizards, cultists, revolutionaries, and utopian philosophers. At an **evil** tea house, evil characters can meet criminals and corrupt officials.

At a **good**-aligned tea house, good characters can meet doctors, healers, physicians, professors, and teachers. At a **lawful** tea house, lawful characters can meet judges, lawyers, nobles, officials, politicians, scholars, and anyone involved in enforcement.



University

As collections of both scholars and scholarship, universities can be an invaluable resource in the fight against the nightmare realm and its associates. Schools concentrating on the humanities always have books, medical universities are full of doctors (which most adventurers need at some point or another), and colleges devoted to the sciences can be tapped for ingenious devices and explosive materials. Law schools, on the other hand, require one to deal with lawyers

A Notable University

Every notable university has at least a small department or student association interested in solving the problem that the nightmare realm presents. For the purposes of hiring retainers, the university counts as its own settlement (with a settlement die of 1d6 or 1d8, most likely), with Resentment scores separate from the surrounding town or city. You can hire scholars or any kind of accomplice or citizen from the student body or through the administration. Depending on the type of university, you might be able to hire bards, fighters, thieves, or wizards as well.

A Significant University

Every university comes with a library, but a significant university library allows its patrons to make research rolls with advantage if they are studying subjects that the university concerns itself with. If there are numerous departments and colleges represented under the university's banner, there may be numerous topical libraries that can be accessed by alumni and those on good terms with the staff (libraries are not normally open to the public, of course).

An Exceptional University

This university employs only the best instructors, who know exactly how to bring out the best in their students. Even a single semester is enough to provoke an improvement. Any character who spends 1,000c and attends class for 3 months may raise either their Charisma or Intelligence score by 1, permanently. Neither attribute can be raised more than once by becoming a university student.

Alignment

Chaotic and evil universities are always in danger of collapsing under the weight of their own anti-social impulses, either becoming embroiled in some kind of exploitation scandal or being shut down by the authorities for revolutionary activities. Each month there is a 1 in 6 chance that a chaotic or evil university experiences a controversial incident.



Dealing with People

When you meet someone in a normal circumstance (such as buying goods from their store), they behave in a normal, expected manner. However, there may be times when you meet someone in an unexpected circumstance (in the wilderness, perhaps), or when you attempt to involve yourself in someone's life in an unexpected manner (hiring them for an adventure, for example).

In such cases, the GM can ask you to make a **reaction roll** for NPCs. Roll 2d6 and add your Charisma modifier (or your Social Status modifier in cases where that is more important).

Roll Reaction

0-3	They are immediately hostile, and may even become violent.
4-6	They react negatively, being either uninterested in you and your business, or eager to be rid of you, but are not hostile (yet).
7-9	Their reaction is neutral, which could be anywhere from cautious to indifferent, based on their temperament. They give you time to catch their interest based on how busy they are.
10-11	Their reaction is friendly, generous, or interested. They are open to hearing what you have to say.
12+	They are immediately interested, in a positive manner.

On the other hand, you might have to shake someone down for information that will lead you to a nightmare incursion. **If you are visibly threatening someone with egregious harm and imminent violence**, roll 2d6 and add your Ferocity modifier.

Roll Reaction

0-3	Instead of being intimidated, they fight back immediately, as hard as they can.
4-6	They are not intimidated. Instead, they try to escape, fight back, hold out on you, or even mislead you, depending on their nature.
7-9	They become unsure of themselves, and try to stall you long enough that they can escape. They surrender if they are overwhelmed, but their courage comes back if you leave them an opening.
10-11	They surrender, in the hopes of being treated leniently.
12+	They agree to switch sides just to avoid your terrible wrath.



Seeing a Man About a Dog

Sometimes you make the acquaintance of someone who is willing to do business with you on a regular or repetitive basis. Or perhaps you have actual friends, in spite of your suicidal, vagabond lifestyle. People like that—people you can ask for things you can't get through other avenues—are called contacts.

If the public markets of a settlement don't have what you're looking for, perhaps one of your contacts can hook you up. If you need information, but don't know who to ask, maybe one of your contacts can tell you what you need to know. They are probably more well-informed than you are, anyway.

When you make use of a contact, say what you want from them and roll 2d6. Add +1 if they come from a significant social institution, +2 if they come from an exceptional social institution, and +1 if you are the same social class as they are.

Roll	Result
0-3	Your contact is in serious trouble, and might even be dead already.
4-6	Your contact is either of no help whatsoever, or they might be able to help you if you can help them with a problem they have (GM's choice which).
7-9	Your contact has some useful information or they can get the goods that you need, but at a steep price. Perhaps they can also pass you on to someone else who can help you more effectively
10-11	Your contact can get you what you need, or pretty close, for a fair price.
12+	Your contact has exactly what you need, for cheap. Or maybe they have something even better than you were expecting.

You can gain contacts by the actions you take during adventures, by accessing social institutions, and through the results of downtime rolls. Contacts can only get you information, goods, or introductions to other people if those things fall within the purview of their occupation, expertise, or social networks. A blacksmith probably can't find exotic poisons for you, and your average undertaker knows nothing about the diamond trade.

The GM may also decide that what you are looking for is definitely within the scope of a certain contact's abilities, and that they always have what you need, and always at a fair price. They could still wind up in a spot of trouble, but whether the PCs decide to do anything about that is up to them.

Contacts

Creating or joining social networks in towns and cities can open up new opportunities for your characters. You can use them not only to obtain information about nightmare incursions, but also to obtain goods and services not normally available to outsiders. Contacts can be part of social structure investments, or not. The GM has the final word when it comes to creating and defining the NPCs of the setting, but here are some ideas for contacts and what they can provide:

- **Alchemists** can create potions, and perhaps other things. They should at least be able to supply you with customized poisons and drugs.
- **Arcane professionals** might be cultists, scholars, or wizards. They can inscribe scrolls, which should cost you at least twice as much as the raw materials (see page 158). They might also be able to provide you with information about the nightmare world, specific nightmare incursions, or other arcanists who could be corrupted.
- **Criminals** and criminal organizations can fence goods that you don't want to return to their rightful owners. They can also supply you with illegal goods.
- **Cults** can provide services based on their nature, but always demand some display of faith. At the very least, you should get an advantage when hiring retainers from inside a cult you belong to.
- **Healers** might be independent practitioners or part of a hospital or sanatorium. They can provide general healing for injured adventurers, or specific long-term care.
- **Merchants** can supply you with rare and exotic goods, or large quantities of goods. They might also be able to hook you up with contacts in other cities, far away.
- **Nobles and officials** can shield you from other authorities, give you access to restricted places and records, or introduce you to other important people.
- **Servants** can help you break into their masters' homes, or supply you with gossip about the class of people they serve.
- **Smiths** can fashion metal implements under your direction, if you need something custom-made.
- **Street urchins** can run messages for you, keep watch on people or places, and supply you with gossip they heard on the streets. They might even help you rob someone.
- **Undertakers** and other types of tomb-watchers can help you dispose of a body without alerting attention.



Hiring Retainers

You don't need to rely solely on other PCs to aid you in fighting the nightmare incursions. You can hire NPCs to accompany you, to carry your belongings, or even to fight by your side underground. They will probably die or go crazy and ruin your reputation, but if they can keep you alive, it's worth it, right?

When you spend a day looking for people to hire, the GM rolls to see if there is anyone who might be interested. What type of die depends on the size of the settlement. The larger the settlement, the greater chance of finding someone you can hire.

Community Size	Population	Settlement Die
Small village.	Less than a hundred people.	1d4
Large village.	Hundreds of people.	1d6
Town.	Thousands of people.	1d8
Small city.	Tens of thousands of people.	1d10
Large city.	A hundred thousand people.	1d12
Sprawling metropolis.	So many people!	1d20

Roll	Findings
1-3	No one is interested in employment.
4-6	1d4 people are interested.
7-9	1d6 people are interested.
10-11	2d4 people are interested, including at least 1 professional adventurer.
12+	2d6 people are interested, including at least 2 professional adventurers.

For each person who is interested, the GM rolls 1d6 to determine what type of person they are. **If you are looking for desperate people**, poor people, and those with little to lose, there is a +1 modifier to this roll. **If you have a reputation as a bad employer**, that is another +1 modifier. **If you have never taken someone from this settlement into a nightmare incursion**, there is a -1 modifier to this roll:

Accomplices are always ready to be employed outside of fighting or entering a nightmare incursion. They refuse to fight or go into dungeons. **All other types** will consider the terms of employment being offered, and may very well accompany you into a nightmare incursion, ready to fight.

Roll	Potential Retainer Type
0-1	Accomplice.
2	Citizen
3	Foreigner.
4	Professional.
5+	Underclass.

Once the type of potential employee has been determined, the GM rolls 1d6 again to determine what their circumstances, job, or motivation is:

Roll	Accomplices
1	Agent.
2	Cook.
3	Driver.
4	Guide or Scout.
5	Manager.
6	Porter.

Roll	Professionals
1	Assassin.
2	Bard or Scholar.
3	Champion or Cultist.
4	Fighter.
5	Thief.
6	Wizard.

Roll	Citizens
1	Closeted.
2	Corrupted.
3	Debtor.
4	Junkie.
5	Suicide.
6	Youth.

Roll	Underclasses
1	Criminal.
2	Junkie.
3	Marginalized.
4	Runaway servant.
5	Slum-dweller.
6	Vagrant.

Roll	Foreigners
1	Criminal.
2	Exile.
3	Itinerant.
4	Mercenary.
5	Refugee.
6	Vagrant.

Roll	Alignment
0-1	Chaotic
2	Evil.
3	Good.
4-5	Neutral.
6+	Lawful.

Alignment

To determine a potential employee's alignment, roll 1d6 for accomplices, 1d6+1 for citizens, and 1d6-1 for foreigners, professionals, and the underclasses. Ignore any restricted alignments for professionals; instead, assassins are evil, bards are good, cultists are chaotic, and scholars are lawful. For champions, re-roll until they have an alignment other than neutral.

Retainers will not normally do things that run counter to their alignment, but if you are of the same alignment as a (potential) employee, and you want them to perform duties promoted by that alignment, you have advantage when hiring them or testing their morale. This does not apply to neutral characters (who reject ideological and emotional motivations), only to those who are chaotic, evil, good, or lawful.

Descriptions of Potential Employees

The result of your roll determine the most salient feature of the retainer's background, motives, personality, and skills. It is not the whole of their nature, of course, and you can fill in other details as much or as little as necessary.

- **Agent:** A person who will conduct financial transactions for you—buying, selling, investing, or representing your interests in corporate ventures.
- **Assassin:** Although the orders of assassins have largely transitioned to peaceful societies that support the rule of law, there are still those who practice the old arts. They are loathe to admit such in public, however, and so assassins will usually represent themselves as something else—fighters, mercenaries, thugs, etc.
- **Bard:** What could be better than wandering around singing songs and getting paid for it? This is the life!
- **Champion:** A paladin for some cause or other. If you give them the opportunity to pursue their goals, they come cheap, but are demanding. If you oppose their goals, no amount of money can change their mind about you.
- **Closeted:** This citizen practices some kind of behaviour that their society rejects. They need money to either cover this up (including paying blackmail), or so they can reveal it.
- **Cook:** Everybody needs to eat, might as well eat like a king if you're going to be dead soon.
- **Corrupted:** This citizen has been corrupted by nightmares, and is interested in exploring nightmare incursions further. They do not reveal their corruption, instead passing for something else, although, the longer they have been corrupted, the harder it is to hide.
- **Criminal:** This person, either a foreigner or a local from the wrong side of the tracks, lives off of criminal activity (usually protection rackets, but also theft).
- **Cultist:** Someone who belongs to a (possibly illegal) cult. Unless they are a member of a PC's cult, they pass themselves off as something else who is interested in fighting the nightmare world.
- **Debtor:** This member of the community would normally never even consider going on adventures, but they have very large debts to pay off and they need money.
- **Driver:** This person has a cart or a coach, and some horses to pull it. Now they need someone to drive around. Someone who can pay.
- **Exile:** This person was exiled from their home community, and may be having a hard time getting by in a foreign land.

- **Fighter:** Someone who makes—or previous made—their living as a soldier, guard, or some kind of muscle, and knows how to fight.
- **Guide:** Someone who will lead you to locations that are hard to find, and communicate to locals on your behalf.
- **Itinerant:** A labourer who is constantly moving around, migrating wherever the work is.
- **Junkie:** This person may or may not know any useful skills, but they are certainly addicted and they need money to get their fix. They will probably do anything. Citizen junkies are considered valued members of the community who have lost their way, but nobody cares about underclass junkies.
- **Manager:** This person wants to manage your affairs for a fee. They might be able to handle the baggage train, if you are travelling, or they might simply want to organize your accounts.
- **Marginalized:** This person belongs to a minority cultural group, and may even live in a ghetto. There are a limited number of options for them, in terms of upward mobility.
- **Mercenary:** Someone who is willing to fight for money.
- **Porter:** This person will carry your possessions around.
- **Refugee:** Someone who was forced to flee their homeland, not because of exile, but because of violence—either violent persecution or an outbreak of war.
- **Runaway:** This person was a serf, servant, or slave, but they left that position.
- **Scholar:** This person probably has a particular interest in the nightmare incursions of the local area.
- **Scout:** Someone who will investigate the terrain around you and report back with their findings.
- **Slum-dweller:** This person lives in the shittiest part of the settlement. Who wouldn't want to get the fuck out of there?
- **Suicide:** Although they are a valued member of their community, this person longs for death, and is willing to fight the nightmare incursions to make that happen. This may or may not be obvious—creeping despair hides itself better than reckless burnout does.
- **Thief:** A professional bandit, burglar, or robber. Unless any of the PCs are criminals themselves, a thief will pass themselves off as something else.
- **Vagrant:** This person is homeless.
- **Wizard:** Fuckin' wizards, man. Nothin' but trouble.
- **Youth:** An idealistic young person, looking for adventure. They are a valued member of their community, though, so it would be a bad idea to take them with you.



Hiring

When you offer someone employment with you, as long as you are offering them the minimum required salary for the job, roll 2d6 and add your Charisma modifier. Add an additional +1 if they are part of the underclasses, and another +1 if you have undertaken successful expeditions before.

Roll	Reaction
0-6	They refuse employment.
7-9	They agree to become your employee if the terms are significantly more generous than normal. If not, they might agree to employment anyway, if they are desperate, but with a -2 penalty to their morale.
10-11	They agree to become your employee, even if the terms are not generous.
12+	They agree to become your employee, and their morale is increased by +1.

The maximum number of retainers you may have in your employment at one time is equal to 4 plus your Charisma modifier (but not less than zero). If your Charisma score is reduced such that you have too many retainers, they do not leave unless your Charisma score stays reduced for more than a week or two, or if you try to take them on another adventure before you have recovered.

Loyalty and Morale

When you order one of your retainers to undertake something that is obviously more dangerous than they believe is reasonable, roll 2d6 and add your Charisma modifier. Add an additional +1 if you offer them extra compensation.

Roll	Reaction
0-6	They refuse to do what you tell them.
7-9	They do what you tell them to do, but with -2 to their morale.
10-11	They do what you tell them to do.
12+	They do what you tell them to do and gain +1 to their morale.

The GM tests the morale of all NPCs when necessary, as described on page 213. For the purposes of morale, retainers may consider the whole party, including the other PCs and their hirelings, as “their side,” or just their employer and their employer’s other retainers, depending on how the group dynamics have been explained to them. If someone who is part of the group, but not part of “their side,” is reduced to zero Disposition, the GM does not need to test their morale to see if they rout.

Wages

Payment for services should be based on the lifestyle the employee wishes to maintain. For full-time employment, 40-90c per month means living poorly, like most people do, while 100c or more per month means living well, and being comfortable.





Persuasion

In order to convince or persuade someone to do or believe something you want them to, you must establish common ground between the two of you. Are you friends, lovers, or comrades in arms? Are you part of the same family, guild, or subculture? Have you both decided to engage in a commercial transaction with each other?

The strength of your connection with someone dictates the amount of influence you have over them. It's one thing if you have hired them and they have agreed to follow your orders. A relationship that allows you to change their ideas, opinions, and behaviours, requires more interaction and constant negotiation.

Once you have established common ground with someone and you want to convince them of something or persuade them to do something, the GM chooses one or more conditions or requirements you must meet in order to effect this change in them:

- They have their own ideas of what you want and how to get it.
- They must be assured of your authority.
- They must be badgered and cajoled into it so they can disclaim responsibility.
- They must be threatened with harm or other consequences first and/or during.
- They want concrete assurances of your sincerity.
- They want a favour from you after.
- They want someone else to take the blame or responsibility.
- They want to be paid in advance.
- They want you to make an oath or promise first.
- You must deceive them with regards to the situation and/or your intentions.
- You must do something that makes them happy first.
- You must prove your commitment to them or your relationship first.
- You must spend time with them, working slowly to persuade them.
- You must strengthen your relationship with them first.

A condition may require a skill roll against Charisma, either full score or half score, depending on whether you are skilled or if it requires a great deal of effort or not. Or you can use an alternate version of the reaction table (roll 2d6 and add your Charisma modifier).

Roll Reaction

0-6	They refuse to be convinced or persuaded until you strengthen your relationship with them, and they feel rejected if you don't.
7-9	Multiple conditions or requirements apply, and the GM need not inform you of all of them right away.
10-11	The GM tells you one condition or requirement you must meet.
12+	They are convinced or persuaded and their respect for you grows.

Tarnishing Your Reputation

It is possible to reduce a person's Charisma score by attacking them socially. **If you organize a campaign to smear someone's public image**, though, you need to do more than make a single speech in public. You need to reach many, many people. You can do this by actively spreading rumours, distributing pamphlets, hiring musicians to sing rude songs about them, parodying them in the theatre, or writing nasty letters about them to all of your high-society friends. This can take days or even weeks, and you must wait at least a fortnight between attacks.

In a village, roll 2d6 and add your Charisma modifier (or your Social Status modifier). **In a town**, roll 2d6 and add +1 for each 100 cyphers you spend on the attack. **In a city**, roll 2d6 and add +1 for each 1,000 cyphers you spend.

Roll Results

0-6	Your attack on the target's character and reputation has no effect.
7-9	Your attack reduces the target's Charisma by 1d4 points.
10-11	Your attack reduces the target's Charisma by 1d6 points.
12+	Your attack reduces the target's Charisma by 1d8 points.

If you are a bard, your target loses an additional point of Charisma.

You can also be the target of character assassination perpetrated by rich and influential NPCs. If they have enough rank, they can even inflict more than 1d8 damage to your Charisma. Remember: your characters are merely adventurers, not arch-dukes or the heads of guilds.

Recovery

Lost points of Charisma are regained much like other attribute points, with a few caveats. **If you leave the location where you were attacked**, you regain 1 lost point per day. **If you want to remain there**, and fight back to repair your reputation, you must spend a day socializing and spending money—5 cyphers in a village, 25 cyphers in a town, 100 cyphers in a city—in order to regain a point of lost Charisma.

Also, points lost in a village do not count when you travel to a town or city. Likewise, points lost in a town do not count when you travel to a city. If you travel to a smaller settlement, however, lost points of Charisma remain lost until you spend time laying low.



Dealing with Settlements

There are also ways to interact with a settlement as a whole. Conducting research can provide you with useful information you would not find just from talking to a single person, or if you had ignored written records. At the same time, it is possible to turn an entire settlement against you by constantly behaving in an anti-social manner.

Conducting Research

You may conduct research in a settlement, as long as it has the facilities that are necessary. **If you are looking for information from an organization, institution, or establishment that has had no money invested in it**, you find no useful information at all. **If more than 100 cyphers have been invested**, you might find out something. Roll 2d6 and add your Intelligence modifier.

Roll Research Results

0-3	You put your trust in bad information.
4-6	You discover no useful information, and may encounter someone you would rather avoid, at the GM's discretion.
7-9	You discover one piece of useful information.
10-11	You discover two pieces of useful information, one of which may be an opportunity, at the GM's discretion.
12+	You discover three pieces of useful information, one or more of which may be an opportunity, at the GM's discretion.

The information, though useful, should be vague, unless you have invested money into this aspect of the settlement. **If the site of your research is a significant institution**, the information you find contains specifics. **If it is an exceptional institution**, you find information not available anywhere else. All the information you find, and any opportunities you uncover, will be related to the site of your research.

If your research consists of questioning people, instead of examining records, you may instead roll 2d6 and add your Charisma modifier. The information you uncover comes in the form of gossip and rumours, instead of more tangible evidence. Socializing with people in an institution gives you more detailed information.

Opportunities

An opportunity can be a lead that directs you to further information, or to valuable items and materials, or a person you meet while conducting your investigations. They do not need to pertain directly to your research, but must be somehow related to the location where you are doing that research.



Resentment

Adventurers who deal with the nightmare realm on a regular basis usually mean trouble for the settlements they spend their downtime in. For each settlement, the GM keeps track of a Resentment score for each of the PCs who have ever gotten into trouble there. Every settlement has a different set of Resentment scores for each of the PCs. The GM is under no obligation to inform you of your Resentment score in any settlement.

If you take a valued member of the community into a nightmare incursion, and they are killed or go mad, your Resentment score increases by 1.

If you commit a crime against the community or any of its valued members, or against property in the settlement, your Resentment score increases by 1 if (and when) it becomes public.

If you are accused of a crime that you did not commit, your Resentment score increases by 1. But if your innocence is proven, it is once again reduced by 1.

If your reputation and character are attacked publicly, or ugly rumours about you are spread through the settlement, your Resentment score increases by 1.

Crimes include (but are not limited to):

- Arson or vandalism of property belonging to the community's institutions or its valued members.
- Assault or kidnapping of an important or valued person.
- Being involved in political corruption.
- Blackmail, extortion, or racketeering within the settlement.
- Blasphemy or obscenity.
- Burglary, embezzlement, robbery, or theft of a community institution or a valued community member.
- Fraud or malpractice.
- Revealing secrets pertaining to the settlement's defences, internal security, or mercantile interests.
- Selling or smuggling banned goods or people.

Valued Community Members

Just because people live inside a settlement does not mean they are valued members of the community. Foreigners and immigrants who are not considered necessary are not valued, nor are members of the lowest classes—untouchables, vagrants, and those who live in ghettos and slums. Servants and slaves are considered valuable only if their masters are angered or inconvenienced by their abuse. Crimes committed against marginalized or oppressed people do not increase your Resentment in the settlement if they do not also affect the larger community.

On the other hand, those who lead, work, study, or teach in the community, and are not considered outsiders, are valued members, as are their children.

The Wages of Sin

Even if a community doesn't cast you out right way, your bad behaviour can still provoke people into antagonizing you. Both groups and individuals can take umbrage at your actions and come after you for it.

When your Resentment score increases, unless you get run out of town, the GM rolls 1d6 or chooses an occurrence from the table below to see what happens as a direct reaction to your bad behaviour:

Roll	Event
1	The authorities come to have “a talk” with you.
2	A gang or guild tries to persuade you to change your behaviour.
3	A member of the community tries to persuade you to change your behaviour, on their own initiative.
4	An organization or profession shuns you and refuses to deal with you.
5	Someone becomes your enemy and begins to slander and libel you, trying to ruin your reputation.
6	Someone becomes your enemy and tries to assault you.



Wearing Out Your Welcome

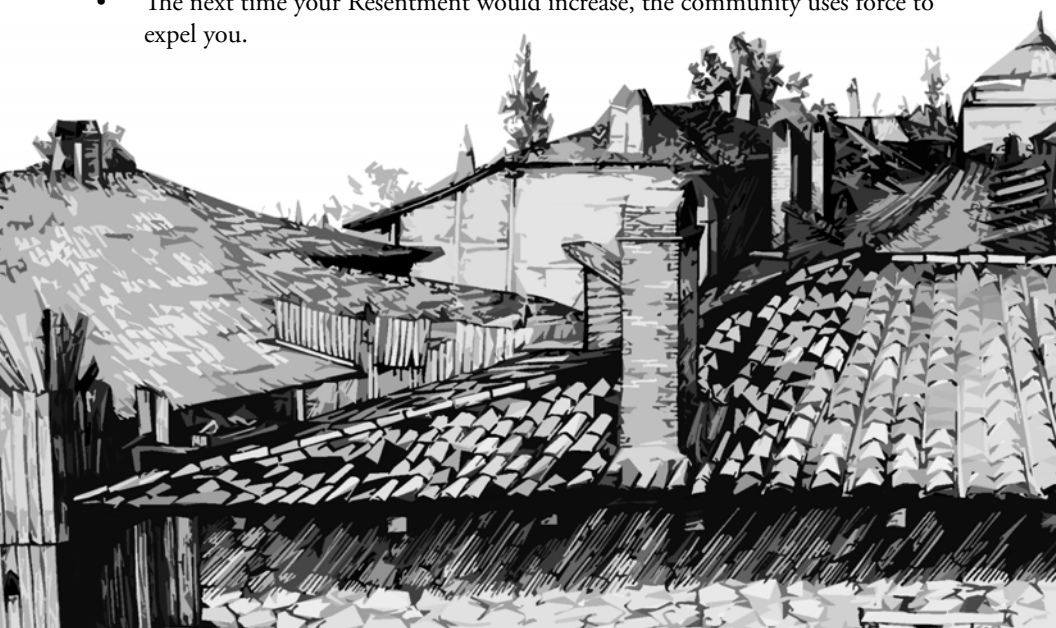
When a settlement resents you, it is only a matter of time before you wear out your welcome. **When you make a public appearance or throw a public event, and whenever your Resentment score increases**, the GM rolls the community's settlement die to see if you have worn out your welcome. The larger the community, the larger the size of its settlement die. If the result of the roll is equal to, or lower than, your Resentment score, the community has had it up to here with your shit, and turns against you.

Community Size	Population	Settlement Die
Small village.	Less than a hundred people.	1d4
Large village.	Hundreds of people.	1d6
Town.	Thousands of people.	1d8
Small city.	Tens of thousands of people	1d10
Large city.	A hundred thousand people.	1d12
Sprawling metropolis.	So many people.	1d20

Alternately, you might consider different neighbourhoods of a large city or a sprawling metropolis to be individual settlements of their own, each with different Resentment scores for the PCs.

When you have worn out your welcome...:

- People in this community refuse to help you out or do you favours.
- Prices for goods and services in this settlement are doubled (or even tripled).
- You cannot attract hirelings or retainers of any kind in this settlement.
- The next time your Resentment would increase, the community uses force to expel you.



Reducing Resentment

As long as a community hasn't turned on you yet, you can always try to reduce the amount of resentment they have for you. You need to actually do something that contributes to the community, and you need to be public about it. You can either **attach yourself or your name to this contribution from the start**—in which case, you risk wearing out your welcome even before people acknowledge the contribution—or you can **stage an event and then reveal yourself to be the benefactor after**. If you are trying to return to a community that has already thrown you out, the latter strategy is also viable.

When you stage an event around a contribution to a community or its settlement, roll 2d6. Add +1 if you are donating hundreds of cyphers to a village, thousands of cyphers to a town, or tens of thousands of cyphers to a city. Add your Charisma modifier if you are appearing publicly as part of this event.

Roll Result

0-3 The community turns on you.

4-6 The community's attitude toward you doesn't change at all.

7-9 Your Resentment score in this settlement is lowered by 1, and you are tolerated once again, unless you are wanted by the authorities for crimes you have committed.

10-11 Your Resentment score in this settlement is lowered by 2, and you are tolerated once again.

12+ Your Resentment score in this settlement is reduced to zero, and you are celebrated, your past deeds forgotten.

Being tolerated again reverses the effects of wearing out your welcome, though specific groups might still maintain their enmity towards you, especially if you are a criminal.

If you can effectively assume a new identity, such that no one recognizes you, your Resentment scores are all reduced to zero. If you assume the identity of another person, you inherit their Resentment scores (which are up to the GM, if that person is an NPC), and any actions you take will modify the Resentment scores you now share with them.







Chapter 5.

*Casting Spells
and
Other Enchantments*



The Nature of Spells

Any character may cast spells, as long as they have the proper tools, though it is by no means always a safe procedure. There are three methods:

- The **easiest** way to cast a spell is to simply **read a magical formula** out loud. It is imperative that you do so correctly, however—you must roll to control the spell, lest it have an effect other than what is intended. Casting a spell from a magical formula like this also destroys the formula.
- The **safest** way to cast a spell is to **perform a ritual**. This requires a full magical formula and a number of hours of ritual performance equal to the spell's level. At the end of this time, you can either roll to control the spell (as if it were a spell of your level or lower, even if it is not), or you can destroy the formula and cast the spell perfectly.
- The **most versatile** way to cast a spell is to **memorize it from a magical formula** and cast it from memory later. You may memorize a number of spells equal to your level plus your Intelligence modifier (but not less than zero), and doing so takes 1d4 hours, regardless of how many spells you choose to memorize at a time. You can memorize spells you have mastered by using any kind of magical formula, but a synecdoche does not allow you to memorize a spell you have not mastered. **Once you have memorized a spell**, you may cast it at any time. This is not as safe as performing a ritual usually is, and you must roll to control the spell when you cast it. Once you have cast the spell, it is gone from your memory and you may not cast it again until you re-memorize it (unless you are a wizard).

Magical Formulas

Spells are living creatures from the realm of magic that lies beyond even dreams and nightmares. Written magical formulas are gateways through which these spells pass into reality, so that they might work miracles here, and are designed so that the spell burrows into the mind of anyone examining its formula. As such, a formula is a necessity for casting spells. Collections of these written formulas are called spellbooks.

Creating a Magical Formula

In order to create a magical formula, you need to have mastery over a spell. Any spell you have mastered is a spell you may construct a magical formula for, though this takes time and money. **To write out a complete magical formula**, you must spend weeks equal to the spell's level and money equal to its level $\times$ 100 cyphers. Spells of variable level count as Level 1d6+3, and you must roll again each time you create a formula. **To write out an abbreviated synecdoche of a magical formula or brew a potion**, or create some other kind of simplified magical formula, it takes only days equal to the spell's level, but the same amount of money (level $\times$ 100 cyphers).

Synecdoches and Scrolls

Normally, a spell formula is a long and complicated thing, but it is also possible to create a synecdoche—a short version that references the full formula and can be used for some (but not all) of the same purposes. These are also sometimes called “scrolls,” because they are usually scrawled upon loose pieces of paper or parchment for ease of use. Scrolls typically function as one-use spells or truncated spellbooks for use in the field. You cannot use a synecdoche to perform a ritual—the formula is too simple—and you can only memorize a spell from its synecdoche if you have mastered it.

Potions

Yet another way to get the effect of a spell is to consume or otherwise utilize a substance that has a spell suspended inside it. The most common examples of this method are potions—drink the potion, get the effect of the spell. The potion itself is merely a receptacle and a delivery system for the spell, and functions more like a magical item than a magical formula. Once the potion is drunk, the spell takes effect, and if anything remains of the actual liquid, it is no longer magical.

It does not have to be a potion, *per se*, that delivers the spell. It can be a powder that is snorted or wafers that are eaten, a salve that is rubbed on the skin, or a liquid dropped into the eyes. The point is that it delivers a spell effect to the recipient—whoever is affected by the substance is affected by the spell.

Memorizing Spells

Memorizing a spell requires access to a spell formula. You can memorize a spell you have mastered from a scroll, but you need access to a complete magical formula to memorize a spell you have not mastered. **When you study a magical formula**, which contains the essence of a particular spell in it, the spell is transferred to your mind in the form of knowledge. **When you cast the spell**, which takes but a moment, it escapes from your memory into the physical world and becomes a supernatural effect—but you must also roll to control it.

The maximum number of spells you can memorize at any one time is equal to your level plus your Intelligence modifier. If the total is less than 1, you may not memorize any spells at all. You may memorize spells of any level, but you may not memorize the same spell more than once.

The process of memorizing any number of spells, up to your maximum, takes 1d4 hours. You can choose to forget a spell at any time, without casting it.



Learning a New Spell

If you are a bard, you automatically have mastery over a number of spells equal to your level, plus your Charisma modifier. **If you are a cultist**, you automatically have mastery over a number of spells equal to twice your level, plus your Willpower modifier. **If you are a scholar**, you automatically have mastery over a number of spells equal to your level plus your Intelligence modifier. **If you are a wizard or a champion of chaos**, you automatically have mastery over a number of spells equal to twice your level, plus your Intelligence modifier. **If you are not a bard, cultist, scholar, wizard, or a champion of chaos**, you may not master spells.

If you are a bard, cultist, scholar, wizard, or a champion of chaos, you may roll to learn a new spell if you are taught it or if you study it from a complete spell formula. **If the spell is your level or lower**, you must roll equal to or lower than your Intelligence score on a d20 to master it. **If the spell is a higher level than your character**, you must roll equal to or lower than half your Intelligence score, rounded down, on a d20 to master it. This takes a number of days equal to the spell's level, regardless of what you actually roll, and a spell of variable level counts as Level 1d6+3 when you attempt to master it. **If your teacher does not give you a complete spell formula**, to keep, you must create one in order to master the spell.

If you are a scholar or a wizard, you may learn a spell from a simplified formula or scroll by attempting to reverse engineer it. The process is the same as learning a spell from a normal spell formula, except that once you have made a successful Intelligence roll, you must also create a new and complete spell formula for it, which takes a number of weeks equal to the spell's level and money equal to the spell's level $\times$ 100c (a spell of variable level counts as Level 1d6+3 when you attempt to reverse engineer it). Bards, cultists, and champions of chaos may not master spells from simplified formulas or scrolls.

Personalizing Spells

You may choose to make any of your mastered spells unique, by giving them a new name and adding some kind of quirk or tell, like a specific colour or an accompanying smell. At the GM's discretion, you may reduce the power of one aspect of the spell—such as damage, duration, effect, or range—in order to increase the power of some other aspect. The GM may also decide to change the spell's level based on the changes you want.

Personalized versions of the same spell count as different spells. You may learn multiple versions and memorize them at the same time.



Performing Magic

Spells are the most common form of practical magic, though there are other ways to access supernatural power. By default, other types of magical powers belong only to monsters, so the majority of this section concerns the casting of spells.

Casting a Spell

The principle function of a magical formula is to allow you to cast the spell it was designed for. You do not need to memorize a spell in order to cast it, nor is there any Intelligence requirement to do so. When you cast a spell from memory, though, you need not employ a magical formula, nor even have one nearby.

Casting From a Formula

If this is done as a ritual, it takes a number of hours equal to the spell's level and leaves the written formula intact. You may choose to spend more time, if timing is important. Once you are finished, if you choose to destroy the magical formula, the spell takes effect as normal, and there is no need to roll to control it. This is because you are not actually casting the spell—the formula is doing that work for you.

If you choose not to destroy the magical formula, you must roll to control it, as if it were a spell or your level or lower, even if it is not. A spell of a level higher than your own is just as easy to control when cast as a ritual as any other spell. This is one of the benefits of taking the time to cast it as a ritual.

If you perform a ritual to cast a spell you have memorized, you are not required to forget the spell when you cast it, but you must still use the magical formula as part of the ritual.

If the casting is done quickly, the spell formula is destroyed when the spell is cast. Even formulas written over numerous pages in the best of spellbooks can be destroyed simply by casting the spell contained in them quickly. This method is not as reliable as performing a ritual, and you must roll to control a spell you cast in this manner.

Casting From Memory

When you cast a spell from memory, the process is just like reading a formula. You cast the spell immediately, and you must roll to control it. If you are a wizard, you may also be able to retain the spell in you memory, allowing you to cast it again without having to also studying its formula again.

Controlling a Spell

When you cast a spell, you must roll to control it. **If the spell is your level or lower**, you must roll equal to or less than your Intelligence score on a d20 in order to retain control. **If the spell is of a higher level than your character**, you must roll equal to or less than half your Intelligence score, rounded down, on a d20 to retain control. **If you are a bard**, and the spell you cast is one you have mastered, roll against your Charisma score (or half of it) instead of your Intelligence. **If you are a wizard**, you may choose to lose 1d4 points of Willpower in order to ignore a failed roll and retain control over your spell anyway. This loss will affect your ability to keep the spell in your memory.

The Memory of Wizards

Once a spell is cast from your memory, it is forgotten, and may not be cast again until it is re-memorized. **If you are a wizard**, however, you may attempt to retain possession of the spell. **When you cast a spell of your level or lower**, you must roll equal to or lower than your Willpower score on a d20 in order to keep the spell memorized. **When you cast a spell of a higher level than your character**, you must roll equal to or lower than half your Willpower score (rounded down) on a d20 to keep the spell memorized. **If you keep the spell memorized**, you may cast it again.

Miscasting

If you cannot control the spell you cast, roll 1d8 and consult the miscasting table:

Roll	Result
1	You cast a different spell on a different target, in addition to your original spell (which works as normal).
2	You cast a different spell on a different target, instead of your intended.
3	You cast a different spell on your original target, in addition to your intended spell (which works as normal).
4	You cast a different spell on your original target, instead of your intended spell.
5	You lose 1d4 points from a random attribute score. If it is not reduced to zero, your spell works as normal.
6	Your spell affects a different target (but otherwise works as normal).
7	Your spell has the opposite effect (GM's discretion).
8	Your spell is roughly half as effective as expected (GM's discretion).

Different spells are determined randomly, from the full spell list. If you accidentally cast a spell that you have memorized, both spells are lost from your memory.

Different targets are determined randomly, from all those that might conceivably be affected. Spells that affect the caster only may be given new targets this way.



Magical Powers

You may be granted special powers through blessings, enchantments, and the use of magical items. **To use a magical power against an unwilling enemy**, roll a d20 and add both your level and an appropriate attribute modifier. If your roll is equal to, or higher than, the attribute score your target is using to resist, your power is successful. Saves against magical powers of this type are not allowed.

Other magical powers may require you to roll against one of your attribute scores, the same as a normal task roll.

Saves Against Magic

The unwilling targets of a spell are allowed to roll a save against its full effects. The attribute they roll against can vary: it should be Willpower if that is what is used to resist the magic, but could be Dexterity in order to avoid a magic missile or something similar. Saving against Ferocity in order to avoid being incapacitated would also be appropriate, for example.

When you save against magic, if both the spell and its caster are your level or lower, you must roll your attribute score or lower on a d20. If either the spell or its caster are of higher level, you must roll equal to or lower than half your attribute score on a d20.

A successful save means you experience half the normal effect of the spell—half the damage, half the attribute loss, etc. If the effect is binary (either it occurs or it doesn't), you avoid it entirely with a successful save. Because magic is dangerous and unpredictable, it can have other, minor effects on the environment, even after a successful save.

- Roll equal to or lower than your attribute score to succeed, if both the spell and its caster are your level or lower. Roll equal to or lower than half your attribute score, rounded down, if either the spell or its caster is higher level than you. Modifiers do not apply, although your attributes can be reduced temporarily by damage.

All characters, whether monsters, NPCs, or PCs, are allowed a save against spells that only need to be controlled in order to be cast successfully. If a magical power requires the user to roll against the target's Armour rating or one of their attributes, the target is not allowed to attempt a save on a successful hit. The roll has already been made, but by the attacker.

Casting a Spell Quick Reference:

To cast a spell as a ritual:

- Requires a complete spell formula. A synecdoche cannot be used.
- Requires complex ritual performances. Casting time is equal to the spell's level in hours.
- If the formula is destroyed, the spell is cast as expected, no need to roll to control it.
- If the formula is retained, you must roll to control it as if it were a spell of your level or lower (even if it is not).

To cast a spell from its formula (complete or synecdoche):

- Read the spell and roll to control it.
- The formula is destroyed.

To cast a spell from memory:

- Study a complete spell formula, or the synecdoche of a spell you have mastered, and memorize the spell (takes 1d4 hours).
- Cast the spell from memory and roll to control it.
- If you lose control of the spell, roll on the miscast table, or if you're a wizard, you may lose 1d4 Willpower to retain control anyway.
- Lose the spell from your memory, or, if you're a wizard, roll to keep the spell memorized.

Spell Formula Quick Reference:

Complete spell formulas:

- Can be cast as a ritual.
- Can be memorized by anyone.
- Can be read out and cast, but are destroyed in the process.
- Bards, champions of chaos, cultists, scholars, and wizards can master spell formulas: roll Intelligence or less on a d20 if the spell is equal or lower level, or half Intelligence (rounded down) or less on a d20 if the spell is higher level.

Synecdoches (simplified spell formulas):

- Can be read out and cast, but are destroyed in the process.
- Can only be memorized by those who have mastered the spell.
- Cannot be used in a ritual.
- Scholars and wizards can learn spells from scrolls.



The Magic of the Gods

Not all adepts of supernatural arts must rely upon arcane scholarship to bend the rules of reality. Amongst those who have not accepted the Law into their hearts, there are some who maintain a relationship with otherworldly spirits, gods, and demons. Bards pray to the pagan muses for divine inspiration. Cultists worship graven idols and heathen gods. Wizards make pacts of power with infernal entities and alien intelligences. Even scholars may fall from the noble path and devote themselves to the worship of ghosts.

If your profession grants you spells—bard, champion of chaos, cultist, scholar, and wizard—you may choose to receive them from a patron deity instead of having spells mastered. Decide what kind of patron deity you have an arrangement with and what sort of arrangement it is—bargain, symbiosis, or worship—and describe it to the GM. Whether the other PCs know about your patron or not is up to you. Roll for your spells as normal.

This is an optional rule, and relies on there being supernatural entities in the setting of your game that can grant people such powers. If none exist, or they can only be found through adventuring, this spellcasting option is not available.

If your magic comes from a patron deity, the following things are true:

- You have no spells mastered and you cannot master new spells from formulas or synecdoches. Instead of mastered spells, you have a number of spells that your patron deity makes available to you. The number of spells your patron may grant you increases every level, and is always the same number as the mastered spells your profession would grant you.
- You have no spellbook. Instead of memorizing spells from formulas, your patron deity implants your chosen spells directly into your mind. You must commune or consult with your deity for 1d4 hours in order to be granted these spells. Once they are in your memory, they function exactly like memorized spells.
- When you gain a new spell (either by increasing your level or the relevant attribute), you may choose the school of any spell your patron deity already makes available to you and roll on that school's table, instead of determining your new spell any other way.
- You may not be of lawful alignment. Receiving spells from a supernatural entity is profane idolatry, anti-social heresy, and strictly illegal throughout the Kingdoms of Dreams.
- If you lose your connection to your patron deity, it cannot grant you spells.

You may still cast scrolls from formulas, and use them to memorize additional spells, the same as any other character. You cannot memorize spells from synecdoches, even spells that your patron deity is able to grant you, because you have not actually mastered them.





Magic Items

Magical items are able to break the rules and give special powers to their wielders—or curse them with horrible penalties. **A magical item may...**

- **...break a rule**, explicitly and directly. When you wear the Helm of War, you cannot be ambushed by an enemy—a surprise roll of 6 or less counts as a 7 for you. As long as you wear the Belt Buckle of Supreme Confidence, if you re-roll your Disposition and the result is lower than your current Disposition score, you may ignore the re-roll and keep your current score.
- **...create a supernatural effect**. The Cloak of Invisibility makes its wearer invisible whenever they want. The Blazing Wand spits a gout of fire when flourished properly.
- **...grant a bonus to your Armour rating**, whether it is a suit or armour or not. This may apply to only certain types of attacks. The Far Shield Broach raises its wearer's Armour by +3, but only against missile attacks.
- **...grant a bonus to attacks**, whether it is a weapon or not. The Ring of Battle gives you advantage to any attack rolls you make with a weapon held in the hand that wears the ring.
- **...store spells** that can be cast by its wielder.

The exact effects of a magical item are up to the GM to determine.

Alignment

Many magical items interact with a person's alignment. **A magical item may...**

- **...grant a bonus (or a greater bonus) to creatures of a specific alignment**. The Tree of Vengeance is a huge, two-handed club that grants its wielder a +1 bonus to their Ferocity score, and, if they are evil, advantage to their damage rolls as well.
- **...impose a penalty on creatures of a specific alignment**. The Armour of Chaos is a suit of heavy armour that gives the wearer an Armour rating of 16, unless they are lawful, in which case they have an Armour rating of 8.
- **...inflict harm upon creatures of a specific alignment**. The Sword of Defending raises your Armour rating by +2 when you wield it, but if you are evil, the hilt burns you for 1d6 damage and you drop the sword.

Magic items that can only be used by a single alignment should be either extremely rare or omitted entirely. Neutral characters should always be able to use a magic item, even if they cannot gain its full benefits.





Spell Descriptions

The name, level, duration, effect, range, and school of a spell is listed before a description of the spell's effects. "Caster level" normally refers to the level of the character casting the spell, but if they are using a magical item that creates a spell effect, the item determines what level the spell is cast at and has its own caster level influencing the strength of the spell.

Level: Spells without a specific level can be cast at various levels. Consult the spell description to see if they must be cast at a specific level.

Duration: Instantaneous spells take effect immediately, and the effects are permanent, even after the magic has faded. Spells that last until dispelled can be cancelled by the caster at any time, or by other means (a *Dispel Magic* spell, for example). Spells with a time duration listed can be stopped by the caster before the duration ends. Spells with multiple durations listed end when either limit has been met.

A spell cast on a target already affected by the same spell does not increase the effects of the spell, except for the duration. Use the new duration, if it would last longer than the original spell.

Effect: This category specifically refers to who or what is affected by the spell, and not to its area of effect, which is listed in the spell's description. A spell that effects the caster only means that either the spell can only affect the caster, or that the origin point of the spell is always the person casting it.

Range: This is either the maximum distance from the caster the target being affected can be, or the maximum range of effects emanating from the caster can travel. The caster can limit the range of effects to less than the maximum. Spells with multiple ranges are limited by all that are listed.

School: Each spell belongs to a group of similarly-themed spells. Some characters and monsters may be resistant or vulnerable to certain schools of magic, or they might be able to learn spells from only specific schools. The schools available in this book include: Battle, Divination, Enchantment, Evocation, Healing, Illusion, Law, Quintessence, Summoning, and Transformation.

Accurate Weapon

Level 1

Duration: 1 turn per caster level.**Range:** Touch.**Effect:** 1 weapon per caster level.**School:** Battle.

For the duration of the spell, anyone attacking with a target weapon has advantage. This will not allow it to harm creatures not affected by mundane weapons. This spell can be applied to arrows and bullets as well as bows and guns.

Acid Spray

Level 3

Duration: Instantaneous.**Effect:** Caster only.**Range:** 5 feet per caster level.**School:** Evocation.

This spell causes you to project a spray of acidic liquid. Whatever it touches is coated and suffers 1d4 damage each round, for rounds equal to caster level. The acid also ruins one piece of a target's equipment each time it deals damage, based on the amount.

Roll	Result
1	Armour.
2	Clothing.
3	Random piece of other gear.
4	Weapon.

Alter Items

Level 2

Duration: Instantaneous.**Range:** Senses.**Effect:** 1 item per caster level.**School:** Transformation.

This spell transforms mundane, non-magical items you can see, hear, or touch into other mundane items of your choice, as long as they are not substantially larger.

Arcane Connection

Level varies.

Duration: 1 day.**Range:** None.**Effect:** Caster only.**School:** Quintessence.

For the duration of this spell, you may cast other spells upon a target if only a piece of the target is within range. Pieces of a creature can include blood, hair, nail clippings, severed parts, or even prized possessions. Pieces of a location can include samples of dirt or water collected at that location, or pieces of buildings that exist there.

You may choose what level to cast this spell at. It only affects spells of the same level or lower.

Binding

Level varies.

Duration: Instantaneous.**Range:** Senses.**Effect:** 1 creature or item.**School:** Law.

One target you can see, hear, or touch is immediately tied up and bound by whatever material is nearby and immobilized, or their bindings fall away, freeing them—your choice. This spell must be cast at the same level as the target (to bind the target), or the same level as the one who did the binding (to free the target).



Blessing and Bane

Level 3

Duration: Concentration.

Range: 10 feet per caster level.

Effect: Caster only.

School: Battle.

While you concentrate, anyone within range who is allied or friendly with you receives advantage to their attack rolls, and anyone who is your enemy suffers disadvantage to their attack rolls.

Bridge

Level 1

Duration: 1 hour per caster level.

Range: 100 feet per caster level.

Effect: 1 location.

School: Evocation.

This spell creates a bridge, up to 5 feet per caster level wide and 100 feet per caster level long, across some distance in front of you.

Brutal Weapon

Level 2

Duration: 1d6 + caster level rounds.

Range: Touch.

Effect: 1 weapon.

School: Battle.

For the duration of the spell, the target weapon inflicts double damage when it strikes an opponent. This spell can be applied to arrows and bullets, but not to bows and guns, unless you want to club someone with them.

Cause Fear

Level 3

Duration: 1 turn per caster level.

Range: Senses, 20 feet per caster level.

Effect: 1 creature.

School: Enchantment.

For the duration of the spell, a target you can see, hear, or touch is desperately afraid of you and must flee from your presence.

Charm Animals

Level 2

Duration: 1 turn per caster level.

Range: Senses.

Effect: Special.

School: Enchantment.

This spell causes a number of animals you can see, hear, or touch to become friendly to you and obey your commands, if they can understand them. You may charm levels worth of animals equal to caster level.

Charm Monster

Level 5

Duration: Until dispelled.

Range: Senses.

Effect: 1 monster.

School: Enchantment.

The target believes you to be an ally, and falls under your influence. It will obey commands and follow suggestions that do no conflict with its nature. The target may roll a d20 each week after being charmed: if the result is equal to or lower than their Willpower, the effect is dispelled.

Charm Person

Level 1

Duration: Until dispelled.

Range: Senses.

Effect: 1 person.

School: Enchantment.

The target believes you to be a good and trusted friend of theirs, and falls under your influence. They will obey commands and follow suggestions that do not conflict with their nature or involve too much danger. The target may roll a d20 each week after being charmed: if the result is equal to or lower than their Willpower, the effect is dispelled.

Chromatic Spray

Level 2

Duration: Instantaneous.

Effect: 1 creature, item, or location.

Range: Senses.

School: Evocation.

This spell causes a rainbow to sprout from your hands and deal excruciating harm to one target you can see, hear, or touch. The spell causes 1d6 + caster level damage, but the type of damage is random. Each time you cast the spell, roll a d10 to see what colour your target is struck by (or a d8 multiple times, if the target is struck by two or three colours):

Roll	Colour
1	Black: necromantic life drain.
2	Blue: psychic damage.
3	Green: poison damage.
4	Orange: fire damage.
5	Purple: corrosive damage.
6	Red: bloody hemorrhaging.
7	White: frost damage.
8	Yellow: lightning damage.
9	Three colours, all causing damage.
10	Two colours, both causing damage.

Clairaudience

Level 3

Duration: 1 hour per caster level.

Range: Infinite.

Effect: Caster only.

School: Divination.

Name a location and for the duration of the spell, you can hear it as if you were there. You can only name locations you know exist, although you can use this spell to hear what is beyond a door you know of.

Clairvoyance

Level 4

Duration: 1 hour per caster level.

Range: Infinite.

Effect: Caster only.

School: Divination.

Name a location and for the duration of the spell, you can see it as if you were there. You can only name locations you know exist, although you can use this spell to see what is beyond a door you know of.

Climbing

Level 1

Duration: 1 turn per caster level.

Range: Senses.

Effect: 1 creature.

School: Transformation.

For the duration of the spell, one target you can see, hear, or touch can walk on walls and ceilings with no fear of falling.

Colour Change

Level 1

Duration: Caster's choice.

Range: Senses.

Effect: 1 creature, item, or location.

School: Transformation.

This spell changes the colour (or colours) of one target you can see, hear, or touch to anything you want, for as long as you want.

Confusion

Level 4

Duration: 1 round per caster level.

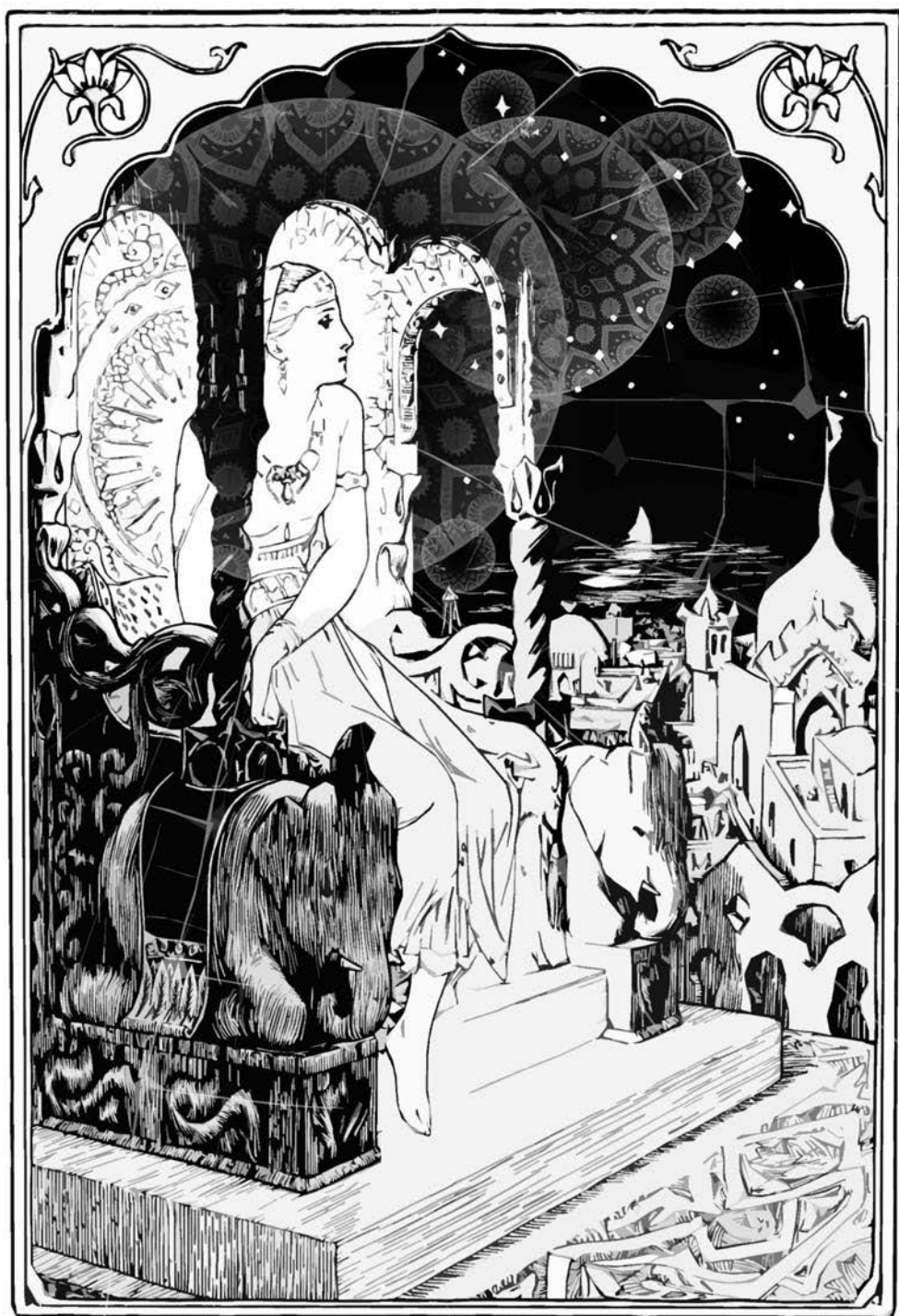
Effect: 1 creature per caster level.

Range: Senses, 10 feet per caster level.

School: Enchantment.

This spell causes targets you can see, hear, or touch to become confused and unable to think clearly. Roll 1d6 for each target to determine what action they take while confused:

Roll	Result
1	Attack their allies.
2	Attack their enemies.
3	Do nothing.
4	Investigate their surroundings.
5	Run away.
6	Speak incoherently.



Conjuration

Level 1

Duration: Instantaneous.

Range: None.

Effect: Caster only.

School: Summoning.

This spell summons to your hand the mundane object of your choice. It appears from out of nowhere. It cannot be unique or especially valuable.

Contingency

Level varies.

Duration: Until dispelled.

Range: Touch.

Effect: 1 creature, item, or location.

School: Quintessence.

You must cast this on another spell which you have memorized. Contingency places this other spell upon the creature, item, or location that you touch. The other spell then leaves your memory and lays dormant upon the target until specific conditions of your choosing are met, at which point it is cast in the manner of your choosing, and this spell ends.

Alternately, you may cast Contingency on a spell that a willing ally has memorized, as long as you are touching them as well as the target. Contingency must be cast at the same level as the spell it affects.

Counterspell

Level varies.

Duration: 1 turn per caster level, or instantaneous.

Range: Senses.

School: Quintessence.

Effect: Caster only.

You may cast Counterspell upon any spell you can see, hear, or touch, or that is being cast upon you (if it is not your turn to act, you lose your next 2 actions). You must cast it at the same level as the spell you are attempting to counter. If you manage to control it, the other spell has no effect.

Alternately, you may cast it on yourself, at the level of your choice. The first spell of an equal or lower level cast upon you before the duration ends is countered automatically, and your Counterspell is ended.

Create Food and Drink

Level 1

Duration: Instantaneous.

Range: 10 feet per caster level.

Effect: 6 days of food.

School: Summoning.

This spell creates enough food to feed half a dozen people for a day. It can be any kind of food you are culturally familiar with.

Create Object

Level 1

Duration: 1 turn per caster level.

Range: Touch.

Effect: Special.

School: Evocation.

This spell creates an inanimate object out of magical energy. The object cannot be larger than 1 cubic foot per caster level, and must be all the same colour. It can be any mundane object you wish, including a mechanical device, but it must be an object you have seen or felt before. This spell can only replicate unique objects if you know what they look and feel like.

Cure Disease

Level 1

Duration: Instantaneous.

Range: Touch.

Effect: 1 creature.

School: Healing.

This spell cures the target of any one disease that afflicts them.

Cure Wound

Level 3

Duration: Instantaneous.

Range: Touch.

Effect: 1 creature.

School: Healing.

This spell heals one wound—restoring sight to an eye, for example, or stopping a cut from bleeding—and cures the target of Health reduction equal to 1d6 + caster level. It does not raise the target's Disposition.

Detect Evil

Level 2

Duration: 1 intention per caster level,
1 hour per caster level.

Range: Senses.

School: Divination.

Effect: Caster only.

By concentrating on someone you can see, hear, or touch, you may detect evil intentions in them, such as the intent to harm, steal, threaten someone, or otherwise deliberately inconvenience them. Once you have detected a number of intentions equal to caster level, the spell ends.

Detect Illusion

Level 1

Duration: 1 turn per caster level.

Range: 30 feet per caster level.

Effect: Caster only.

School: Illusion.

For its duration, this spell informs you of any illusions, invisible things, and other magical falsehoods within range. Even if you cannot perceive an illusion with your mundane senses, you will feel its presence, knowing in what direction it lies and approximately how far away from you it is. This spell does not automatically allow you to penetrate the illusions it detects.

Detect Magic

Level 1

Duration: 1 intention per caster level,
1 turn per caster level.

Range: Senses.

School: Divination.

Effect: Caster only.

By concentrating on someone, something, or somewhere that you can see, hear, or touch, you may detect whether it has any magical properties or not. By concentrating on a location, you may also detect someone or something that is both hidden and magical. This spell does not identify the precise nature of the magic. Once you have detected a number of magical things equal to caster level, the spell ends.

Dispel Magic

Level 3

Duration: Instantaneous.

Range: Senses, 50 feet per caster level.

Effect: Square space 20 feet to each side
or a single creature or item.

School: Quintessence.

This spell removes the effects of any spells operating in the area of effect, or affecting the target. Magic items and magical formulas are not affected, only ongoing spells or spell-like effects.

Duplicate Images

Level 3

Duration: 1 turn per caster level.

Range: Self.

Effect: Caster only.

School: Illusion.

This spell creates 1d4 illusions that look exactly like yourself and mimic your actions. Any attack against you hits one of your duplicates instead, causing it to disappear, leaving you unharmed.

Eldritch Darts

Level 1

Duration: 1d6 + caster level rounds.

Range: Senses.

Effect: Caster only.

School: Battle.

For the duration of the spell, you can fling bolts of arcane energy at targets you can see, hear, or touch, instead of making a normal attack. Roll 1d20 plus your level and your Intelligence modifier. If your total is equal to or greater than your target's Dexterity score, you deal damage equal to your Hit Die plus your Intelligence modifier.

Endure Pain

Level 1

Duration: 1 hour per caster level.

Range: Senses.

Effect: 1 creature.

School: Healing.

For the duration of the spell, a target creature you can see, hear, or touch is immune to physical, emotional, and spiritual pain (but not harm).



Enlarge

Level 2

Duration: 1 turn per caster level.

Range: Senses.

Effect: 1 creature or item.

School: Transformation.

For the duration of the spell, one target you can see, hear, or touch grows by up to 25 per cent per caster level of its regular size, and their equipment grows with them. For each 25 per cent increase, the target may choose to either increase their damage die by one size (from 1d6 to 1d8, for example), or to reduce their damage die by one size but increase the number of damage dice rolled by one (from 1d12 to 2d10, or from 2d8 to 3d6, for example).

Faerie Dust

Level 3

Duration: 1d6 + caster level rounds.

Range: Senses.

Effect: 1 location.

School: Illusion.

This spell fills the target location full of faerie dust, swirling through the air. You may decide to make it one or more of the following: adhesive, glittering, and irritating. **If it is adhesive**, it reveals invisible creatures or objects and cannot be blown away by wind. **If it is glittering**, anyone within the effect is blinded for the duration of the spell. **If it is irritating**, anyone within the effect suffers disadvantage to rolls for attacks and other tasks until the spell is over.

False Magnetism

Level 3

Duration: Instantaneous.

Range: Senses.

Effect: 2 items.

School: Transformation.

This spell causes two objects to become stuck together, wherever you join them. If they are not touching when you cast the spell, they will move toward each other, as if affected by a force similar to magnetism.

Fearlessness

Level 1

Duration: 1 turn per caster level.

Range: Senses.

Effect: 1 creature.

School: Enchantment.

For the duration of the spell, one target you can see, hear, or touch is immune to fear, either mundane or magical. Fear cannot cause them to make morale rolls, lose Disposition, or suffer any other penalties, because they are not afraid.

Featherlight

Level 1

Duration: 1 turn per caster level.

Range: Senses.

Effect: 1 creature or item.

School: Transformation.

For the duration of the spell, the target becomes light as a feather. If they are falling, they descend languidly and suffer no harm upon landing. They can also traverse ground that would normally not hold their weight, like thin branches, kite strings, or fluttering leaves.

Find Poison

Level 1

Duration: 1 day per caster level.

Range: Senses.

Effect: Caster only.

School: Divination.

For the duration of the spell, you can tell if anything that you can see, hear, or touch is poisonous and strong that poison is. You can find poisonous plants in the woods, or determine if food is poisoned.

Find Traps

Level 2

Duration: 1 turn per caster level.

Range: 10 feet per caster level.

Effect: Caster only.

School: Divination.

For its duration, this spell informs you of the presence of any non-magical trap within range, and any traps farther away that would affect people within range. This spell will inform you of magical traps if combined with a Detect Magic spell.

Floating Platform

Level 1

Duration: 1 hour per caster level.

Range: 10 feet.

Effect: Caster only.

School: Evocation.

This spell creates a magical platform, roughly the size of your arm span, that hovers invisibly next to you, or anywhere within 10 feet. It can carry 1 tonne per caster level and follows your movements.

Fools' Gold

Level 2

Duration: 1 day per caster level.

Range: Touch.

Effect: 1 item or collection of coins.

School: Illusion.

For the duration of the spell, the target item appears vastly more valuable than it actually is. Stones or wood chips may appear to be golden coins, a beat-up iron circlet may appear to be a royal crown, etc.

Forlorn Encystment

Level 9

Duration: Until dispelled.

Range: Senses.

Effect: 1 creature or item.

School: Law.

This spell imprisons the target in a magical prison deep beneath the surface of the Earth, where even time cannot touch them. If you cast this spell on a creature, you must at least know their name, and if they manage to save against it, the spell rebounds back on you, in which case you must also save, or be yourself imprisoned. If a Dispel Magic or Remove Curse spell is cast upon the same location where this spell was cast, the encystment is cancelled and the prisoner is freed.

Ghostly Hands

Level 1

Duration: 1 turn per caster level.

Range: 20 feet per caster level.

Effect: Caster only.

School: Evocation.

For the duration of the spell, you project ghostly hands from your body that are intangible except when you cause them to interact with the physical world. They can do anything your own hands can do: play a piano, strangle someone, or trigger traps. If you cast a spell that requires you to touch your target, your ghostly hands count as your hands, but others touching them cannot cast spells on you that require touch.

Holy Water

Level 1

Duration: Until dispelled.

Range: Touch (or near enough).

Effect: 1 flask per caster level of water.

School: Law.

This spell blesses and consecrates water so it can be used for holy purposes. Holy water causes damage to nightmares, the undead, and any extra-planar creature that is neither good nor lawful. **When used to help you cast a spell**, a flask of holy water gives you advantage on any rolls you make to control or retain that spell, so long as the spell does not inflict damage on a living creature. Holy water loses its magical properties once it is used.

Identify

Level 3

Duration: Instantaneous.

Range: Senses.

Effect: 1 creature, item, or location.

School: Divination.

This spell identifies a single creature, item, or location. It gives you a person's name and what they are best known for. It gives you a location's name, and who owns or occupies it, if anyone. Cast upon items and built environments, the spell identifies the maker and owner. Cast upon magical items, this spell reveals what the item does and how to use it.

Illusory Appearance

Level 1

Duration: 1 turn per caster level.

Range: None.

Effect: Caster only.

School: Illusion.

This spell changes your appearance into that of another creature or person. You gain none of the specific abilities the creature you look like possesses, but you can appear to be a specific person or creature you are familiar with.

Illusory Being

Level 5

Duration: 1 turn per caster level.

Range: 50 feet per caster level.

Effect: 1 being.

School: Illusion.

This spell creates an illusory being that looks and acts how you want it to. If you do not concentrate on controlling its actions, it repeats whatever it was doing before you stopped concentrating. This being can be touched and felt, but cannot cause any harm, nor can it apply any force to the real world.

Illusory Terrain

Level 4

Duration: Until dispelled.

Range: Senses.

Effect: 1 terrain feature.

School: Illusion.

This spell causes one feature of the terrain to become hidden or appear as something else, whatever you desire. This illusion is dispelled when touched by someone.

Immobilize Animal

Level 2

Duration: Concentration.

Range: Senses.

Effect: 1 animal.

School: Law.

This spell immobilizes one animal you can see, hear, or touch. As long as you concentrate, it cannot move around at all.

Immobilize Monster

Level 4

Duration: Concentration.

Range: Senses.

Effect: 1 monster.

School: Law.

This spell immobilizes one monster you can see, hear, or touch. It can still speak if you let it, but it cannot move its limbs or head, or use its physical abilities (mental abilities are unaffected).

Immobilize Person

Level 3

Duration: Concentration.

Range: Senses.

Effect: 1 person.

School: Law.

This spell immobilizes one person you can see, hear, or touch. They can still speak if you let them, but they cannot move their limbs or head at all.

Indivisible

Level 1

Duration: 1 turn per caster level.

Range: None.

Effect: Caster only.

Schools: Healing, Law.

For the duration of this spell, no part of your body can be removed or severed and you cannot be made to lose your grip on whatever you are holding.

Inspiration

Level 1

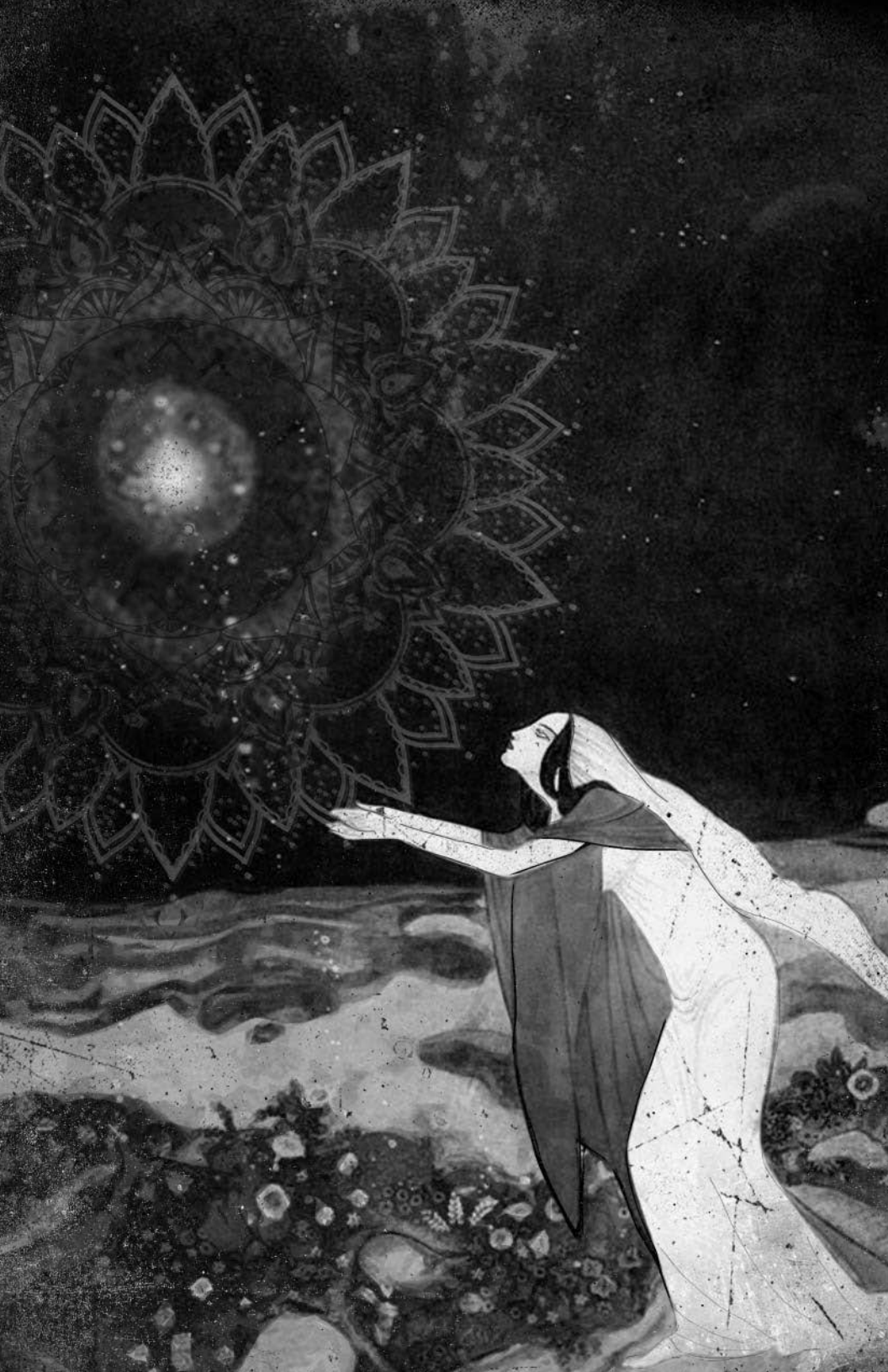
Duration: Instantaneous.

Range: Senses.

Effect: 1 creature.

School: Enchantment.

This spell allows one target you can see, hear, or touch to re-roll their Disposition score. If the new roll is lower than their current Disposition, instead of using the new roll, they add caster level to their current Disposition. They can choose to re-roll Psychic Armour instead of Disposition.



Invisibility

Level 2

Duration: Until dispelled.

Range: Senses, 30 feet per caster level.

Effect: 1 creature or item.

School: Illusion.

For the duration of the spell, the target becomes invisible, along with everything they carry. Items that leave an invisible person's possession become visible again, and light shed by an invisible character is only visible to them, no one else. Invisible characters still make noise and smell. Attack rolls against an invisible person are made at a disadvantage, if there is anything to give them away (otherwise they cannot be attacked). The effect lasts until the caster dispels it, or the target attacks someone or casts a spell that affects an unwilling target.

Invisible Servant

Level 3

Duration: 1 mission or task.

Range: None.

Effect: Caster only.

School: Summoning.

This spell summons an invisible creature and set it one specific task. It may communicate information back to you telepathically. It may attack your enemies, fighting as a monster of the same level as you, with a Hit Die of 1d4, wearing light armour (Armour 13).

Know Alignment

Level 1

Duration: Instantaneous.

Range: Senses.

Effect: 1 creature.

School: Divination.

This spell reveals to you the alignment of one creature you can see, hear, or touch.

Light

Level 1

Duration: 1 hour per caster level, or permanent.

Range: Senses, 20 feet per caster level.

Effect: 1 creature or item.

School: Evocation.

The item or person you target produces light about as bright as a lantern (20 foot visibility) until the spell ends. If you choose to make the effect permanent, you cannot dispel it by choice, you must cast Dispel Magic upon it.

Locate Object

Level 3

Duration: 1 turn per caster level.

Range: 50 feet per caster level.

Effect: Caster only.

School: Divination.

Name a specific object or a type of object and this spell informs you how far away it is and in what direction, if it is within the range of the spell. If you choose a type of object, you become aware of the closest item of that type in whatever direction you face (within range).

Magic Missile

Level 1

Duration: Instantaneous.**Range:** Senses.**Effect:** 1 target per level.**School:** Evocation.

This spell causes a number of magical projectiles equal to your level shoot forth from your person toward your enemies. Each missile deals 1d4 damage to the target of your choice that you can see, hear, or touch. You may target different enemies with each projectile, if you wish, or use them all on the same target.

Magic Resistance

Level 6

Duration: 1 hour per caster level.**Range:** Senses.**Effect:** 1 creature.**School:** Quintessence.

For the duration of the spell, one target you can see, hear, or touch is immune to all spells from one school. Choose which school when you cast the spell. The target is also immune to any monster abilities that resemble spells from this school.

Magic Rope

Level 4

Duration: 1 turn per caster level.**Range:** Infinite.**Effect:** Caster only.**School:** Evocation.

This spell conjures an infinite length of rope to your person, which then extends itself up, or down, on its own. For the duration of the spell, anyone can climb the rope as if it were actually hanging from something, even though it is not. If the rope extends up into the sky, its final destination can be somewhere else you want to arrive at, if you roll your Intelligence or less on a d20 (otherwise, you arrive at a less-desirable location).

Magic Steed

Level 2

Duration: 1 hour per caster level.**Range:** Senses, 10 feet per caster level.**Effect:** 1 steed.**School:** Summoning.

This spell conjures a magical steed, whose level is half that of your own (round up). The type of steed is random, based on its level. It obeys your commands and disappears once the duration is over.

Magic Weapon

Level 2

Duration: 1 hour per caster level.**Range:** Senses.**Effect:** 1 weapon per caster level.**School:** Battle.

For the duration of the spell, target weapons you can see, hear, or touch are considered magical in nature, and are able to harm creatures that are immune to normal weapons but not immune to magical weapons (including silver weapons).

Martial Inspiration

Level 3

Duration: 1d6 + caster level rounds.

Range: Senses.

Effect: 1 fighting force.

School: Battle.

For the duration of the spell, everyone in a single fighting force gains advantage to their attack, damage, and morale rolls. Members of this force who turn against you lose this benefit.

Message

Level 1

Duration: 1 emotion, image, or sentence per caster level.

Range: Infinite.

School: Illusion.

Effect: 1 creature you know or 1 location.

This spell allows you to send a message to another creature or location you know. If you choose a creature, only they receive the message. If you choose a location, everyone in that location receives the message. You may send feelings or images as well as words, but receivers cannot confuse these for their own thoughts (unless they are already insane).

Minion

Level 2

Duration: 1 turn per caster level, or 1 mission.

Range: Senses.

School: Summoning.

Effect: 1 small or human-sized monster.

This spell summons one random creature, no larger than a human, that will obey you for a few minutes or undertake a single, simple mission for you before disappearing. Roll 1d4 to determine this monster's level.

Move Spell

Level varies.

Duration: Instantaneous.

Range: Senses.

Effect: 1 spell effect.

School: Quintessence.

This spell allows you to move the effect of another spell that you can see, hear, or touch. Simply choose a different target creature, item, or location for it. This spell must be cast at the same level as the target spell.

Negate Poison

Level 1

Duration: Instantaneous.

Range: Senses.

Effect: 1 creature or item.

School: Healing.

This spell neutralizes poison. A creature killed by poison can be revived if this spell is cast within 1 turn per caster level. If cast on poison itself, it becomes harmless.

Paralysis

Level 4

Duration: Instantaneous.**Range:** Senses.**Effect:** 1 creature per caster level.**School:** Enchantment.

This spell reduces the Dexterity scores of all targets by 1d6.

Permanency

Level 8

Duration: Instantaneous.**Range:** Senses.**Effect:** 1 spell.**School:** Quintessence.

When you cast this on another spell, its effect becomes permanent. Damage cannot be healed, a spell that destroys something destroys all versions of that thing in existence, a summoned creature remains on this plane forever, etc. This spell may be cast at the same time as the spell it is supposed to affect.



The Power of Law

Level 3

Duration: Instantaneous.

Range: 20 feet per caster level.

Effect: Caster only.

School: Law.

This spell causes all magical effects created by chaotic spellcasters to cease, as long as they are within range.

Protection from Chaos

Level 2

Duration: 1 hour per caster level.

Range: Touch.

Effect: 1 creature.

School: Law.

For the duration of the spell, chaotic creatures suffer disadvantage to any rolls made to harm the target, and the target gets advantage to resist any spells cast by chaotic individuals.

Protection from Evil

Level 1

Duration: 1 hour per caster level.

Range: Touch.

Effect: 1 creature.

School: Law.

For the duration of the spell, anyone using violence or harmful magic in the target's immediate presence suffers disadvantages on all related rolls.

Protection from Missiles

Level 4

Duration: 1 hour per caster level.

Range: Touch.

Effect: 1 creature.

School: Battle.

For the duration of this spell, the target becomes immune to all non-magical missiles, ranged attacks, and projectiles. Anything that flies through the air and is mundane in nature simply bounces off to no effect.

Protection from Weapons

Level 3

Duration: 1d4 rounds per caster level.

Range: Touch.

Effect: 1 creature.

School: Battle.

For the duration of this spell, the target becomes immune to all mundane, non-magical weapons wielded by the hands of others, including the natural weapons of animals (but not their venoms). Projectiles are unaffected.

Purify Food and Drink

Level 2

Duration: Immediate.

Range: Senses.

Effect: Food and drink for a dozen people.

School: Healing.

This spell purifies food and drink that you can see, touch, or taste, enough for up to a dozen people. Food that was spoiled or rotten becomes fresh, and non-magical poisons are neutralized.

Raise the Dead

Level 8

Duration: Instantaneous.**Range:** Senses.**Effect:** 1 creature.**School:** Healing.

This spell reverses the death of the target, as long as they have been dead for less than 1 day per caster level. The raised character has no Disposition and a temporary Health score of 1. They recover as normal.

Regenerate

Level 5

Duration: Instantaneous.**Range:** Touch.**Effect:** 1 creature.**School:** Healing.

When you cast this spell, one severed body part, whether gland, organ, or limb, of a living target you touch is regenerated. If there is something preventing the part from regenerating, such as a permanent prosthesis, the spell has no effect.

Remove Curse

Level 6

Duration: Instantaneous.**Range:** Senses.**Effect:** 1 creature, item, or location.**School:** Healing.

This spell removes one curse from the target. This curse can be a permanent effect or the effect of a magical spell that causes curse-like effects. It cannot make magical items non-magical, but it can remove their malign effects from a person.

Second Wind

Level 4

Duration: Instantaneous.**Range:** Touch**Effect:** 1 creature per caster level.**School:** Healing.

This spell heals those you touch of all their fatigue, misery, and minor wounds. Their Dispositions increase to their maximum possible score. You lose 1 Disposition for each person you grant a Second Wind to, and you cannot cast this spell on yourself.

Sense Nightmares

Level 1

Duration: Instantaneous.**Range:** Senses.**Effect:** 1 creature, item, or location.**School:** Divination.

This spell reveals to you whether a target has been corrupted, influenced, or traumatized by nightmares. You discover what nightmare curses afflict them, if they serve the nightmare realm, and have a general sense of how long either taint has existed, but no other details. This spell also reveals if the target is immune to the pervasive madness of the nightmare realm, the way PCs are.



Shapechange

Level 5

Duration: 1 hour per caster level.**Range:** None.**Effect:** Caster only.**School:** Transformation.

This spell transforms your shape into that of an animal or creature that is larger than a breadbox and smaller than a horse. You gain whatever physical, mundane abilities your new form has, but cannot deal additional damage or use venom. You may not appear to be a specific, individual creature.

Shrink

Level 2

Duration: 1 turn per caster level.**Range:** Senses.**Effect:** 1 creature or item.**School:** Alteration, Transmutation.

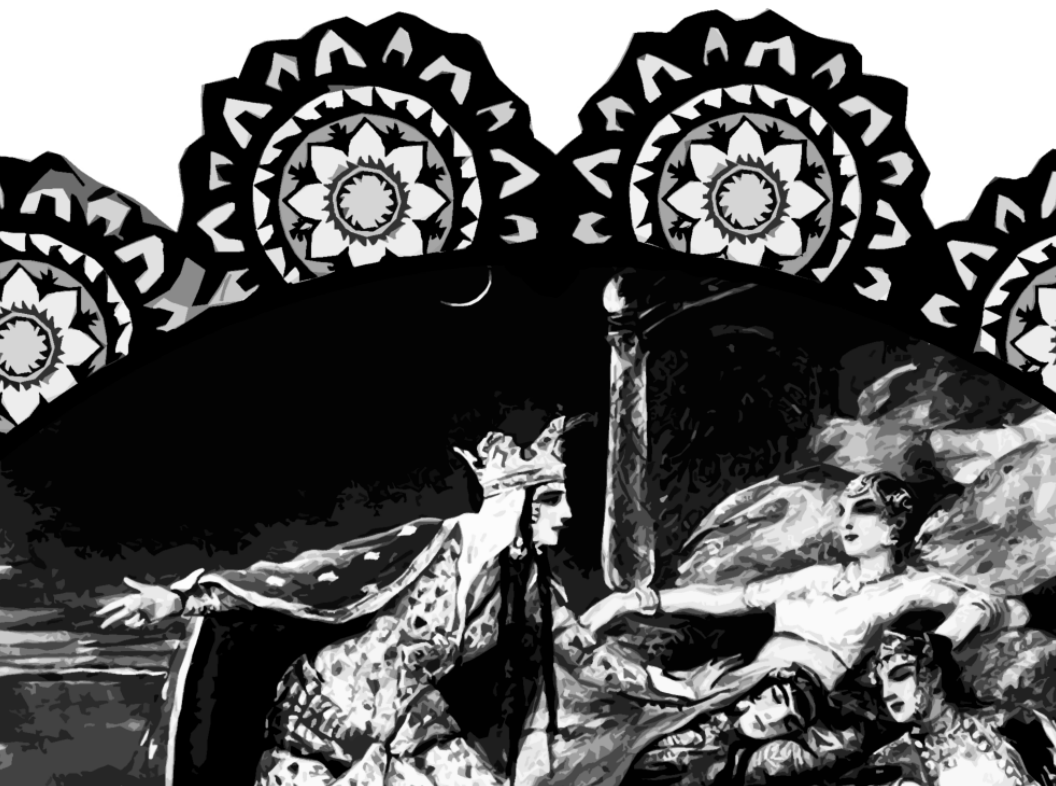
For the duration of this spell, a target you can see, hear, or touch is reduced in size by up to 10 per cent per caster level of its regular size (though not below zero). A creature shrunk by more than one quarter has disadvantage on their damage rolls.

Sleep

Level 1

Duration: 1d4 hours.**Range:** Senses.**Effect:** 1d6 + caster level creatures.**School:** Enchantment.

This spell causes a number of targets you can see, hear, or touch to fall asleep. Only creatures able to sleep can be affected, and they still may be awoken normally.



Spell Burn

Level 1

Duration: 1 turn per caster level.

Range: None.

Effect: Caster only.

School: Quintessence.

For the duration of the spell, if you cast another spell, you may increase its power, at the cost of physical and mental burnout. These are your options, and you cannot choose the same option twice:

- Double the area affected by the spell.
- Double the damage inflicted by the spell.
- Double the duration of the spell.
- Double the number of targets affected by the spell.

For each option you choose, you lose 1d4 points from a random attribute score.

Spell Extension

Level 5

Duration: Instantaneous.

Range: Senses.

Effect: 1 spell.

School: Quintessence.

When you cast this on another spell, you may increase either its duration or effect. If you increase its duration, rounds become turns, turns become hours, hours becomes days, and days become weeks. This has no effect on spells that are permanent. If you increase its effect, you may select an additional number of targets equal to caster level.

Summon Air Elemental

Level 4

Duration: 1 turn per caster level.

Range: Senses, 20 feet per caster level.

Effect: 1 elemental.

School: Air, Summoning.

This spell summons a being made of air, in the form of clouds, smoke, or a tornado, that obeys your commands. Choose the exact form the elemental takes when you cast the spell. It is Level 1d6 or caster level, whichever is lower.

Summon Earth Elemental

Level 2

Duration: 1 turn per caster level.

Range: Senses, 20 feet per caster level.

Effect: 1 elemental.

School: Earth, Summoning.

This spell summons a being made of soft earth such as gravel, mud, sand, or soil, that obeys your commands. Choose the exact form the elemental takes when you cast the spell. It is Level 1d6 or caster level, whichever is lower.

Summon Fire Elemental

Level 9

Duration: 1 turn per caster level.

Range: Senses, 30 feet per caster level.

Effect: 1 elemental.

School: Fire, Summoning.

This spell summons a being made of fire that obeys your commands. It is Level 1d6 or caster level, whichever is lower.

Summon Monster

Level 1d8

Duration: 1 round per caster level, or 1 task.

Range: 10 feet per caster level.

School: Summoning.

Effect: 1 monster.

This spell summons one random monster that will obey you for mere moments or undertake a single task for you before disappearing. This spell must be cast at the same level as the monster and you must roll 1d8 to determine the monster's level.

Summon Water Elemental

Level 5

Duration: 1 turn per caster level.

Range: Senses, 20 feet per caster level.

Effect: 1 elemental.

School: Summoning, Water.

This spell summons a being made of water, or a similar liquid, that obeys your commands. Choose the exact form the elemental takes when you cast the spell. It is Level 1d6 or caster level, whichever is lower.

Transfer Spells

Level 2

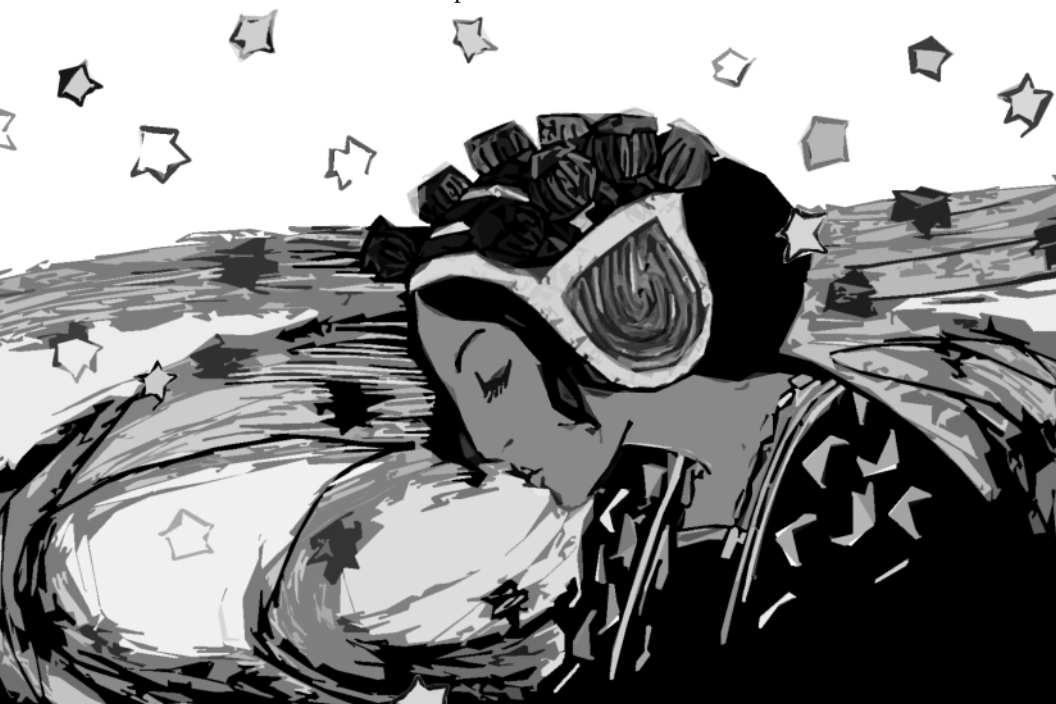
Duration: Instantaneous.

Range: Senses.

Effect: 1 person.

School: Quintessence.

This spell allows you to transfer other spells you have memorized into the mind of another person you can see, hear, or touch. Of the spells you have memorized (not including Transfer Spell), choose one or more: you forget those spells and the target now has them memorized and may cast them, even if they now exceed their normal maximum number of memorized spells.





Transmute

Level 7

Duration: Instantaneous.

Effect: 1 item per caster level, or
1 cubic foot per caster level.

Range: Touch.

School: Transformation.

This spell transforms the physical substance of a solid item into some other physical substance. It must remain a solid—you cannot transmute it into a gas or liquid.

Truth Telling

Level 2

Duration: 1 hour per caster level.

Effect: 1 person.

Range: Senses.

School: Enchantment.

For the duration of the spell, one person you can see, hear, or touch is unable to tell a lie. If they attempt to do so, they tell the truth instead. Furthermore, they cannot voluntarily remain silent if engaged in conversation. They must respond or leave.

Ventriloquism

Level 1

Duration: 1 turn per caster level.

Effect: Caster only.

Range: 50 feet per caster level.

School: Illusion.

For the duration of this spell, you may cause your voice to emanate from anywhere within range. You may also mimic other sounds. **In order to mimic another human voice**, roll your Charisma or lower on a d20. **In order to mimic inhuman sounds**, roll half your Intelligence, rounded down, or lower on a d20.

Voice of Command

Level 6

Duration: 1 command per caster level, 1 turn per caster level. **Range:** Senses, and they must be able to hear you.

Effect: 1 creature.

School: Law.

For the duration of the spell, you may give a target you can see, hear, or touch a number of commands equal to caster level, and they must obey. Commands must be specific, discrete actions, not missions or complex undertakings, and the target cannot be commanded to commit suicide outright. At the end of the duration or once you have issued the maximum number of commands, the effect ends. Creatures that cannot understand your language are not affected by this spell.

Vorpal Blessing

Level 1

Duration: 1d6 rounds per caster level. **Range:** Senses.

Effect: 1 edged weapon.

School: Battle.

For the duration of the spell, the target blade attacks all creatures as if they were unarmoured (Armour 10, normally).

Vulnerability

Level varies.

Duration: 1 turn per caster level.

Range: Senses.

Effect: 1 creature.

School: Transformation.

When you cast this spell, choose a source of harm, such as acid, cold, fire, lightning, a weapon type (like blades or firearms), or a specific being whose name you know. For the duration of the spell, the target suffers double damage from that source of harm.

Alternately, you may choose to cast this spell upon a number of targets equal to caster level, with a duration of 1 round per caster level.

You must cast this spell at the same level as your target, or the highest level amongst multiple targets.

Web Trap

Level 2

Duration: 1 hour per caster level.

Range: Senses, 10 feet per caster level.

Effect: Square space 10 feet to each side. **School:** Evocation.

This spell fills a cubic area with sticky webs that immobilize any creature inside it. Creatures with human strength take 2d4 turns to break free. If the webs are set alight, they burn for two rounds, dealing 2d6 damage to anyone they immobilize.

Wizard Sword

Level 1

Duration: 1 turn per caster level.

Range: None.

Effect: Caster only.

School: Battle.

This spell summons a sword made of magic into your hand. When you attack with it, add your level to your rolls (if you don't already) and deal 2d4 damage. Add your Intelligence modifier to attack and damage instead of Ferocity. This sword counts as magical and will injure creatures immune to blades and normal weapons.



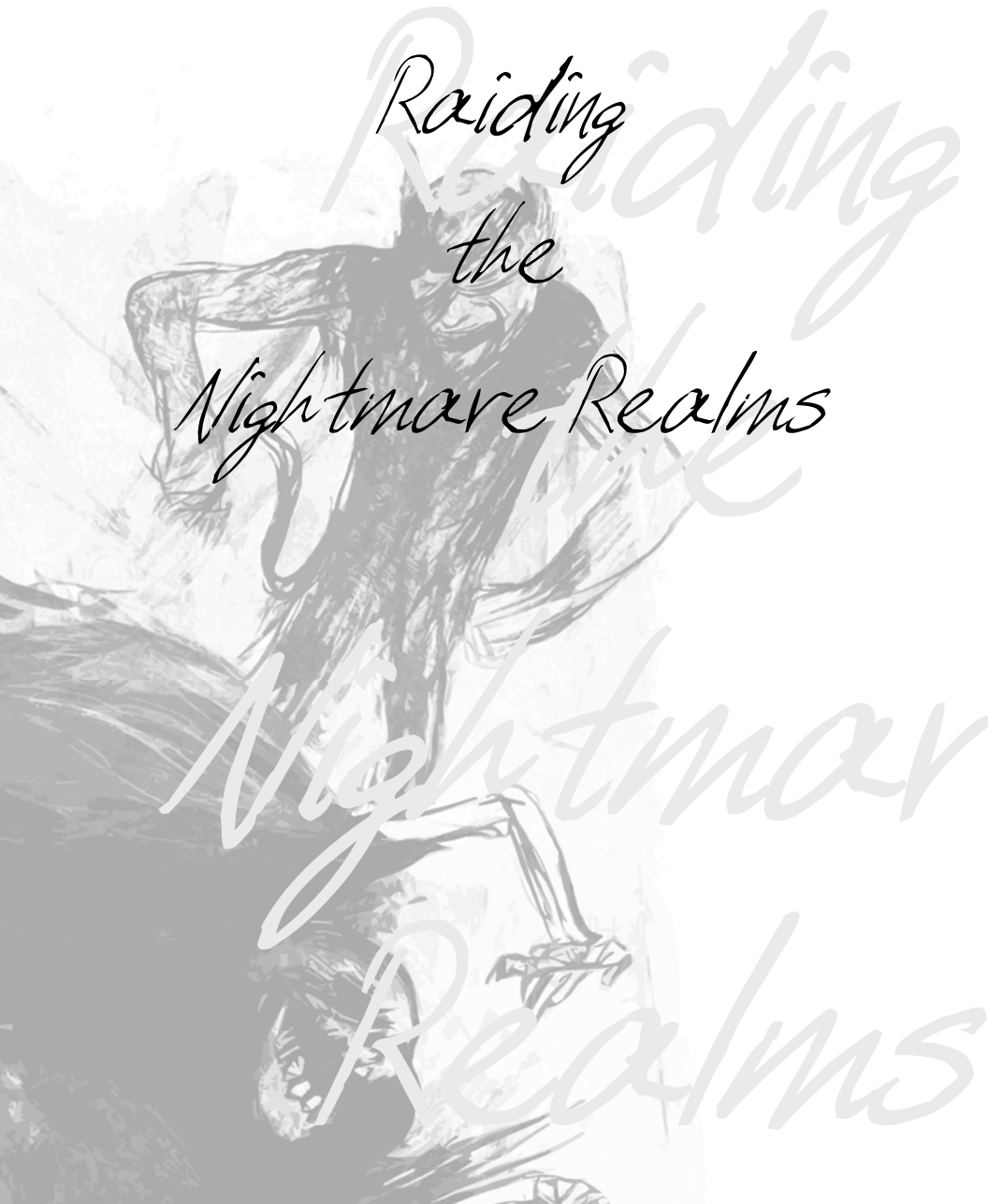






Chapter 6.

Raiding
the
Nightmare Realms





Braving the Underworld

The main activity of PCs in this game is exploring the underworld. Dungeons made of nightmares are invading the Kingdoms of Dreams, and your job is to destroy them, while reaping the benefits of success.

Dungeoneering

The nightmare world is a collection of limited, constrained spaces. If there are wide-open areas, like those of the sunlit lands on the surface of the earth, they are further inside the nightmare realm than any human has ever been. Every incursion is composed of built architecture, caves, or other similar small spaces. Some might even resemble the internal organs of a giant, but the only skies you can see inside the nightmares are illusions.

Time in the Dungeon

Exploring a dungeon is dangerous, not only because the dungeon environs itself is hazardous, but also because the inhabitants are hostile and will fight. In both instances—exploring the dungeon and fighting foes—time is measured in discreet increments.

When the PCs are walking or running through a dungeon or similar environment, time passes as one would expect it to pass in real life. There is not much need to measure time, except in order to determine when torches die out and must be replaced (of course, adventurers who possess lanterns do not tend to have this problem).

When the PCs are searching an area, or moving through it very carefully, time can be divided into “turns,” which are roughly 5 to 10 minutes each. Each turn, characters may move and search a set amount of distance carefully. Turns are less important when characters are recklessly charging through a dangerous area.

In combat, time is measured in rounds, which are usually less than a minute each. Rounds are always important when characters are trading blows with each other.

The exact amount of time each increment lasts is not particularly important. These increments are designed to allow the characters a restricted number of actions, and to indicate to the GM when to check for threats to the party. If you need exact times, there are 2d6 minutes in a turn and 1d6 rounds in a minute.

Time:

1 round = less than a minute (1d6 rounds per minute).

1 turn = roughly 5 to 10 minutes (2d6 minutes per turn).



Light Sources

The industries of the lawful kingdoms are able to supply adventurers with certain tools to light their way in the darkness of the nightmare world. Lights meant for purposes other than use in dungeons are all inferior to those presented here:

- A **candle**, either inside a simple lantern or not, casts light in all directions for 10 feet and burns for an hour.
- A **jar or simple lantern filled with fireflies, glow worms, or lightning bugs** casts light in all directions for 20 feet or in one direction for 30 feet. It glows for 2 hours per day, unless the insects are given special drugs, in which case they glow for 6 hours and then die.
- A **mirrored lantern** of any type casts light in some directions for 30 feet or in one direction for 40 feet. An oil lantern burns for 4 hours, and then it must be refilled with another flask of oil.
- A **torch** casts light in all directions for 30 feet and burns for an hour before it becomes useless.

Exploring a hostile environment may cause light sources to become extinguished quicker than normal, due to constant jostling and ever-present dirt. The GM will tell you when a light is close to going out. **Taking a short or long rest in the dungeon** uses up any currently-lit candles and torches, and any light source that remains lit during the rest is taxed a minimum 1 hour of use.

In complete darkness, PCs may only attack someone they are touching, and moving carefully takes six times as long.



Mapping

If the PCs are moving slowly, they are assumed to also be keeping a record of their progress, both in their minds and on paper. Players should be allowed to consult an accurate map of areas they have explored carefully and slowly.

If the PCs are moving quickly through the dungeon, the players should be allowed to keep a sketchy and inexact record of their progress. Since they can only imagine the environment that their characters would actually be seeing, experiencing, and interacting with (were they, or any of it, real), players naturally have a much harder time remembering the dungeon's layout, and should have at least some help in that regard.

Places that the PCs run through as fast as they can, or move through in darkness, should be described verbally by the GM, but not sketched or drawn by anyone. Players should not have any kind of map for these areas.

Movement

When you are moving carefully and searching as you go, you can cover ground approximately equal to your Speed $\times$ 100 square feet in a single turn. The average person can cover 700 square feet—on a map, this equates to seven 10-foot squares. Encumbered characters can only cover a little more than half as much ground in a single turn—usually 400 square feet, or four 10-foot squares.

- One turn (5-10 minutes) = Current Speed score $\times$ 100 square feet of searching, or a number of 10-foot squares equal to Speed.

Moving Carefully

- All characters may search for traps, secret doors, and hidden treasure.
- Characters tend to move quietly when moving carefully.
- GM checks for random encounters every turn, and if the party makes a ruckus.
- Movement rate per turn is restricted by Speed score.

Moving Quickly

- Characters make more noise when moving quickly.
- GM checks for random encounters only when the party makes a ruckus.
- If movement rate is necessary, use rounds or minutes instead of turns.
- Only thieves may search for traps, secret doors, and hidden treasure.

Encumbrance

Characters have an encumbrance rating of 4 plus their Health modifier. This indicates how many encumbering items they can carry without being hindered. Encumbering items are things that can't simply be strapped to your belt and ignored. They are at least somewhat large or awkward. Particularly awkward, heavy, or large items may count multiple times against this limit.

Encumbrance amounts:

- Armour counts as one or more encumbering items, unless you are a fighter.
- Backpacks, bows, coils of rope, lanterns, light armour, light crossbows, muskets and rifles, quivers, satchels, shields, and swords are all things that count as encumbering items.
- Animal traps, chests, heavy armour, heavy crossbows, and small kegs of ale are all things that count as two encumbering items each.
- A suit of plate mail counts as three encumbering items.
- If you want to keep track of smaller items, each character can carry a number of small items equal to their Health score without penalty. Small items include things like pistols, potions, and wineskins. A half-dozen compact items, like iron spikes, torches, or wooden stakes, might count as a single small item, as might a dozen or more tiny items, like caltrops, pencils, or pieces of chalk. Carrying more small items than your Health score means you are encumbered.

Whether or not you have reached your encumbrance limit, you must still have the means to actually carry the items you want to lug around. If your hands are full, you cannot fight with them or carry more items in them, and there are only so many small items you can fit into your pockets.

If you are carrying your encumbrance rating or less in items, you may move at normal speed. If you are carrying more than that, you are encumbered.

When you are encumbered, the following things are true:

- You always lose initiative, acting last during each combat round.
- You lose your action when you are surprised.
- You may not choose to dodge as a combat action.
- You may not make any attacks of opportunity, even if your weapon is longer.
- You may not swim. If you try, you drown.
- You move at half your normal Speed, rounded up.

Initiative for NPCs is the same as for monsters, whether encumbered or not.

If keeping track of each character's equipment turns out to be more trouble than it's worth for your group, don't do it.



Searching

While searching carefully, scholars and thieves usually find anything that is hidden, whether it be bodies, secret doors, traps, or treasure. Other characters must roll to find out. **If you are searching on a dungeon level that does not exceed your own**, you must roll equal to or lower than your Dexterity score on a d20 to find what is hidden, if you are neither a scholar nor a thief. **If you are searching on a dungeon level that is higher than your own**, you must roll equal to or lower than half your Dexterity score, rounded down, on a d20 to find what is hidden. Scholars and thieves must roll their Dexterity or lower on a d20 to find what is hidden on dungeon levels that exceed their own level. Searching carefully takes a full turn.

A quick search by any PC who is not a thief reveals only what is obvious, not what is carefully hidden. A thief may find carefully hidden things by searching in haste however, just as if they were some other profession and searching carefully. **If you are a thief and quickly searching on a dungeon level that does not exceed your own**, you must roll equal to or lower than your Dexterity score on a d20 to find what is hidden. **If you are a thief and quickly searching on a dungeon level that is higher than your own**, you must roll equal to or lower than half your Dexterity score, rounded down, on a d20 to find what is hidden.

Secret Passageways

Finding a secret door or tunnel also means finding the means to open it, if it is available. If a door cannot be opened from where the PCs are, or if it is accessible only by magic, searching does not reveal how it opens, merely its presence.

Traps

A trap found by careful searching is not triggered, but neither does finding it disarm it. Failing your roll to find a trap may trigger it.

Disarming Traps

Having found a trap, you may attempt to disarm it safely, at least to the degree that it can be safely disarmed. A disarmed pit trap does not mean the floor is safe to walk on, necessarily—it might mean the pit is permanently open.

If you are an assassin or a thief, in order to safely disarm a trap, you must roll equal to or lower than your Dexterity score on a d20 if the dungeon level does not exceed your own, and equal to or lower than half your Dexterity score, rounded down, on a level that is higher than your own. **If you are not an assassin or a thief**, you cannot safely disarm a trap on a dungeon level that exceeds your own, and you will trigger the trap if you do, but on a dungeon level that is not higher than your own, you can safely disarm a trap if you roll equal to or lower than half your Dexterity score, rounded down, on a d20.





Dungeon Encounters

Though it is possible to find other humans in the nightmare realm, monsters are much more common. Any people you might find are likely to be corrupted by otherworldly evil, and count as monsters in any case, but if they really are normal people, encounters with them are identical to social encounters, already detailed in Chapter 4. Monster encounters are described here.

The Encounter

The GM has a map of the dungeon, with specific monsters, traps, and other encounters placed on it. The PCs must interact with these encounters when they reach those areas. They must also contend with additional encounters, as the inhabitants of the nightmare incursions take exception to their intrusion. The GM has rules for when the PCs encounter monsters, and these can vary depending on the dungeon.

Encounter Distance

When a wandering monster is encountered, the distance between the PCs and the monsters when the encounter begins is a minimum of $1d6 \times 10$ feet. If the rolled distance is too close (or too far) to actually happen, the encounter occurs at the closest (or furthest) reasonable distance instead.

A monster, or other creature, that has been placed on the map specifically is always encountered at that location, unless it has moved to investigate a disturbance.

Surprise

It is possible for the PCs to be surprised by monsters they encounter, or to catch the monsters unawares. The party's leader or lookout rolls 2d6 and adds their Intelligence modifier and the monster's Surprise score. Alternately, whoever has the highest Intelligence out of all the characters who are actively scouting, standing watch, or acting as lookouts may roll instead.

Roll	Result
0-6	The PCs are surprised by the monsters.
7-9	Both the PCs and the monsters become aware of each other at roughly the same time. Neither has the edge.
10+	The PCs become aware of the monsters before being detected themselves.

A party with the advantage of surprise may choose to go undetected, and either avoid the other party, launch a surprise attack, or make another approach of their choice.

Surprise and Combat

If the monsters are surprised, the PCs may act before them in combat, even if they are encumbered, and in any order they choose. If two or more players disagree over who should act first, unencumbered PCs act first, or players can roll 2d6 and add their Dexterity modifier, and then act in order from highest total score to lowest.

If the PCs are surprised, the monsters act first in combat, then unencumbered PCs may act in order from highest Dexterity score to lowest, without consulting each other. Surprised PCs may not dodge or otherwise defend themselves, and do not get to take attacks of opportunity even if they have a longer weapon. Encumbered PCs may not act while surprised, except to drop items they are carrying.

Surprised characters, whether monsters or PCs, may only take an action if they are poised and ready to do so. They must use their action readying their weapons or locating the attacking enemy if they have not already done so. You may also spend your first surprised action to assess your situation and stop being surprised.

Once the surprised party has recovered from being surprised, initiative in each round proceeds as if neither party is surprised.

Reaction

Once a monster is aware of the PCs, the GM rolls 2d6 to determine how it reacts to these human intruders. If the PCs end up conversing with a monster, the GM rolls again on this table, but adds the Charisma modifier of the PC leading the conversation.

Roll	Result
0-3	Monster attacks immediately, with advantage to its morale rolls.
4-6	Powerful monsters attack immediately. Unsure monsters threaten the PCs to see if they are worth attacking. Cowardly monsters flee.
7-9	Monster is cautious, and attacks or flees if approached, but may be persuaded to parley if the PCs can assure it they have no larcenous or violent intent.
10-11	Monster is neutral, ignoring the PCs if they do not cause trouble, and willing to speak with them if they are inoffensive.
12+	Monster is friendly.

Some monsters have their own rules instead. If the monster is a nightmare, it is always hostile. Nightmares defend their incursions from intruders. Other types of monsters who inhabit or otherwise make use of nightmare incursions may or may not be hostile to humans, depending on their personalities and interests.

A cowardly monster flees immediately on a result of 6 or less, instead of behaving aggressively. Monsters that believe the PCs present no threat whatsoever are much more likely to attack (they *are* monsters, after all), though this is up to the GM.

Just because a monster is friendly does not mean it isn't dangerous. Sometimes being friends with a monster is even worse for your health than fighting it is.



Evasion

If you run away from someone or something, or you chase after them, roll 2d6 and add your current Speed stat. Your opponent also rolls 2d6 and adds their Speed. If your total score is higher, you catch your foe or escape from them. If your score is lower, you do not, and your opponent is successful. If the score is tied, the chase is inconclusive and must be repeated after both characters have covered a substantial amount of ground.

- 2d6 + Speed vs. 2d6 + Speed.

If the pursuit is conducted over a very long stretch of ground, also add each character's Health modifier to the roll, in addition to their Speed. Always use your modified Speed score after taking encumbrance into account.

Humans usually have Speed 7, or if they are encumbered, Speed 4.

Obstacles

If there are particular obstacles in the way, such as walls or fences, or gaping pits, one or both characters may become stymied. The character who is fleeing must roll equal to or lower than their Dexterity score on a d20 in order to bypass the obstacle. If they fail, their pursuer catches them at the obstacle (or, perhaps, they fall down the pit). If they succeed, the pursuer must also overcome the obstacle, or the chase is over. If both characters overcome the obstacle, move on to the normal evasions rules to determine the results. **If the obstacle is on a level of the dungeon that is higher than the character's level,** they must roll equal to or less than half their Dexterity score, rounded down, instead of the full score.

Interaction

Not every person or monster encountered in dangerous places wants to fight. If an encountered creature is friendly or willing to talk, you can use the normal rules, in Chapter 4, for dealing with people.

But not every monster is impressed by human charms, either. **If a monster ignores personality and values only knowledge**, you must use your Intelligence score and modifiers instead of Charisma when dealing with it. Likewise, **if a monster is so alien that you must constantly puzzle out its mannerisms in order to discern its intentions**, you must use your Intelligence score and modifiers instead of Charisma when dealing with it. On the other hand, **if a monster's presence is so disgusting and odious that tolerating it requires a monumental effort**, you must use your Willpower score and modifiers instead of Charisma when dealing with it.

If a monster is warlike and respects only strength, you must intimidate it in order to parley or negotiate. Otherwise, it takes what it wants.

Creating Interactive Monsters

The types of monsters the GM includes in a dungeon has a direct bearing on how often the PCs will choose to converse instead of fighting or fleeing.

If a creature is not in direct service to the nightmares, give it a reason for being in the dungeon or area. Invent your own, choose one from the list below, or roll 1d10:

Roll Motivation

- | | |
|----|---|
| 1 | Foraging for elements, supplies, or naturally-occurring substances. |
| 2 | Interested in selling or trading goods. |
| 3 | Interested in selling or trading services. |
| 4 | Looking for a fight. |
| 5 | Lost and looking for directions. |
| 6 | Searching for a specific artifact or item. |
| 7 | Searching for a specific creature or person. |
| 8 | Searching for a specific type of creature. |
| 9 | Searching for strange items that are worthless to humans. |
| 10 | Searching for treasure and valuables. |



Harm and Violence

The inevitable result of contact between humans and monsters of nightmare is deadly combat. Even without monsters, humans may find themselves at odds over pride or resources, seemingly with no other recourse than violence to turn to.

Before a Fight Happens

It is important to know the Disposition scores of the PCs and their position in the tactical layout of the situation, so the players can make informed decisions about whether to fight or not, and how.

Determine Disposition

All PCs must have Disposition scores before a fight begins. Roll your Disposition at some point between getting up for the day (or having a rest of at least four hours and a full meal) and getting into a fight. Roll as many of your Hit Dice as you have levels and total the results. Successful attacks against you may lower this number during combat.

The GM may determine NPC Disposition at any point, including as the character is being attacked and damaged. The GM may also choose whether to reveal NPC Disposition scores to the players or keep them secret.

If you have advantage to your Disposition, roll an extra Hit Die, and remove the die that rolls lowest (or just re-roll your lowest die). **If you have disadvantage to your Disposition**, roll an extra Hit Die and remove the die that rolls highest (or just re-roll your highest die).

Sketch the Battlefield

It is usually a good idea to have a map of the area where combat occurs, to avoid confusion about where each character is, what they are doing, what they can see, and how they are vulnerable. You may use miniatures arranged on a grid to represent a battle but it is not required. You can simply sketch out the field of battle on paper with approximate distances noted and keep track of character movement by drawing it into the map. You can also use the same map you are using to map the environment, if you are exploring the nightmare world or some other dangerous place.

Combat Rounds

Time during combat is divided into rounds, where each character involved gets to take action. A single round is an abstract, variable amount of time that can be as short as a few seconds or almost as long as a minute.

A single combat round consists of:

1. Initiative.
2. Morale.
3. Combatants take turns in order.
4. The round ends. If the battle is not over, return to step 1 and repeat.

Determining Initiative Order

If you are unencumbered, roll 2d6 and add your Dexterity modifier. If you roll higher than any monster's Speed score, you may act before they do in the round. If you are tied with any monster's Speed score, you act simultaneously, even if you both attack and damage each other. Characters normally act in order from highest to lowest, but PCs working as a team may switch their order if they have both beaten the monsters.

Encumbered characters who have not been surprised may act after monsters and unencumbered characters, in order from highest Dexterity score to lowest.

If you have surprised your enemy, you always win initiative. PCs who surprise their enemies and disagree over who should act first can roll initiative against each other. Surprised PCs do not get to roll initiative.

- 2d6 + Dexterity modifier vs. the Speed score of each enemy.

Morale

The GM must check to see if the NPCs are still willing to fight or if their nerve is broken and they are routed in the following three situations:

- After a round during which one or more creatures have been reduced to zero Disposition, roll to test the morale of their side.
- After a round during which a creature lost half its Disposition or more, roll to test that creature's morale.
- After reinforcements arrive, test the opposing side's morale.

To test Morale, the GM rolls 2d6 and adds the character's Morale rating.

Roll	Result
0-6	Their will is broken and they rout.
7-9	They will break only if outnumbered or at a disadvantage.
10-11	They continue to fight.
12+	They rally and gain a new will to fight.



Taking Your Turn

On your turn to act, as determined by your initiative order, you may do one of the following:

- Declare that you are dodging.
- Hold your action.
- Move.
- Move and declare that you are dodging.
- Move and perform a simple action (or vice versa).
- Move and then attack someone.
- Perform a complicated action.
- Perform a simple action.

Before your turn, you may:

- Attack someone moving past you and take no additional actions during your turn.
- Attack someone who is charging you if they have a shorter weapon, and take no additional actions during your turn.
- Declare that you are dodging this round and take no additional actions during your turn.

If you are attacked before your turn and hit, you may not cast a spell on your turn. You must wait until the following round.

Essentially, you may either move and/or perform a simple action, or perform a complicated action where you stand. However, you may not attack before you move unless you are mounted. You must move first, then attack. If you are mounted, you may attack at any point during your movement.

Moving

Your move may consist of getting up, lying down, or running up to 5 times your Speed score in feet (usually 35 feet, or 20 feet if you are encumbered). If you are using a grid, human characters can move a number of 5-foot squares equal to their current Speed score (half their normal Speed score if they are encumbered).

- Move = Up to $\text{Speed} \times 5$ in feet per round, or Speed in 5-foot squares.

Actions

As a **simple action** you may draw a weapon and attack, pick up or drop an item, lock a door, or pull a lever or two. Dropping something you hold in your hand doesn't count as an action, but getting rid of your backpack or shield does, since they are (supposed to be) strapped on. Dodging counts as a simple action—you may still move, but you may not attack. You may also grab something but it requires a successful athletic maneuver to do so properly.

Complicated actions include things like aiming a firearm, casting a spell, lighting a torch, reloading a crossbow, retrieving something from your backpack, or anything else that is similarly involved. If you stop, drop, and roll, for example, it takes your entire action.

You may also speak a few words or sentences during the round. This may sound somewhat unrealistic, considering how little time a single round can take in the game world, but players will end up running their mouths anyway, so there is no point trying to disallow it.

Examples of Simple Actions:

- Attack.
- Dodge.
- Draw a weapon and attack.
- Drop your shield.
- Kick over a lamp.
- Lock a door.
- Pick up an item.
- Pull a lever or two.
- Shrug off your backpack.
- Throw something.

Examples of Complicated Actions:

- Aim a firearm or missile weapon.
- Cast a spell.
- Light a torch.
- Reset a bear trap.
- Reload a crossbow or firearm.
- Retrieve something from your backpack.
- Stop, drop, and roll.



Attacking

The main way to win a fight is by attacking your enemies until they flee, submit, or are killed. **When you make successful attacks in battle**, you inflict damage which reduces your foe's Disposition score. An NPC who runs out of Disposition is defeated. A PC who runs out of Disposition takes any further damage directly to their Health, and may die because of it.

When you attack someone who cannot defend themselves, either because they are immobilized or unaware of the attack, don't roll to hit. You automatically deal damage to them. If you are an assassin, you inflict your damage twice. **When you attack a foe who can defend themselves**, you must roll the dice in order to inflict damage, as described below—although assassins and fighters have special rules.

Defining “An Attack”

An attack, for the purposes of this game, is a single, concerted attempt to defeat your opponent. It consists of as many blows as are necessary before you have a moment or two to re-assess your situation and re-evaluate your tactics. In the case of missile weapons, this usually means a single arrow or bullet, and it is acceptable to track ammo in this fashion, even if an attack at very close range might more reasonably consist of two or even three arrows launched in quick succession. In close combat, however, one attack may consist of a single mighty blow from a hammer, a dozen quick dagger thrusts, several seconds of wrestling on the ground, a slash or two at your enemy's wrist to make them drop their weapon, or even a charge and tackle to knock them prone. It is enough to execute a single intent, no more and no less.

Because Disposition represents a character's ability to avoid suffering serious wounds in a dangerous environment (and defeat in combat), attacks that hit and deal damage do not necessarily also inflict serious wounds, and should not be described as doing so. Flashing blades and gunfire can leave you rattled and careless without ever breaking your skin. Anything that wears your opponent down and brings them closer to making that last mistake which leaves them dead by your hand makes for a successful attack. This is why non-lethal attacks reduce Disposition the same as other attacks—it's much easier to stab someone to death once they've been worn down than it is if they're ready for you.

Attacks by Assassins

If you are an assassin, you deal your damage twice when you attack from behind or by surprise, as if you had made two successful attacks, without rolling to hit. In any other situation, you must roll to attack as normal.

Attacks by Fighters

If you are a fighter, you deal damage once even if your attack roll misses. If you score a hit, you inflict your damage twice, as if you had made two successful attacks.

Attacks that Reduce Attribute Scores

Sometimes, injuries occur that reduce your Health score directly, even before your Disposition score has been reduced to zero. Monsters may also have special attacks that reduce other attribute scores (though these can often be blocked by Psychic Armour, if not Disposition). But we do not track injuries and stat loss for monsters and NPCs in this game, only for PCs. When an NPC would suffer attribute loss directly, they instead lose twice as many points from their Disposition. If they are defeated, whatever effect caused the damage takes hold, as if their attribute score had been reduced to zero.

Close Combat Attacks

When you attack a foe in close combat, roll a d20 and add your Ferocity modifier. If you are an assassin, champion, cultist, or fighter, also add your level. If your total equals or exceeds your foe's Armour rating (or their Dexterity, if they are dodging), you score a hit and may inflict damage equal to your Hit Die + Ferocity modifier.

Firearms Attacks

When you attack someone with a musket, pistol, or rifle, or a heavy crossbow, if your opponent is stationary and has no cover, you must roll equal to or lower than your Dexterity score on a d20 in order to hit. **If your opponent is moving quickly or has cover**, you must roll equal to or lower than half your Dexterity score, rounded down, on a d20 in order to hit, unless you take a round or more to aim. **If you take time to aim at a target that is moving quickly or has cover**, you must roll equal to or lower than your full Dexterity score on a d20 in order to hit. An opponent moving quickly behind cover cannot be hit. Being more than **50 feet** away counts as cover. **If you successfully hit your foe**, you inflict damage as normal.

If you roll a 20 to attack, your firearm is fouled or jammed and must be cleaned to be useful again. Or, the GM may rule instead that you have run out of bullets.

If you have an attack bonus, it does not apply to your roll to hit with a firearm or a heavy crossbow, although assassins making a sneak attack still hit automatically and fighters still inflict damage on a miss (and twice on a hit).

After discharging a firearm or a crossbow, you must spend a full combat round reloading it before you can fire it again.

Missile Attacks

When you attack with a regular missile weapon, roll a d20 and add your Dexterity modifier. If you are an assassin, champion, cultist, or fighter, also add your level. If your total score equals or exceeds your foe's Armour rating (or their Dexterity, if they are dodging), you have scored a hit and may inflict damage equal to your Hit Die. Do not add your Ferocity modifier to damage caused by missile weapons.

Regular missile weapons include bows, javelins, light crossbows, slings, throwing axes, and throwing knives. Axes and knives meant for throwing use these rules because they require accuracy to inflict damage. Heavy crossbows use the firearms rules because they are strong enough to punch through armour. Light crossbows use these rules because they are not and thus also require accuracy.

Throwing Things

When you throw something (like a bomb, or a rock, or a flask of oil) at a stationary foe, you hit them, or near enough. **If they are a difficult target** (because they are moving or they have cover), or you are hindered by drunkenness, encumbrance, foes, or similar, you must roll equal to or lower than your Dexterity score on a d20 in order to hit. **If both circumstances apply**—they are a difficult target and you are hindered—or they are dodging, you must roll equal to or lower than half your Dexterity score on a d20 in order to hit. **If you hit**, you might get oil all over your foe or even deal damage if the rock is big enough (though probably one die size smaller than your Hit Die).

If you are throwing something at someone who is dodging, it counts as a regular missile attack, and you must roll a d20 against their Dexterity score to hit.

Time spent aiming does not improve your chance to hit with a thrown weapon, the way it does with other ranged attacks.

Two-Handed Weapons

When you use a two-handed weapon in combat, or if you fight with two weapons instead of one, you may increase your damage by one die size (unless you are a scholar using a non-magical weapon, or a wizard).

Unarmed Attacks

In order to attack and deal damage to a foe, you must do so in a way that can defeat them. Obviously, if your foe is insubstantial—a ghost—weapons have no effect. Just so, if your foe is too large to be wrestled into submission, attempting to do so can only fail.

If your means of attack is shoddy, but not completely ineffective—you are attacking someone with a candlestick instead of a sword, for example—you may still attack, but your damage is one die size smaller than your Hit Die.

If you are grappling a foe who can be grappled, instead of trying to pummel them with fists or feet, you may roll damage as normal, but you cannot cause wounds by doing so. This is mainly only a concern when attacking other PCs, however.



Combat Situations

Fights are not always mere slaughter, and a great many tactics may be shown on the battlefield. We all want things, and there are many ways to get them.

Aiming

If you spend one or more combat rounds aiming before you take a shot, and you are not disturbed while doing so, you have advantage on your attack roll. You cannot get this advantage by aiming and shooting in the same round. Thrown weapons do not benefit from aiming.

Athletic Maneuvers

If you must cross a difficult barrier while moving, such as climbing over a wall or jumping over a pit, it may take time or require a roll, as determined by the GM.

If it takes extra time, it counts as either a complicated action or two simple actions, in which case you can end your movement at the obstacle and then begin your next turn moving away from it on the other side, but take no other actions. Some obstacles may take even more time. If such movement turns into a chase that leads off the field of battle, use the evasion rules to resolve it.

If it is difficult enough to require a roll, you must roll equal to or lower than your Dexterity score on a d20 to successfully move past the obstacle, provided that you are unencumbered and unhindered. **If you are encumbered or hindered enough to make the maneuver difficult**, you must roll equal to or lower than half your Dexterity score, rounded down, in order to move past the obstacle without trouble.

Attacks of Opportunity

If another character moves past you before your initiative, you may attack them instead of taking your turn later on. You may not take other actions this round if you do attack them. An attack can mean anything from stabbing them to grabbing the bag of gold they are clutching.

Battlefield Details

It is usually a good idea to sketch out the field of battle, so you know where everyone is in relation to each other and the things around them. If there are terrain features, walls and furniture, or other obstacles, knowing where they are can allow the players to plan around them and use them to their advantage. This also makes a fight more interesting than one concerned only with attack and damage rolls.

Especially at higher levels when both PCs and the monsters they fight can have fairly high Disposition scores, simply attacking back and forth can cause combats to drag on for long periods of real time. A battle moves along much quicker when players are jockeying for advantage to their rolls, sussing out a foe's weaknesses, or using clever tactics to avoid fighting altogether.

Charging

If you want to attack someone who is out of weapon range, you must close with them in order to do so. This is called charging. It confers no bonus, and also allows them to attack you first, if they have a weapon with a longer reach than you do (see Weapon Length, on page 223).

Dodging

You may choose to dodge all incoming attacks instead of taking offensive action. You must declare this on your own action or the first time you are attacked in the round. **While dodging**, opponents use your Dexterity score instead of your Armour rating as their target number when rolling for attacks. **If you declare that you are dodging during your action**, you may also move. **If you declare you are dodging before your turn in the initiative order**, you may not do anything on your turn. Dodging counts for all attacks during the round.

Dodging also makes it harder for enemies to throw things at you, but counts the same as any other movement where firearms are concerned.

You cannot dodge if you are encumbered, or if you are wearing heavy armour.

Dropping Your Light Sources

You may have to throw your light sources onto the ground when a fight begins. **Candles** always go out when you drop them. **Jars** of glowing creatures have between a 1 in 6 and a 5 in 6 chance of breaking and releasing their contents when dropped (depending on the type of ground). **Lanterns** don't go out when dropped, but have a 1 in 6 chance of breaking. **Torches** have a 50/50 chance of going out when dropped, unless they have just been lit.

Grappling

Any attempt to defeat a foe in combat counts as an attack and deals damage, which reduces their Disposition. **If it is possible to grapple and pin your enemy**, a successful attack deals damage. **If it is not possible for you to grapple your enemy**, your attempts to do so can have no effect.

If you reduce your foe to zero Disposition, they are defeated, based on how you attacked them. You can skewer them on the point of your sword or pin them with an arm lock, the choice is yours. But grappling does not allow you to bypass Disposition.

Holding Your Action

If you want to wait for someone else to act, you may. If you choose a specific action, event, or situation that you are waiting for, you may interrupt and act immediately beforehand, if it occurs. If it does not occur or you decline to say what you are waiting for, you may act at the end of the round, after everyone else has taken their actions. If multiple characters do this, they act in the same order they would have acted in if they had not waited.

Mounted Combat

If you are mounted, you may attack at any point during your steed's movement, not only at the end, and your Armour rating counts as 1 higher when someone attacks you from foot. If you and an opponent on foot have weapons of equal length, yours counts as the longer weapon. Your mount may also have special abilities of its own that help you in a fight.

Positioning

Attacking necessarily involves moving around quite a bit—bobbing and weaving, dancing into position, trading places with your enemy after every lunge—and this can be used to your advantage. **If your attack roll is 11 or higher**, you can either end your attack anywhere within 5 feet of where you started, or move your enemy up to 5 feet from where they started, as long as this does not cause them to fall off a cliff or something similar. Alternately, if you are holding onto someone, you can move up to 5 feet and drag them along with you (even over the edge of a cliff).

This dance of positioning can allow you to get to higher ground, jump over traps if you know where they are, or even to get in close with your opponent so you can grapple with them. But this rule only applies to standing position—you can't push, trip, or disarm your opponent unless you employ a special maneuver with the intent of doing just that. Positioning is just about the struggle over who gets the most use out of the combat environment and their own fancy footwork.

Special Maneuvers

If you want to disarm your opponent, back them into a corner, push them over, trip them, or otherwise drive them into a specific area, make your attack as normal, but you can add your Dexterity modifier instead of your Ferocity modifier, if your maneuver relies on agility, cunning timing, or quick reflexes. **If you score a hit and your total attack result is 20 or higher**, you disarm, push, trip, or maneuver them exactly how you intended. **If you score a hit but your total is 19 or lower**, your opponent may choose to either allow themselves to be disarmed, pushed, tripped, or maneuvered into position, or suffer damage as normal. **If you would deal enough damage to reduce their Disposition to zero**, you force your maneuver upon them instead of inflicting the damage. In this case, they do not have the option of choosing to take the damage instead of allowing the maneuver.

Spells

Casting a spell is a complicated action and you may not move at the same time. **If you are attacked and suffer damage before it is your turn to act**, you may not cast a spell later in the same round. You must wait until the next round and hope your initiative roll is better. You may still take action on your turn, just not cast a spell.

'Vantages in Combat

If your tactical position is extremely strong, you should get advantage to your attack rolls because of it. If your attacks are hindered by some outside force or circumstance, you should get disadvantage to your attack rolls. The GM has the final decision on what constitutes an advantage or disadvantage.

Manipulating the combat situation to your advantage is a good way to gain advantage or to put your enemy at a disadvantage. The positioning rules and the allowances for special maneuvers are there to let the players get their characters into exactly those situations, in exchange for adding descriptive flavour to the game.

Weapon Length

If you are charged by someone with a shorter weapon than you (i.e. they approach with the intent of attacking you), and you have not taken your turn this round, you may attack them instead of taking your turn later on. You attack first, interrupting their charge. If they survive, they are allowed to attack you immediately after, thus finishing their turn.

Below is a table of general comparisons between weapon lengths. Use your common sense or knowledge of your game's setting to determine what the exact relationship between individual or special weapons that characters might use.

Length	Weapons
Shortest	- No weapons at all. - Blackjacks, brass knuckles, and palm-sized rocks.
Shorter	- Small improvised weapons. - Daggers and knives.
Short	- Small clubs and most hand-held tools. - Shortswords. 1-handed axes, clubs, hammers, maces, and picks.
Long	1-handed longswords and rapiers. 2-handed clubs, picks, and quarterstaves. 2-handed axes, hammers, and maces.
Longer	2-handed swords. - Spears and pole-arms.
Longest	Pikes.

If you have a bow, crossbow, or firearm at the ready, it counts as longer than a pike, but you cannot throw something or draw and fire when an enemy charges you.

When you have been surprised, you cannot attack first, no matter your weapon.



NPC Attacks

The GM is responsible for NPCs that attack the PCs. Animals, humans, and monsters can have a wide variety of fighting styles and special power. As the GM, it is your job to keep track of all the NPCs in a combat situation, choosing their targets, and making their attack and damage rolls. You may also have to check their morale and decide if, when, and how they want to end the fight.

Most people are civilians—crafters, peasants, labourers, merchants, etc—and so they attack the same way bards, scholars, thieves, and wizards do—without any bonus other than their Ferocity or Dexterity modifiers. If you have not determined a character's attributes, don't apply a modifier. **If human NPCs are assassins, champions, cultists, or fighters** (or something equivalent), they attack the same—add their level to attack rolls, in addition to attribute modifiers. **If human NPCs are assassins**, they can deal their damage twice if they attack by surprise, the same as player character assassins can. If human NPCs are fighters, they deal damage on a miss, also the same as PCs who are fighters do.

Animals and monsters usually attack like cultists do, without the special abilities of assassins or fighters. **Unless otherwise noted in a monster's description**, you must roll for their attacks, adding their level as a bonus. Some monsters may get multiple attack rolls, or attack as if they were fighters, while others have special powers that also automatically deal damage. Monsters that are poor combatants may attack like civilians, and not receive a level bonus to their rolls. Consult each monster's description to find their special rules and abilities.

Attribute Modifiers for Monsters

All monsters have attribute numbers, but these are provided so you can make skill rolls and saves for them. Their attribute modifiers do not need to be factored into their attack and damage rolls, since their dangerousness has already been factored into their level and their attacks. Having to keep track of attribute modifiers in addition to everything else is an unnecessary burden for the GM.

If there are important NPCs accompanying the party and they get involved in combat, have the players roll for them and keep track of their modifiers and bonuses, as well as their Disposition and equipment.



Injury and Death

The primary means of defeating monsters made of nightmare is to injure them until they are dead. Unfortunately, monsters tend to deal with humans in the same manner.

Damage

When you attack someone and score a hit, you deal damage. Roll your Hit Die to determine how much. If you are making an unarmed attack or using an improvised weapon, roll a die that is one size lower than your Hit Die. If you are fighting with two weapons or using a two-handed weapon (and are neither a scholar using a mundane weapon nor a wizard), roll a die that is one size larger than your Hit Die.

Die sizes from smallest to largest, in order, are: d3, d4, d6, d8, d10, d12. Do not roll a d20 for damage.

If you are making a close combat attack, add your Ferocity modifier to the damage you inflict. If you have a negative Ferocity modifier, it cannot reduce the damage you inflict below 1 point.

When you take damage, it reduces your Disposition by the same amount. Once your Disposition is reduced to zero, any further damage you suffer is subtracted from your Health score, and represents real injury.

Disposition

A character's Disposition score represents their ability to fight off enemies who wish to cause them harm and injury. It can be thought of as a combination of grit, luck, stamina, awareness of danger, energy and reflexes, and a generalized (and possibly desperate) determination to not be murdered.

If you are level 1, roll your Hit Die to determine your Disposition. **If you are higher level**, roll a number of Hit Dice equal to your level and total the results. You re-roll your Disposition every time you get a full night's sleep, or after you rest for at least four hours and eat a proper meal. **When you roll for your Disposition**, the new score replaces your old score, even if it had been reduced by damage. Your Disposition may be reduced by rolling it again—but such is life! Everyone has bad days, and you cannot be sharp as a razor every second you're awake.

Resting

Your Disposition changes when you rest and sleep. After a short rest, you may (at your option) re-roll your Hit Dice, recovering any points lost through violence, or even losing points of Disposition, if you roll poorly. If you are happy with your Disposition, you need not re-roll it during a short rest.

After a long rest, you must always re-roll your Disposition.

Disposition Zero and Injury

When NPCs are reduced to zero Disposition, they are defeated. The GM is free to decide the fate of any human or animal that has been reduced to zero Disposition, or turn that decision over to the player who landed the final blow. Because this game is mostly concerned with the lives of the PCs and the nightmares they fight, the specific injuries of NPCs are rarely of any particular importance. Creatures of nightmare lose their ability to affect the material world once they have been reduced to zero Disposition, so their Health scores are also not important when it comes to tracking damage.

The injuries of the PCs, however, we do care about. They are the protagonists of the game, so we will follow them into injury and watch them bleed out where otherwise we wouldn't. **When PCs are reduced to zero Disposition**, they are still conscious and may continue taking actions. Any further damage taken after being reduced to zero Disposition reduces the victim's Health score—and the victim may be injured, incapacitated, crippled, mutilated, or killed as a result.

Any time you lose points from your Health score, you must roll your current (modified) Health score or less on a d20 in order to prevent the wound from temporarily incapacitating the affected location. You might have blood in your eyes, or have lost all feeling in your arm, for example. It takes at least one round (a complicated action) to pull yourself together and recover your senses.

If you lose half of your current Health score or more in a single blow, the affected location has been maimed or mutilated, possibly permanently. You must roll equal to or lower than your Willpower score on a d20 in order to stay conscious, otherwise you pass out for 1d6 rounds. In order to regain consciousness once those rounds have passed, you must roll equal to or lower than half your Willpower score, rounded down, on a d20, or you remain unconscious for an additional 1d6 rounds.

Bleeding

If you lose half your current Health score due to a cutting wound, there is a 50/50 chance you are now bleeding out. When bleeding out, you lose an additional point of Health every round from the blood loss. Once you spend a round tending to the wound, the bleeding slows to 1 point of Health every turn (5-10 minutes). Once you spend a turn tending to the wound, the bleeding stops altogether.

Dying

If your character is reduced to zero Health, or must have some vital organ amputated because it was mutilated, your character is dead. You must make a new character if you wish to continue playing.

If your character survives, but you do not feel like playing them anymore, you may retire them and make a new character to play instead.



Hit Locations

When you take damage that affects your Health score, if the exact type of wound isn't clear, roll for hit location. Being poisoned clearly affects your internal organs, for example, and doesn't require a hit location roll. Nor does being immersed in acid or having your hand caught in a trap, which obviously affect your exterior and the caught hand, respectively. Close combat attacks and missile attacks usually happen in a pretty chaotic environment, however, and probably require rolling.

Close Combat Attacks (roll 1d6):

Roll	Result	Second Roll	If you need to be more specific when it comes to head attacks:
1	Head.	1	Ear.
2	Left leg.	2	Eye or eyes.
3	Lower body.	3	Jaw.
4	Most exposed arm.	4	Mouth or nose.
5	Right leg.	5	Neck.
6	Upper body.	6	Skull.

Ranged Attacks (roll 1d20):

Roll	Result		
1-2	Abdomen or lower back.	12	Left shoulder.
3	Buttocks or groin.	13	Left thigh.
4-5	Chest or upper back.	14	Neck.
6	Face.	15	Right calf, knee, or shin.
7	Head.	16	Right foot.
8	Left calf, knee, or shin.	17	Right forearm.
9	Left foot.	18	Right hand.
10	Left forearm.	19	Right shoulder.
11	Left hand.	20	Right thigh.

If you are hit in the arm while you are wearing a shield, you may choose to have the shield break instead of losing points from your Health because of the damage.

If you are hit in the head while you are wearing a helmet, you may choose to have the helmet break instead of losing points from your Health because of the damage.

Health Reduction and NPCs

Some attacks, like poison, bypass a PC's Disposition and reduce their Health directly. But some PCs may want to use these types of attacks themselves, against NPCs that use only Disposition, and not the same rules for injury as the PCs do. There are two ways to handle this:

- If the NPC is not particularly important, give them a save against the effect. If they fail, the effect occurs. They die, are paralysed, fall unconscious, etc.
- They suffer double damage, which is subtracted from their Disposition, from such attacks. If their Disposition is reduced to zero, they are defeated and the effect occurs.

The same can be done for monster attacks that reduce attribute scores directly instead of inflicting damage. Either give them a save against the effect and move on, or have them suffer double damage to their Disposition.

Injuries Outside of Combat

When you suffer injuries outside of combat, you take damage directly to your Health score, because your Disposition does not help you survive. Damage from being poisoned, drowning, falling from a great height, or being injured by a trap are examples of damage that should be applied directly to a character's Health. Note that in each of these cases, it is assumed the character is already injured, not that someone is attempting to injure them through violence.

The amount of damage should be determined by a die roll, but the exact amount and type of dice are up to the GM. An injury that won't kill someone outright shouldn't do more than 1d6 damage. More than three dice at one time is rather excessive, especially if they are large dice.

Non-Lethal Damage

You may also suffer a loss of Disposition from things such as fatigue, fear, or pain, which sap your will to fight but do not typically cause physical injuries. In such cases, damage reduces your Disposition as normal, but does not affect your attribute scores.

If non-lethal damage reduces you to zero Disposition, you are automatically stunned for 1d6 rounds, and you fall victim to whatever danger the non-lethal damage posed. It could be that you are pinned or too panicked to think coherently. You are most definitely unable to fight, but you might still be able to run away.

Special attacks of this nature might also reduce your attribute scores directly, if they do worse than simply wear you down. If a monster is terrifying because it is a terrifying monster, for example, the terror it causes should count as non-lethal damage. However, if the fear it inspires is a magical effect by which it rends the minds of mortals, it should attack the attribute scores of its foes directly. In general, if it is truly "non-lethal," it reduces Disposition; but if it destroys the body, mind, or soul in an ingenious or magical manner, it reduces attribute scores.

Whether or not a special attack counts as non-lethal damage, and whether it reduces your attributes directly, is up to the GM.

Other Types of Harm

There are more ways to die than just by blade or by bullet. You can also be turned to stone or have your life drained away by a monster, and there are also magical effects that target other attributes, and can reduce you to passive inaction.

Confusion attacks and **insanity** both reduce your Intelligence. This is usually more effective against spellcasters, although Intelligence loss can also open someone up to nightmare curses or even go completely insane. If you have Psychic Armour, this must be reduced to zero before your Intelligence can be affected.

Life drain reduces your Ferocity. Once you have been reduced to zero Ferocity, you die (and probably return as one of the undead). If you have Psychic Armour, this must be reduced to zero before your Ferocity can be affected.

Magical bindings, paralysis, and petrification all reduce your Dexterity. Once your Dexterity has been reduced to zero, you are completely immobilized—bound fast, completely paralysed, or turned to stone.

Mind control reduces your Willpower. It can be used to stop wizards from retaining their spells, or more generally to make someone obey commands. Once you have been reduced to zero Willpower, you may not resist outside influence—you are the puppet of malevolent forces! If you have Psychic Armour, this must be reduced to zero before your Willpower can be affected.

Torture can also reduce your Willpower, and your Psychic Armour is no defence, if it is performed correctly. Done poorly, it reduces your Health more than your will.

There is also **character assassination**, which reduces your Charisma, but this is a social attack and so it is covered in Chapter 4.

If you lose half your current Dexterity, Ferocity, or Willpower at once, you must roll your attribute score or less on a d20 to avoid being stunned for 1d6 rounds.

Psychic Armour

Where Disposition acts as a buffer soaking up physical harm to prevent you from being seriously injured, Psychic Armour does the same against mental and magical attacks. Any time you are exposed to a non-physical source of harm, that damage must reduce your Psychic Armour to zero before it can begin to reduce your attribute scores.

You may not use your Psychic Armour to soak up physical damage caused by spells and other magical effects, nor the blows of magical weapons. If you have a power that reduces your attribute scores (such as a wizard's ability to ignore miscasting), you cannot use your Psychic Armour to prevent this loss.

When you rest, you may re-roll your Psychic Armour. Unlike Disposition, however, you are not required to, and you may retain your existing score instead.

Attributes at Zero

If your attribute has been reduced to zero because of a special power, such as life drain or petrification, you fall victim to that effect or power and suffer the full consequences. If the cause of attribute loss does not specify an effect that occurs when the score reaches zero, the following is true:

If your Charisma is reduced to zero, you no longer have the ability to get other people to like you at all. No one will help you, and no one wants to be around you, unless maybe it is to abuse and mock you.

If your Dexterity, Ferocity, or Willpower are reduced to zero, you are too feeble even to move. If you are left alone, you can do nothing other than rest, so you might very well be able to recover.

If your Health is reduced to zero, you die.

If your Intelligence is reduced to zero, you become permanently insane, and you are unable to rest in a way that allows you to recover lost attribute points.

Some monster that reduce your attribute scores have their own special rules for what happens when you lose half your current attribute score and when one of your attributes is reduced to zero.

Recovery

Short Rest

When you spend an hour or so resting, eating, and re-hydrating, you may re-roll your Disposition, if you want to, unless you have already done a full day's work.

Long Rest

When you sleep for 6 or more hours (depending on how exhausted you are), you must re-roll your Disposition. **If it has been a full day and night, or more, since you last had a 6-hour rest,** you get no benefits from a rest that is shorter than 6 hours per day you have gone without rest. You also lose 1d6 Disposition (but not Health) each night you go without sleep.

Day's Rest

When you spend a day resting while awake after a full night's sleep, you may recover 1 point from one of your attributes that have been reduced, unless there is something else preventing you (magical enchantment or a secret poisoner, for example). If you have more than one reduced attribute, you may recover 1 point from two of them, if either or both of them are your primary attributes.

However, you can't recover your Health until you heal some or all of your injuries, if you have any crippled or mutilated limbs, or specific wounds (aside from just bruises, cuts, and lacerations). Injuries heal as they would in real life. You can look it up yourself, this is a game, not a medical textbook.

Time Spent Healing

When you spend time healing and recovering from being maimed or mutilated, roll 2d6 and add your Health modifier. If you receive medical attention from someone else, add +1 to your roll. If you were healed with magic, add +2 to your roll, in addition to any other modifiers.

Roll	Result
0-6	The affected part is mutilated. Amputation may be necessary, and you lose 1 point from an appropriate attribute score, chosen by the GM.
7-9	You are able to recover fully, given time and rest.
10+	You may begin recovering Health right away, no matter how badly injured. You will make a full recovery, perhaps miraculously.

If a magic spell or effect cures a wound specifically, instead of just returning lost Health points, you recover fully from it without needing to roll.

Once your wounds are stabilized and you are able to rest, you may re-roll your Disposition when you do so.

Crippled Characters

Characters that end up being mutilated by monsters and other harmful circumstances do not suffer numerical penalties once they have recovered, though a player's ability to describe their character's actions may be more limited than it was before. A person with one hand will have trouble doing things that require two hands (like wielding two-handed weapons), and someone who is blind will have a great deal of trouble using violence to their advantage, unless they gain some new sensory function to make up for their lack of sight.

In this game, you should be describing and modelling your fictional world with words, not with numbers. The numbers are there to add the elements of chance, risk, and uncertainty—the *game* part of a role-playing game. They are not meant to model physics or to create some kind of realistic world. They exist to create an interactive experience and to add weight to the choices you make within the framework of what this game concerns itself with.

As such, you don't suffer penalties to your die rolls for being crippled. You do not suffer disadvantage to your attack rolls if you must attack with your left hand, for example, nor do you suffer disadvantage to your evasion rolls if you have a peg leg. The same is true of how you picture your character when you begin playing them.

You can still suffer penalties if monsters, spells, and traps say you do, of course.



The Taint of Corruption

The nightmare realm is a dangerous place to go, even if you never encounter any monsters while you are there. The nightmare itself corrupts your mind, pollutes your senses, clutches at your heart. Alien thoughts creep into your own and friends turn against each other as the very fabric of their identities are rent asunder.

When an NPC leaves a nightmare incursion, if they have spent more than one hour inside, they must save against their Willpower to avoid being cursed by the nightmare realm. **If they spent an hour or more inside a nightmare incursions whose level is equal to or lower than their own level**, they must roll equal to or lower than their Willpower score on a d20 to avoid the curse. **If they spent an hour or more inside a nightmare incursion whose level is greater than their own**, they must roll equal to or lower than half their Willpower score, rounded down, on a d20. Success means the nightmares send nothing else with them as they return to the Kingdoms of Dreams. **But if they roll higher**, they automatically gain a nightmare curse that stays with them.

If an NPC spends more than one day inside a nightmare incursion, they must save against their Willpower once for each day they were inside. Each time they roll higher, they gain a different nightmare curse.

Those Set Apart

The PCs are immune to this property. They are special in this regard—set apart from other mortals. If anyone could venture easily into the nightmare world, it would be easy to fight its incursions into the Kingdoms of Dreams. If no one was immune, it would be impossible. Those few whose minds can survive the nightmares are all that stand between the nightmares and the end of civilization—indeed, of life itself.

This does not mean that no PCs ever go mad while raiding the nightmare world. Anyone who suffers attribute loss from any means other than physical attacks and injuries risks gaining a nightmare curse if they lose half or more of their score in a single round. This is true of both PCs and NPCs. The nightmares can imprint their nature even on those set apart, altering their way of being and thinking, and leaving a taint upon their souls.

Dealing with the Madness

It is up to the GM when a nightmare curse begins to take effect. It might happen immediately, or it might only manifest after a person leaves a nightmare incursion. This is true of both curses that afflict NPCs and curses gained through attribute loss. Curses are not temporary and do not go away when attribute scores are regained.

The Nightmare's Curses

If you lose half, or more, of one of your current attribute ratings in a single round while inside a nightmare incursion, if the cause was something other than injuries and wounds, you must roll to avoid gaining a nightmare curse. If the dungeon level is equal to or lower than your own, you must roll equal to or lower than your Willpower score in order to avoid a nightmare curse. If the dungeon level is higher than your own, you must roll equal to or lower than half your Willpower score, rounded down, to avoid a nightmare curse. **If you fail your Willpower save**, you must roll 1d100 to determine what nightmare curse afflicts you:

Roll	Curse	Roll	Curse
1-2	Abnormality	61-65	Irrational Hatred
3-7	Anomalous Sensation	66-67	The Living Hand of Glory
8-9	Anti-Social Lust Parasite	68	Masked
10-11	Anything to Kill the Pain	669	Mouth Full of Ashes
12-14	Apostasy	70	Nausea
15-16	Bed of Leaves	71	Nocturnalism
17	Betrayal of the Written Word	72-73	A River of Fear
18	Black Cloud	74	The Sandman of Nightmare
19	Blood Rage	75	Shadows All Around
20	Burning Inside	76	Silence Equals Death
21-25	Compulsive Ritual	77	A Slave to Chaos
26-30	Constant Reminder	78	The Stain of Remorse
31-33	Deformation	79-83	Taboo
34-35	Different Now	84-85	They Find You Sleeping
36-37	Endless Pursuit	86-87	Tides of Emotion
38	Enemies Everywhere	88-89	The Tongue of a Dragon
39-43	Forbidden Ground	90	Truth Hurts
44	Hallways Never End	91-92	Ward Against Nightmares
45	The Heresy of Stigmatism	93-94	Whispers of Doom
46	The Hunger	95-96	The World In All Its Brightness
47	I Need This	97	Xenos
48-50	Infected Attribute	98	Your Memories Devoured
51-60	Irrational Fear	99-100	Your Secrets Bought and Sold

NPCs who fail to save against their Willpower after spending an hour or more inside an incursion roll on this table as well.

You cannot be cursed more than once each by anything to kill the pain, bed of leaves, betrayal of the written word, black cloud, blood rage, burning inside, different now, endless pursuit, enemies everywhere, hallways never end, the heresy of stigmatism, the hunger, I need this, masked, mouth full of ashes, nausea, nocturnalism, the sandman of nightmare, shadows all around, silence equals death, slave to chaos, the stain of remorse, they find you sleeping, tides of emotion, the tongue of a dragon, truth hurts, ward against nightmares, whispers of doom, the world in all its brightness, xenos, or your memories devoured. Re-roll if the result is something you have already been cursed with.

You can develop multiple abnormalities, anomalous sensations, anti-social lust parasites, apostasies, compulsive rituals, constant reminders, deformations, forbidden grounds, infected attributes, irrational fears, irrational hatreds, rivers of fear, taboos, and your secrets bought and sold, and you can be cursed with the living hand of glory twice. But if the exact focus of this curse is the same as one you already have, roll an entirely new curse, not just a new focus.

Abnormality

One common practice or ritual of civilization disgusts you, petrifies you, or ravages your soul when you think about it. You can no longer participate in this custom without this reaction being evident to all.

Anomalous Sensation

The nightmares have confused your senses in some small way. Perhaps you feel the phantom pains of limbs you never had, experience vibrant synesthesia, or suffer from chronic pains.

Anti-Social Lust Parasite

The nightmares develop inside you and become a fixation with sexual behaviour that is not socially acceptable (if you haven't already established what your culture, or the local culture, finds unacceptable, decide on something now). **When an NPC finds out**, the GM rolls 2d6 and adds your Charisma modifier to find their reaction.

Roll	Reaction
0-6	They react in a hostile manner.
7-9	They react with disgust and seek to distance themselves from you.
10-11	They judge you on everything, not just this one thing.
12+	They are cool with it.

Anything to Kill the Pain

Once only.

The trauma of the nightmare world compels you to seek out altered states. **Each day you are sober**, you lose 1 point from all your attribute scores. When you get high again, this penalty goes away (but other penalties to your attributes remain).

Apostasy

Whenever you interact with one of the social institutions you have already contributed to, memories of the nightmare world overwhelm you until you leave and reject that institution. The GM chooses which institution you must turn away from.

Bed of Leaves

Once only.

The nightmares keep you from falling asleep in a bed, or any other civilized place. You can only sleep outside, on the ground. Even if you have enough money to afford room and board, you still live on the streets.

Betrayal of the Written Word

Once only.

Letters and words seem to dance and move whenever you look at them, sometimes forming phrases you know are impossible. Because of this, you have great trouble reading and writing; it takes you at least twice as long as is usual for people. It also takes you twice as long to memorize or transcribe spells.

Black Cloud

Once only.

Each time you take a long rest, there is a 1 in 6 chance that a black cloud which only you can see casts its shadow over your heart (if it has not already done so). Do not roll your Disposition, it is equal to your level. This state of affairs persists until you roll equal to, or lower than, your Willpower on a d20, at which point you are allowed to re-roll your Disposition again, as normal. You may try once each time you get a night's rest. **If you take drugs to ignore the black cloud or drive it away**, it is still there when they wear off.

Blood Rage

Once only.

When you roll a 1 or 20 for an attack roll, before modifiers, you enter a berserk rage and must continue to attack each and every round for the next 2d6 rounds. If there is no one for you to attack, you must charge the nearest person.

Burning Inside

Once only.

The fires beneath your skin prevents you from wearing heavy armour, lest you overheat and pass out.

Compulsive Ritual

You find yourself repeating a specific action or behaviour, or a sequence of actions, without even realizing it. It could be directly related to a specific event inside a nightmare incursion, or seemingly random. **When you resist this compulsion**, for whatever reason, you may keep from performing it if you roll equal to or lower than your Willpower score on a d20 if you are not under stress, and equal to or lower than half your Willpower score, rounded down, on a d20 if you are stressed or under pressure.



Constant Reminder

The nightmares are always reminding you of something—a person, a subject, an issue—something. You probably don't even care about it, but it's always there, whenever you think about the nightmare world, whenever you think about anything! Maybe if you talk to the other characters about it enough, the GM won't tell you about it so much.

Deformation

Your fears manifest in physical deformities. The GM tells you how your physique warps and changes, and any disadvantage it causes you.

Different Now

Once only.

People say you're different, now. They say you're a mess and you act like a crazy person, that your clothes are always dishevelled and you're constantly fidgeting. Maybe they're right, but you get so distracted by your thoughts. They tell you not to talk about things, that you upset them, but they haven't seen what you've seen! They don't know! You lose 1d6 points of Charisma.

Endless Pursuit

Once only.

Unless you keep moving, the nightmares catch up with you. **Once you have slept twice in the same place**, you can no longer fall asleep there again. Any attempt you make to rest in that location fails. Changing rooms allows you to stay in the same house, until you have run out of rooms, but larger conceptual locations, like forests and fields, will cause you more problems.

Enemies Everywhere

Once only.

After what you've seen, you can't just relax and stop looking for enemies. They could be anywhere, and they usually are, corrupted by nightmares. **Each day you stay in a civilized settlement**, there is a 1 in 6 chance that someone begins to persecute you, secretly. They continue to persecute you until you leave the area. If you kill a persecutor, the persecution stops until you arrive at a new settlement.

Forbidden Ground

The nightmares refuse to allow you to set foot on ground claimed by one type of building, location, residence, or a social institution that PCs have invested in. It is always a civilized place, never a dungeon or anywhere in the wilderness. **If you enter a location of this type**, you suffer 1d6 damage per round until you leave.

Hallways Never End

Once only.

Whenever you run, your legs feel heavy as lead, and hallways stretch on and on in front of you. You can no longer outrun anyone.

The Heresy of Stigmatism

Once only.

Whenever you lose points from one of your attributes, or when damage reduces your Disposition, you bleed profusely. This doesn't cause any extra damage, but is messy.

The Hunger

Once only.

The nightmares awaken unnatural hungers inside your belly. You develop a need to eat what other people consider disgusting, rotten, smelly, or taboo. You repel any who witness you dine, and suffer disadvantage when you try to influence them socially at any time afterward, until you redeem yourself in their eyes somehow.

I Need This

Once only.

Now that you have been adrift in a world without order or any sense of law, you must have the trappings of civilization around you in order to feel competent. If you are unencumbered, you may not use any of your profession's special abilities. If you are surrounded by enough possessions to be encumbered, but are not carrying them, you can still use your abilities, but if you are walking around, you must be carrying everything.

Infected Attribute

One of your attributes has been infected by nightmares and this influence manifests as a form of self-sabotage. You suffer disadvantage whenever you are rolling against this attribute for a save or skill test, or when you make a roll involving this attribute's modifier. While you enter a nightmare incursion or the nightmare world, however, this disadvantage vanishes and does not affect you. Roll 1d6 to see which attribute is infected this time:

Roll	Infected Attribute	Tell-Tale
1	Charisma	Odd expressions cross your face like shadows.
2	Dexterity	Sometimes you get the shakes.
3	Ferocity	You look ashen and sickly.
4	Health	A wracking cough in your chest, you spit blood.
5	Intelligence	Ghostly light streaks across your vision in the dark.
6	Willpower	All night you dream of your homeland—your <i>real</i> homeland—only to awaken at dawn with fleeting memories of strange vistas on alien worlds you have never visited.



Irrational Fear

The nightmares impose a new fear reaction upon you. Roll 1d6 to see what type of thing you become afraid of:

Roll	Focus
1-2	The cause of your curse, or something directly related.
3	Something related to that entire foray into the nightmare world.
4-5	Something you witnessed at any point in nightmares.
6	Something random and unconnected.

When you encounter something you have an irrational fear of, you must roll equal to or lower than your Willpower score on a d20 to retain control of yourself if the object is within your sight or presence. **If it touches you or otherwise makes contact with you**, you must roll equal to or lower than half your Willpower score on a d20 to retain control of yourself. If you fail to retain control of yourself, you must flee from the object of your fear for a full turn (10 minutes) after it is no longer in your sight or presence.

You are able to discuss the object of your irrational fear normally. It is only the presence of it that incites a fear imposed upon you by the nightmare world, not the thought of it.

Irrational Hatred

The nightmares cause you to hate something, beyond all reason. Roll 1d6 to see what type of thing angers you so much:

Roll	Focus
1	The cause of your curse, or something directly related.
2-3	Something related to that entire foray into the nightmare world.
4-5	Something you witnessed at any point in nightmares.
6	Something random and unconnected.

When you encounter something you have an irrational hatred of, you must roll equal to or lower than your Willpower score on a d20 to retain control of yourself if the object is within your sight or presence. **If it touches you or otherwise makes contact with you**, you must roll equal to or lower than half your Willpower score on a d20 to retain control of yourself. If you fail to retain control of yourself, you must attack the object of your hatred until it is removed from your presence.

You are able to discuss the object of your irrational hatred normally. It is only the presence of it that incites a rage imposed upon you by the nightmare world, not the thought of it.

The Living Hand of Glory

Twice only.

One of your hands has been trained by the nightmares to steal things, even without your knowledge. **When you are left alone with something other people consider valuable**, there is a 1 in 6 chance that your hand takes it, whether you notice or not. Half the time your hand tries to leave it somewhere else, and not even keep it. You may not notice this, either. **If your hand is bound or severed**, it cannot steal things.

Masked

Once only.

The nightmares know how to get to you through your identity, your face. The eyes are windows to the soul, after all. So you must hide your face behind some kind of mask. **If someone else can see your face**, you cannot use any of your special abilities and you count as Level 1, until you hide your face again.

Mouth Full of Ashes

Once only.

Most foods now taste bitter and burnt on your tongue. It is a chore just to feed yourself, and hunger does not make anything go down easier.

Nausea

Once only.

You can leave the roiling chaos of the nightmare world, but it won't leave you. **When you eat**, you must roll equal to or lower than your Willpower on a d20 in order to keep from throwing it up, and you cannot do anything else (conversation, guard duty, etc) while eating or for several minutes after. Your living expenses are doubled.

Nocturnalism

Once only.

It gathers in your skin. You suffer disadvantage to all your rolls in direct sunlight.

A River of Fear

Dark waves of fear wash over you whenever you meet a specific type of enemy. The cold creeps up your spine and seeps into your muscles, giving you disadvantage on all your offensive rolls, including both attack and damage, as well as saves to resist fear caused by this type of creature. **When you gain this curse**, roll 1d6 to determine what type of enemy you cower before:

Roll	Enemy
1	Beastlings.
2	Dwellers in the deep.
3	Faeries.
4	Golems.
5	Humans.
6	The undead.

The Sandman of Nightmare

Once only.

Each time you roll a die, also roll an extra d12. If this extra d12 matches any other die that you roll, you fall asleep and dream horrible dreams. Nightmare creatures ignore you until you wake up, other monsters do not.



Shadows All Around

Once only.

You see flickers of nightmares in your peripheral vision all the time. You can never be sure if what you see is real or not—you have to look. Because you are always distracted, you suffer disadvantage whenever you undertake a task that requires patience or stillness.

Silence Equals Death

Once only.

The sounds of the nightmare world follow you wherever you go. You can no longer be stealthy, or even quiet, doing anything.

A Slave to Chaos

Once only.

What if you had never set foot in that nightmare incursion? What if things had worked out differently? You are not always able to control your fascination with luck and chance. **Each week you spend in a civilized settlement where gambling is available**, there is a 1 in 6 chance that you will go to an establishment and gamble until you have no money left or are prevented from continuing. **If you are invited directly to gamble**, there is a 1 in 3 chance that you will accept and gamble until you have no money left or you are prevented from continuing.



The Stain of Remorse

Once only.

Your past experiences haunt you like a ghost. You must donate or invest half the money you make to causes you think might help assuage your guilt, even though they never do. Failing to do so—because of immediate and necessary expenses, for example—prevents you from gaining experience points until you make up the shortfall and pay what you owe.

Taboo

The nightmares have damaged your mind and body such that some normal (or at least easy) behaviour is no longer trivial for you to perform. There is some restriction placed on you now. **If you break this restriction**, you suffer 1d6 damage immediately. Roll 1d20 to see what it is:

Roll Taboo

- | | |
|----|---|
| 1 | You can only communicate in writing. |
| 2 | You can only sleep outside, under the sky. |
| 3 | You can only sleep when sung to. |
| 4 | You can only speak in rhymes, riddles, and questions. |
| 5 | You cannot approach or speak to someone you consider beautiful. |
| 6 | You cannot approach the sound of bells. |
| 7 | You cannot eat food uncooked by fire. |
| 8 | You cannot enjoy music. |
| 9 | You cannot enter an inhabited house unless invited. |
| 10 | You cannot enter courts or temples of law. |
| 11 | You cannot give something that has not been asked for. |
| 12 | You cannot repeat a secret told in confidence. |
| 13 | You cannot speak in a normal voice. |
| 14 | You cannot steal from the living. |
| 15 | You cannot take money unless you find it or steal it. |
| 16 | You cannot tell a lie. |
| 17 | You cannot touch a bleeding person with your bare skin. |
| 18 | You must be polite to anyone who is polite to you. |
| 19 | You must count small objects scattered in front of you. |
| 20 | You must give money to anyone who asks you for charity. |

They Find You Sleeping

Once only.

How can you sleep? That's where the nightmares live. What if they come back? **Each time you try to sleep**, there is a 1 in 6 chance that you cannot rest. You lose half your current Disposition and may not re-roll it after a short rest until you manage to sleep. You are also unable to memorize spells or get any work done until after you sleep.

Tides of Emotion

Once only.

The nightmare world has destroyed your composure. Your own feelings wash over you like tidal waves, and other peoples' emotions are contagious. You find yourself weeping openly with joy or sadness, or laughing hysterically, at the drop of a hat.

The Tongue of a Dragon

Once only.

You lie to people. Sometimes you realize what you are doing, and you can stop yourself, but sometimes you don't even know what you are saying. **When you roll for a social interaction and get a result of 6 or less**, the GM decides what you said.

Truth Hurts

Once only.

After you leave a nightmare incursion, it still owns everything you experienced within it. **Whenever you speak the truth about things you did inside a nightmare incursion**, if you're not in an incursion, you suffer 1d6 damage.

Ward Against Nightmares

Once only.

The nightmares can see how you are vulnerable, and that's why you have a lucky charm or item that acts as a ward against them. **If you don't have your magic ward with you**, you cannot use any of your profession's special abilities until you regain it or fashion a new one as a replacement. Replacing your lucky charm requires elaborate, compulsive rituals that take at least a week to perform.

Whispers of Doom

Once only.

The nightmares whisper words into your ears. They tell you what other people think of you, what dangers lurk in the shadows, what poor decisions you always make. None of it does you any good, of course, and the nightmares tell you this, too. You're going to die in the dark somewhere, alone, and then they'll have all of you, not just your ears.

The World In All Its Brightness

Once only.

Life becomes too intense and vivid for you. The light is too bright, sounds are too loud, and you can feel every little thing that touches you. You have disadvantage on any roll you make to do something that requires concentration, unless you use alcohol or drugs to dull your senses.

Xenos

Once only.

Other people can sense the taint of nightmares upon you. They see the damage done in the way your shadow curls, the way the light dims in your presence, the way their hair stands on end when you talk. Your Resentment score begins at 1 in any new settlement you visit, and cannot be reduced to zero.

Your Memories Devoured

Once only.

Even in your mind, the memories of nightmare creatures you have witnessed will not leave you alone. They are constantly displacing, invading, and even consuming your other memories, disrupting your sense of spatial relations and chronology. You are not allowed to make or use maps of the dungeons you explore.

Your Secrets Bought and Sold

The nightmare realm is in cahoots with another type of creature. It gives them information about you, tells them your secrets. They know *things* about you, things they shouldn't. You suffer disadvantage on rolls you make to interact with a type of creature, whether you are fighting, parleying, or tracking them. Roll 1d6 to determine what type of enemy buys your secrets:

Roll	Enemy
1	Animals and beasts.
2	Beastlings (but not beasts).
3	Dwellers in the deep.
4	Faeries.
5	Golems.
6	The undead.

Lifting the Curse

It is always possible that you could find a way to cure someone of their nightmare curse. You might find a healing spell powerful enough, or an exorcist holy enough, or a magical item that can do the job.

In all such endeavours, however, it is important to remember that every curse is actually a living creature of nightmare that dwells inside the mind or body of the afflicted. It lives as they live and dies when they die, yes—but if removed from its host, this nightmare enters the material world, free and self-aware. It cannot build an incursion or summon other nightmares unless it finds an anchor, true, but it can certainly try to murder the people who drew it from its host.







Chapter 7.

Wandering
the
Wastelands





Travel

The untamed wilderness presents a unique opportunity for nightmare incursions. As long as there are enough people and monsters for them to find purchase here, they have enough distance from major population centres that it is easy to grow strong with a minimum of interference. The nightmare realm can also flaunt itself out here where few people go, as there are fewer consequences for doing so.

The downside is that there are far fewer numbers of people who can feed it their darkness, especially once an incursion attracts a fair number of monsters to its halls. Luckily, there are always adventurers, who come like moths to a flame.

Mounting an Expedition

First off, make sure the party has the proper supplies. If they neglect to purchase tents, mules, and iron rations, the first night in the jungle will show them the errors of their ways. An expedition needs enough food and water to last the entire journey, and enough pack animals to carry it all.

It is up to the GM to decide how long a journey will take, based on the distance to be covered, the speed at which the party can travel, and the condition of the terrain. The more difficult the terrain is, the easier it is for an incursion to hide in it, usually, but the longer it takes cultists or monsters to reach a settlement, the less of an impact the nightmares can have on it—and the last thing nightmares want is to be ignored.

It is perfectly appropriate for the GM to ask for attribute tests in order to organize guides, porters, and other hirelings (Charisma); to manage the supplies and monitor the rate at which they are consumed (Intelligence); to perform arduous labour in difficult conditions (Ferocity or Health); and to maintain a swift and exhausting pace (Health or Willpower). Characters skilled at such jobs should have an easier time, rolling against their full attribute scores, instead of half.

Successes mean the expedition proceeds as well as can be expected. Failures increase the expense of the journey, in terms of, for example: time and money spent, hardship endured, reputations ruined, friendships ended, and lives wasted.

Once half your supplies are gone (and assuming you are not yet lost), you must decide whether to turn back or press on and hope you reach your destination, or a place where you can re-stock, before you run out. At this point, the party may decide to split in two, or decide to fight over it, which might spell the end of the expedition all on its own, never mind monsters, hunger, and fever.

Setting Out

There are two methods for finding things in the wilderness. If you know of a specific location you want to get to, and roughly where it is or in what direction, you can try to find your way (back) there. On the other hand, surveying an expanse of unexplored wilderness in order to discover what is hidden there, and blaze a new trail to it, is a much more difficult endeavour.

Pathfinding

In order to travel directly to a known location in the wilderness, you require at least one of the following (and possibly more):

- An accurate map that shows you the way there.
- A knowledgeable guide to lead you there.
- A successful orienteering roll.
- Your own knowledge of the way there (via confession or flashback).

If the landscape you are trying to cross is exceedingly treacherous, the GM may ask for an orienteering roll even though you have an accurate map or a knowledgeable guide. You still have to read the map, and guides can sometimes be wrong. The GM may also ask for rolls to properly manage the expedition. Just because you know where something is, doesn't mean it's easy to get there.

In general, the point of wilderness exploration is to go where maps and guides cannot lead you. The more dangerous a place is, the more secluded and wild, the fewer people there are who know of it. And just because you have been to a location before does not mean you know the way enough to go back without making an orienteering roll. All of which means that your own skills and determination are your main means of making it through the wilderness.

Trailblazing

When you are surveying unexplored wilderness, in order to discover what is there, you must make an orienteering roll each day you spend on the move, in order to avoid becoming lost.





Orienteering

The wilderness is wild because no one knows it. No one has carved it up and left roads running through it. If there are roads and rivers and trails to follow, you can find your way without getting lost. If there are no such things, you must rely on your own skills to orient yourself and find a way to what you are looking for.

If you are skilled at orienteering or wilderness survival, you must roll equal to or lower than your Intelligence score or less on a d20 to avoid becoming lost.

If you are unskilled or unfamiliar with this type of terrain, you must roll equal to or lower than half your Intelligence score, rounded down, on a d20 to avoid becoming lost.

Getting Lost

Losing your way in the wilderness can be anything from a minor inconvenience to a death sentence.

If you get lost while pathfinding, you either take a wrong turn at some random point in your journey, or at the most likely place, in the GM's opinion. From that point on, you travel in a random direction, or the most appropriate direction given the specific landscape.

If you get lost while trailblazing, you simply move ahead in a random direction, instead of your intended direction.

Once you get lost, a successful orienteering roll is all you need to recover your sense of direction. You may continue mapping accurately from the point at which you recover your sense of direction, but you cannot match your position accurately with your old map until you find a familiar landmark or other location.

Return Trips

Once you arrive at a destination in the wilderness, you must still find your way back to civilization again. **If you know the way by heart (via confession or flashback) or your mapping has been accurate**, you can do this without having to make orienteering rolls, though you might still encounter dangerous creatures.

If you do not know the way by heart or your mapping has not been accurate, you must return to civilization by pathfinding your way back through the wilderness.

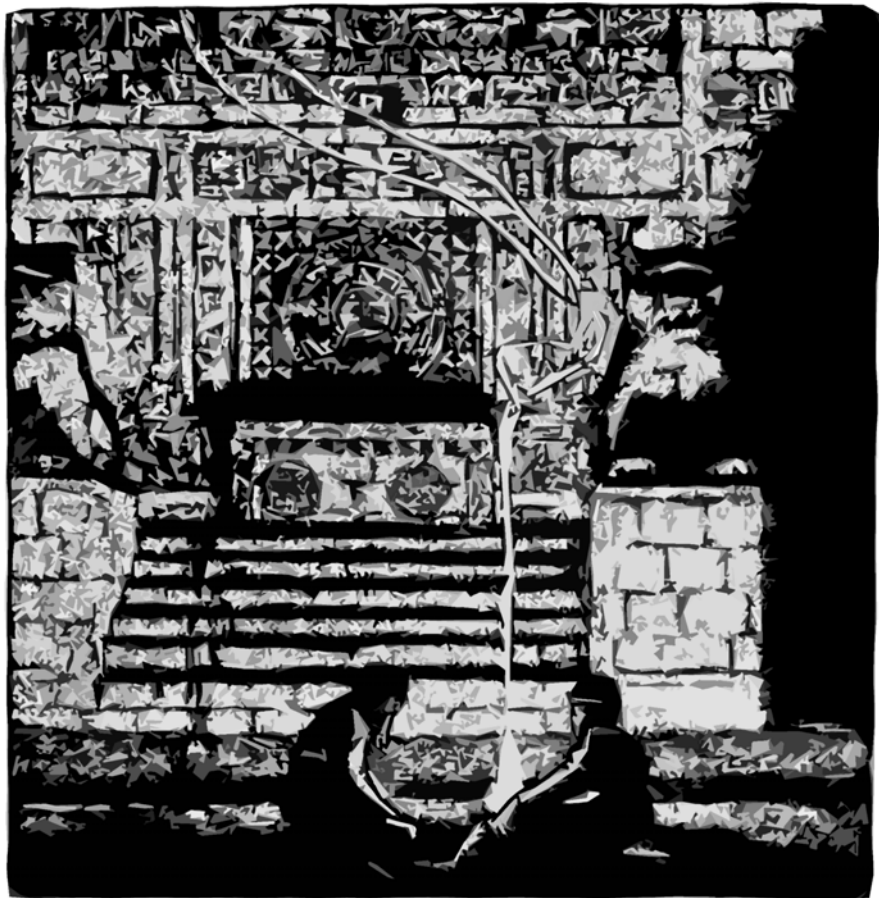
Monsters

Nightmare incursions inevitably attract monsters to them. Because this game is about raiding the nightmare realms, wilderness areas lacking in monsters and nightmare incursions should be skipped over. It is the GM's job to create a list of monsters that could be present in the areas where the party is travelling through, and to use that list for random encounters.

Random Encounters

In dangerous lands, the GM checks for random encounters once each day and once each night. As in a dungeon, there is a 1 in 6 chance of an encounter. Particularly dangerous areas may require more than one check per day or night, or they might be the location of a lair.

Encounters in the wilderness do not include nightmares, but may include criminals, corrupted humans, wild animals, and most types of monsters.





Hunger and Thirst

The real problem that stems from getting lost is not that it takes more time than it should, it's that the extra time depletes your resources when you can't just go back to town and restock.

If you have no food to eat, you cannot rest or re-roll your Disposition, and you take 1 point of damage every day you travel or do any work.

If you have no water to drink, you cannot rest or re-roll your Disposition, and you take 1d3 damage each day you do nothing, 1d6 damage each day you must work or do nothing in a hot environment, and 2d4 damage each day you spend working in a hot environment.

Hunting and Foraging

In order to avoid starving to death in the wilderness, you may attempt to live off the land, foraging for food and clean water. Foraging takes a few hours minimum.

If you are skilled at foraging and surviving in the wilderness, you can find enough food for a small party in a fertile environment if you roll equal to or lower than your Intelligence score on a d20. If you want to feed a large group, or if you are foraging in an infertile landscape, you must roll equal to or lower than half your Intelligence score, rounded down, on a d20 to find enough to eat. Even if you are skilled, you cannot forage successfully for a large party in an infertile landscape. Someone is just going to have to die of hunger and thirst.

If you are skilled at hunting and you have the proper tools, you can feed a small party where game is abundant if you roll equal to or lower than your Dexterity score on a d20. If you want to feed a large group, if you are hunting where game is scarce, or if you are hunting abundant game with inadequate tools, you must roll equal to or lower than half your Dexterity score, rounded down, on a d20 to find enough to eat. Even if you are skilled, when there is no game to be caught, there is no game to be eaten.

If you have no wilderness survival skills, you can still manage to hunt or forage a fertile landscape for a small party if you roll equal to or lower than half your Intelligence score, rounded down, on a d20. Sadly, a large party or an infertile landscape is enough to defeat the unskilled traveller.

Sailing the Seven Seas

Sailing a ship from one location to the other requires all of the following:

- An accurate map showing at least your starting location.
- A successful navigation roll.
- A successful sailing roll.

If your map does not show your destination, you need a successful navigation roll to arrive there, otherwise you get lost and arrive at some other destination instead.

If it does show your destination, a failed navigation roll simply means the journey takes longer than usual. Either way, a failed sailing roll means the journey takes longer than usual. Navigation and sailing rolls are the same as any other skill roll.

Because nightmare incursions usually only exist where there is land, getting lost at sea is beyond the scope of these rules.





Mapping the Unknown

Knowing the approximate location of your destination but being unfamiliar with the route that leads there is a much less daunting proposition than knowing an incursion lies “somewhere out there” and setting out to look for it. Trailblazing through the wilderness means exploring, mapping, and ultimately mastering an unknown patch of landscape—or perhaps dying in the attempt.

The map of an area that the PCs want to explore is, in many ways, much like a dungeon. The PCs must comb the area, finding out what is there, looking for treasures and dangers—and, in particular, the incursions where those can be found—just as they do when they find those incursions. This is how you must proceed if you don’t know where your destination lies, and you have to go look for it.

The GM can organize their map any way they like: use a real map, draw something freehand and just eyeball distances, or use squares or hexagons to measure distance. Hexagon maps are probably the most common tool for wilderness maps.

The Nightmares Underneath is not about hunters on safari, so your game should focus only on the exploration of areas where nightmare incursions actually exist. Because the nightmare realm attracts monsters to it, these parts of the wilderness become very dangerous, and not for the mundane reasons of man-eating tigers and deadly fever. There are, of course, rewards for those who defeat the nightmares, and that is why adventurers would set out into danger, so the exploration of wilderness areas devoid of nightmare incursions should be hand-waved away and skipped over.

Travel Times

Speed of travel varies greatly, based on the terrain, the weather, the determination of the travellers, and the opportunities they find for places to rest and spend the night.

Terrain	Average Rate of Movement
On the road	10-30 miles per day.
Through clear terrain	5-20 miles per day.
Through rough terrain	1-10 miles per day.

Clear terrains include deserts, light forests, highlands, and plains. Rough terrain includes jungles, mountains, and swamps.

Visibility

Because the PCs are trying to ascertain what the wilderness holds for them, the GM should always be aware of how far they can see around them, and factor this into their speed of movement. There is no point combing the landscape only to miss the important bits. Greater visibility allows the party to move faster, while dense jungle, for example, forces them to move slower while spending more time exploring the trail they are actually blazing.



Staying on Course

Each day, the party of explorers must have a navigator make an **orienteering** roll. Success means your party can move at full speed, failure means you either move slowly, or you get lost. Encountering a significant obstacle or something dangerous can also slow down your normal rate of movement.

If the GM uses a map with **10-mile hexes**, for example, travel speed based on the orienteering roll can look like this:

Terrain	Successful Roll	Failed Roll
On the road	3 hexes per day.	1 or 2 hexes per day.
Through clear terrain	2 hexes per day.	1 hex per day.
Through rough terrain	1 per day.	No significant movement.

If you have the right equipment—like maps and compasses and climbing gear if you need it—a successful roll allows you to move ahead at full speed until you reach a significant obstacle or encounter something dangerous. Otherwise, you must make an orienteering roll each and every day.

Once you find yourself back in familiar territory, you can return to pathfinding, or simply return to your starting point without difficulty, if you know the area by heart (through confessions or flashbacks).

Encounters

Each day of travel, the GM rolls the encounter die (see pages 299-301) to check for wandering monsters. There is also the same chance of a random encounter at night, if the party makes camp.

Roll	Result
1	Encounter with a monster.
2-3	Evidence of a monster.
4+	Nothing unusual.

It is up to the GM to create a random table that features all the possible monsters that can be encountered in the wilderness the party is exploring, or to decide what monster is encountered, if there are only a few different types.

When the party gets close to an incursion, it may be appropriate for the GM to roll twice and use the lower result.

Other Dangers

Getting lost, running out of supplies, and dying of hunger and thirst are of course also concerns when exploring the unknown wilderness, just as they are when pathfinding. The party also has more incentive to learn these areas by heart, through confessions and flashbacks, than when they simply need to find their way to a specific location once.

Exploring Smaller Scale Maps

If days are too long, and the distance covered over the course of a day is too great for the map you have envisioned, you can zoom in to an hourly level instead. For maps of this size, hexes should not be more than 6 miles across, and smaller hexes may be preferable.

At ground level, the horizon is approximately 3 miles away. From 100 feet up, it is approximately 12 miles away. Thus, if you use 6-mile hexes, you can assume the party is able to see to the edge of a hex from the middle of it, while travelling at ground level, and is able to see 2 hexes of distance when 100 feet above the ground. If you use 3-mile hexes, you can assume the party is able to see 1 full hex in every direction while travelling on foot, or 4 hexes from 100 feet above the ground, and is able to move 1 hex every hours at a normal pace.

Normal walking speed is about 3 miles per hour, although moving at this rate does not account for taking rests, foraging for food, getting lost, scouting the terrain, or searching locations for anything interesting. Assume characters move at about half this speed, modified by the difficulty of the terrain, and can push themselves to move faster if they wish.

Terrain	Base Movement Rate
Good roads.	2 miles every hour.
Trails and poor roads.	1 mile every hour.
Deserts, forests, highlands, plains.	1 mile every 2 hours.
Dense jungle.	1 mile every 4 hours.

At this rate, you can also search the landscape, the same as if you were searching a dungeon. Roll against your Dexterity score if you are actively searching a location for secrets, traps, or other hidden dangers. Roll against your Intelligence score to spot things far off in the distance.

If you push yourselves, you can move at twice the base movement rate, but only thieves will be able to search for hidden things. Also, if you move at this speed for half a day, only a night's rest will refresh you (not a short rest), and you must save against your Health or lose half your Disposition.



There and Back Again

If you want to be able to find your way back to a location in the wilderness that you have found, with no chance of getting lost along the way, you can learn the route by solidifying the location in your memory. This requires a scene that connects your character to some aspect of the location—either a confession or a flashback.

If you do not have your own knowledge of a location in the wilderness, forged through a confession or a flashback, having been there before is no guarantee of arriving safely or in a timely manner the next time you travel, even if you have mapped your way there and back. You must still make orienteering rolls.

Including other characters in your confessions or flashbacks, by confessing to them, or telling them of your flashback, gives them the knowledge of the route as well. They will not need to make their confessions or narrate their own flashbacks in order to find it again.

Confessions

To make a confessions, you must reveal something of your character's inner life to the GM and the other players. They could make this confession to a companion, write it in a journal, or simply mull it over in their own head. Your confession must reveal negative aspects of your character's life, experiences, or feelings. You may confess any of the following:

- Your antisocial desires.
- Your criminal plans.
- Your fears.
- Your regrets.

The place whose location you want to remember must be the inspiration for this confession. Perhaps these surroundings inspire fear inside your heart, or cause you to reflect on the selfish motivations that led you to seek them out. Or perhaps you and your companions discuss the vengeance you will all be able to have once you loot the treasures buried here.

You can draw upon what you already know about your character, or decide on new details on the fly. You are not required to discuss or reveal anything your character has actually done in the past (that's what flashbacks are for), just what they think or feel.

Flashbacks

To have a flashback, you must describe an event, or a series of events, from your character's history, and how they relate to this location. It could be the event that your character to find this place, or what is reputed to be here. It could be something that happened when they were here before, even if it is not what brought them back. It could simply be an event that occurred in a similar place, however far away, that your character is only now remembering.

Events in a flashback must be disturbing, stressful, traumatic, or otherwise able to conjure negative emotions in your character. You are not required to describe how your character felt at the time or how this memory makes them feel now (that's what confessions are for), but you may, if you like. You can flash back to any of the following:

- An assault, crime, or violation you were the victim of.
- A betrayal, crime, or trespass you committed.
- A disturbing event you participated in.
- A disturbing event or phenomenon you witnessed.
- A disturbing phenomenon you experienced.
- A time when you learned things you would rather not know.
- A time when you lost control of yourself.

As with confessions, the place whose location you want to remember must be the inspiration for your flashback, and you can keep it to yourself or share it with your companions, whichever you like, as long as the GM knows what happened.

If you don't yet know the details of your character's past, you can invent whatever you think is appropriate. If you've already revealed details, take care not to contradict them when you describe new ones.









Chapter 8.

*A World Full
of
Nightmares*

Nightmares





The GM's Job

As the GM, you have a much larger job than the other players. They get to concentrate on portraying one character each, while you have to do everything else. Your responsibilities are essentially three-fold:

One

You portray the setting, including all characters other than the players' characters. You can, of course, ask the players questions about the societies they come from, in order to portray them better. If something in the game is part of a PC's background, culture, or past, you can let them decide its features. But anything the PCs find unfamiliar is entirely up to you to create.

How much of this setting the characters explore is also up to you. Are days spent in town hand-waved so you can get back to the dungeon? Or are the intrigues of the sultan's court dominating your game? You can use the setting material presented here in this book, or use a different setting altogether, but remember that the rules presented here are focused on dungeon exploration, and if you are going to play this game, you should probably focus on that, too.

Two

You create the nightmare incursions that the PCs venture into. You can use the procedures presented here in this chapter, create dungeons using your own procedures and judgment, or you can use dungeons created by other people—whichever method you prefer.

Three

And finally, it's your job to adjudicate the rules. You may want to run the rules straight out of this book, in which case you will still have to make spot decisions when you encounter a situation not sufficiently covered here. You might also want to remove rules that slow down your game, or add new rules, either from other games or of your own invention. This is fine, as long as your players agree and the rules don't get in your way while you run the game.

It's up to you to figure out how you will make decisions when the rules don't cover a situation, or when you have to make a judgment call about the fiction as it is affected by the rules. You can use your sense of realism, or your understanding of genre tropes and narrative structures; you can roll on a random table; or you can even hash it out with the other players. Doing so in a consistent manner is key, though, as this is what makes the activity an actual game that every player can engage with fairly.

Your responsibilities:

- Portray the setting.
- Create the nightmares.
- Adjudicate the rules.



What You Do

The main things you do as the GM are: put the players' characters in situations that you think are interesting and present them with challenges that you find engaging. It's definitely not your job to beat them, to win the game, or to make them lose. But it's also not your job to make sure they win, to entertain them, or to tell them a story. Pay attention to what they find interesting and engaging about the game you are playing, and try to incorporate, or reincorporate, those elements you find inspiring yourself. Playing an entertaining game and creating an enjoyable piece of fiction is every player's responsibility. As the GM, you're something of a facilitator—and probably the one who will end up doing the most work—but that doesn't mean you're the one in charge. You don't have to be the boss.

You may be called the “Game Master,” but it's really just a legacy term, used here because it is so common. If you're a master of anything it's a master of ceremonies—you're a presenter and a facilitator first, not the star of the show. The real stars are the other players and their characters. They won't have much to do if there's no dungeons for them to raid, that's true, but without those characters, that dungeon is just going to sit there, collecting dust.

What you do:

- Put the PCs in situations you think are interesting.
- Present the PCs with challenges you find exciting.
- Don't try to “win.”
- Engage with the interests of the other players.

Dungeons and Monsters

This game is focused on adventurers who raid nightmare dungeons, looting them of treasures and causing them to crumble away, all while trying to avoid being killed by monsters. The more your game strays from this activity, the more you will need to stray from these rules. The previous sections covered the activities of the PCs while in a dungeon as well as their activities in society between forays into nightmare. This section gives you the tools to create those nightmare dungeons, including the nightmare creatures that populate these incursions. A collection of additional monsters can be found in the bestiary section as well.





Creating a Nightmare Incursion

Beyond the veil of sleep, beyond the stars, beyond time and space itself, lies a world full of nightmares, conscious and solid. This nightmare realm has seen the waking world, and tasted its fears, and it hungers for more. In order to invade the Kingdoms of Dreams, the nightmare realm creates self-contained spaces that act as bridges, allowing nightmare creatures to influence the human world and letting humans enter the nightmare world. Because these incursions are constrained spaces, they usually take the form of caves and tunnels and built environments like dungeons.

Nightmare incursions are composed of multiple individual lairs. Each lair is controlled by one specific type of nightmare, called the crown, which also determines the appearance and character of the lair. Lairs are ranked by level, just like characters are. The higher level a lair is, the closer it is to the nightmare realm and the more dangerous its crown is.

Lairs are not stable creations, however. In order to exist, they require an anchor. Any material object infused with strong emotion by humans can function as an anchor—the more the item was, or is, valued, the stronger the lair attached to it can be. This does not mean the anchor must always be monetarily valuable, though this is often the case.

It is also easier for lower-level lairs to maintain a portal that accesses the waking world directly. It requires some kind of will or action by human beings in order for the connection to be made, and lairs closer to the nightmare realm itself are harder for the human mind to comprehend. Because of this, most incursions are composed of numerous lairs, with the lowest-level lairs being points of entry for humans. But even if an incursion's connections to the waking world are destroyed, any lair that still has an anchor may reach out to the sleeping minds of humanity and influence someone to create a new portal.

Cults on the Borderlands

When a nightmare incursion is discovered, adventurers inevitably arrive to attack it. Although a wave of descending humanity can be good for the nightmares in the short term, it often means destruction in the long term. Nightmares prefer to find corrupted humans to hide the entrances to their incursions, so they can spread corruption covertly.

These corrupted outposts are run by servants of nightmare, or even by inhuman monsters, but are not part of the incursions themselves. They can exist in the midst of a bustling civilization without being obvious. Normal people can come and go, pass by and through, without being subjected to curses and madness. Only those the outpost's minions capture specifically have the taint inflicted upon them.

However, since these outposts are not part of incursions, any treasures recovered from them can provide no experience points at all.



Step 1: The Crown

Every lair in a nightmare incursion is controlled and inhabited by a particular type of creature—a thing composed of nightmares to terrify the human soul. There might be a single nightmare creature of great power, but usually the lair is able to spawn an unlimited number of nightmares whose level is the same as that of the lair.

You can use the nightmare creation procedures presented later in this chapter, choose a nightmare creature from the bestiary, or use your own methods for creating monsters. The crown represents the main risk and the main threat to the PCs who venture into the lair, even though there might be other monsters inside it, and other dangers. Until the anchor is removed or destroyed, the crown will always be there.

Lair Type

There are four types of dungeon lairs, each indicating what type of threat is foremost in the lair. You can wait and choose the lair type when you roll for the additional threats, or you can choose a lair type as part of determining the crown. Choosing now can help you imagine the lair's flavour and the history behind the thoughts and emotions fuelling it.

Deathtrap Dungeons are full of traps instead of monsters. The environment itself is treacherous and lethal, designed to lure people in and destroy them in gruesome manners. In a deathtrap dungeon, PCs have more time to work carefully, but if they don't take that time, death and dismemberments quickly follow.

Heretic Temples are inhabited by crazed people who worship the nightmare realm and work to spread its corruption when they eventually return to the world above. The danger of this type of dungeon lies in the fact that there are people here—and not all of them voluntarily, perhaps, but because of the corrupting nature of the nightmare realm, they are all unstable.

Monster Hordes are lairs that inhuman monsters have flocked to. They work for, or with, the nightmare creatures that control the lair in some kind of symbiotic or parasitic relationship. Monsters are a more immediate threat than human minions, but have a harder time becoming a threat to human society proper.

Spawning Pits have more nightmare creatures than any other threat. Their main purpose is to absorb the fears and night terrors of humans in order to spawn new nightmare incursions. These lairs are more concerned with creating these nightmare creatures, rather than trapping people or attracting allies.

Step 2: The Anchor

The anchor is the object or objects that tie the nightmare realm to the material plane. These objects must have been suffused with human emotions before being stolen by nightmares to be used as anchors, and the nightmares also feed off these emotions, using them to help create the features of their lairs.

Value

Because expensive objects are often valued quite highly by their owners and those that covet them, the anchor may be of great monetary value on its own—a gemstone or a chest full of gold coins, for example—or it might be an otherwise worthless item, in which case the monetary value determines how much a collector will pay to possess it. Some collectors may have nefarious uses for such items, however.

To determine the monetary value of the anchor in a nightmare incursion lair, roll 2d6 and add the lair level:

You are not required to tell the players the exact value of the anchor until they remove it from the dungeon.

Roll	Monetary Value
3	1d10 cyphers.
4	1d10 × 2 cyphers.
5	1d10 × 5 cyphers.
6	1d10 × 10 cyphers.
7	1d10 × 20 cyphers.
8	1d10 × 50 cyphers.
9	1d10 × 100 cyphers.
10-11	1d10 × 200 cyphers.
12-13	1d10 × 500 cyphers.
14-15	1d10 × 1,000 cyphers.
16-17	1d10 × 2,000 cyphers.
18-19	1d10 × 5,000 cyphers.
20+	1d10 × 10,000 cyphers.

Size and Weight

Roll 1d6 to determine the **size and weight** of the anchor, as expressed by its encumbrance value. It may consist of multiple items—half a dozen diamonds, a pair of swords, a stack of loose paper—as long as it adds up to the specific encumbrance rating determined by the roll:

An encumbrance result of 7-9 may also indicate an oversized item (such as a piece of furniture), and a 10+ may indicate multiple oversized items. A PC can only carry one oversized item at a time, and some may require more than one person to carry. Or the anchor can be a hoard of seven or more encumbering items.

Roll	Anchor Weight
1-2	Small or tiny item.
3-4	1 encumbrance.
5	1d6 encumbrance worth of item(s).
6	2d6 encumbrance worth of item(s).

There are random tables in the appendix (pages 400-409) to help you decide what kinds of items make up a lair's anchor.



Step 3: Additional Threats

The crown and anchor are not the only important elements of a nightmare incursion. Lairs attract other monsters and corrupted humans, and the nightmares cannot help but fill their lairs with traps and special features that reveal their true natures.

If you have not already chosen a lair type, choose one now: deathtrap dungeon, heretic temple, monster horde, or spawning pit.

Corrupted Outpost

If this lair can be accessed directly from the Kingdoms of Dreams—as opposed to being accessible only from other nightmare incursion lairs—roll to see if there is a corrupted outpost attached to it:

- **If the lair is a deathtrap dungeon**, there is a 1 in 6 chance of a corrupted outpost, maintained by any type of corrupted human or monster.
- **If the lair is a heretic temple**, there is a 2 in 6 chance of a corrupted outpost maintained by corrupted humans.
- **If the lair is a monster horde**, there is a 2 in 6 chance of a corrupted outpost maintained by inhuman monsters.
- **If the lair is a spawning pit**, there is a 3 in 6 chance of a corrupted outpost maintained by either corrupted humans or inhuman monsters.

If a corrupted outpost is present, the passage to the nightmare incursion is located inside of it, either as a hidden doorway or displayed prominently where civilization cannot see it. A corrupted outpost counts as a lair of one level lower than the lair whose entrance it guards, has no anchor, and is maintained by a group of people or monsters instead of nightmares.

Other Elements

Roll 1d6 and add the lair’s dungeon level to determine how many additional elements the lair contains. For each additional element, roll a d6 to determine what type of element it is:

Roll	Corrupted Outpost	Deathtrap Dungeon	Heretic Temple	Monster Horde	Spawning Pit
1	Corrupted	Monster	Corrupted	Monster	Monster
2	Monster	Special	Corrupted	Monster	Nightmare
3	Special	Special	Monster	Special	Special
4	Special	Trap	Special	Special	Special
5	Special	Trap	Special	Trap	Trap
6	Trap	Trap	Trap	Trap	Trap

Then add 1 more special feature per level and 1 more trap per level.

Corrupted

Any type of human can be a corrupted by the nightmares. They are not required to be cultists, though professional nightmare cultists do exist. Roll 1d20:

Roll	Type				
1	Assassin.	7	Mercenary.	15	Servant.
2-3	Bandit.	8-9	Noble.	16-17	Slave.
4	Champion.	10-11	Peasant.	18	Thaumaturgist.
5	Cultist.	12-13	Proletariat.	19	Thief.
6	Fighter.	14	Scholar.	20	Wizard.

Monsters

Any kind of monster, nightmare creature, or human antagonist. Roll on any table, including 1d20 on this one which excludes humans and nightmares:

Roll	Type		
1	Beastmen.	11	The Kraken.
2	Blackbirds.	12	Lamprey Golems.
3	Crab-Dogs.	13	Poison Trees.
4	Dragons.	14	Revenants.
5	Eclipse Wolf.	15	Rittersnakes.
6	Faerie Nobles.	16	Silent Accusers.
7	Goblins.	17	The Simurgh.
8	Hellhounds.	18	Tomb Guardian.
9	Illuminators.	19	The Underfolk.
10	Iridescent Globes.	20	Wasp Riders.

Nightmares

Another nightmare creature inhabits this lair. Roll 1d12:

Roll	Type		
1	Abductors.	7	Locust Butchers.
2	Adepts of the Flame.	8	Shadows of Pain.
3	The Cavemurdered.	9	Skull-Faced Fiends.
4	False Children.	10	The Stalker.
5	Glass Thieves.	11	Thorn Priests.
6	Hive Mothers.	12	Wound Men.



Special Features

Not everything inside a dungeon is an immediate threat to the PCs. Some aspects of the environment present special opportunities that can be used by the monsters against the PCs, but also by the PCs themselves, if they can seize the initiative. For each special feature, roll a d6 to determine its nature.

Roll	Special Feature
1	Danger.
2	Enhancement.
3	Resource.
4	Reveal.
5	Subterfuge.
6	Transformer.

Danger

It's not an active threat, but an existing hazard that is part of the environment. It can be dangerous to both PCs as well as monsters. A bottomless chasm, a fast-flowing river, fungal growths that release poisonous spore clouds when disturbed, metal rods that attract lightning strikes, poisonous fruit, a raging bonfire, or stinging thorns and nettles.

Enhancement

A feature that increases the power of a threat in the dungeon, be it monster, trap, or danger. The enhancement can be removed, if the PCs discover how. An alarm that reveals the PCs and their location, a balcony that only the monsters know how to access, a psychic monolith that increases the range of nightmare creatures' powers, a supply of drugs that induce in the cultists a berserk rage, or any danger that the monsters are immune to.

Resource

An obvious feature of the dungeon that can be used for advantage by monsters and PCs alike. An alchemical pool with magical waters, an area of high ground that is hard to get to, an elevator, a garden of weapons, a magic gate that leads to some other part of the dungeon, or a scrying pool shows other areas.

Reveal

Anything that shows the story behind the nightmare incursion's creation. Diaries and journals, paintings and photographs, visions of the past, remnants of a person's life.

Subterfuge

Anything that hides a monster, trap, or danger from being easily uncovered. This can be a deliberate subterfuge, or unwitting. Illusory flooring or stairs, a maze, overgrown plants and vines, persistent fog, secret doors, monsters disguised as statues, or a wizard with the invisibility spell.

Transformer

A feature that changes the tactical situation in the dungeon drastically whenever it is used. Giant plants that secrete gallons of sticky resin when cut, illusory creatures, lockable metal doors that all take different keys, a room that moves from place to place, rooms that fill up with water, a source of illumination that turns on and off, or windows that let the winter cold inside.

Traps

A feature of the environment that is dangerous or deadly. Traps can be built by the nightmare realm or by others who inhabit it, whether humans or other monsters. Interacting with traps created by nightmares attracts the attention of nightmares, and creating a commotion by falling victim to a trap tends to attract other monsters. And then there is the problem of the trap itself.

For each trap, choose or roll 1d12 to determine what type it is:

Roll	Trap Type
1	Alarm or summoning trap.
2	Ceiling trap (blade, falling objects, gas, nets, etc).
3	Crushing trap.
4	Dart or projectile trap.
5	Drowning or liquid trap.
6	Explosion, fire, flash, or lightning trap.
7	Falling or transportation trap (pit or chute, moving hallway, etc).
8	Fog, gas, or smoke (may be toxic).
9	Illusion.
10	Infection or poison.
11	Insanity or mind control trap (reduces Intelligence or Willpower).
12	Locking door, maze, or prison.

Example effects:

- An **alarm** demands a wandering monster check every 1d6 rounds.
- A **blinding flash** causes blindness for 1d6 rounds. Save against Dexterity to close your eyes in time.
- **Falling** inflicts 1d6 damage per 15 feet, directly to Health.
- **Fog or smoke** obscures the environment. Save against your Intelligence or miss noticing hidden dangers.
- **Insanity** deals 1d6 damage to Intelligence, save for half damage.
- A **locked door** can be battered down, save against your Ferocity after 1 turn.
- **Mind control** deals 1d6 damage to Willpower and implants a command. Save against your Willpower to resist the command.
- **Poison** deals 1d6 damage directly to Health (or Dexterity, if paralytic).
- **Projectiles** make attack rolls. Add the dungeon's level, deal 1d6 damage.
- **Slippery liquid** causes you to fall unless you save against your Dexterity.
- A **summoning trap** causes a nightmare or other monster to appear.



Step 4: The Map

Once you have a crown, an anchor, and a collection of other elements, you need to place them on a map of the lair. You can draw a new map or use one you already have. You can place elements in different places or double them up. You can leave sections of your map empty, or add new lairs for those sections. The number of elements you have in a lair does not have to reflect the size or number of areas on the map. Some dungeons are crammed full, with death around every corner. Others are almost wastelands, they're so full of empty, unused rooms.

Areas

A cavern, room, or collection of adjacent spaces that have a feature in them count as a single area. If there are multiple features in the same place, it is still a single area. A large group of empty rooms may also count as a single area.

You should have a rough idea of where an area inhabited by an important feature begins and ends. It should be hard or impossible to interact with both areas without standing directly on the threshold between them. When the PCs cross these borders for the first time, the nightmare realm can sense them, and it reacts to them.

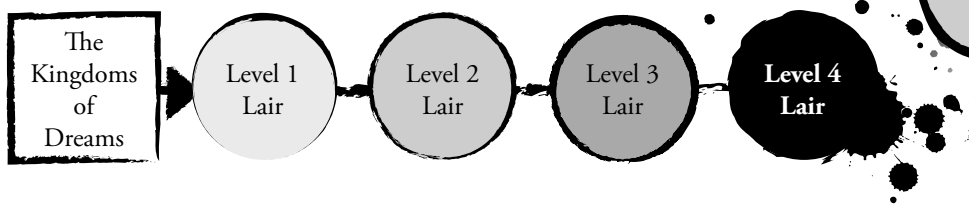
Connections

Dungeons can be single lairs only, if you want, or you can create massive subterranean structures full of nightmares, connected by whatever types of passageways make sense (or even ones that don't, at least not to outsiders). Larger dungeons should be arranged by level, with the lowest level having the most number of portals to the material plane. As adventurers delve deeper into the dungeon, they move from one level to another, with each subsequent level having a higher rating than the last. Each lair that makes up a particular level has the same level rating.

This is not a strict rule, though. A Level 1 lair could have a passageway leading to a Level 4 lair, for example, and a dungeon designed for high-level characters might only have high-level lairs in it.

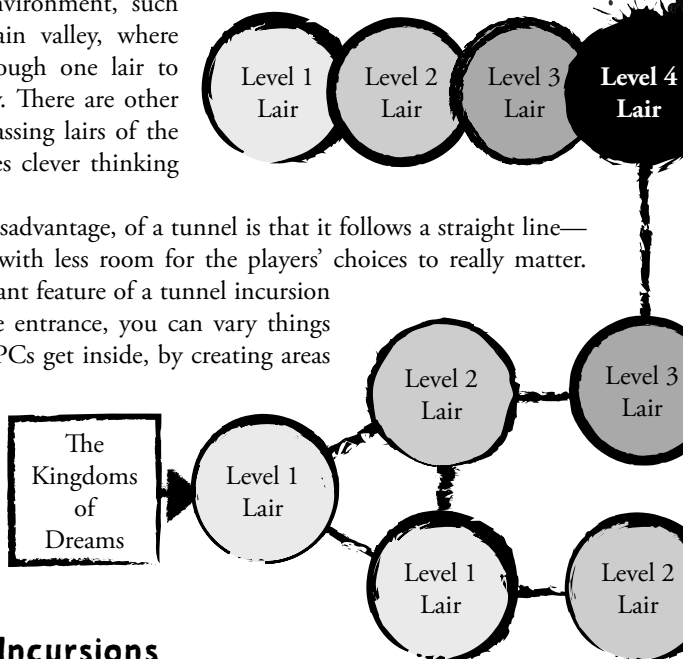
Entrances: Tunnel Incursions

How a nightmare incursion actually manifests on the material plane depends on its structure. The simplest structure is a **tunnel incursion**, which has only one main entrance. Adventurers must get through low-level lairs in order to access those of higher level. The basement of a house, for example, could lead to deeper basement levels, all made of nightmares. But a remote valley, with only one safe point of access, can also serve to hold a tunnel incursion.



Because of its mostly-linear structure, the tunnel incursion lends itself to enclosed spaces, including both subterranean or built environments. But it can also work in a more open environment, such as in an isolated mountain valley, where intruders must travel through one lair to get to the next, repeatedly. There are other ways in, and ways of bypassing lairs of the lower levels, but it requires clever thinking or planning ahead.

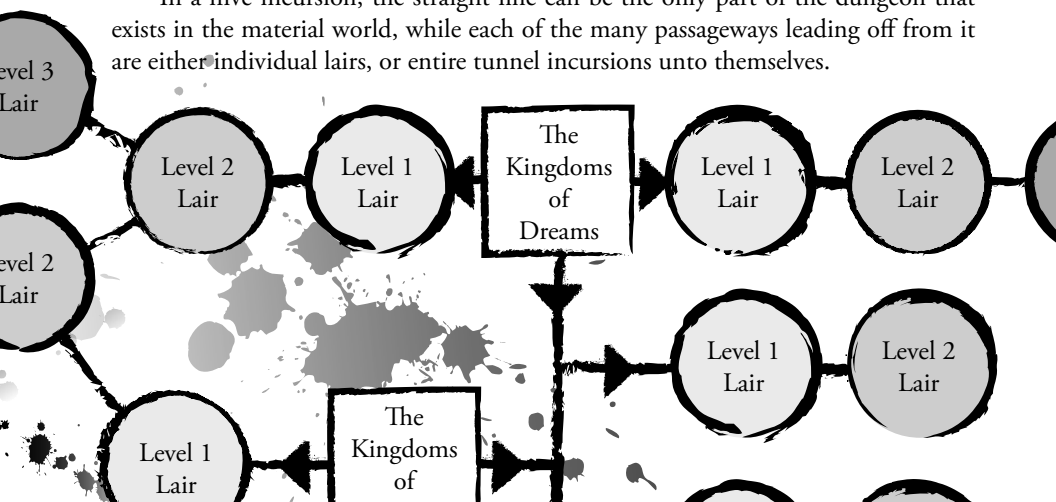
The advantage, and disadvantage, of a tunnel is that it follows a straight line—easier to prepare for, but with less room for the players' choices to really matter. But since the most important feature of a tunnel incursion is that it has only a single entrance, you can vary things up considerably once the PCs get inside, by creating areas that loop around or are connected to numerous other areas instead of just one.



Entrances: Hive Incursions

Somewhat more complex is the **hive incursion**, where numerous lairs have entrances connected to the waking world. They might be connected to each other by passageways within the incursion, or only by the material structure that contains their entrances. A haunted mansion, whose doors often lead to rooms that do not, and never have, existed anywhere on earth, is one example of a hive incursion. Another would be a cave complex whose tunnels may lead explorers to vast, natural caverns, or deeper into the nightmare world.

In a hive incursion, the straight line can be the only part of the dungeon that exists in the material world, while each of the many passageways leading off from it are either individual lairs, or entire tunnel incursions unto themselves.

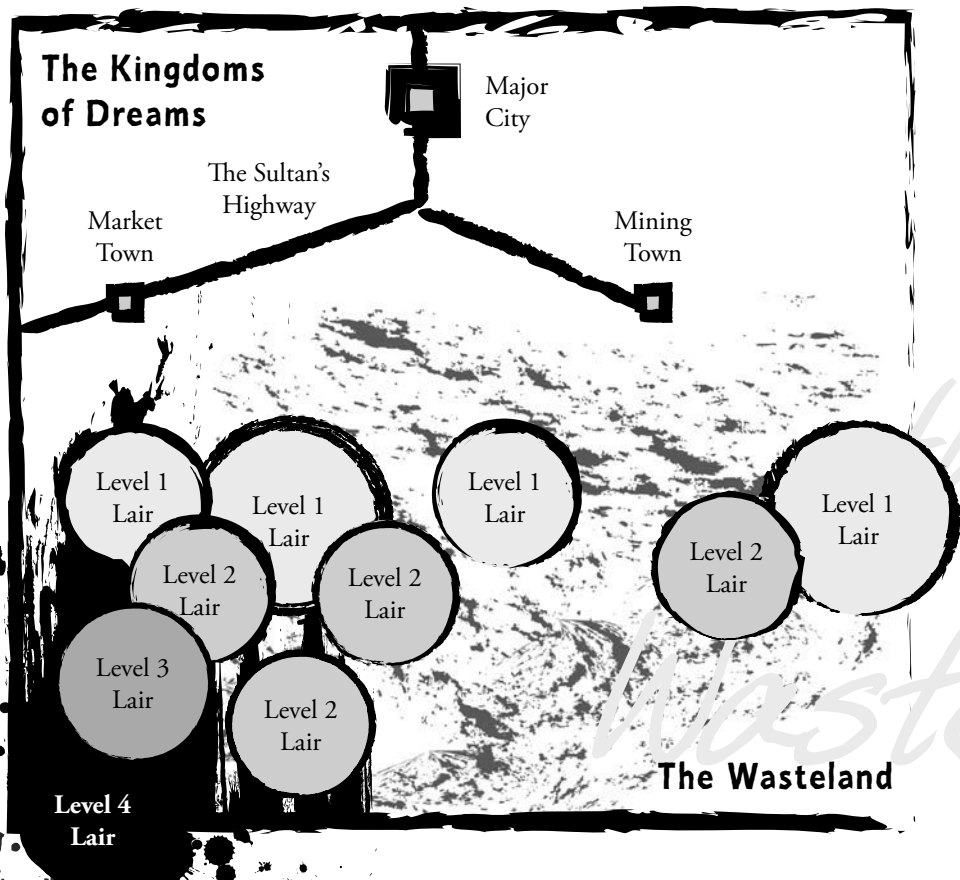


Entrances: Zone Incursions

The format of the **zone incursion** is the loosest. In these dungeons, lairs occupy a specific area of the world, overlapping it and allowing nightmares to wander it freely. Lairs do not have to touch each other, though each can also lead to both hive and tunnel incursions, if you wish. This type of incursion works best in wilderness areas, with lairs scattered across remote plains, swamps, or forests. But it can also serve for a house, inside whose rooms dwell nightmare creatures, but whose doors do not lead one into places that exist only in the realm of nightmares.

A zone incursion is more or less open to the waking world on all side, more so than a tunnel incursion that is open to the sky above but blocked on either side (as in the mountain valley example). The weakness these dungeons share is that they can both be spoiled quite easily by daylight. Nightmares grow mighty under the cover of darkness, but lose their impact once exposed and seen clearly.

The tight confines of interior spaces likewise work to strengthen nightmares, trapping you inside their domains. Outside, the night can serve a similar function, pressing down from all directions, whereas brightly-lit open areas tend to dilute the sensation of horror that incursions employ as a weapon against the Kingdoms of Dreams. Keep this in mind when designing your own nightmare dungeons.



Themes

Dungeons created by the nightmare realm are not limited to what could, realistically, be built underground (or even above ground, for that matter). Corrupted outposts should probably follow such logic, but nightmare incursions inhabit other dimensions, part of some other plane of existence. They are made of the same things nightmare creatures are made of: peoples' nightmares.

Roll 1d20 or choose the materials that the interior structures of your dungeon is made of. The entire dungeon might be mostly the same material, or it could be different for each lair, or each area of each lair.

Alternately, if you want your dungeon to be made from memories of structures entirely built by human hands, and themes around one or more specific structures, you can roll 1d20 on the following table to generate a random result:

Roll Materials

1-2	Bricks and mortar.
3	Carved rock.
4	Cloth, fabric, rope.
5	Crystal or glass.
6-8	Earthen construction.
9	Flesh and meat.
10-11	Human houses.
12-13	Natural caves.
14	Plants, roots, thatch, trees.
15-19	Stonework.
20	Wood construction.

Roll Structure

1	Baths or pools.	11	Mining tunnels.
2	Castle.	12	Offices.
3	Country manor.	13	Palace.
4	Crypt or tomb.	14	Sailing ship.
5	Display rooms.	15	School.
6	Forges.	16	Shops.
7	Gardens.	17	Tannery.
8	Halls.	18	Tenement housing.
9	Hospital.	19	Torture chambers.
10	Jail cells.	20	Workshop.



Wilderness Themes

Incursions in the wilderness can take many different forms. One might be subtle, a darkening veil draped across the earth, while another presents a vision of an alien world, drawn from the overactive imagination of a febrile sorcerer and invasively reproduced by the nightmare realm. An incursion need not have any thematic connection to the lands around it—arctic tundra in the middle of a tropical jungle, a fiery pit deep inside the forest, or a haunted castle in the midst of sand dunes are all appropriate forms for an incursion to take.

Roll 1d20 on one of the following tables for inspiration when placing normal or abnormal wilderness features in front of the PCs:

Roll Desert, Plains, and Wasteland Features

1	Arroyo.	9	Fertile soil.	15	River.
2	Bones.	10	Grassland.	16	Road or trail.
3	Caves.	11	Harsh wind.	17	Salt flats.
4-5	Dead tree.	12	Mesa or plateau.	18	Sand dunes.
6	Desert pavement.	13	Oasis.	19	Succulents.
7-8	Exposed bedrock.	14	Ravine.	20	Watchtower.

Roll Forest, Jungle, and Overgrown Area Features

1	Ancient ruins.	7	Clearing.	14	Large tree.
2	Animal carcass.	8	Flood plain.	15	Monolith.
3	Bluff.	9-10	Flowing water.	16	Road.
4	Broken hills.	11	Fort.	17	Swamp.
5	Cairn of stones.	12	Grove of trees.	18-19	Thick underbrush.
6	Cave mouth.	13	Lake or pond.	20	Valley.

Roll Weird or Anomalous Wilderness Features

1	Beach.	7	Garden.	14	Oil.
2	Bell tower.	8	Glacier.	15	Peat bog.
3	Buried city.	9	Grave hill.	16	Petrified forest.
4	Castle.	10	Heath or moors.	17-18	Shrine or tomb.
5	Empty farmhouse.	11	Island.	19	Sink hole.
6	Fire.	12-13	Monument.	20	Swamp gas.





Creating Nightmares

Every lair that is part of a nightmare incursion, of whatever level, is run by one type of nightmare creature. Ideally, every incursion has a different collection of nightmare creatures, but this is not always feasible, and different lairs in the same incursion lose little if they are run by the same type of nightmare. But the nightmare realm builds itself out of the actual nightmares and inner lives of human beings, so nightmare creatures should have some connection to the environment in the lairs they inhabit.

Concept

First you need an idea. What type of thoughts, dreams, and emotions is this nightmare formed out of? What experiences led to those feelings, and how does the dungeon reflect them? Every nightmare incursion is created from the negative experiences of humans, as they perceive them inside their hearts and minds. Devise a situation of your own, or roll 1d10 one or more times to determine the primary emotions that created the nightmare, and answer some of the related questions.

Second, imagine how this creature turns those emotions and experiences into weapons that it can use against people? Does it attack the body, the mind, or the soul? Does it take a humanoid form? Or is it an animal, a cloud, a weapon that moves on its own, or a psychic monolith? Is it a ghost that cannot be touched?

Nightmares of Levels 1-3 should be entirely physical in nature. They are too close to the material world to be anything else. Nightmares of Levels 4-6 might be intangible spectres, or immune to physical harm that isn't magical, but should at the very least still resemble tangible creatures. Nightmares of Levels 7 or higher might have any kind of form you can imagine.

Next, picture in your mind the kind of person whose inner life gave birth to this creature. Even the good things they remember can be used as traps and weapons by the nightmare realm, even though it is the negative experiences—the pains, fears, and doubts they had—that nightmare incursions are truly made of. Use those elements as you construct this creature.

The person or people who instilled their emotions into the anchor can all contribute aspects of their inner lives to the nightmare creatures, but so can others who have died at this spot, or in the presence of nightmares. First contact with the nightmare realm was made by sorcerers in ancient times, but now that the

Roll	Emotions
1	Alienation.
2	Anger, hatred, rage.
3	Anxiety, fear, paranoia, terror.
4	Apathy, failure, ruin.
5	Desire, envy, greed, pride.
6	Disgust.
7	Gluttony, indulgence, lust.
8	Grief, loss, regret, sadness.
9	Hunger and thirst, need.
10	Pain.

barrier between it and the mortal world has been penetrated so many times, even normal people's thoughts and feelings can be stolen and used. PCs that die inside a nightmare incursion can also contribute, as well as those that spend enough time in the wilderness near areas that have been corrupted. Make sure to ask the players questions about what their PCs are afraid of, what they have doubts about, and what they think of their job. You can use those details later on, to build your dungeons.

And finally, think about what the people involved cherished and loved, and how this nightmare incursion can oppose those feelings. Does it use those things as bait, luring the unwary to their doom? Does it show those things, over and over again, but debased and ruined? What does it do to prevent those feelings from occurring?

Alienation

What do other people desire that you do not? What would it be like to have the dungeon show you these things, again and again? How would it do that? How do people shut you out and exclude you? How are these monsters similar?

- Alien monsters are hard to understand or deal with. They attack Intelligence, destroying your ability to comprehend the world properly.
- Feelings of alienation attract dwellers in the deep.
- A lack of emotional connection makes creating golems an attractive option.

Anger, Hatred, Rage

What makes you angry? How could the monster make you angry? What mistakes could you make, or have you made, in anger? How does the dungeon preserve and repeat that? How have you been wronged? What if you could have revenge?

- Angry monsters inflict terrible injuries, but have few defences.
- Hate monsters are specialized to deal with certain foes.
- A need for revenge attracts undead creatures.
- Rage strikes quickly and overwhelmingly.

Anxiety, Fear, Paranoia, Terror

What makes you want to run away? What makes your skin crawl? How are the monsters here like that? How is the dungeon shaped to amplify those feelings?

- Anxiety destroys confidence, creates uncertainty.
- Fear causes you to turn back and run away.
- Illusions cause friends to be suspicious, and turn against each other.
- Paranoid monsters have numerous weapons.
- Terror causes either panic or immobility.
- Wanderlust built on a fear of being tied down attracts other monsters, especially faeries and dwellers in the deep.



Apathy, Failure, Ruin

What is the worst kind of destruction and ruin? What causes it? How does the dungeon preserve or perpetuate it? How have you failed? How do the monsters remind you of that?

- Apathy causes immobility and inaction.
- Callous monsters are easily defeated, but even as they are destroyed, their nihilistic influence causes ruin.
- False hope is a powerful reminder of your failings and the inevitable ruination that awaits you. False friends, false floors, false exits.
- Nightmares that wear the faces of people you failed.
- Ruin can affect the mind or body, or even gear that the PCs have.

Desire, Envy, Greed, Pride

What do you want that you can't have? How would the nightmares taunt you if they knew? What would they do to humiliate you? Imagine what someone would do if they wanted something so badly that nothing else mattered. How is the anchor connected to similar events? What if a person was so obsessed with their own deeds, rank, or possessions, they could think of nothing else? How could the dungeon use this against you? How could the monsters wear it for all to see? How could you go too far in displaying your achievements? How would you feel about being celebrated for something that wasn't your doing? Could you give up everything that fills you with pride in order to survive?

- All treasure is trapped, and most of it is fake.
- Monsters use the lure of treasure, sex, eternal youth, and other rewards to entrap humans.
- Monuments and statues come alive, show themselves to be better than you.
- Windows can show you what you quest after, even as they keep you away from it. Only monsters may pass through them.

Disgust

What makes your skin crawl? What makes you stare in revulsion and horror? How does the dungeon show you these things and make you watch them?

- Defeating an enemy does not guarantee you are rid of them. Grotesque and broken, the dead and wounded harry you still.
- Disgusting things infect your gear, inspiring revulsion in you whenever you make use of them, carry them, or even look at them.
- The sight of someone's insides, exposed to view.
- The unwelcome juxtaposition of unrelated elements leads to the innocent of the pair becoming poisoned in the mind of the audience.

Gluttony, Indulgence, Lust

What happens when you overindulge? How do the monsters reflect that? Who pays for the pleasures you enjoy, and how do they feel about it? How do your pleasures own you? How does the dungeon offer you indulgence?

- Gluttony and lust blur the lines between emotional and physical distress. The hunger makes you compulsive and nervous, but overindulgence leads to heartbreak and nausea, roiling delirium and aching flesh.
- Indulgence attracts faeries.
- Moderation is anathema to gluttony. Extremes are the norm: it is always either feast or famine. So too with the glutton's dungeons.

Grief, Loss, Sadness

What are you afraid to give up? What would you hate to lose? How does the dungeon take those things away? What have you lost or left behind? What causes regret—anger, failure, negligence, weakness? How could the dungeon remind you of that, in the worst possible way?

- Amputation, whether real or illusory.
- Blankets of melancholy, a weight pressing down on everything.
- A death obsession or suicidal ideation attracts undead creatures.
- The faces of those who died come back to haunt you.

Hunger and Thirst, Need

What can't you live without? What would you do if you had to? How could the dungeon prevent you from getting what you need, and what would happen?

- Constant reminders of going without the things you need.
- Needy monsters sap your resources, take away your abilities, possessions, hope.
- The slow drain, like sheets of ice.
- Your stomach, knotted with hunger. A wild animal writhes inside your guts.

Pain

What causes damage, hurt, injury, and pain? How do the monsters employ that? How do you react to pain? How does the dungeon thrive on it?

- The invasiveness of pain that creeps into your guts, your joints, into your brain where it forces out all other thoughts.
- Pain lets you know you're alive. Thrill-seekers and adrenaline junkies are attracted to the promise of pain.
- Pain limits your ability to concentrate, to plan, and to react with kindness.
- The shame of being seen while in pain.



Nightmare Fuel

Nightmare creatures and incursions both are made from the unpleasant dreams, thoughts, and memories of people. Without these, the nightmare realm is nothing—or at least it has no way to physically manifest itself on the material plane.

The careless rituals or foolish and headstrong wizards provided the nightmare realm with its original material and footholds in this world. But these days, the most common source of nightmares is the minds of people near incursions.

However, the nightmares have a hard time discerning an individual's thoughts and imaginations in the dense chaos of a settlement's population. Extremely strong feelings may push a person into the nightmares, especially if they can provide an anchor, but this is rare. It is usually only when a person uses magical rituals to open themselves, or when they die inside a nightmare incursion, that they show themselves and their minds clearly to the nightmare realm, shining brightly through the fog of civilization.

When you die inside a nightmare incursion, the nightmare realm can plunder your dreams and memories and use whatever negative emotions it finds there to make new nightmares out of.

Dungeon Deaths

When a PC dies inside a nightmare incursion, if you do not know enough about their fears and past experiences, ask one or more of the following questions.

- *What are your final thoughts as you die, and what parts of your life flash before your eyes?*
- *What did no one ever understand about you and the pains in your soul?*
- *What do you regret most about dying in this dungeon?*
- *What do you wish had never happened to you?*
- *What great hopes and dreams die with you?*
- *What is your most cherished possession, and why?*
- *What was the greatest mistake of your life?*
- *Who are you leaving behind?*
- *Who do you blame for this untimely end?*
- *Who do you think will miss you when you don't come back?*
- *Who do you wish you had taken vengeance upon? What did they do to you?*

Take the answers they give you and create new nightmare creatures and incursions from them. If they leave valuable items behind, the nightmare realm can turn these into anchors, though it does not need to create an anchor in order to use these other thoughts and experiences as nightmare fuel.

Nightmares in the Wilds

Out in the wilderness, where a person is all alone, things are different. With so few people around, the nightmares can hear your fears and your regrets more clearly. They do not need to wait until you die before they steal the darkness inside you.

When you use a confession or a flashback in order to learn the way to a location in the wilds, the nightmare realm can use that information to build new nightmares, and new nightmare incursions.

Anything that is part of a confession or flashback is something that you, the GM, can use as nightmare fuel. Unlike when a PC dies inside an incursion, however, you can only use the experience, thoughts, and memories that they revealed in the confession or flashback, but not any of their other experiences which may have been revealed at other times.

Inside an Incursion

The inside of an incursion is also much like the wilderness—your impressions and emotional reactions to the dungeon can be turned into more nightmares. These are not usually very useful, because they are rarely new. Inside an incursion, the PCs tend to be fighting nightmares, after all.

Even so, you can ask the PCs some of these questions while they are inside an incursion, and use the results to create nightmares:

- *What are you afraid of?*
- *What do you hope isn't waiting for you in the dungeon?*
- *What, or who, does this dungeon remind you of?*
- *What sort of creature do you think was responsible for what you see here?*
- *What terrible monster do these noises make you think of?*
- *What would make you leave this dungeon, even after all you have seen already?*



Rules

Once you have an idea for your creature, you can give it stats in the game rules. These stats are explained in the Bestiary section. The average nightmare has these stats:

Level equal to the level of its lair (chaotic or evil) nightmare.

Armour 10+level, Hit Die 1d6, Morale +1, Numbers *, Speed 7, Surprise 0.
Cha 0, Dex 10, Fer 10, Hth 0, Int 10, Wil 10.

Skills: Choose one or more things the monster is particularly good at.

1 attack per round.

- Choose a source of harm that deals double damage.
- Choose a source of harm that deals no damage.
- A special ability, attack, defence, or trait that makes this creature unique.

Then choose a number of benefits equal to their level, or more, and a few flaws, as well. If you scatter hints about a creature's weaknesses throughout its lair, you can reward the players for paying close attention. A monster with fewer benefits than its level plus its flaws is considered weak. A monster with more benefits than its level plus flaws is considered strong.

If you give your monster a powerful version of a benefit—six attacks per round, or a d12 for its Hit Die, for example—consider counting that as more than one benefit when determining how strong or weak it is.

Monsters of Level 4-6 should either attack as fighters or have at least 2 attacks per round. Monsters of Level 7-9 should have at least 3 attack per round.

Benefits and Special Powers

- All or most attribute scores are between 13 and 17.
- Armour is better than 10+level.
- Attacks as a fighter, or attacks multiple targets at once.
- Better mobility (collapsible, flying, wall-crawling, etc).
- Better Morale (+2 or higher).
- Better Speed score (8 or higher, regardless of Dexterity score).
- Damage is higher than hit die (bonus, larger die size, or multiple dice).
- Half damage from a source of harm.
- Hit die is 1d8 or larger die size.
- Immune to a source of harm.
- Large groups in chance encounters (2d6 or more).
- Large groups in lairs (4d10 or more).
- Magical power (as a spell with unlimited use).
- One attribute is always 18 or higher.
- Presence effect (happens automatically).
- Special attack that reduces attributes (life drain, madness, paralysis, etc).
- Spells (1 or more per level).
- Stealthy (penalty to the players' surprise roll).

Flaws and Weaknesses

- Armour is worse than 10+level.
- Conspicuous (gives the PCs a bonus to surprise rolls).
- Damage is lower than hit die (penalty or smaller die size).
- Double damage from a source of harm.
- Hit Die is 1d4.
- Low numbers in chance encounters (1d6 or fewer).
- Low numbers in their lair (fewer than 2d10).
- Negative morale (-1 or lower).
- No physical attack.
- Restricted movement (can't walk, no limbs, etc).
- Two or more attributes are always very low.
- Vulnerability to a common situation or substance (sunlight, water, etc).

Creating good monsters is an art, not an exact science. The difficulty that the PCs have in overcoming a specific type of monster should affect the amount of treasure they stand to gain should they do so, but real people all have different talents, strengths, and ideas, so a challenge that one group has trouble wrapping their heads around might seem like a walk in the park to another.

If your players are clearing incursions too easily, reduce the amount of treasure they find, or start making tougher monsters. If the PCs are dying too easily, tone your monsters down by reducing their numbers or their special abilities.

You can use the lists above to help roughly determine the numbers a nightmare appears in, or ignore those entries and base your decision on the relative power level of the monster, compared to its level. Weak creatures tend to band together in gangs and swarms, while the mighty travel alone—just make sure your solitary creatures can handle fighting multiple opponents.

Numbers

The average nightmare should appear in numbers like 1d6 (2d10) or 1d8 (3d6). For weaker nightmares, bump those numbers up. For stronger, more solitary creatures, reduce them. A creature's lair numbers should never be less than two dice, and not less than 2d6 unless these monsters are incredibly overpowered for their level.

Creatures that attack in swarms might have up to 3d4 (6d10) for numbers. Those that form gang-like units could be 2d6 (4d20). Those that prefer smaller units might have 1d6 (3d10) or 1d8 (3d8). Overpowered monsters could have as little as 1 (2d6) for numbers. You might also decide a nightmare is a social creature, and lairs of them are very large, but chance encounters are limited, like so: 1d4 (6d10).

A slightly different idea you might have is to create a solitary creature that spawns other, smaller creatures—one giant “boss monster” or surrounded by numerous, weaker mooks. This is fine, but remember that as long as the anchor stays intact, the nightmare realm can recreate any nightmares that are killed or destroyed. Only by removing or destroying the anchor does a nightmare incursion truly come to an end.



Example Immunities and Vulnerabilities

A monster could be either resistant or vulnerable. Resistant means it is either **immune** or only takes **half damage** from it. Vulnerable means it takes **double damage**, or, if the substance isn't normally harmful (salt, sunlight, water, etc), this monster takes damage from it. Alternately, it might be resistant or vulnerable to a specific type of one of the things on this list:

- Acid and/or other corrosive substances.
- Attacks or spells cast by creatures of a specific alignment.
- Bad weather.
- Bladed or slashing weapons.
- Blood and/or bleeding.
- Blunt weapons and crushing effects.
- Cold and frost-based attacks.
- Confusion and/or stupidity.
- Crystals and glass.
- Curses and enchantments.
- Darkness and darkness-themed magic.
- Disease.
- Earth, rock, and stone.
- Emotions (anger, fear, joy, sadness, etc).
- Fire and heat.
- Gases and vapours.
- Healing magic (is more effective or deals damage instead).
- Hunger and thirst.
- Illusions (always believe them or can see through them).
- Insanity or madness.
- Life drain and necromantic magic.
- Light, radiance, and sunlight (or sunlight-themed magic).
- Lightning.
- Living plants, herbs, or spices.
- Magic.
- Magical detection and divination.
- Metal.
- Mirrors.
- Mundane weapons.
- Natural weapons and/or unarmed attacks.
- Paralytic effects (magical or poison).
- Petrification.
- Piercing weapons.
- Plants or wood (living or dead).
- Poisons, toxins, and venom.
- Powers that effect the mind.
- Sound and vibrations.
- Wood or other dead plant material.

Example Presence Effects

Presence effects are pervasive aspects of a creature's nature. They happen whether it attacks or not, although they always have a fairly definite range, and can be countered if the proper measures are taken. PCs should be able to save against the effects, either against their own attributes or against the monster's, your call. If the monster is maintaining the effect consciously, the save should be against its attribute score. If the effect is unconscious, PCs should save against their own attribute scores.

Anti-Magnetism

Metal objects that come within 10 feet of this monster are pushed back with an invisible force. You must save against your Ferocity each round to defy this force.

Cause Fear

When you see this monster, you must save against your Willpower or flee uncontrollably. Characters unable to feel afraid are immune to this effect.

Immobility Trap

When you touch this creature, you must save against your Intelligence or stay still for a round as it leeches part of your chronology for itself.

Painwaves

Within 20 feet of this monster, other creatures feel sharp needles of pain at regular or random intervals. When you are affected by this pain, you must save against your Willpower to maintain your concentration for any task that needs it.

Poison Cloud

When you breathe in the air around this creature, you must save against your Health or Willpower or lose 1d6 Health. Not breathing around it is probably not feasible, but wearing a wet cloth over your face gives you advantage on your save.

Shocking

When you touch this monster, you suffer its hit die in lightning damage. Touching it with an item made of stone or wood bypasses this effect.

Spell Suction

When you get within 10 feet of this creature and you have spells memorized, you must save against your Willpower or you have a choice to make: lose a random spell or cast it immediately.

Veil of Darkness

This monster destroys light within 30 feet of itself. Light sources further away are not affected and it probably stays underground during the day.



Example Special Attacks

When a monster has a special attack, it takes a combat action to use. Some attacks it may not be able to use many times, or even more than once per fight. For most attacks, you roll for the monster to hit the PCs, although some automatically cause damage just like fighters do. When a special attack that does more than cause damage always hits, PCs should get a save against one of the monster's attributes.

Bear Hug

This creature has two claw attacks. If both are successful in the same round, the monster grabs its target and crushes them, automatically dealing damage once in addition to attacking twice. It cannot attack other enemies once it has someone in a bear hug.

Chain Lightning

When this monster shoots a bolt of lightning, it makes an attack roll against the target's Dexterity score. With a successful hit, the monster may attack a second target that is within 10 feet of the first. This may continue as long as the monster keeps scoring successful hits or runs out of targets. Chain lightning may not attack the same target twice during a single attack.

Hallucinatory Foe

This creature can cause an enemy to attack an illusion they perceive as a threat, unless they can save against their own Intelligence. Maintaining a number of illusions up to its level occupies the creature for the entire round.

Mind Blast

This monster telekinetically bludgeons a number of intelligent foes up to its level. Foes targeted must save against their Willpower or suffer its Hit Die in damage.

Poison Blade

This monster wields a sword coated in poison. When you are hit, if you fail to save against the poison, the damage bypasses your Disposition and reduces your Health.

Slime Catapult

This creature produces a globule of slime and hurls it up to a hundred feet (as long as there are high ceilings). If you roll the creature's Dexterity or lower on a d20, the globule hits the intended target, and anyone else within 5 feet, all of whom suffer its hit die in damage from the corrosive slime. If you roll higher, the sack lands 3d6 feet away in a random direction.

Spine Blossom

This creature shakes violently, sending spines shooting out in all directions. It makes a separate attack roll against everyone within 30 feet, though it deals only 1d4 damage on a successful hit.



Beyond the Lair

Most nightmare creatures cannot leave their incursions and exist in the mortal realm, but there are three ways this very thing may happen.

Firstly, they can be **summoned by wizards**, the same way other extraplanar creatures are brought to this world. Depending on the magic used, a nightmare might be given physical form, allowed to possess a mortal host, or allowed only mental contact with the wizard. Certainly, physical access is not guaranteed, just because a magic spell has been cast, but even mental contact may allow the nightmare world to seize an anchor and build an incursion around it.

Secondly, the **nightmare curses** that linger with even those who have escaped an incursion are actual creatures of nightmare, living inside their human hosts. They can do nothing but enact their curse, unless they are exorcised—in which case they assume physical form as a Level 1 nightmare creature.

And lastly, it is possible for some **Level 1 nightmare creatures** to leave their incursions for short periods of time, but only at night, in the dark. They might do so in order to terrorize people, collect worshippers, or to obtain a new anchor from the possession of some miserable person, dying in torment, and thus create a new incursion. They can also leave in the form of nightmare curses, but in that form, the only thing they can do is maintain the curse, unless they are exorcised and returned to physical form.

Nightmares of higher levels are unable to exist in the world physically because their nightmare essence is not diluted enough. Only the lowest level of nightmare is close enough to the world to live within it for any amount of time at all. A wizard might provide a host body to a nightmare of a higher level, perhaps, but it would have to carry its own incursion around with it, either inside itself, or like a halo around it, which is not their normal mode of operation.





Running a Nightmare Incursion

As the PCs explore the dungeons of the nightmare world and its corrupted outposts—and, frankly, anywhere else they go that is extremely dangerous—they encounter numerous threats and difficulties. When they move through civilization, you play the game in short scenes, where the PCs interact with other characters, even fighting them if they so desire, or in montage sequences, where they buy new gear, lounge about in hospitals, and discover they are broke and must again face the challenge of robbing the nightmare realm. But inside the dungeons of their foes, in the fortresses of the corrupted, and out in the chaos of the blighted wilderlands, things are different. In these dangerous and unfamiliar areas, you track the movements of the PCs constantly, staying with them every minute—because every minute inside a nightmare incursion is a chance lose your life, or your mind trying not to.

Movement

The PCs have two or three choices for how they will move through unfamiliar areas. Firstly, they can walk around like they own the place, without bothering to carefully check their environment for hidden dangers, traps, or passageways. Thieves can often get away with this, because they still get to roll against their Dexterity to find things at a glance. Everyone else moving around like this does not. Instead, they trigger any traps they encounter and have no chance of finding hidden doors or secret treasures. The upside is that this is a faster way to move around, and speed is often of the essence in such dangerous places.

Their second option is to move carefully, searching as they go. When they do this, they move at a strictly measured pace: they can search, at most, a number of 10-foot squares equal to twice their Speed score every turn (5-10 minutes), or square feet equal to their Speed score times 100. Characters, including NPCs, with different Speed scores move at different rates, and this is important because those who move faster than their Speed score allows count as someone just walking around and do not gain the benefits of searching carefully.

And the benefits of searching often outweigh the cost of moving slowly, which can lead to more encounters with monsters. Characters moving faster than their Speed scores allow get no rolls to search for traps or hidden passages, unless they are thieves, and traps can be lethal if you walk right into them.

A third option is to stay still. This is not usually a wise choice in such a dangerous environment, but might be necessary in some circumstances. By staying still, the PCs stand a greater chance of being discovered by roaming monsters, but if they make less of a commotion by doing so, may actually end up attracting less attention, especially since finding a safe place means avoiding fixed encounters altogether.



Fixed Encounters

The most important feature of dungeon exploration is the map. You already have a fully-detailed map that remains a mystery to the players, with your monsters, traps, and other things placed on it. Whenever the PCs move to a location where one of those dangers lies, they must deal with it or flee, lest they fall under its power.

The fixed encounters for a specific dungeon, lair, or other location are all known to you before you begin the adventure. The seven main types include: the anchor, the crown, dangers, other monsters, other treasures, special features, and traps. Any other features you have included on the map are also fixed encounters.

The Anchor

Any PC who sees or touches an anchor knows what it is, immediately. Just like they can withstand the madness that incursions cause in normal people, just like they can tell where an incursion begins and where it ends, they know an anchor when they find it. This doesn't necessarily mean that an incursion will flaunt its anchor, just that it can't be hidden.

The Crown and Other Monsters

There should be a predetermined number of the crown, equal to its lair numbers, placed on the map as fixed encounters. Because the crown is a nightmare creature, these encounters are always hostile.

Other monsters also appear in lair numbers, placed on the map in one large group or several smaller groups. These monsters have some sort of arrangement with the nightmares, which may or may not be obvious to intruders.

Other Treasures

If there are other valuable items in an incursion, aside from the anchor, they are there because of other monsters, or because NPCs brought them in. As such, they are probably in the possession of those other monsters, but if the nature of the dungeon calls for treasure in specific locations—around the necks of sacrificed humans, buried under refuse, or placed before idols, for example—place them where it seems most sensible.

Special Features and Traps

Other aspects of an incursion's environment exist either because they have been placed intentionally by the nightmare realm or other monsters, or are incidental features of the negative experiences that were used to create the dungeon. Traps should be effective defences against intruders, placed intentionally to do so, but dangers pose a threat to everyone, even the nightmares. Other special features might be advantageous only to nightmares, but it is usually more interesting to make features that can be turned against the monsters by clever, lucky, or resourceful PCs.

Random Encounters

The second danger that the PCs face from both nightmare incursions and corrupted outposts are the nihilistic forces of chaos and entropy. Random accidents occur all too frequently in such deadly, stressful environments. Equipment breaks. Spells fail. Torches go out prematurely. Wandering monsters wander just a little too close. And always, at every moment, the nightmares are coming to get you.

The Encounter Die

Every lair has an encounter die: one die of a size between a d4 and a d12. When the PCs explore a nightmare incursion or other dangerous place, you roll this die to determine when the nightmares attack and if they encounter any other troubles. You roll the encounter die at regular intervals while the PCs explore, and also to determine how long until the next attack by an incursion's crown.

If a dungeon is...	If a wilderness area is...	Encounter Die
Busy or small	Adjacent to an incursion	d6
Large and not crowded	Near an incursion	d8
Mostly empty or quite huge	Not near an incursion	d10

The base size of the encounter die should be modified by circumstances, especially if an incursion's anchor is either worth very little or is especially valuable.

Increase the die size by 1 if...

- The anchor of the lair is worth less than the expected value, based on its level.
- There are many empty rooms or spaces in this lair that require exploring.
- This lair is already heavily stocked with dangerous fixed encounters.
- You want to make this lair slightly less dangerous to explore.

Level Expected Value

1	500-1,000c
2	1,000-2,000c
3	2,500-5,000c
4	4,000-8,000c
5	5,000-10,000c
6	6,000-12,000c
7	15,000-30,000c
8	20,000-40,000c
9+	25,000-50,000c

Reduce the die size by 1 if...

- The anchor of the lair is more valuable than the expected range, based on its level.
- This lair has relatively few fixed encounters.
- This lair has only nightmares in it and no other monster.
- You want to make this lair somewhat more dangerous.



When to Roll the Encounter Die

Periodically, you must check to see if the PCs encounter a wandering monster. These monsters might be attracted by light or noise, they might be able to smell the intruders, or they might simply be travelling through the same space at the same time. Random encounters are possible anywhere there are monsters, corrupted humans, or people antagonistic to the PCs, not just inside nightmare incursions.

When the PCs are actively exploring a dangerous area, roll the encounter die whenever...:

- The PCs cause a commotion or make a ruckus.
- The PCs enter a new area (that has no fixed encounter) for the first time.
- The PCs undertake a task that last about a turn (searching an area, picking a lock, etc).

When the PCs are actively exploring a nearly empty dungeon area, or they are staying put and being inconspicuous, roll the encounter die once per hour. Ignore the light tax result and instead reduce light sources normally, by the hour. Magical enchantments only end if the PCs are in a nightmare incursion; otherwise ignore this result also.

When the PCs are hiding in a secure area or exploring empty wilderness, roll the encounter die once each day and each night, ignoring every result save an encounter. Light sources should be depleted normally, by the hour.

Defining “An Area”

An area is a deliberately nebulous concept. Any section of the dungeon devoted to a similar purpose, or containing an additional threat, can be considered a single area. Additional threats in different rooms should be considered different areas. A series of similar rooms (connecting bedrooms, jail cells, or a few connecting hallways) should be considered a single area. You shouldn't be able to interact with two separate areas at once unless you stand directly on the threshold between them.

Entering the Dungeon

You must also roll the encounter die when the PCs first enter an incursion, but not to generate random encounters. You roll it to create a countdown (see page 302). Do not roll the encounter die for a random encounter when the PCs first set foot in the dungeon. Give them a few precious moments before the hell begins.

Encounters and Other Events

When you are called upon to check for an encounter, as determined by the criteria on the previous page, roll the encounter die and consult this table:

Roll	Event
1	An encounter occurs: roll on the random encounter table.
2	Light sources are taxed by 1 hour (in dangerous areas).
3	One ongoing magical enchantment ends (in an incursion).
4	A special event occurs, if there are any in this dungeon.
5+	No particular encounter or event occurs.

When an encounter occurs, it means a wandering monster is present. Roll on a wandering monster table to determine its type and follow the encounter rules on pages 208-211.

The other events on this table allow you to ignore strict time-keeping in dangerous areas, where time can understandably crawl, stretch, and speed by like an arrow. Instead, the encounter die will tell you when light sources are depleted.

When light sources are taxed, reduce available resources by 1 hour. This allows you to avoid tracking it while the PCs are actively exploring a dangerous area, and adds some uncertainty to such endeavours. Ignore this result when the PCs are in an area where you are not rolling for encounters more than once an hour.

When an ongoing magical enchantment ends, the nightmare realm snuffs it out. This does not ruin magical items, though they might “turn off” for a moment before reactivating. This does not mean you should ignore the normal durations of spells, as some are very short.

Special events are those unique to a particular dungeon, such as extreme dampness that ruins supplies, infectious disease, swarms of stinging insects, or toxic gases in the air. These environmental hazards can cause equipment to fail or even lower attribute scores. Not every dungeon needs to have its own special event, in which case, this result can be ignored.

Writing Random Encounter Tables

In order to create a random encounter table, make a list of the monsters, corrupted humans, or other creatures it might be possible to encounter in the dungeon (including nightmares, if you wish). Number them and then you have a random encounter table that suits your dungeon better than a list of every single monster of that level (though it is also fine to use such a list, should you prefer to do so).

And then, **when a random encounter occurs**, roll on your table to see what it is that the PCs have run into.



The Countdown to Nightmares

The final danger, and perhaps the most important one, is the attention of the nightmare realm itself. You cannot travel through it without facing the creatures it spawns. While it may be possible, through good luck and perhaps a bit of caution, to avoid any and all wandering monsters while you explore an incursion, the same cannot be said about the nightmares controlling it. They will always pursue you, no matter what.

When the PCs enter a nightmare incursion, roll the encounter die and record the result. This is the current countdown number. The lower the roll, the sooner the PCs will meet another nightmare creature.

Over the course of play, things will happen that cause the countdown number to be reduced. The actions and events that lower the countdown are not quite the same as those that attract the attention of wandering monsters.

Reduce the countdown number by 1 whenever one of these events happen inside the incursion...:

- A living creature dies or has one of their attributes reduced to zero.
- The PCs cause a commotion or make a ruckus.
- The PCs enter a new area for the first time.
- The PCs move to a different area while carrying the anchor, or any part of it.
- A person uses magic.

Carrying the anchor to a new area that has not been visited before reduces the countdown by 2. Making a ruckus by using magic also reduces the countdown by 2.

When the countdown is reduced to zero, nightmares appear, as if they were a wandering monster. They are always the crown of the present lair. Use chance encounter numbers, not lair numbers. These monsters are spawned out of the nightmare realm itself, so they do not have to arrive like people do. They can appear by coming right out of the walls, even.

When the encounter with these nightmares is over, with the PCs having escaped or destroyed their foes, roll the encounter die again and start a new countdown.

When the PCs move from one lair to another, do not re-roll the countdown until the current one is reduced to zero. Always roll the encounter die of whatever lair the PCs are currently in. **If the PCs split the party,** roll a different countdown for each group. When they meet up again, discard all but the lowest countdown number.

Do not show the countdown number to the players. Keep it secret.





The Growing Danger

The nightmare realm is no passive enemy. If its incursions are left unchecked, they quickly grow in size and danger. **Every 2 weeks that a nightmare incursion persists after it has been discovered by the players**, roll a d6 for each of its lairs to see how they grow in power. Depending on the event triggered, it might become larger, or attract new monsters, or begin attacking humans who come too close, but inevitably it will become more and more dangerous—and the reward for defeating it will not become more valuable.

Do not roll to increase the lairs of incursions the PCs have not yet discovered, even if you have their locations marked on your map. You should design your dungeons to be the way you want the players to first encounter them, and build on them only after that has happened.

Roll	Incursion Event
1	Antagonize humans.
2	Attract monsters
3	Create new lair.
4	Grow in size.
5	Increase in level.
6	Lure humans.

If an incursion is a deathtrap dungeon, a monster horde, or a spawning pit, you may elect to roll on the custom table of the proper type, instead of the normal table. Heretic temples, being the most chaotic and unpredictable, always use the normal incursion event table.

Roll	Deathtrap Dungeon	Monster Horde	Spawning Pit
1	Create new lair.	Antagonize humans.	Antagonize humans.
2	Create new lair.	Attract monsters.	Antagonize humans.
3	Grow in size.	Attract monsters.	Create new lair.
4	Increase in level.	Create new lair.	Create new lair.
5	Lure humans.	Grow in size.	Increase in level.
6	Roll on normal table.	Increase in level.	Roll on normal table.

If any lair in an incursion reaches Level 9, that whole incursion stops growing in power. Do not roll for any of its lairs again. Instead, it focuses its enmity on nearby humans. There is a 1 in 6 chance each week that this incursion destroys the nearest human settlement.

Once an incursion has destroyed the nearest human settlement, whether any of its lairs have reached Level 9 or not, it become “inactive” and stops getting more powerful. Perhaps it will fade away over time, leaving an empty wasteland behind it. Or maybe the world sinks into nightmare realm permanently, one small piece at a time. What becomes of an incursion after it becomes inactive is up to the GM, but unless an area has been cleansed by a character reaching Level 10 and retiring, there are always more incursions.

Antagonize Humans

If this is rolled for a Level 1 lair, it means that its monsters or nightmares have been venturing out into the world to attack and murder humans. The nearby area becomes dangerous and, at the very least, checking for wandering monsters at night is appropriate. People may be dragged back into the nightmare incursion after being attacked, or left where they lie. The nightmares may also steal valuable objects with the intention of turning them into anchors for new lairs.

Because only Level 1 nightmares can leave their incursions, if this is rolled for a lair of Level 2 or higher, it might mean that monsters other than nightmares are doing the antagonizing, or this lair can create a new Level 1 lair next to it. This new lair is then able to antagonize nearby humans, should its crown decide to do so.

Attract Monsters

A new type of monster arrives, or an existing type has its numbers increased. Choose or roll a monster and refer to its lair numbers to determine how many additional monsters now inhabit this lair.

Create New Lair

A new lair of a lower level manifests next to this one, or at least nearby. This new lair has its own crown and anchor, the same as any other. This new lair is not dependent on the one that spawned it for survival. If possible, the crown should be drawn from the thoughts and memories of those who have died in the first lair.

Lairs of Level 1 are already the lowest level possible, so they cannot create new lairs. If this result is rolled for a Level 1 lair, it antagonizes nearby humans instead.

Growth in Size

This lair grows in size to encompass surrounding areas, or radically changes its interior layout (or both). New rooms and areas appear, which may be trapped, but do not come with new monsters. This lair may now have more entrances, and it will probably take longer to reach the anchor than it would have before.

Increase in Level

The level of this lair increases by 1. It gains a new element, which you can choose or roll for, but none of the existing monsters increase in level except the crown, which is always the same level as its lair. The crown should also gain an additional power, or lose a weakness if it has several, and a few more should be added to the map as fixed encounters. The anchor does not get any more valuable than it already is.

Lure Humans

This can mean either of two things. It could be that a large number of people have ventured into this nightmare incursion of late, meeting grisly fates or disappearing entirely. Or this lair has attracted a number of human cultists, intent on worshipping it or seeking a twisted form of enlightenment in the madness it causes.



Lairs Without Anchors

Once a lair's anchor is destroyed or leaves the nightmare incursion, that lair fades away. Its crown is no longer able to manifest and assault people, its traps no longer work, and its rooms are no longer accessible by humans.

This can happen quickly or slowly, depending on who is still in the dungeon. Once people have left an area in an anchor-less lair, they cannot go back—unless it is their only way back out again. No one is ever trapped in a lair that loses its anchor. When the nightmare realm recedes, it cannot take material things with it. Anything material still inside a lair when it disappears is either claimed by another nightmare incursion or is left behind in the waking world.

Other monsters that are not nightmares also lose access to lairs when their anchors are removed. They do not leave along with the receding nightmare realm, however, and may still stalk and kill humans they encounter. Creatures that rely on nightmares to magically animate them—some golems and undead—become inert once the nightmare lair vanishes.

Losing Contact with the World

If a dungeon loses all of its lairs that have entrances on the material plane, it can no longer be reached by normal people. Any lairs left inside it are cast adrift, pieces of the nightmare realm that have no purchase in the waking world. They must find new entrances in order to continue terrorizing the Kingdoms of Dreams.

This can easily befall **tunnel incursions**, if they do not have a solid passageway leading between their various lairs. By contrast, even when a **hive incursion** can be considered a collection of tunnel incursions, lairs disconnected from the waking world may re-attach themselves via nearby lairs that still have functional entrances. Because the lairs of a **zone incursion** each have their own access to the material plane, with less need for compact entrances, they are also the hardest to get rid of (but also the easiest to notice).



Evil's Return

Just because an incursion has lost its entrance to the material world, or its connection to an entrance, does not mean that it no longer poses a threat. So long as an incursion contains an anchor, it can, and will, return.

Incursions can show up again through several means. The oldest and surest way is through **the summonings of wizards**. Usually, summoners are fishing for other entities—ghosts, demons, spirits—but sometimes they bring the nightmare realm closer, allowing it to snatch an anchor from the minds of those resentfully dying nearby. And sometimes, magic can even create new entrances to lairs that already have anchors.

Less common is for lairs to be **called by emotions** strong enough to rend the veils between the planes. This is more or less the same as being summoned, though it happens unconsciously or unintentionally, during a highly charged death. People who die in terrible ways can give themselves over to the nightmare realm and live on—in a sense—through the incursion that is built around their pain and suffering and the anchor that was once in their possession. It is much easier for nightmares to steal memories and experiences like this when they have already established a foothold in the area, however. Like calls to like, after all.

There are also certain **cursed objects** that can work to manifest new nightmare incursions around themselves. Anchors and most mundane objects cannot be used by the nightmare realm in such a way—and anchor removed is a lair destroyed. Only magical items can call the nightmare realm into the world. Even mundane anchors are powered by a person's experience of them, not by their inherent qualities.

The usual way of reconnecting to the material world, however, is for lairs to simply **attach themselves to other incursions** that have not lost their entrances. This is one way for dungeons to grow and alter themselves. As they lose lairs to persistent intruders, smaller dungeons blink out of existence, their contents added to other dungeons.

A single tunnel dungeon, cut off from the world, may attach itself to another tunnel dungeon, creating a new hive incursion. Or it might attach itself to a hive incursion already in operation, making it more complex. Because tunnel incursions and hive incursions are more contained and interior than zone incursions, they do not often mix. Instead, if they attach to a zone incursion's lair, that lair becomes a de facto part of the tunnel or hive incursion—usually the new entrance.



NPC Adventures

In order to make your campaign setting feel like a living world, you may want to have groups of NPC adventurers working in areas near the PCs, sometimes successfully fighting back the nightmares—but often failing. Used in combination with the rules for nightmare incursions expanding in size and power, this can help create a history of events for areas near where the PCs are operating, and where they might want to intervene.

Creating the Adventuring Party

First, you need a group of adventurers intent on fighting the nightmares in their region. Roll 1d4 + 1d6 to determine the party's numbers. Then, for each adventurer in the party, roll 1d12 for profession, 1d10 for level, and 1d6 for alignment. Re-roll any alignments not compatible with that adventurer's profession.

Roll	Profession
1	Assassin.
2	Bard.
3	Champion.
4	Cultist.
5-7	Fighter.
8-9	Scholar.
10-11	Thief.
12	Wizard.

Roll	Level
1-4	Level 1.
5-7	Level 2.
8-9	Level 3.
10	Level 4.

Roll	Alignment
1	Chaotic.
2	Evil.
3	Good.
4	Lawful.
5-6	Neutral.

Against the Nightmares

Once you know what types of people the adventuring party consists of, it is time to send them into battle. If you are just building a history for a new area the PCs have arrived in, this party's actions can take place over any time scale you choose. If you are tracking the progress of other adventuring parties and the nightmare incursions they are fighting while running a campaign for your players, each adventuring party makes one attempt to destroy an incursion per month. This can represent several forays into the dungeon over the course of several weeks, but the ultimate results come down to a single roll of the dice.

Before you get to that, though, you need to find out if the composition of your adventuring party changes at all.

Step 1: Hirelings

If the party does not already have any already, they have a 50/50 chance of gaining 1d6 hirelings, all Level 1, before each monthly attempt. If you need to know who these hirelings are, at any point, use the tables for hiring retainers in Chapter 4.

Step 2: New Recruits

Before each month's expedition, the party has a 1 in 6 chance of gaining 1d4 new adventurers, all Level 1. Roll for each recruit's profession and alignment as normal.

Step 3: Choose an Incursion

Choose what level of incursion your party is going to venture into. You may also want to decide where it is on the map. Choosing an incursion you have fully detailed is not recommended. You can invent the details of the incursion later, if it becomes necessary.

Step 4: Roll the Bones

Once you have your adventuring party, with or without hirelings, and the level of a dungeon in mind, roll 2d6 and apply the following modifiers:

- If the party's total levels equal or exceed 4 times the dungeon level: +1.
- If the party's total levels are equal to or lower than twice the dungeon level: -1.
- If the party includes any adventurers of higher level than the dungeon: +1.
- If the party members are all of lower level than the dungeon: -1.

Roll Result

0-3	The entire adventuring party is killed, and no one returns from the incursion.
4-6	Only 1d4 people return from the incursion, which remains intact. Randomly determine which of the party survives. None of them increase in level. Any surviving hirelings quit.
7-9	The party destroys the incursion, but 1d4 members are killed. Randomly determine which ones. Survivors whose level is lower than the incursion have a 50/50 chance of increasing their level by 1. Survivors whose level is the same as the incursion have a 1 in 3 chance of increasing their level by 1. If the entire party is lost, randomly determine which one was able to destroy the incursion before succumbing to their wounds. Any surviving hirelings quit.
10+	They party destroys the incursion and suffers no losses. Those whose level is lower than the incursion have a 1 in 3 chance of increasing their level by 1. Those whose level is the same as the incursion have a 1 in 4 chance of increasing their level by 1. Hirelings remain with the party for the next foray against the nightmare realm.

Continue until you are up to date, the party is dead, or you feel they would quit.







Part Three

A
Bestiary
of monsters.





What Lurks in Darkness

There are seven types of monsters described here:

- **Beastlings** include normal animals, corrupted or magical animals, and people with beast-like features. Centaurs, giant worms, griffins, lycanthropes, manticores, mermaids, minotaurs, monstrous oozes, owlbeats, and serpent people are all examples of beastlings.
- **Dwellers in the deep** are beings from far-away and hostile environments—alien gods, demons, undersea leviathans, and creatures from beyond time and space. Some are skilled at wearing masks to appear human, in order to manipulate people, while others do not understand this world and break every part of it they touch.
- **Faeries** also come from another dimension or plane of existence, but one that overlaps the material world. The seelie court consists of dryads, dwarves, elves, gnomes, nixies, sprites, treants, and other such majestic creatures. The unseelie court includes goblins, mushroom people, ogres, orcs, and trolls. Both courts worship dragons, just as humans worship pagan gods.
- **Golems** are monsters created from inert materials and given a magical life, so that they behave like people or animals in many ways, but not all. Animated shadows, clockwork automatons, living statues, and terrible abominations made of corpses are examples of golems. Golems are always immune to disease and poisons, and those without emotions are also immune to mind control and psychic powers.
- **Humans** are usually not “monsters,” but they can be corrupted by nightmares and other forces, and they can also act as antagonists to a party of would-be dungeon looters.
- **Nightmares** are creatures from the nightmare realm, but whether they are actually individuals or just manifestations of the realm itself and its incursions is unknown. All nightmares can see in the dark, are immune to disease, mind control, and poison, and suffer double damage from light-based and radiance attacks (but not lightning).
- **The undead** are once-living beings who have died and been returned to some semblance of life. They might be animated corpses (much like golems), intangible ghosts, or beings that seems *almost* human, but for whom a few key rules have been changed. The undead are always immune to disease and poisons, and mindless undead are always immune to mind control.

You may add more types of monsters, if you like, or ignore some of those included here. Just make sure PCs don't have spiritual enemies that never appear in your dungeons.



Monster Stats

Monsters have the following elements in addition to their descriptions and any special rules they follow:

Armour

When the PCs attack this monster, in close combat or with missile weapons, they need to roll this number or higher in order to hit and inflict damage. Armour can be just as representative of agility or the ability to phase in and out of reality as it is of how tough the monster's skin is, if you want it to be.

Attacks

Most monsters and NPCs must roll to attack the PCs, adding their level to the roll. Some monsters have multiple attacks that they roll for, and some attack like fighters, inflicting their damage once on a miss and twice on a hit.

Attributes

It is not always necessary for monsters to have attribute scores. When you do need them, monsters can either be assigned the exact same scores for each attribute, or different monsters of the same kind can all have the same scores. The attribute names have been abbreviated throughout this section.

Damage

Monsters normally deal damage equal to their Hit Die. If an attack causes a different amount of damage, this will be listed in the attack's description.

Hit Die

You roll a number of Hit Dice equal to a monster's level to determine its Disposition, and you (normally) roll its Hit Die when it deals damage. Some monsters, and some monsters' attacks, can deal a different amount of damage. This will be noted. Lacking any other instructions, a monster deals damage equal to its Hit Die when it attacks.

Level

The higher a monster's level, the tougher and more dangerous it is (or should be). A Level 2 monster with a d8 Hit Die has 2d8 Disposition, for example. This level also indicates what level of dungeon the monster should normally appear on. If a monster appears on a dungeon of a lower level than its own, it presents a threat more dangerous than what can reasonably be expected at that level, and vice versa.



Morale

This number modifies your roll when you test the monster’s morale. Any situational factors that change this modifier are listed in the monster’s description. Test morale in these situations:

- After a round during which one or more creatures have been reduced to zero Disposition, roll to test the morale of their side.
- After a round during which a creature lost half its Disposition or more, roll to test that creature’s morale.
- After reinforcements arrive, test the opposing side’s morale.

To test Morale, roll 2d6 and adds the character’s Morale rating.

Roll	Result
0-3	Their will is broken and they rout immediately, fleeing the scene and refusing to fight.
4-6	They lose their nerve and decide to retreat. If overwhelmed, they panic. If not, they retreat carefully.
7-9	They continue to fight if they have the advantage. If they are losing, outnumbered, or at a considerable disadvantage, they back off or look for a better avenue of attack.
10-11	They continue fighting, not yet deterred.
12+	They rally and gain a new will to fight.

Numbers

The first number listed is the number of monsters a random encounter consists of. The second number, in parentheses, indicates the number of monsters in a lair. When a dungeon contains a monster as an additional feature, it contains a lair of monsters. Only use the first number for random encounters with wandering monsters.

Size

Size affects how you can fight a monster, and whether you can wrestle with it or not. Monsters that are roughly human-sized, such as common dolphins, hyenas, and leopards are, do not have a size rating listed; only smaller and larger creatures do. Most little birds, pets, and vermin are **tiny**. Children, dogs, and pythons are **small**. Crocodiles, horses, and tigers are **large**. Elephants, rhinos, and whales are **huge**.

Skills

Monsters make skill rolls using their full attribute scores when they do things that match up with their skills, even if they are difficult or require specialized knowledge. Obvious natural abilities of a monster are also tested against the monster’s full attribute score. Otherwise, they must roll against half their attribute scores, rounded down.

Special Abilities

A monster's most pertinent special abilities are listed below its attack type. Most monsters have, at the very least, vulnerabilities or types of harm they are resistant to. Abilities that require explanation are elaborated upon in the monster's description.

Speed

While the players roll for their initiative scores, monsters and NPCs use their Speed scores (so you have fewer things to keep track of). Obviously, if a monster has limited mobility, it will not be able to use its full Speed score when moving, and this will be noted.

Speed Description

1-2	Barely mobile.
3-4	Moves at a crawl, or like someone weighed down by a heavy burden.
5-6	A bit slow, for a human.
7	Most people.
8-9	Quicker than most people.
10-11	Surprisingly fast.
12+	Superhuman reflexes.

Speed	Careful Movement	Combat Speed
1	100 sq. feet / turn	5 ft. / round
2	200 sq. feet / turn	10 ft. / round
3	300 sq. feet / turn	15 ft. / round
4	400 sq. feet / turn	20 ft. / round
5	500 sq. feet / turn	25 ft. / round
6	600 sq. feet / turn	30 ft. / round
7	700 sq. feet / turn	35 ft. / round
8	800 sq. feet / turn	40 ft. / round
9	900 sq. feet / turn	45 ft. / round
10	1,000 sq. feet / turn	50 ft. / round
11	1,100 sq. feet / turn	55 ft. / round
12	1,200 sq. feet / turn	60 ft. / round

Surprise

Some monsters apply a modifier to the surprise roll the players must make before an encounter. Sneakier monsters are harder to surprise, and thus impose a penalty to this roll. Others are oblivious to their surroundings and grant a bonus.



Abductors

It waits in the darkness, pruning its brilliant plumage, the old man smell seeping out of its old man beard. Its hands hold you like a child. And perhaps you were, once, but those hands took that away from you. Just as these hands will take you away from here.

Level 1 chaotic nightmares.

Armour 13, Hit Die 1d8, Morale 0, Numbers 1 (2d4), Size Large, Speed 8 (moves 16 in flight), Surprise -1. Cha 0, Dex 14, Fer 12, Hth 0, Int 12, Wil 8.

1 unarmed attack per round.

- Half damage from slashing weapons.

The entire purpose of the abductors is to force humans into the nightmare realm. If the abductor reduces an NPC to zero Disposition, they are rendered helpless, not killed. A PC who is wounded (i.e. losing points of Health) by an abductor has a 50/50 chance of being knocked unconscious. An abductor can carry up to 2 people and still fly back to its incursion, where it deposits the unfortunate victims.

A nightmare incursion that includes abductors as the crown of any of its lairs dispatches abductors to kidnap locals at least once per week, in addition to any other ways it grows in size or power.

Adepts of the Flame

Before the assassins of the fire cult were slain by the sultan's soldiers, their reign of terror was long and bloody. They fed the nightmares well. Now they hunt the night again, but not, this time, as men. With faceless bodies made of sparkling gore, they have tentacles for fingers, wear pristine white robes, and wield swords made of fire.

Level 3 evil nightmares.

Armour 14, Hit Die 1d8, Morale +3, Numbers 1d4+1 (3d4+1), Speed 10, Surprise -1. Cha 0, Dex 12, Fer 16, Hth 0, Int 6, Wil 10.

1 flaming sword attack each round as a fighter.

- Double damage from acid.
- Immune to fire.

If an adept of the flame's attack roll succeeds, the victim has a 50/50 chance of catching on fire, if they are at all flammable. Characters on fire can spend a complicated combat action to extinguish the flames, but they must save against their Dexterity. Otherwise, they suffer an additional 1d4 damage each round from the fire.





Beastmen

Perversions of nature haunt the hills at night. They wear the forms of both man and beast, carelessly-assembled puzzles hammered into place. Just like rabid curs, begging to be culled.

Level 1 chaotic beastlings.

Armour 12, Hit Die 1d4, Morale -1, Numbers 2d8 (6d6+leader), Speed 6, Surprise 0. Cha 5 (1d10), Dex/Fer/Hth 10 (1d20), Int 9 (2d8), Wil 7 (2d6).

Skills: Foraging and scavenging.

1 weapon attack per round.

- Can see in the dark.

Beastmen are humans who also have animal features, produced either by sorcerous alchemy or the malign influence of the nightmare world. Their forms are inelegant and appear stitched together almost randomly. Because they are not welcome in human society, they tend to live like savages, hiding in caves, preying on the people who scorn them. They hate thaumaturgists and attack them on sight.

While beastmen are, for the most part, twisted and wretched, approximately half of them have a slight advantage. Roll 1d8 for each beastman to determine how and if they are different:

Usually, the only thing keeping a group of beastmen together is a charismatic leader, without whom they fall to squabbling amongst themselves. They end up scattering to the four winds, only to die like dogs upon the blades of men.

A lair always includes one leader and their entourage of bodyguards, in addition to the normal numbers. When their leader is present, beastmen have Morale +1.

Roll	Advantage
1-4	None.
5	3 bite or claw attacks per round, but no hands.
6	Armour 15.
7	Hit Die 1d6.
8	Speed 10.

Beastman Leader

Level 2 chaotic beastling.

Armour 15, Hit Die 1d8, Morale +1, Numbers 1, Speed 8, Surprise 0. Cha 16, Dex 14, Fer 14, Hth 14, Int 14, Wil 14.

Skills: Leadership, scavenging.

2 weapon attacks per round.

- Can see in the dark.

The beastman leader is accompanied by 2d4 Level 1 beastmen who have Hit Die 1d8 and Speed 8.





Blackbirds

Not as fearsome as the mighty roc, but far more devious, the sly blackbird has brought many a traveller to ruin. Keep a hand on your valuables at all times when you go through the mountains, my friend, and even then, always look to the skies above. For if the blackbird is even bigger than you are, it might not care that you are holding your treasures when it snatches them up!

Level 3 neutral beastlings.

Armour 13, Hit Die 1d6, Morale 0, Numbers 1 (1d6), Speed 8 (moves 16 flying), Surprise -1. Cha 8, Dex 14, Fer 8, Hth 12, Int 16, Wil 8.

1 beak attack per round, or 1 attempt at theft.

- Double damage from acid, poison, and silver weapons.
- Half damage from blunt weapons.
- Immune to lightning.

If the blackbird saves against its Dexterity, it can snatch an item at any point during its movement, even while flying. If someone of higher level is guarding the item, the blackbird must save against half its Dexterity score. If the roll is failed, it can stop moving and take hold of the object, or leave it and flee.

Feathers

If properly plucked and mounted, the feathers of a blackbird can be fashioned into a beautiful cape, robe, or tunic that functions as light armour, but is not encumbering.

Treasures

Blackbirds are inveterate thieves. If you can follow one back to its nest, there is always treasure there. But beware, for these birds do not always nest alone! Roll 1d6 to determine how much treasure is found in a blackbird's nest:

Roll	Treasure
1	1 valuable item worth 1d6 × 500c, and various worthless but shiny things.
2	1 valuable item worth 1d10 × 50c, and various worthless but shiny things.
3	1d6 valuable items worth 1d6 × 200c each, and a few worthless curios.
4	1d6 valuable items worth 1d10 × 50c each, and some junk.
5	Small items worth 1d6 × 1,000c in total, totalling 1d6 encumbering items.
6	Small items worth 1d10 × 100c in total, totalling 1d6 encumbering items.

The Cavemurdered

They entered the cave for the thrill of discovery, to achieve what had never been done before. Each one desired to out-do the others, and all who came before. What perilous adventures would they find in those horrid depths? It was death. By the flickering light of their torches, with the smoke stinging their eyes like the wild beasts stinging their flesh, they too were extinguished. Having fallen awkwardly, broken and mangled, feeling the life drain away in the dark, they too discovered what it is like to be murdered to death in a cave by a monster.

Level 2 evil nightmares.

Armour 13, Hit Die 1d6, Morale +3, Numbers 1d6 (3d6), Speed 7, Surprise 0. Cha 0, Dex 10, Fer 16, Hth 0, Int 12, Wil 12.

Skills: Climbing, dungeoneering, swimming.

1 torch attack and **1 snake attack** per round.

- Double damage from cold and frost-based attacks.
- If its torch is extinguished, a cavemurdered is destroyed along with the fire.

If the snake attack hits, the target must save against their Health or the paralytic venom lowers their Dexterity score instead of inflicting damage.

Claustrophobia

Whatever the incursions of the cavemurdered look like at first, they quickly transform into cramped cave tunnels, full of bats and crawling bugs, when these nightmare creatures arrive. Lights flicker, and smells become more vivid. The claustrophobia that accompanies the cavemurdered is punishingly intense, and whatever you are carrying seems to grow heavier and heavier.

When there is one or more cavemurdered within 20 feet of you, any encumbering items not held loosely in your hands count double toward your limit. This includes shields and sheathed weapons, as well as armour and backpacks, but not weapons while they are wielded.

Serpents of Vengeance

Each cavemurdered holds 1d4+1 snakes that it can attack with once per round. When a cavemurdered is destroyed, these snakes remain and continue to be a nuisance to adventurers.

Level 1 evil nightmares.

Armour 11, Hit Die 1d4, Morale 0, Size Tiny, Speed 6, Surprise -1. Cha 0, Dex 10, Fer 10, Hth 0, Int 6, Wil 6.

1 bite attack per round.

Unattached to a cavemurdered, a snake's bite is no longer venomous. It is also shorter than any human weapon. Snakes die if they take any amount of damage at all.

Skulls

The head of a cavemurdered is an actual human skull, kept by the nightmare realm as a *memento mori*, and given a body in order to collect more. When a cavemurdered is destroyed, its skull remains, and can be used again to create a new cavemurdered if it is not destroyed or removed from the incursion. Each skull is worth 100c, and can be used to reduce the cost of creating formulas for death-based spells by $1d4 \times 200c$ each, if properly distilled (save against your Intelligence to do so).



Changelings

The Vernal Queen's vassals, though they belong to the seelie court, are not the most helpful of faeries. Just as flowers bloom in spring, so to do these changelings seek to blossom into something new again and again, and they delight in seeing such changes occur in others.

Level 1-6 chaotic faeries.

Armour 15, Hit Die 1d6, Morale +1, Numbers 1d6 (2d12+1), Speed 9, Surprise -1. Cha 16, Dex 16, Fer 10, Hth 12, Int 12, Wil 14.

Skills: Sorcery and wilderness survival.

1 magical attack or spell per round.

Changelings have 2 spells per level and may cast each of them once. Select half their spells from the Transformation school and the other half from any school except Battle, Law, and Quintessence (changelings look down their noses at those schools).

- Double damage from cold and frost-based attacks.
- Half damage from fire, magic, and lightning.

If you converse with changelings in an entertaining manner, you can strike deals with them. They can change your physical form or your mental capabilities, but for every gain they demand an equal loss of their own choosing. They can provide you with agents of change in the form of potions, powders, or even written spells, but will demand, in exchange, such things as memories, newborn children, years of servitude, or the destruction of lawful social institutions.



Crab-Dogs

Is it really a surprise that mages and sorcerers would seek out the nightmare realm on purpose? The insights to be gained from worlds beyond the stars is well nigh endless. It is not without dangers, though, of course not. For every wizard who sleeps at night upon a mountain of gold there are a dozen who were devoured by their own creations!

Level 2 chaotic beastlings.

Armour 12, Hit Die 1d6, Morale 0, Numbers 2d4 (4d8), Speed 8, Surprise +1.
Cha 0, Dex 12, Fer 14, Hth 12, Int 4 (14), Wil 8.

Skills: Track by scent.

1 bite attack per round (or **2 claw attacks**, see below).

- Dispel Magic and Remove Curse both cause 1d6 damage to nearby crab-dogs.
- Double damage from dessication effects.

If you are attacked by a crab-dog and its attack roll against your Armour rating is 11 or higher, it can hold on by its mouth and attack you with its claws twice per round. If a crab-dog suffers harm, it lets go, or you can detach it pro-actively if you save against your Ferocity.

Crab-dogs have senses made for alien environments. When it comes to mundane people, places, and things, they are myopic and oblivious (Intelligence 4), but they can sense magical things and deep sea creatures from far away (Intelligence 14). **If you have no magic in your party**, you have advantage to surprise crab-dogs.





Dragons

True dragons are the gods of faerie. Where humans have a profundity of strange beings to worship, the fey lands have only the alchemical ouroboros inside their heavens. They have all the power and might of the gods of Earth and the stars, but unlike our deities, they often walk the lands of faerie in physical form. As is only proper, the fey folk have a different relationship with their world and the things in it than humanity does.

The dragons found on Earth are different. They are degenerates, mentally crippled and physically stunted, addicted to consuming mundane substances that destroy their sentience and sense of self. The material world is literal poison to these once-gods of faerie, and those false dragons lost to this world are despised by their cousins in Faerie.

Level 1-9 faeries, usually chaotic, evil, or neutral.

Armour 10 + level, Hit Die 1d8, Morale +1, Numbers 1 or 2, Size Large, Speed 8, Surprise 0. Cha 6, Dex 12, Fer 18, Hth 10, Int 8, Wil 10.

2 bite or claw attacks per round, or **1 breath weapon**.

- Breath weapon (roll on random table to determine the effect).
- Can fly.
- Double damage from a random effect (roll on breath weapon table).
- Half damage from piercing and slashing weapons.
- Immune to whatever substance it breathes.

After a dragon has used its breath weapon once during an encounter, it only has a 1 in 6 chance of being able to do so again, each round.

Dragons are often completely insane, acting with no more coherence to their actions than feral dogs. Some dragons are able to retain a human-level of intelligence, but even this does not guarantee they are friendly towards humanity.

Special Powers

Each dragon has 1 special power per level. Roll 1d20 to determine each. Only the last 5 may apply more than once. Re-roll duplicate results of any of the first 11:

Roll		Structure	
1	1 in 3 chance of breath per round.	9	Surprise -2.
2	2 breath weapons.	10	Size Huge.
3	Charisma 18.	11	Willpower 18.
4	Dexterity 18.	12-13	+1 attack per round.
5	Health 18.	14-15	+1 spell per level.
6	Hit Die 1d10.	16	+2 Speed.
7	Immune to disease.	17-18	Half damage (choose 1 source).
8	Intelligence 18.	19-20	Monster servants.

Treasure

Earthly dragons seem addicted to hoarding things, whether they are shiny objects or alchemical hallucinogens. To determine a dragon's treasure, roll 1d6 + level:

Roll	Treasure
2-6	No treasure.
7-9	Roll × 500c worth of treasure.
10-11	Roll × 1,000c worth of treasure.
12+	Roll × 2,000c worth of treasure.

Breath Weapon

A dragon's breath weapon may affect a maximum number of targets equal to the dragon's level. Each target suffers the dragon's damage twice (or only once, with a successful save). Roll 1d10 to determine the type of breath a dragon has:

Roll	Breath Weapon
1	Clouds of Confusion: The cloud is 10 feet per level in diameter and can be moved by the wind, but otherwise remains active for 1d6 + level rounds. Instead of damage, anyone breathing the cloud loses 1d8 points of Intelligence and is affected by the Confusion spell (separate saves must be made for both effects).
2	Corrosive Mist: The mist is 5 feet per level in diameter and lasts for 1d4 + level rounds. Instead of normal damage, anyone inside the mist or moving through it loses 1d4 Health per round.
3	Life Drain: Instead of damage, targets lose 1d8 points of Ferocity.
4	Heat Ray: Anything a target carries that could be desiccated has a 50/50 chance of being ruined.
5	Fire: Targets have a 1 in 3 chance of igniting, suffering 1d4 damage each round until they spend a complicated combat action to put the fire out.
6	Frost: Inflicts damage once on twice the number of targets.
7	Lightning: Inflicts half damage on a target bearing no metal objects, and double damage on a target wearing a suit of plate.
8	Poison Gas: Damage reduces Health directly.
9	Radiance: Beam of light inflicts damage once, but everyone who sees it must save against their Dexterity or be blinded for 1d6 rounds.
10	Slime: Immobilizes targets instead of inflicting damage. Stuck targets may attempt to save against their Ferocity each round to escape, but a failed attempt means losing 1d6 points of Dexterity. If Dexterity is reduced to zero, suffocation results.



Dragon Motivations

Because they have fallen from a state of divinity into base corruption and animal desires, dragons are compelled, like addicts, to repeat certain behaviours and consume certain substances. Each dragon is unique in its wants and desires.

This dragon is compelled to... (roll 1d8):

Roll	Compulsion
1	Collect gemstones.
2	Destroy human civilization.
3	Enslave lesser creatures, and make them toil endlessly.
4	Hoard gold.
5	Lay waste to the lands around its den.
6	Memorize spells (but not necessarily to cast them).
7	Venerate the idols of human gods (including angels and demons).
8	Witness the misfortunes of others (humans and/or animals).

This dragon wants desperately to devour... (roll 1d6):

Roll	Preferred Prey		
1	Alchemical powders.	9	Hallucinogenic plants or fungus.
2	Children.	10	Livestock of all types.
3	Gold and silver.	11	Magical energies.

Reactions of the Fey

Other faeries often have complicated relationships with terrestrial dragons. These creatures were gods once, worshipped by all other inhabitants of Faerie. But when dragons fall into degeneration, they are extremely dangerous and grant no favours to the faithful. Roll 1d6 to see how each group of faeries react to a dragon in the area:

Roll	Reactions
1	They are actively hunting this dragon in order to kill it.
2	They are trying to drive this dragon away.
3	They hope to devour this dragon, or pieces of it.
4	They want only to serve this dragon and do its bidding.
5	They want to worship this dragon like a god.
6	They wish to avoid this dragon at all cost.





Eclipse Wolf

Not even the abyss can contain this fiend from beyond the stars. Known to a mere handful of arcanists, the Eclipse Wolf gallops through the cosmos at terrible speeds, never stopping and rarely slowing down. As a testament to its otherworldly nature, the white fur that covers this monster's hide is never sullied by the dust of the worlds, or the blood of the victims, it tramples upon.

Level 7 chaotic dweller in the deep.

Armour 13, Hit Die 1d8, Morale +1, Numbers 1, Size Large, Speed 8 (moves 12), Surprise 0. Cha 0, Dex 16, Fer 20, Hth 20, Int 20, Wil 20.

Skills: Running.

1 bite attack as a fighter (against a single target), or **1 charge attack** (against up to 7 targets) every round.

- Double damage from fire and light-based attacks.
- Immune to disease, mind control, poison, and magical effects that create emotions other than fear and rage.
- Suffers 1d6 damage each round it is exposed to (magical) sunlight.

If the Eclipse Wolf's bite attack hits, it can hold the target in its jaws and subsequent bite attacks against the same target automatically hit. Escape requires a save against Ferocity and a complicated combat action.

Wherever the Eclipse Wolf goes, the sun is blotted out by a gigantic, blazing black disc that is oppressively hot and causes the air to vibrate silently. The Eclipse Wolf vomits grey-black lightning attuned to the same frequencies, which turns them into a visual representation of the effect of sound, which also disrupts human cognition.

Each round you gaze upon the eclipse wolf, you must save against your Willpower or lose 1d4 points of Intelligence.

Interplanar Movement

The (or an, if there is more than one) Eclipse Wolf enters the Earthly plane, and leaves it, at any of the following types of locations:

- Battle sites where the defeated side's fighters were executed in the field.
- Nightmare incursions.
- Pagan temples that have been destroyed and not repurposed by non-believers.
- Sites where powerful otherworldly beings were summoned in the past.

Constituents

The slain body of an Eclipse Wolf rots much like a human animal, only 5 times as fast, and its flesh eventually degrades into a highly-flammable, poisonous gel.

There is also 1d8 × 1,000c worth of molten gold inside its bones (instead of marrow), and its brain is made of a softly-glowing crystal that grants someone holding it advantage to the casting of Illusion spells.

Faerie Nobles

Those who rule the lands of Faerie are just as varied as those who are ruled, but far more powerful. They are, after all, nobles—the ones who have all the wealth power. As such, it is only natural that they would be of interest to human adventurers, whether they are brigands and thieves, or in desperate need of allies against the nightmare invasion.

When faerie nobles are encountered, choose the most appropriate type based on the area, or roll 1d6 to determine what court they are from:

Roll	Faerie Type
1-3	Changelings.
4	Frostlings.
5-6	Sun Court Fey.

Treasure

A group of faerie nobles has at least a 1 in 3 chance of carrying some kind of valuable treasure with them. Decide what that treasure is, or roll 1d12 to determine it:

Roll	Treasure
1	1d6 magical weapons that grant advantage to attacks against a single type of foe (which is never other faeries, but may be a specific alignment). This blessing may be permanent or temporary.
2	1d6 significant treasures worth $1d6 \times 100c$ each.
3	2d6 doses of medicinal herbs, powders, slaves, or other substances, that double healing rates for 1 week per dose.
4	A book or other text that causes humans to go mad. If you read it, you lose 1d6 points of Intelligence and you gain a nightmare curse if that loss reduces your current score by half or more.
5	A book or other text that is significant to faeries, but not to humans.
6	The carcass of a strange and otherworldly beast (or perhaps more than one, if they are small).
7	A chest of coins worth $1d6 \times 200c$, and counts as 2 encumbering items.
8	A cultural artifact that is revered by faeries, or some of them at least, but has no meaning for humans.
9	A human captive (or perhaps more than one).
10	A magic item that can duplicate the effects of 1 spell, once per day.
11	A hoard of cursed treasure worth $1d6 \times 100c$. If it comes into your possession, an NPC who learns about it is turned against you somehow.
12	A single, great treasure worth $1d6 \times 1,000c$.

You can also use the random artifact tables in the appendix (pages 400-409) to help you create these treasures.

False Children

When the little ones began to go missing, it was all we could do to keep our community together. But then some of us bought weapons and ventured into the underground, to see if we could find them. And we did. We found them, alright... and so much more.

Level 2 chaotic nightmares.

Armour 13, Hit Die 1d6, Morale 0, Numbers 1d8 (3d10), Size Small, Speed 5, Surprise -1. Cha 12, Dex 12, Fer 6, Hth 0, Int 16, Wil 12.

1 limb attack per round.

- Half damage from mundane weapons.

At first, they look like children, often taking the appearance of specific children who have died or gone missing in the area around the incursion. They speak like children, too, often cautiously, as if they might not trust the ones they address. But then monstrous limbs sprout from their bodies—thick tentacles, misshapen arms, clawed hands, thrashing spider legs, the claws of crustaceans, scorpion stingers, and other such terrible things. They are usually very long, even in excess of six feet or so.

When they are attacked or hurt, they cry like children do. If they fail a morale test, they run and hide, crying softly like children. If they are found crying, they attack again, but with Morale +4.

When you destroy a false child, you automatically fail the next roll you make, unless this magical effect is dispelled or otherwise protected against. Observers feel the need to laugh and mock you unless they, too, are protected from the enchantment.



Frostlings

When the snow comes, so too do the elves of winter. They'll freeze you in your tracks, out in a storm. They'll carry you off to their caves made of ice, to dine on your flesh and make bread from your bones. Keep those fires lit if you want to be among the living when the spring returns.

Level 2 evil faeries.

Armour 17, Hit Die 1d6, Morale +2, Numbers 1d6 (3d8), Speed 10, Surprise -1. Cha 10, Dex 12, Fer 12, Hth 10, Int 14, Wil 10.

Skills: Butchery, sculpture, and singing are their most common talents.

1 weapon attack as fighter per round, bonus damage is paralysis.

Frostlings attack as normal humans against fiery creatures (no attack bonus).

- Double damage from fire and lightning.
- Half-damage from acid.
- Immune to cold and poison.

Frostlings are elven nobles of the unseelie court, intimately connected to the nightmare world. Their physical form in this world is primarily composed of humans' experiences while dying of exposure. They are constantly surrounded by bitter cold and swirling crystals of snow. They wear the idealized faces of your loved ones beneath frost-rimed iron armour and wield swords made of ice. It is impossible to be surprised by frostlings when normal temperatures are above freezing, but in the cold, you suffer a -2 penalty to notice them before they surprise you, because they move silent and slow.

When you are attacked by a frostling, you lose Disposition automatically, but if you suffer bonus damage, it comes off your Dexterity instead of your Disposition.

If you lose half your Dexterity or more in one round, you are paralysed for the next 1d6 rounds. **When your Dexterity is reduced to zero**, you are paralysed for 1d6 hours, after which you regain 1 point. Frostlings that paralyse a foe move on to the next until there is no one left to fight, then each frostling carries one random victim away with them.

Frostling armour cannot be worn by humans, but each suit is decorated with icy gemstones worth 1d10 × 10 cyphers to humans (who do not understand them well), and much more to unseelie faeries. The powdered flesh of frostlings can be used to gain advantage when casting spells that deal with cold and frost. Each body yields 2d4 uses of such powder.

Glass Thieves

Down Dagger Alley, just off Lantern Way, in the basement of an unassuming hat shop, the thieves' guild built their headquarters. But when their members robbed the wealthiest merchant in the land of his exquisite imported glassware, the guild fell prey to jealousy and greed. After the back-stabbing, both literal and figurative, ended, none were spared the knife or the poison trap. The neighbourhood knew peace and safety until another gang moved in, and the shop's basement became the site of a nightmare incursion.

Though dead, the spirits of these criminals live on in the form of glass, never again to leave their old hideout. Those that enter, in search of loot, also never leave...

Level 1 evil nightmares.

Armour 15, Hit Die 1d6, Morale +1, Numbers 1d6 (3d6), Speed 9, Surprise +1. Cha 0, Dex 16, Fer 12, Hth 0, Int 8, Wil 10.

Skills: Burglary and theft.

1 crystal knife attack and **1 grab attempt** per round.

- Double damage from blunt weapons and cold-based magical attacks.
- Half damage from cutting weapons.
- Immune to acid and piercing weapons.

With the face of a smiling young man made of glass on a lithe, stringy body dressed in black, a glass thief wields a knife made of crystal, slashing intruders to ribbons. Though they were once stealthy robbers, their glass bodies scrape along the stone floors of their lair, giving their presence away to those listening carefully. For every 5 thieves encountered, one is a Level 2 guild leader (whose orders are not obeyed).

When harmed, their bodies shatter and shards of glass poke through their clothes, giving glass thieves advantage to any subsequent damage rolls they make.

In addition to attacking with their crystal knives, glass thieves will attempt to steal a piece of equipment that a foe has but isn't holding in their hand. **To steal an item from someone of their level or lower**, you must roll the glass thief's Dexterity or less on a d20.

If their level is higher than the glass thief, you must roll half their Dexterity or less on a d20. Once a glass thief has snatched an item, he runs away with it, deeper into the dungeon.

Knives in the Back

Crystal knives can be sold for 10 cyphers each, although a day of owning one is the same as an hour inside a nightmare incursion for the purposes of developing a nightmare curse. PCs are immune to this property, normal people (who might buy one of these curios) are not. These knives can also allow nightmares to create a new incursion around them.



Goblins

There is a mine beneath that hill, though not one that knows the hands of mortal man. Beware the goblins of these parts, for they do not look kindly on those who come near the treasures they pull from out of the earth.

The Blood Curse

Goblins are revolting creatures, clothed in a loathsome disgust. Any weapon that wounds a goblin, or anything that a goblin has marked with their own blood, becomes infected by their essential revulsion. Infected gear inflicts 1 point of damage whenever you use it. If you run out of Disposition, you lose a point of Willpower instead of Health. A successful save against your Charisma allows you to use an item for a single task without being so repulsed that you suffer damage.

Goblin Miner

Level 1 evil faerie.

Armour 12, Hit Die 1d6, Morale 0, Numbers 1d8+1 (3d10), Size Small, Speed 7, Surprise 0. Cha 6, Dex 10, Fer 10, Hth 12, Int 8, Wil 6.

Skills: Mining.

1 dagger, pick, or shovel attack per round.

- Double damage from bronze or copper weapons.
- Half damage from fire.

After they have been toiling away, goblins begin to stink even worse than normal. It is so bad that any human near enough to engage in close combat feels the intense urge to gag and vomit, which imposes disadvantage on all their attack and skill rolls.

There is a 1 in 6 chance that any group of goblin miners contains 1 thief, who has lied to them about being a normal miner in order to steal their treasures. If there is no thief, there is a 1 in 6 chance the miners are accompanied by 1d4 goblin warriors instead.

Goblin Thief

Level 2 chaotic faerie.

Armour 13, Hit Die 1d6, Morale -1, Numbers 1d4 (2d6), Size Small, Speed 9, Surprise -1. Cha 8, Dex 16, Fer 10, Hth 12, Int 12, Wil 8.

Skills: Burglary, stealth, and theft.

As goblin miners otherwise.

Goblin thieves normally only steal from other faeries, but if they find passage into this world, they feel no guilt for stealing from humans. They might be working for a more powerful unseelie lord, or they might be desperate exiles from the goblin community—or anywhere in between.

Goblin Warrior

Level 3 evil faerie.

Armour 16, Hit Die 1d8, Morale +1, Numbers 1d6 (2d8), Size Small, Speed 7, Surprise +1. Cha 10, Dex 10, Fer 14, Hth 12, Int 10, Wil 10.

1 weapon attack per round.

- Double damage from bronze or copper weapons.
- Half damage from fire.

Warriors are the ones who boss other goblins around and make sure the mines stay operational. They are cruel taskmasters, but then again, that is the nature of goblins.

Fortunately for humans, goblin warriors do little manual labour, preferring to engage in short bouts of violence between long stretches of laziness. Thus, they rarely smell quite so bad as goblin miners.

Treasure

There is a 1 in 3 chance that any group of goblins has 1d8 × 100c worth of treasure.



Hellhounds

The sultan was bored by the time the ancient fakir stepped into the ornate circle he had drawn upon the marble floor. But when the old man's words reached through time and space into the abyss beyond, the whole court gasped. Then the beast stepped into the room, and the killing began. The fakir was no entertainer after all.

Level 3 evil dwellers in the deep.

Armour 13, Hit Die 1d8, Morale +3, Numbers 1d4 (2d6), Speed 9, Surprise 0.
Cha 4, Dex 16, Fer 16, Hth 20, Int 12, Wil 16.

3 bite attacks per round or **1 fire-breathing attack** per turn.

- Double damage from cold and frost-based attacks.
- Half damage from mundane weapons and unarmed attacks.
- Immune to fire and heat.

When a hellhound breathes fire, it conjures a cone of flames 20 feet long and 10 feet wide at the end. Anyone touched by it suffers 1d6 damage each round until they extinguish themselves, which requires a save against Dexterity.



Hive Mothers

Many-handed wings like the black of night spread out across her body. Clutching her dead children, she is swallowed by darkness. Everyone dies alone, in the end.

Level 4 evil nightmares.

Armour 13 (16 vs. missile attacks), Hit Die 1d6, Morale +3, Numbers 1d4 (2d6), Size Large, Speed 9, Surprise 0.

Cha 0, Dex 8, Fer 12, Hth 0, Int 14, Wil 10.

1 bite attack as a fighter (1d8 damage) or **1-4 imp attacks** (1d4 damage) per round.

- Half damage from blunt weapons and non-magical missile attacks.
- Immune to firearms.

Hive mothers can send up to 4 imps to attack foes up to 30 feet away. 1 imp may be released per round; they count as Level 1 and die if they take any damage at all.

In order to fight a hive mother in close combat, you must be drawn into her wings. Anyone approaching a hive mother has their movement rate and initiative score divided by the number of people who are already inside her wings (unless there are none). If your initiative score, after being divided, is lower than 1, you are unable to act for the round.



Humans

Human people, of whatever types exist in your game, are perhaps the most common kind of monster. They become corrupted easily, as nightmares prey on humans in particular, while faeries and extraplanar creatures have their own defences against incursions, and are less interested in people and their business.

Bandits

Level 1 evil humans.

Armour 13, Hit Die 1d6, Morale 0, Numbers 1d10 (3d10), Speed 7, Surprise -1. Cha 7, Dex 10, Fer 12, Hth 10, Int 7, Wil 8 (or roll 3d6 for each).

1 weapon attack per round.

Cultists

Level 1 (or greater) chaotic cultists.

Armour 10, Hit Die 1d6, Morale +2, Numbers 1d6 (3d6), Speed 7, Surprise 0. Cha 6, Dex 10, Fer 12, Hth 8, Int 10, Wil 12 (or roll 3d6 for each).

1 weapon attack per round or **1 spell**.

- Cultists each have 1 random spell (per level) memorized.

Mercenaries

Level 1 neutral humans.

Armour 15, Hit Die 1d8, Morale 0, Numbers 1d6 (3d6), Speed 7, Surprise 0. Cha 10, Dex 10, Fer 13, Hth 12, Int 8, Wil 10 (or roll 3d6 for each).

1 weapon attack per round.

Nobles

Level 1 lawful humans.

Armour 13, Hit Die 1d6, Morale +1, Numbers 1d6 (3d6), Speed 7, Surprise +1. Cha 13, Dex 10, Fer 10, Hth 12, Int 12, Wil 9 (or roll 3d6 for each).

1 weapon attack per round (no attack bonus).

- Nobles are accompanied by 1d6 servants and possibly 1d6 guards.

Peasants and Proles, Scholars and Servants

Level 1 humans. Peasants and proles are neutral, scholars and servants are lawful.

Armour 10, Hit Die 1d4, Morale -1, Numbers 1d10 (2d20), Speed 7, Surprise +1. Cha 7, Dex 9, Fer 9, Hth 9, Int 9, Wil 9 (or roll 3d6 for each).

1 weapon attack per round (no attack bonus).

Professional adventurers get all the benefits of having a profession, but humans without an adventuring profession are always Level 1.



Illuminators

After the mine shut down, those of us left here still went in, to scavenge what we could from the remaining deposits. But then the creatures came—walking lamps like giant armadillos or snail-men. A glow that signalled death, they were, tearing people apart with a mouth like a sawblade. No one goes into the mine anymore.

Level 2 neutral dwellers in the deep.

Armour 16, Hit Die 1d10, Morale 0, Numbers 1d6 (2d6+2), Speed 8, Surprise 0. Cha 0, Dex 12, Fer 12, Hth 12, Int 4, Wil 6.

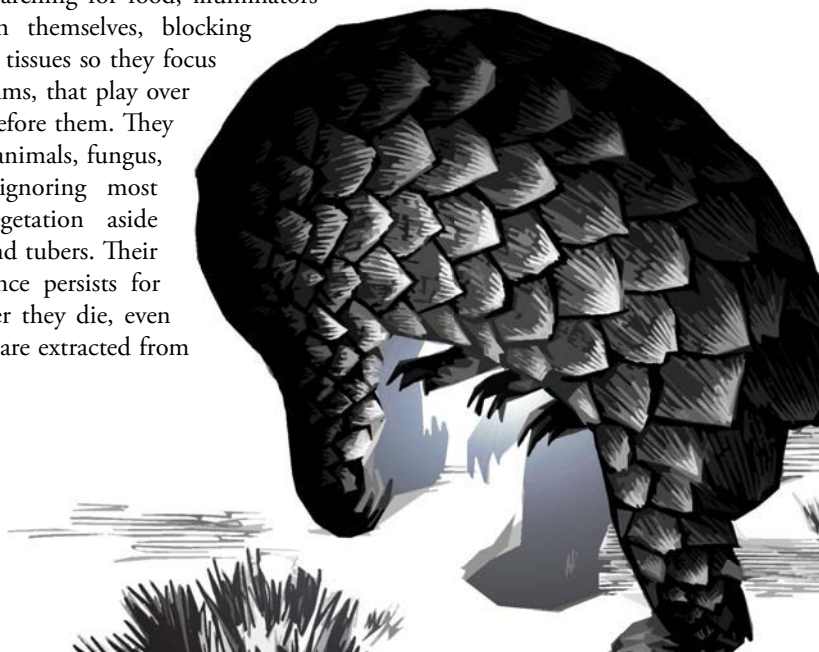
1 bite attack per round.

- Cannot be set on fire, though they do burn.
- Double damage from lightning and radiance.
- Immune to damage from poisons, but not other effects.

The waves of the nightmare realm do not arrive upon our shores unmixed or pure. Instead, they pull many other things along in their wake. But how to tell the difference? With some creatures, it matters little whether they are contaminated by nightmares or not.

Illuminators are roughly humanoid in shape, with additional, smaller limbs between their arms and legs. Their backs are covered in thick armoured plates, while their fronts, or undersides, consist of a snail-like gelatinous tissue, glowing with bioluminescence, so the illuminator can see. Where a human would have a chest and face, an illuminator has a mouth surrounded by a myriad of too-human eyes. Inside this squishy mouth is a vicious, jagged-toothed radula, powerful enough to scrape off barnacles and crush them to bits.

When searching for food, illuminators hunch in on themselves, blocking their glowing tissues so they focus into tight beams, that play over the ground before them. They prefer to eat animals, fungus, and mold, ignoring most types of vegetation aside from fruits and tubers. Their bioluminescence persists for 1d6 days after they die, even if these parts are extracted from the body.



Iridescent Globes

The madness of protoplasmic flesh, somehow contained within congeries of shimmering, iridescent globes. As each glowing sphere floats through the night air, images of a frothing, primal slime, writhing in the chaos of elsewhere, flicker inside them.

Level 1 chaotic dwellers in the deep.

Armour 15, Hit Die 1d4, Morale 0, Numbers 3d6 (5d8), Speed 12, Surprise +1.

Cha 0, Dex 14, Fer 6, Hth 12, Int 10, Wil 16.

Every 5 globes uses **1 magic power** per round (see below).

- Immune to lightning, paralysis, and poison.
- Double damage from life drain and other necromantic attacks.

Iridescent globes are native to the nethermost outskirts of space and time, far beyond the world of nightmares, whose incursions they arrive alongside of because they are simultaneously co-terminus with manifold other places and dimensions. They are not actively hostile as a rule, but their presence bends reality too much for the human mind to fathom. **Each month the globes are left to roam a location**, it changes enough to become unrecognizable by natives.

The globes have a group mind (of some sort), and act in concert. **Every group of five globes gets 1 attack per round**, which is always a magic power. Roll 1d6 to see what power each group of five has access to each round:

Roll	Power
1	Curse: -1 penalty to attack or resist the globes for 1 day (multiple curses are cumulative).
2	Disarm: One weapon that attacked the globes is transported 1d100 feet in a random direction. If unarmed, the entire attacker is transported (but not to a space already occupied).
3	Engulf: One target cannot act for 1d4 rounds.
4	Prismatic Spray: Hit die damage to a single target.
5	Rewind: One enemy re-experiences the last 10 minutes in reverse, in 10 seconds. This including moving backwards and suffering any mental effects again (but not physical effects). Healing of wounds suffered in these minutes does not occur.
6	Visions from Beyond: Reduce Intelligence of one target by 1d6.

When globes are burst, they leave behind a sticky, wet residue. Collecting the residue of a group of iridescent globes reduces the cost to prepare a potion affecting time and space by 1d6 × 25 cyphers.

The Kraken

I told them not to go down to the sea caves, that's where the children went missing. But they didn't listen to me, and that's why they never came back. You'll never come back either.

Level 4 neutral beastling.

Armour 14, Hit Die 1d6, Morale +1, Numbers 1 (1d4+1), Speed 8, Surprise 0. Cha 0, Dex 12, Fer 16, Hth 16, Int 8, Wil 8.

Skills: Swimming.

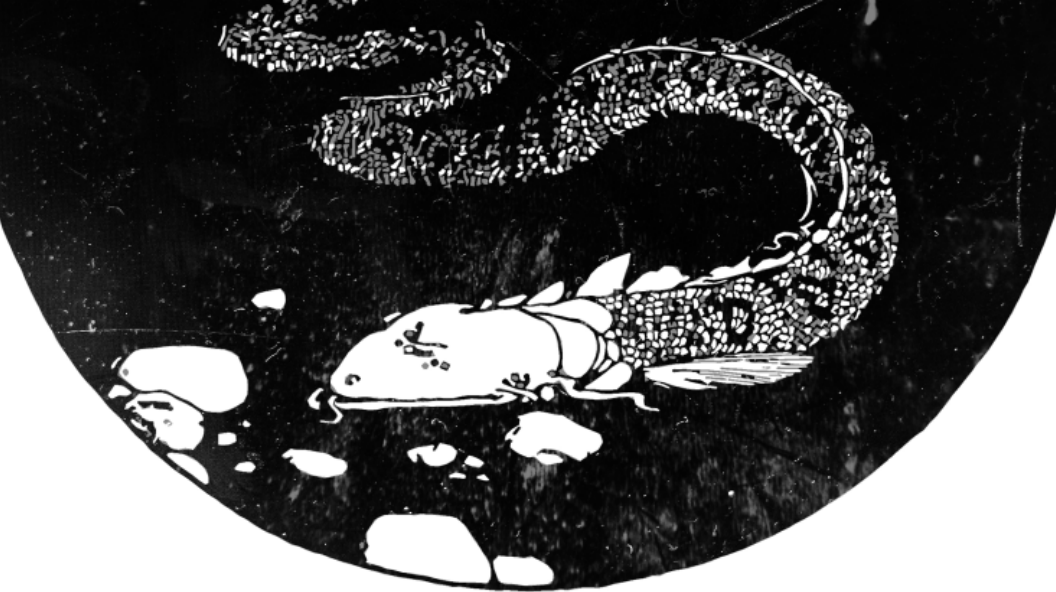
8 tentacle attacks per round. A kraken's tentacles are longer than any human weapon.

- Double damage from acid, corrosive materials, and lightning.
- Half damage from blunt weapons, cold and frost attacks, and fire.
- Immune to paralysis and poison.
- Suffers 1d8 damage each turn it spends out of the water.

If a kraken strikes a foe with more than one tentacle in the same round, it drags them underwater. One of its eight tentacles can no longer attack other foes, but it deals 1d8 damage to the submerged foe each round unless they can break free, which requires a complicated action and a successful save against their Ferocity. If a foe is killed, instead of attacking, one tentacle drags them into the water, if possible.

When a kraken has a dead foe in the water, its Morale score changes to -1. Once it has obtained food, its will to fight grows weaker.





Lamprey Golems

Serpentine guards called up from the riverbed by the wizards they serve. Made of earth and water and magic, they are implacable foes.

Clay Lampreys

Level 2 neutral golems.

Armour 14, Hit Die 1d6, Morale +3, Numbers 1, Size Large, Speed 6, Surprise 0. Cha 0, Dex 10, Fer 10, Hth 0, Int 10, Wil 6.

1 bite attack as a fighter per round.

- Half damage from blunt weapons.
- Immune to fire, lightning, and piercing weapons.

Stone Lampreys

Level 3 neutral golems.

Armour 17, Hit Die 1d8, Morale +3, Numbers 1, Size Large, Speed 3, Surprise +1. Cha 0, Dex 6, Fer 12, Hth 0, Int 8, Wil 8.

1 ram attack against up to 3 targets, or **1 constriction attack** as a fighter per round.

- Immune to cold, fire, lightning, and piercing and slashing weapons.

Silt Lampreys

Level 4 neutral golems.

Armour 11, Hit Die 1d6, Morale +3, Numbers 1, Size Large, Speed 8, Surprise 0. Cha 0, Dex 12, Fer 12, Hth 0, Int 12, Wil 12.

1 choking attack per round.

- Immune to fire and all mundane weapons.

Silt lampreys are almost liquid, able to squeeze through incredibly small spaces.

Locust Butchers

When the locusts swarm, the crops we worked so hard for disappear. Before our very eyes, they are stripped from the land. We know what follows: famine and banditry. Those who grow weak from starvation will lose what little they have to those who resort to force before it is too late for them. But then the sultan's men will come, with their scimitars, dispensing "justice." You have a weapon? You must be a bandit. The penalty is execution. You have a bag of golden coins? They must be stolen. The penalty is execution. You have an animal that is still alive? Why have you not fed the hungry with it? We are hungry. The penalty is execution, and tonight the sultan's butchers will not go hungry.

Level 3 evil nightmares.

Armour 16, Hit Die 1d8, Morale +3, Numbers 1d4 (2d6), Speed 8, Surprise 0.
Cha 0, Dex 16, Fer 16, Hth 0, Int 10, Wil 10.

2 sword attacks per round or create a cloud of smoke.

- Double damage from fire.
- Half damage from slashing weapons.
- Healing magic deals damage to locust butchers when used within 10 feet.

If a locust butcher's attack hits, the target must save against their Willpower during the following round or cast off their most prized possession out of fear and guilt.

Everyone within 20 feet of a locust butcher suffers 1 point of damage every round as they starve to death at an accelerated rate (no save can prevent this), and any food within 20 feet also spoils immediately.

Cloud of Smoke

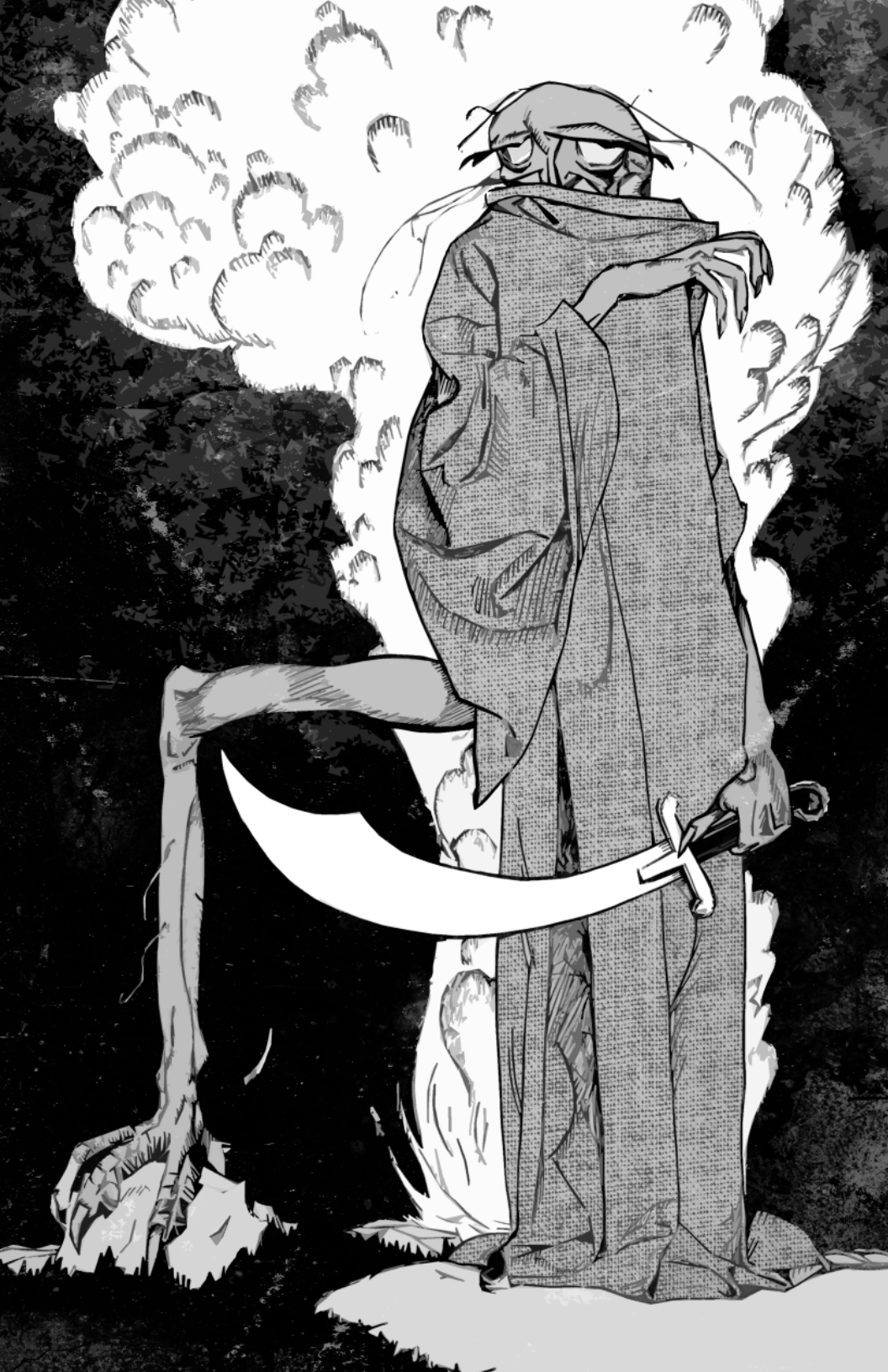
Instead of attacking, a locust butcher can cause a cloud of acrid smoke to burst forth from the ground beneath it. The smoke stays in place for 1d6 rounds and grows to encompass a sphere roughly 10 feet in diameter.

Anyone moving through the smoke must save against their Willpower or they emerge in a random direction, lose their remaining actions, and for the next round they act last in initiative order and suffer disadvantage to any attack or skill rolls they make.

Once a locust butcher has used this power once during an encounter, there is only a 1 in 6 chance every round that they can use it again.

Swarm of Locusts

When a locust butcher loses all of its Disposition, it explodes into a swarm of tiny locusts. This cloud of buzzing insects lasts for 1d6 rounds and inflicts disadvantage on any attack or skill rolls made within 30 feet of where the locust butcher was destroyed.





Poison Trees

From beyond the stars they came, transformed into grasping masses of roots on this plane of existence, their skin grown hard like bark, as if burned by the very air of this world. Inside they are a fleshy pulp that steams and hisses when exposed. Their leafless limbs may beat your flesh, but the portions of your soul they steal are what the sorcerers who summoned them were after.

Level 3 chaotic dwellers in the deep.

Armour 15, Hit Die 1d8, Morale -1, Numbers 1d3 (2d4), Surprise +2.
A poison tree has Speed 10 for reflexes, but crawls across the ground at Speed 2.
Cha 0, Dex 14, Fer 14, Hth 6, Int 20, Wil 12.

2 branch attacks each round (1d4 damage) or **1 pustule explosion**.

- Double damage from cold and frost-based attacks, faeries, and both holy and unholy implements. Holy water causes at least 1d6 damage.
- Half damage from piercing attacks.
- Immune to fire and heat.
- Immune to mental attacks, which cause 1d4 damage to the attacker.

If you are struck by a poison tree’s branch, you must save against your Willpower or lose 1d6 points of Charisma and suffer a random change to your personality (1d10):

Roll	Change
1	You always act like you are angry now, even when calm or joyous.
2	You are disgusted by normal clothes and must wear something else.
3	You cannot cooperate with the authorities.
4	You cannot give compliments, only insults.
5	You cannot rest within sight of other people, if you know they are there.
6	You cannot speak coherent language.
7	You cannot stand cooked food.
8	You hate and fear all written language.
9	You refuse to interact with animals except to fight them.
10	You refuse to pay for things with money.

You return to normal when you recover these lost attribute points. The magical essence extracted by these attacks can be found inside the poison tree, the body of which is worth 2d20 × 10 cyphers to an alchemist or sorcerer.

A poison tree has 1d6 pustules attached to its “roots,” which can explode, causing everyone within a 10 foot radius to become drenched in corrosive slime that deals 1d6 damage (save against your Dexterity for half damage). Taking full damage also means there is a 1 in 6 chance of each piece of equipment you carry being ruined by corrosion (this includes armour). A poison tree will never explode pustules two rounds in a row.



Revenants

Killed, murdered, mutilated... only to rise again. Even the grave is not enough to contain this rage. Together, in unison, they seek out their vengeance, knowing only the kind that is blind.

Level 1 evil undead.

Armour 13, Hit Die 1d8, Morale +1/-1, Numbers 2d4 (5d6), Speed 8, Surprise 0. Cha 0, Dex 13, Fer 16, Hth 0, Int 7, Wil 7.

1 weapon attack per round.

- Half damage from cold, lightning, and piercing weapons.
- Immune to paralysis and piercing weapons.
- Double damage from fire.

People who die violently can be brought back to “life” by the nightmare world. Trapped in their shambling corpses, these revenants hate all living things with a burning passion. A group of revenants always includes (at least) one leader, who has maximum Disposition. For every ten revenants, there is an additional leader among them. As long as a leader is present, revenants have Morale +1. Without a leader, they have Morale -1.



Rittersnakes

They were fools to disturb the ruins that lie in the Valley of Serpents. The wars were over, they should have gone back to their homes beyond the Salt Sea. But now the foul beasts of the wastes have taken root inside the bodies of those foreign crusaders, riding them into battle against pilgrims and merchant caravans alike. If you must travel, ride a fast horse and carry a cure for venom!

Level 2 evil beastlings.

Armour 18, Hit Die 1d8, Morale +1, Numbers 1d6 (3d6), Speed 8, Surprise 0. Cha 4, Dex 16, Fer 12, Hth 8, Int 10, Wil 10.

1 bite or spit attack and **1 weapon attack** per round.

- Double damage from cold and frost-based attacks.

A spit attack has a range of 30 feet. Spit venom burns exposed skin but is not poisonous unless injected into the bloodstream or ingested. If a rittersnake closes with a foe, it can bite with its head and attack with its body independently, even fighting two different opponents. Bite attacks are venomous: you must save vs. poison or the damage reduces your Health directly.

Den of Serpents

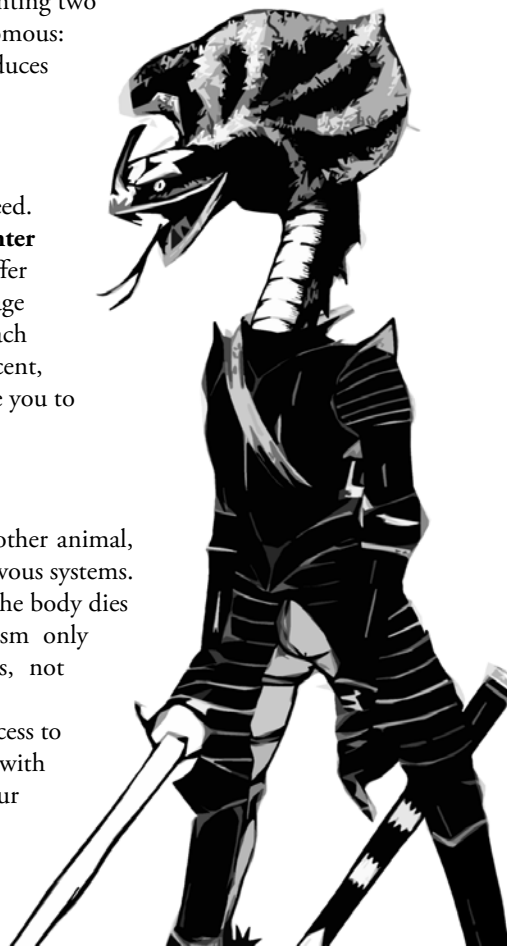
A rittersnake den is a foul-smelling place indeed.

If you fight a rittersnake near its den, or enter such a den, you must save vs. poison or suffer disadvantage to all of your rolls except damage until you get back where the air is fresher. Each pack of rittersnakes has a slightly different scent, and can be identified by it, if it doesn't cause you to retch and gag.

Parasites

A rittersnake occupies the bodies of some other animal, after removing its head and hijacking its nervous systems. It feeds this body with its own waste, until the body dies of poison and malnutrition. This parasitism only works with living or freshly-killed bodies, not those that have been dead for hours already.

If a group of rittersnakes should lose access to good arms and armour, and must make do with the bodies of lesser creatures, their Armour ratings get worse.



Shadows of Pain

Inky black silhouettes, memories of childhood traumas, emerge from the darkened corners of the room. The bullies, the beatings, the doctors and their “cures”—it all comes back once you step inside the nightmare realm, even though you thought it was all in the past.

Level 1 evil nightmares.

Armour 13, Hit Die 1d6, Morale +1, Numbers 1d6 (3d6), Speed 7, Surprise -1.
Cha 0, Dex 10, Fer 12, Hth 0, Int 10, Wil 12.

1 weapon attack per round.

- Double damage from lightning.
- Half damage from other magical effects.
- Immune to mental and psychic attacks of all kind.

Roll 1d6 to see what kind of weapon each shadow wields:

Roll	Weapon	Effect
1	Belt	Blunt trauma and lacerations.
2	Hand saw	Cutting damage.
3	Ice	Cold damage, ranged attack.
4	Pen knife	Piercing damage.
5	Rod	Blunt trauma damage.
6	Syringe	Injects a numbing coldness!

A shadow that wields ice may throw balls of ice up to 30 feet away, and a successful ranged attack does not immobilize the enemy. A shadow that wields a syringe does not grab its enemies, instead they must save against their Willpower or be immobilized for 1d4 rounds.



Silent Accusers

Their temple was a wonder to behold. Pilgrims flocked to it in droves, driven on by superstitious yearning. But when the sultan seized it, in his bloodlust he was driven to feats of monstrous inhumanity. So many died there, butchered without mercy, and none who knew can forget. Some cannot even forgive themselves. But now the dead have returned.

Level 1 chaotic undead.

Armour 11, Hit Die 1d4, Morale +3, Numbers 2d6 (4d10), Speed 4, Surprise 0.
Cha 2, Dex 8, Fer 12, Hth 0, Int 8, Wil 4.

1 unarmed attack per round.

- Half damage from slashing weapons.
- Immune to piercing weapons.

Silent accusers have advantage to their attack rolls if any other silent accusers have already attacked their target this round. They always attack lawful people first, but no more than 8 can attack the same person at once.



The Simurgh

To even sight this bird of legend, known by the human faces hiding beneath its wings, is a good omen. Imagine conversing with one, and drinking from its endless well of wisdom!

Level 5 good faerie.

Armour 15, Hit Die 1d6, Morale +1, Numbers 1, Size Large, Speed 8 (moves 16 flying), Surprise 0. Cha 16, Dex 14, Fer 8, Hth 16, Int 18, Wil 16.

1 magical bolt of fire attack per round (range up to 1,000 feet), or **1 spell**.

- Half damage from cold, fire, lightning, and necromancy.
- Immune to disease, emotional magic, mind control, and poison.
- Knows 5 spells and may cast them the same as a wizard does.

The simurgh is never surprised (a 10+ roll counts as a 7-9).

Reaction

A person only encounters the simurgh when alone, though this bird may watch a group of adventurers for a time. **When you meet the simurgh**, roll 2d6 plus your Charisma modifier, with an additional +1 if you are good, and -1 if you are chaotic.

Roll Result

0-6	The simurgh decides to ignore you, but attacks if threatened.
7-9	The simurgh offers you advice, but no material aid unless you are attacked by nightmares, in which case it helps defend you.
10+	The simurgh offers to perform a favour. It may defend you from your enemies, show you a secret, or carry word to your allies, for example.



Skull-Faced Fiends

He was killed in the reptile house. It drove her mad. She saw his skull on the end of a lizard, night after night. Dry scales reminded her of murder. She could hear that murderous voice, too, still speaking over the growling dog. Still telling her to leave so she wouldn't get hurt. No, she could never forget that voice.

Level 1 chaotic nightmares.

Armour 12, Hit Die 1d6, Morale 0, Numbers 1d4+1 (2d8), Speed 8, Surprise -1. Cha 12, Dex 12, Fer 8, Hth 0, Int 12, Wil 12.

1 claw attack per round.

- Double damage from lightning.
- Half damage from piercing weapons.

Skull-faced fiends prefer to sneak up on a party and whisper to the weakest-looking among them—the hirelings, porters, and torchbearers. They try to convince them to leave and abandon the others, promising them free passage out. They warn them of imminent attack and death at the hands of nightmares. “Everyone is about to die, horribly,” they say. “Get out, while you still can. We’ll let you leave, but only if you go now.”

When they do attack, they begin to stink like a den of reptiles. You can try to save against your Health each round, but until you succeed once, you suffer disadvantage to your attack and skill rolls because of the nauseating stench.

The anchor in a lair that has the skull-faced fiends as its crown (and is Level 1) is always guarded by a single **Lord of Fiends**, who walks upright on human legs and wields a jagged sword or a rusty axe.

Lord of Fiends

Level 3 evil nightmare.

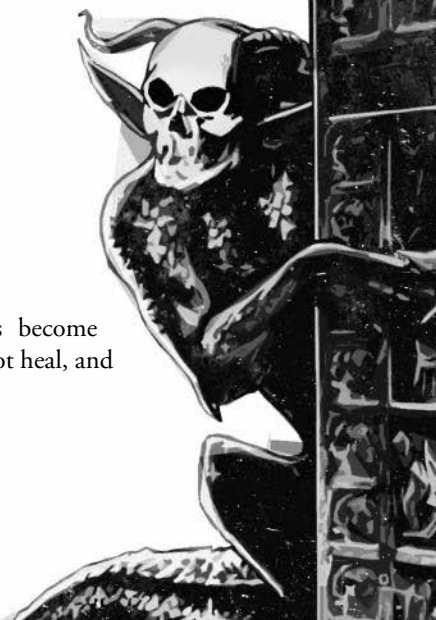
Armour 16, Hit Die 1d8, Morale +2, Numbers 1, Speed 10, Surprise -2.

Cha 12, Dex 12, Fer 16, Hth 0, Int 12, Wil 12.

3 weapon attacks per round.

- Double damage from lightning.
- Immune to fire and piercing weapons.

Wounds caused by the Lord of Fiends always become infected. If they are not treated properly, they do not heal, and the victim loses 1 point of Health per day.



The Stalker

She drowned in the lake, she did. He wanted her jewel, you see. Had debts to pay. He tried to snatch it off her forehead, but it went badly. She took it down into the depths with her, and he never saw it again. Now she's back, stalking the shoreline. Looking for vengeance.

Level 3 evil nightmare.

Armour 14, Hit Die 1d8, Morale +1, Numbers 1 (1d6+1), Speed 8, Surprise -1.

Cha 0, Dex 14, Fer 16, Hth 0, Int 12, Wil 10.

Skills: Climbing and swimming.

2 claw attacks per round or **1 flash of light**.

- Double damage from dessication effects.
- Half damage from cold and frost-based attacks.

Instead of attacking, the stalker can cause the jewel on her forehead to flash and blaze. Those facing her (but no more than 6, total) lose 1d6 points of Intelligence and burning eyes that see threatening shapes even hours after. There is only a 1 in 4 chance the stalker can use this power during any given round. If 1 or more victims lose 4 or more points from this attack, the stalker gains 1d6 additional points of Disposition.

If the stalker loses half her Disposition, she attempts to grab the nearest target and pull them into the lake. They must save against their Strength in order to break free, otherwise they suffer 1d8 damage each round as they drown in the stalker's arms.



Sun Court Fey

Though the vassals of summer may be strident foes of darkness and nightmares, they are not necessarily friends of humanity, especially those with little respect for authority.

When faeries of the sun court are encountered, a lair consists of a regent and court, but randomly encountered groups are usually smaller. Roll 1d6 to see what types the group consists of:

Roll	Fey Encountered
1-3	Courtiers.
4-5	Paladins.
6	Visionweaver.

Sun Courtiers

Level 1 lawful faeries.

Armour 11, Hit Die 1d6, Morale -1, Numbers 2d6 (3d12), Speed 7, Surprise 0. Cha 12, Dex 12, Fer 10, Hth 12, Int 10, Wil 10.

Skills: Animal husbandry, dancing, hunting, music, painting, poetry, and/or singing.

1 weapon attack per round, or **1 firearm attack** every 2 rounds.

- Double damage from cold and frost-based attacks.
- Immune to fire, lightning, and radiance damage.

Every fourth sun courtier wields a **bronze musket** that is loaded with **wasps** instead of bullets. Being shot by such a rifle leaves an angry wasp under your skin or inside your clothes, squirming to get out, imposing disadvantage to your rolls on the subsequent round. Even if a shot misses, the wasp attacks you once, as a Level 1 monster that deals only 1 damage, before flying away.

Each musketeer keeps their wasps in a cork-stoppered glass jar. The fey know how to handle them, and the special gunpowder they require, but humans must spend 2 rounds reloading. The wasps can be used as bullets in any firearm, but they cannot be used with human gunpowder.

Sun Court Paladins

Level 3 lawful faeries.

Armour 18, Hit Die 1d8, Morale +2, Numbers 1d6 (2d10), Speed 8, Surprise 0. Cha 14, Dex 12, Fer 14, Hth 12, Int 10, Wil 10.

As sun courtiers otherwise.

A randomly encountered group of paladins has a 2 in 3 chance of being accompanied by an additional 1d6 squires, who are the same as sun courtiers.

Sun Court Visionweaver

Level 5 lawful faerie.

Armour 13, Hit Die 1d4, Morale +1, Numbers 1, Speed 12, Surprise 0. Cha 14, Dex 14, Fer 8, Hth 12, Int 16, Wil 12.

As sun courtiers otherwise.

A visionweaver is always accompanied by 2d6 courtiers.



Thaumaturgists

It is neither cheap nor easy to produce the wonders our guild has to offer. We are ever sending our agents into the wilderness, to search for the rarest of alchemical antecedents. Ours is the noblest of pursuits, the elevation of man to heights the gods once occupied, now that their dominion restrains us no longer.

Level 2 humans.

Armour 15, Hit Die 1d8, Morale 0, Numbers 1d8 (5d8), Speed 4, Surprise 0.
Cha 8, Dex 9, Fer 9, Hth 10, Int 13, Wil 13 (or roll 3d6 for each).

Skills: Thaumaturgy.

1 weapon attack or **spell** per round.

- Each thaumaturgist has 1 random spell memorized.

Thaumaturgists are **Level 2 scholars** with alchemical augmentation (without their drugs and elixirs, they have no armour and a d4 Hit Die). They are typically found within the halls of the Thaumaturgy Guild, experimenting with various magical substances, but since they must also hunt down rare ingredients, they are also found in overlooked places, where the nightmares grow.

Thaumaturgists can be of **any alignment**. Roll 1d10 to determine the majority alignment of the group encountered. Chaotic thaumaturges have been corrupted by nightmares, and are accompanied by either another monster or by nightmares (if inside an incursion):

Roll	Alignment
1-3	Chaotic.
4	Evil.
5	Good.
6-8	Lawful.
9-10	Neutral.

Thaumaturgists have a 50/50 chance of carrying non-trivial amounts of special materials. Roll 1d4 and add 1 if they are lawful, or subtract 1 if they are chaotic or evil (no modifiers for other alignments).

Roll	Special Materials
0	Air in jars that induces nightmares.
1	Alchemical dust that reveals the invisible.
2	Lead shavings that can be turned into brass by mixing them with salt.
3	Tiny homunculi that appear to be living but are really just clever illusions.
4	Water that petrifies living things when they are wholly submerged in it.
5	Written copies of the law.

In the field, thaumaturgists carry **synecdoches** of their spells instead of full spell formulas. They might also carry communications from the guild, but these are always written in code, which takes a month of study to crack if you roll your Intelligence or lower on a d20, and a mere two weeks if you roll half your Intelligence, rounded down, or lower.

If **6 or more thaumaturgists are encountered together**, one will be their slightly less-augmented mentor. If **this group is chaotic**, the mentor is secretly a cultist. If **they are good or lawful**, the mentor is a scholar. If **evil or neutral**, they are a wizard.

Thaumaturgy Mentor

Level 1d4+2 human (cultist, scholar, or wizard).

Armour 13, Hit Die 1d6, Morale 0, Speed 8, Surprise 0. Attributes 13 (or roll 3d6).

Skills: Instruction and thaumaturgy.

1 weapon attack or spell per round.

- The leader has a number of spells memorized equal to their level.

A lair includes 1d4+1 mentors and a guildmaster of the same profession (as determined by alignment). When the guildmaster is present, all thaumaturgists have Morale +2.

Thaumaturgy Guildmaster

Level 6 human (cultist, scholar, or wizard).

Armour 15, Hit Die 1d6, Morale +2, Speed 4, Surprise 0. Attributes 14.

Skills: Administration, haggling, instruction, and thaumaturgy.

1 weapon attack or spell per round.

- The guildmaster has 7 spells memorized.



Thorn Priests

Their nameless order balked at the coming of the law, so the sultan’s men destroyed them. Their idols are all torn down, their flagellating lashes long since thrown away, their “holy” books consumed in fire. And yet because the priests of this small cult desired revenge—a means of lashing out at anyone at all, to share in their death throes—the nightmare world gave it to them.

Now, they have become masses of thorny vines and spiked tentacles, dressed in cult robes, with the head of a panicked, incoherent human. A thorn priest screams and wails as it lashes out spasmodically. It can never regain its composure, because it was never alive to begin with. It is a nightmare made from the anxieties of persecution, a conflation of beatings self-administered to cleanse the soul and beatings at the hands of a state seeking to purify its subjects.

Level 2 chaotic nightmares.

Armour 14, Hit Die 1d6, Morale -1, Numbers 1d4+1 (3d6), Speed 8, Surprise 0. Cha 0, Dex 6, Fer 12, Hth 0, Int 4, Wil 4.

1 tentacle attack per round.

- Double damage from any kind of dehydrating or desiccating attack, cutting and slashing weapons, and herbicides.
- Half damage from blunt and piercing weapons, and fire.

Thorn priest faces are drawn from the memories of those who die inside their incursions and those who provided their anchors, not exclusively from the priests whose dying memories gave birth to them. Those who fight the nightmares may well see a face or two they recognize.

If you are struck by a thorn priest, you must save against your Willpower or attack a random nearby target (including the thorn priest) as your next action.

When thorn priests fail their morale and flee, there is a 1 in 3 chance that they return to continue the fight immediately after getting out of sight of their foes.

Every thorn priest holds a spell inside their body. **When one is destroyed**, it casts that spell on a random enemy target. Roll 1d8 to determine what spell:

Caster level for each spell is the same as the thorn priest (Level 2). The Vulnerability spell makes the target susceptible to piercing attacks or plants.

Roll	Spell
1	Acid Spray
2	Binding
3-5	Cause Fear
6	Confusion
7	Truth Telling
8	Vulnerability

Temples of Treachery

Thorn priest incursions are full of spiked vines, twining their way across flagstones and up the walls. **If you climb a wall covered in thorns**, you must save against your Dexterity to do so unscathed. The length of your climb determines how much damage you suffer on a fail. **Up to 10 feet:** 1d4 damage. **Up to 25 feet:** 1d6 damage. **Up to 50 feet:** 1d8 damage. **Up to 100 feet:** 1d10 damage. A climb longer than that cannot be attempted without a rest.

These incursions are also full of jagged pieces of metal, blades, sharp rocks, and dead thorns. **If a thorn priest attacks an enemy near a dangerous wall or other feature**, there is a 1 in 3 chance that it leaps upon them and pushes them into a sharp protrusion. Both the target and the thorn priest suffer an additional 1d4 damage.





Tomb Guardians

When the ancient king was laid to rest within his tomb, his greatest warriors joined him in the underworld, to guard him, and to slay the devils of the shadowlands for him. Did they see their lord safely to the heavenly isles? None can say. But their bodies have life, of a kind, inside them still, and to this day they guard his body... and his treasures!

Level 4 evil undead.

Armour 19, Hit Die 1d8, Morale +5, Numbers 1 (1d6+1), Speed 8, Surprise -1. Cha 0, Dex 13, Fer 16, Hth 0, Int 0, Wil 10.

1 attack as a fighter per round.

- Double damage from acid.
- Half damage from slashing weapons.
- Immune to fire, lightning, necromantic magic, and piercing weapon.

Each tomb guardian carries a lantern filled with ghostfire, and its first attack is to smash this lantern upon the ground. This creates a flaming pool 3 feet in diameter, that grows by 1 foot every round. Anyone touching the ghostfire suffers 1d6 damage, and the tomb guardian will try to drive foes back into it (save against your Dexterity to avoid this). The flames disappear when the tomb guardian is destroyed or a full day passes.

Tomb guardians are accompanied by swarms of **annoying, grey moths** that impose a disadvantage on the attack rolls of one foe who is close enough to fight. Having your face covered by a helmet counters this effect.

Once you encounter tomb guardians, there is always one waiting for you at the exit of the dungeon.

Moth Eggs

The grey moths that follow tomb guardians wherever they go are not malicious in nature—just attracted by the emanations of necromantic magic. The body of a tomb guardian contains 1d6 egg sacs, which can be sold to a lepidopterist or a necromancer for 50 cyphers each. Tame moths of this type can be used to identify the presence and source of necromantic magic, and sometimes—depending on the skill of the breeder—be made to produce silk.

Unholy Armour

Tomb Guardians wear ancient suits of plate, which can be repaired and fitted to a living person for the price of $1d6 \times 100$ cyphers. This new suit of armour halves the effect of all necromantic spells cast by or upon its wearer, and also halves any damage suffered at the hands of the undead. However, anyone of good alignment who wears this armour feels so uncomfortable that they suffer disadvantage to all their rolls.

The Underfolk

In the grim darkness of the underworld, the Law is unknown. What passes for civilization here must contend with monstrous beasts and limitless depravity. Only the vicious rage of the underfolk stands between them and death inside the mouths of monsters.

Level 1-4 evil beastlings.

Armour 15, Hit Die 1d6, Morale -1, Numbers 1d4 (2d8), Speed 7, Surprise -1.
Cha 6, Dex 12, Fer 16, Hth 8, Int 8, Wil 12.

Skills: Scavenging and stealth.

1 bite or claw attack per round.

- Half damage from cold, disease, fire, and poison.
- Heightened sense of touch, smell, and hearing (able to navigate in darkness).

The underfolk live in underground regions or old and otherwise-abandoned cities. They are not comfortable with the open sky above, preferring the protection of their familiar tunnels beneath the sunlit lands. It is these areas where nightmare incursions have the most freedom to grow strong, however. As a result, the underfolk are usually much better informed about the locations of a city's incursions than its human inhabitants are.

While the underfolk speak their own crude languages, they will occasionally learn to communicate with human vagrants, who learn to trade words with them and cooperate to fend off feral animals, human villains, and even nightmares and other monsters.



Wasp Riders

What crazed wizards conceived of these abominations to defend their already-impregnable tower? What deranged mind could have use for a monster such as this?

Level 3 evil golems.

Armour 13, Hit Die 1d6, Morale +1, Numbers 1d6 (2d10), Speed 7, Surprise 0. Cha 0, Dex 12, Fer 14, Hth 0, Int 10, Wil 8.

1 arcane whip attack per round, or **1 bite and 1 claw** in close combat.

- Double damage from cold and frost-based attacks.
- Half damage from piercing weapons.

When mounted, a wasp rider may attack at any point during its movement. When using the arcane whip, a wasp rider rolls to attack against the target's Willpower score instead of their Armour.

Giant Wasps

Level 2 neutral beastlings.

Armour 14, Hit Die 1d8, Morale 0, Size Large, Speed 7 (moves 14 flying), Surprise +1. Cha 4, Dex 10, Fer 12, Hth 12, Int 8, Wil 6.

2 bite attacks per round (must stop moving to make an attack).

- Double damage from fire.

Giant wasps must be created individually, in an alchemical laboratory, from specimens of several normal species.



Wound Men

Soldiers see men butchered all the time, cut down by blades, shot dead by archers and musketeers, scalded to death by boiling oil, their heads split open by clubs and maces. For some men, it becomes too much, haunting their dreams, feeding the nightmares that grow in the darkness from beyond.

Level 3 evil nightmares.

Armour 20, Hit Die 1d4, Morale +5, Numbers 1d4 (2d6+1), Speed 5, Surprise 0. Cha 0, Dex 8, Fer 14, Hth 0, Int 6, Wil 10.

1 unarmed attack per round.

- Double damage from fire, lightning, and magic.

When you attack a wound man with a mundane weapon, if your total is lower than its Armour score, there is a 50/50 chance that your weapon becomes stuck in the wound man. Stuck weapons cannot be removed until the wound man is destroyed.

Mutilated Wound Men

If a wound man is destroyed but three or four of its limbs are still attached to its body, it rises again to attack intruders. The head is not necessary. A mutilated wound man has none of the special powers a normal wound man has, but are covered in blood which makes them impossible to grab, pin, or hold on to.

Level 2 evil nightmares.

Armour 10, Hit Die 1d6, Morale +5, Numbers special, Speed 7, Surprise -1. Cha 0, Dex 12, Fer 14, Hth 0, Int 4, Wil 10.

1 unarmed attack per round (1d6 damage).

Weapon Men

If the weapons that were once stuck in a wound man are not removed from the incursion, after 1d4 turns, they become animated, converging into a malevolent man-shaped figure.

Level 1 evil nightmares.

Armour 14, Hit Die 1d8, Morale +5, Numbers special, Speed 9, Surprise +1. Cha 0, Dex 14, Fer 14, Hth 0, Int 2, Wil 10.

2 weapon attacks per round.

- Double damage from acid and corrosive materials.
- Half damage from lightning.
- Immune to cold, fire, and slashing and piercing weapons.

When you take damage from a weapon man, you have a 1 in 6 chance of contracting lockjaw, which incapacitates you for 1d6 months and kills you unless you save against your Health. Medical treatment is relatively easy to obtain in civilized areas.

Rust Never Sleeps

Most weapons that become stuck in a wound man become too rusted and damaged to be properly functional after a mere 1d4 hours. Blades become pitted and dull, wooden hafts become soaked in blood and warped, and other materials deteriorate as well. A weapon man can attack with these weapons, but this power is supernatural (and these weapons also cause lockjaw).

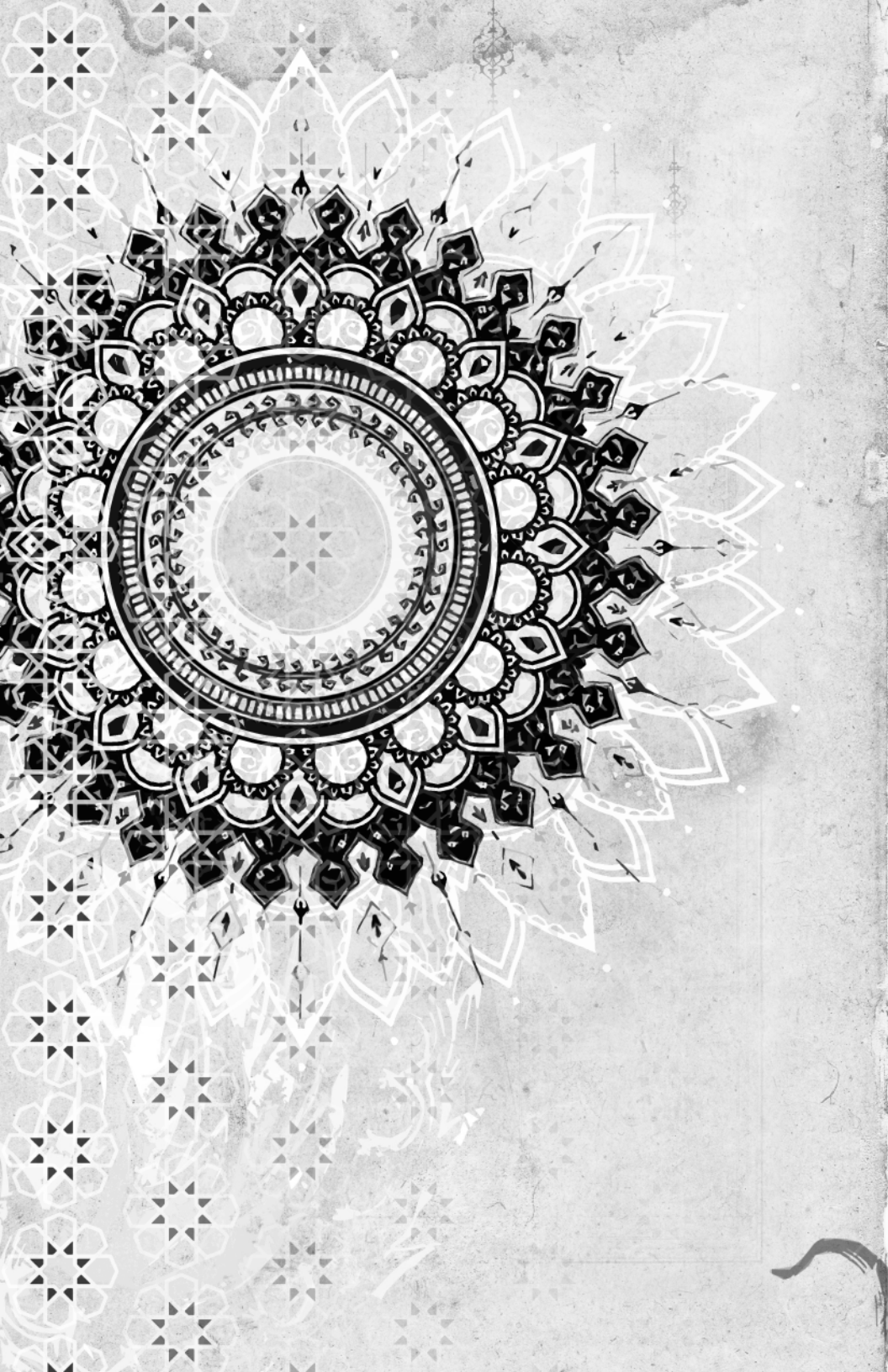
Magical weapons are usually not affected by the powers of the wound men, and do not become stuck. Mundane weapons made of copper, brass, or bronze (such as those used by faeries), may become stuck, but will not rust.



and if the wound be in the loins or parts of the body, to
 fluxe of humors from thence, either, it is meete and
 cient to incise the same by purging or by vomit; w
 o be done with great discretion. Thus much I ha
 ught not amiss to note for generall directions her
 such as I haue showed in mine owne, partly
 owne experience, partly directed by satisfied by
 gements and instructions in fine, and learn







Part Four

A slight

Appendix

of additional material.





Why Optional?

Creating your own material is a major part of this game—adding new social institutions, drawing and populating your own dungeon maps, inventing new monsters and nightmare creatures, and so many details about the kingdoms the PCs are trying to defend. Because you must make your game's setting your own, it is natural that it might drift away from the world implied by the rules presented so far. This section introduces material that may be of interest to players in some games of *The Nightmares Underneath*, but won't fit well into every group's setting.

Troupe Style Play

Nightmare incursions don't wait around passively while PCs are resting up, licking their wounds, and recovering their lost attribute points. They get worse, and time is of the essence. If players don't want all their characters to wait while a few of them regain their strength, you can create a pool of characters, who can either belong to one specific player each, or are available for anyone to play. When you prepare for a sortie into the dungeon, each player chooses one character each (or two each, if your group is small) from the pool, and that's your adventuring party.

Meanwhile, unchosen characters remain at home. They continue to recover if they are wounded; or not, if they don't need to. When a character is chosen to return to adventuring after more than a week, use the downtime rules and decide how much they have spent on living in civilization, as normal.

Mission-Based Experience

If you don't want levelling to rely solely on treasure looted from nightmare incursions, you can use mission-based experience instead. **In order to increase your level by 1**, you need to accomplish 3 missions, each of which must include a minimum number of elements equal to your current level. A mission must be sanctioned or supported by at least 1 NPC, but you can invent your own missions and propose them to NPCs.

A single element of a mission may include...:

- building something significant
- defeating a significant foe or monster
- escorting someone through a dangerous region
- exploring a single level of a dungeon
- locating a person who is lost or missing
- obtaining an item that is lost or in the possession of an enemy
- rescuing a captive

...or something similar, as long as it involves risk or danger. Simply spending money to complete a quest does not count towards gaining a level.

Playing Blackjack

Do you hate rolling under your attributes? Do you hate it when low numbers on the dice are better? Okay, tell you what: you can “play blackjack” instead. How do you do that? Instead of trying to roll your attribute score or lower, you **add the attribute score** (or half of it, rounded down) to your d20 roll. **If you get 21 or higher**, you succeed, just as if you had rolled low against your attribute score. **If your total is 20 or lower**, you have failed. This is mathematically and statistically identical to the normal roll-under resolution rules.

Of course it is not remotely like the card game blackjack. There are dice and the higher your total score, the better. The word functions as a mnemonic device that makes it easy to remember what target number you are aiming for.

While it is always easier to choose one version or the other and have everyone playing the same game conform to that decision, if your group has a mix of players who want roll-under resolution and those that do not, you can have those who prefer to always roll high declare “blackjack” before they roll, so everyone knows which version they are using.

Blackjack version of roll-under task resolution:

- **Normal:** Roll 1d20 + attribute score. A total of 21 or higher succeeds.
- **Difficult:** Roll 1d20 + half your attribute score (rounded down). A total of 21 or higher succeed.

Additional Professions

The **berserker** is a wild warrior, more like a barbarian than a soldier. Perhaps less effective, at low levels, than a fighter is, as she gains experience, she becomes more and more destructive to large groups of foes.

The **disciple** is a more colourful alternative to the existing martial professions, and also provides a new, and distinctly non-magical, way of presenting special powers. However, because of these flashy combat maneuvers and the general optimism of this profession, some players may feel that the disciple is inappropriate for a heavily horror-themed campaign.

The **fey knight** is a martial spellcaster, equally adept at casting spells as fighting. With great power comes restrictions, though, and it is much harder to advance as a fey knight than any other profession, which makes it less welcoming to newer players. As well, the fey knight is explicitly inhuman, which may not be appropriate for a game that focuses on the divide between human society and the inhuman nature of the invading nightmares.

The **halfling** is a profession that specifically highlights a characters size. Because it can be used to play inhuman characters, it may present the same problems as the fey knight. Because it can be used to play children, it may stretch a horror-themed campaign too far for some players, but in the opposite direction as the disciple does.



Berserker

A savage fury courses through your veins. Though you live for the thrill of battle, you are no mere soldier. Whether a barbarian, duellist, or gladiator, you are always, first and foremost, a warrior! It is action and movement you crave, not the cerebral analysis of strategy. Though you can wrestle even fear itself into submission, you have prodigious appetites to appease, and the strongest of those is the thrill of combat.

Hit Die: 1d10.

Primary Attribute: Ferocity and Willpower.

Restrictions:

- You can't use any of your special abilities while wearing heavy armour.
- You must spend half the wealth you gain slaking your thirsts and indulging your vices. If you decline to do so, you suffer disadvantage on all your rolls until you defeat a "worthy" foe (i.e. they must be your level or greater).

Skills: Berserkers are skilled at keeping their equipment in good working order, showing off in front of an audience (be they friend or foe), and surviving in the wilderness. They are also adept at practicing the social customs of warrior societies. When you use one of these skills in a risky manner, you must roll equal to or lower than one of your attribute scores on a d20 to successfully perform your task. The GM will tell you which attribute score to use.

You may also be skilled in other areas, depending on what you did before choosing the path of battle—carpentry, horsemanship, or tanning, for example. Discuss your character's identity with the GM, either before or during the game. You may need to elaborate on how and from whom you learned a skill when you perform an appropriate action during play.

Special Abilities:

- Add your level to your attack bonus.
- Each combat round, you may attack a number of different targets equal to your level, as long as they are all within range. Roll separately for each attack, and you may not attack the same target twice in the same round. You may not reload your weapon in between these multiple attacks. You may attack at any point during your movement.
- When you have a weapon in your hands (or something else you can block blows with), your Armour rating is equal to your Ferocity score.

If you roll for your starting equipment, omit any instance of armour, and add an additional weapon, plus ammunition if you choose a bow, crossbow, or firearm.

Disciple

You follow a special path, a lifestyle unlike most others. It requires great devotion, but you have given your all to it. You might be part of a mystical dervish society, a boxing club, or even an Eastern monastery. Whichever path you choose, there are others who walk it beside you, whether the masses look down on you or respect you for the code you follow. It may be a hard road you walk, but that is what cultivating discipline is for.

Hit Die: 1d6.

Primary Attribute: Your sole primary attribute is Willpower. If your Willpower is 8 or lower, you suffer a -10 percent penalty to your experience points. If your Willpower is 13-15, you gain a +5 percent experience point bonus, and if your Willpower is 16 or higher, you gain a +10 percent experience point bonus. Each level, you must roll to increase your Willpower, as well as one other attribute of your choice.

Restrictions:

- You cannot use your special abilities when you are encumbered or wearing a suit of plate.
- You must choose an ideal and abide by its restriction.
- You must give away half the money you make, or spend it on furthering your code and discipline.

Skills: Disciples are trained in the traditions of the group they belong to, which usually includes armed and unarmed combat, for self-defence; athletics, to keep your body in peak condition; labouring, to maintain the schools that house and teach your fellow disciples; literary scholarship, in order to learn and study philosophy; and meditation, for the betterment of your mind and soul. When you use one of these skills in a risky manner, you must roll equal to or lower than one of your attribute scores on a d20 to successfully perform your task. The GM will tell you which attribute score to use.

You may also be skilled in other areas, depending on what you did before choosing the path you walk right now—fishing or weaving, for example. Discuss your character's identity with the GM, either before or during the game. You may need to elaborate on how and from whom you learned a skill when you perform an appropriate action during play.





Special Abilities:

- Add your level to your attack bonus.
- When you save against a threat you can over come by resisting it, either mentally or physically, you can roll against your Willpower instead of another attribute. Saves that involve charm, knowledge, luck, perception, speed, or avoiding danger are made as normal.
- You get 1 special discipline per level, plus disciplines equal to your Willpower modifier.
- Your Armour rating is equal to 10 + your level, as long as you wear no armour.

Ideals

As a follower of an ethical, moral, or philosophical path, your actions are restricted somewhat by an ideal that dominates your lifestyle and your code of behaviour. If you violate this restriction, you lose all your profession's special abilities until you make amends and correct your ways.

- **Courage:** You must aid those in need and defend the weak from harm.
- **Honour:** You cannot lie, deceive people, or sneak up on your enemies.
- **Poverty:** You must give away all the money you make, and depend on the charity of others for food and lodgings.
- **Valour:** You must confront the enemies of civilization or your society wherever you find them.

Random Starting Gear for Disciples

If you roll for your starting gear (3d6), your roll also counts as your social class:

Roll	Result
3-5	You have a begging bowl, a blanket, a bow, a dozen arrows in a quiver, and a book or scroll detailing your philosophy.
6-8	You have 3 rolls of bandages, 50 feet of rope, a grappling hook, a backpack, a helmet, an inexpensive symbol of your philosophy, a shield, a week of rations, and either an axe, a spear, or a sword.
9-10	You have 1d8 cyphers in loose coins, a box of matches, a dozen candles, a few pieces of incense, a mace or quarterstaff, and either a long chainmail shirt (heavy armour) or the close combat weapon of your choice.
11-12	You have 6 bandages, 50 feet of rope, a bottle of wine, a symbol of your philosophy, and one weapon of your choice, plus either a dozen arrows in a quiver or a dozen bullets and shot, if you need them.
13-15	You have a backpack, a fancy leather uniform (light armour), a lantern, 3 flasks of oil, a tinderbox, and the close combat weapon of your choice.
16-18	You have 3 books on the topics of your choice, 6 torches, a tinderbox, a bag, a silver dagger, a symbol of your status, and 2d6 cyphers in loose coins.

Disciplines

As a disciple, you have trained in a number of disciplines equal to your level plus your Willpower modifier. Whenever you gain a new level, or your Willpower modifier increases, you may choose a new discipline.

Each discipline is a special power that represents the near-superhuman control over your own body and mind that the training of your path allows you to achieve. They are not magical in nature, but may appear that way to those who are ignorant.

Always Prepared

Add your Willpower modifier to your surprise rolls, in addition to your Intelligence modifier.

The Bending Reed

Instead of inflicting damage after a successful attack, you may push, trip, or throw your opponent in any direction up to 5 times your level in feet.

Blade Dancer

When you begin dancing and whirling in combat, you gain advantage to all your attacks as long as you keep moving and make a close combat attack every round. Once you stop moving or have no one to attack, you have disadvantage to your rolls for 1 turn. If you begin dancing again, this disadvantage is negated, but you do not regain advantage.

Breath Control

You can hold your breath for turns equal to your level. You can hold your breath at the first hint of toxic gases, automatically resisting them.

Eyes of a Bat

Your senses are so highly-attuned, you can “see” in the dark, and find your way around without light.

The Flesh Untouched by Wizardry

You have advantage to saves made against damage or attribute drain caused by magic.

Ghost Fighting

You are able to touch and harm ghosts, spirits, insubstantial creatures, and creatures that can only be harmed by magical weapons.

Hand of Monkey

Instead of attacking, you may attempt to disarm your opponent. Roll a d20 and add your level and your Willpower modifier. If your total is equal to or higher than your target's Dexterity score, you take their weapon from them. You may use this power to snatch missiles out of the air before they strike someone else, if you have not already taken your action this round. If you are blocking with Thousand Arms, you may attempt a disarm each time an attack fails against you.

Heart of a Lion

Injury only steels your resolve to go on. **When your Disposition is reduced to zero**, you gain 1d4 Disposition. These additional points cannot help you against the attack that reduced you to zero Disposition, however.

Inspiring Path

You have advantage to social rolls when NPCs can see, or have seen, you embodying the ideals of your path.

Leaping Tiger

You can leap your full combat movement rate in one jump. You can also attack at any point in your movement, instead of having to move before attacking.

Litany Against Fear

You have transcended the emotion of fear. It can no longer dictate your actions, even when induced by magic.

Mighty Thews

You can lift and throw gigantic objects that other mortals cannot hope to budge. **When you attempt to move or throw an object heavier than you are**, you must roll equal to or lower than your Ferocity score on a d20 to do so successfully, or equal to or lower than half your Ferocity score, rounded down, on a d20 if the dungeon level is higher than your own or if your target is moving quickly. You may inflict your Hit Die in damage twice if you are successful. You may not carry heavier objects than normal.

Mind of the Minotaur

You remember everything, and always have access to a mental map of where you have been before. You cannot become lost, except through ensorcellment.

One With the Earth

You are a skilled ascetic. **When you travel**, you need not carry food and water. You can live off the land wherever you travel, foraging as you go or sustaining yourself through willpower when the land has nothing to give.

Pressure Points

When you touch an enemy in the right place, roll a d20 and add your level and your Willpower modifier. If your total is equal to or higher than your target's Willpower score, you inflict 1d6 damage, plus your Willpower modifier. You may use this power when you attack successfully, but not with a cutting or slashing weapon.

Serpent Strike

Add your Willpower modifier to your initiative rolls, in addition to your Dexterity modifier.

Shattering Blows

When you wield a weapon, if you attack successfully, you may choose to break your weapon and deal double damage.

Skin of a Mountain

You have hardened your body to resist blows. You take half damage from all blunt weapons, crushing attacks, and injuries that do not break your skin (not including fear, poison, and psychic attacks).

The Soul Untouched by Witchery

You have advantage to saves made against magical effects that do not cause damage or attribute drain.

Spider Style

You can run up walls and walk across surfaces that would normally not be able to hold your weight, as long as you exert your will toward doing so.

Thousand Arms

Instead of dodging, you may block incoming attacks. Opponents must roll your Willpower score or higher to strike a blow, instead of your Dexterity score or Armour rating. If you also have the Hand of Monkey discipline, you may use it whenever you block. You may block ranged attacks, but not gunfire.

Voice of the Whirlwind

You gain additional attacks per round equal to your Willpower modifier.



Fey Knight

Some people are just better than others, because they're not really people, they're creatures from a magical realm—and it shows. Use this profession when you want to play a magical person who can fight decently and also use magic, but isn't quite connected to the material world the same way others are. Because this profession has so many advantages, it is harder for them to increase in level. Play smart, if you want to survive!

Hit Die: 1d6.

Primary Attributes: Ferocity and Intelligence.

Restrictions:

- Only half of the experience points you gain count towards your level, with the other half being lost. You must earn twice as much experience as other characters in order to increase your level.

Skills: Faeries are skilled in the ways of the arcane and magical arts, etiquette, faerie culture, many types of literature, and keeping their gear in working order. When you use one of these skills in a risky manner, if you have the proper tools (a laboratory, for example), you must roll equal to or lower than your Intelligence score on a d20 to successfully perform your task. If you lack the proper tools, you may still succeed at your task if you roll equal to or less than half your Intelligence score, rounded down, on a d20.

You may also be skilled in other areas, depending on your alignment and what faerie court you owe your allegiance to—crafting, hunting, music, or riddles, for example. Discuss your character's identity with the GM, either before or during the game. You may need to elaborate on how and from whom you learned a skill when you perform an appropriate action during play.

Special Abilities:

- Add your level to your attack rolls.
- When you cast a spell, whether you retain control or not, you may choose to keep it in your memory, at the cost of losing 1d4 points from your Intelligence score.
- You have mastery over 2 spells per level, plus additional spells equal to your Intelligence modifier. If the total of your level and modifier is less than 1, you have mastery over no spells. You must roll 1d100 to determine the nature of each of your mastered spells.
- You have Psychic Armour. Roll a number of Hit Dice (d6s) equal to your level and add them together to determine your Psychic Armour score, just as you do for Disposition. You are not required to re-roll this score when you take a rest, but you may, if you like.

Random Starting Gear for Fey Knights

If you are a **fey knight**, your social standing amongst the humans is whatever you can convince them it is. Roll 3d6 on this table to determine your starting equipment:

Roll Result

- | | |
|-------|---|
| 3 | Seelie royal: You have a bag of some sort, a bastard sword forged from a fallen star, a waterproof cloak, a suit of plate mail, a symbol of your royal lineage, and a terrible monster, always in pursuit, thirsty for your blood. |
| 4-5 | Seelie overlord: You have 1d20 cyphers worth of golden coins, 2 bottles of delicious wine, a letter of introduction, a quiver holding two dozen arrows, a short bow, a signet ring, and some kind of debt to the human world that you feel obligated to repay. |
| 6-8 | Seelie noble: You have an axe, a dagger, heavy armour made of bronze, a hunting horn, a shield, a spear, the steed of your choice (but not a monster), and an impossible quest set upon you by the regent of your fey house. |
| 9-10 | Seelie vassal: You have 1d6 doses of antitoxin, a bronze dagger, half a dozen torches, a small bell or mirror, a tinderbox, a waterskin, a handful of freshly-picked flowers, and either a crude map or a pair of dice. |
| 11-12 | Unseelie vassal: You have an axe or club, light armour made of hides or leather, and two of the following (your choice): <ul style="list-style-type: none"> • 50 feet of rope and a grappling hook; • an animal trap; • a bundle of wolfsbane; • a full wineskin; • a handful of caltrops; • an illustrated book on how to cook humans; • a pick or shovel. |
| 13-15 | Unseelie noble: You have a club or flail, heavy armour made of bone or bronze, a tiny vial of earthy perfume, and a whip. |
| 16-17 | Unseelie overlord: You have extravagantly fine clothing, a pocket watch that only works for faeries, and either a sinister-looking pet animal or an item made from the parts of a corpse. |
| 18 | Unseelie royal: You have 1d6 doses of a poison of your choice, fine clothes, a week's worth of dried mushrooms, one weapon of your choice (plus arrows if you choose a bow), and a few golden coins of strange design (worth $1d4 \times 10$ cyphers in total) that lay a curse upon any mortal who possesses them. |



Supernatural Heritage

Because faeries are creatures from another world, one that exists side-by-side with the human world, but follows its own rules, it is not unreasonable that they might have some supernatural traits, above and beyond any spells and the special abilities of your profession. You can choose one or more of the following traits, gaining both the advantages and disadvantages they give you.

Dark Elf

You always get advantage when moving stealthily or skulking in darkness, but your Resentment always starts at 1 whenever you arrive at a new settlement.

Fair and Statuesque

Your Speed score is 9 plus your Dexterity modifier, but your encumbrance allowance is only 3 plus your Health modifier.

Fall Court

You have advantage on rolls to control Divination and Illusion spells, but you have disadvantage on rolls to control Evocation, Healing, and Summoning spells.

First Born

You always get advantage when you roll to search or to spot something, but you always have disadvantage when trying to lie or manipulate others through deception.

Golden Age

You have mastery over 1 addition spell per level, but you take double damage from weapons made of iron.

Silver Age

You always get advantage when attacking with bows and arrows, spears, or swords, unless they are made of iron, and any weapon made of iron that harms you gets advantage on its damage roll.

Spring Court

You have advantage on rolls to control Healing and Transformation spells, but you cannot cast or master Divination or Law spells.

Winter Court

You suffer half damage from cold and frost-based attacks, but you suffer double damage from fire and heat-based harm.

Halfling

Fantasy settings are full of tiny people, using their small size and great wits to their advantage. You might want to play a cat, gnome, goblin, monkey, one of the Shirefolk, or even a human child, and really emphasize this part of your character. You are smaller than your companions, yes, but also luckier. You're a survivor, no doubt about it.

Hit Die: 1d6.

Primary Attributes: Dexterity and Health.

Restrictions:

- You can't hide or be stealthy while encumbered or wearing a suit of plate.
- You get no bonus for wielding a two-handed weapon.
- Your encumbrance allowance is only 3 plus your Health modifier.

Skills: Halflings are skilled at climbing, foraging, hiding, labouring, moving silently and stealthily, scavenging, and keeping their household and equipment in good working order. When you use one of these skills in a risky manner, you must roll equal to or lower than one of your attribute scores on a d20 to successfully perform your task. The GM will tell you which attribute score to use.

You may also be skilled in other areas, depending on your background and history—brewing, disarming traps, halfling religion, hunting, singing, smithing, or tinkering with mechanical devices, for example. Discuss your character's identity with the GM, either before or during the game. You may need to elaborate on how and where you learned a skill when you perform an appropriate action during play.

Special Abilities:

- You always find hidden things when you spend a turn searching a dungeon of your level or lower, and you always roll against your full Dexterity score when you search a higher-level dungeon (instead of half your Dexterity).
- You always have advantage on saves where your small size works in your favour.
- You favour one type of weapon. When you wield this type of weapon, add your level to your attack rolls.
- You are lucky. Your Luck score is equal to your level. You can spend a point of Luck to re-roll one of your own rolls (but not the roll of another player), or to ignore a die of damage or other harm. Your Luck score returns to normal (equal to your level) whenever you take a long rest after a good meal. Anything less than a long rest and a meal, and you're stuck with the luck you've got (or don't, as the case may be).





Favoured Weapon

Choose one type of weapon that you know how to use especially well:

- Axes.
- Daggers and knives.
- Magical weapons of all types.
- Short bows.
- Slings and thrown objects.
- Spears.

Random Starting Gear for Halflings

If you are a halfling, you can either have 3d6 × 10 cyphers to buy equipment with, or you can roll 3d6 on the following table (but ignore magical weapons):

Roll	Result
3	Escaped slave: You have a chainmail shirt (light armour), a club, a crowbar, a donkey or a horse, a key, manacles, a map you can't read, a sack, your favoured weapon (with ammunition, if necessary), and jewellery worth 1d6 × 10 cyphers, all stolen.
4-5	Vagrant: You have 50 feet of rope, an axe, a dozen pieces of chalk, a shield, and a large cheese wrapped in butcher's paper tucked away in a shoulderbag.
6-8	Peasant clan: You have 6 torches, a backpack, a bottle of wine, a tinderbox, and 1d6 cyphers worth of small coins.
9-10	Worker: You have a leather jerkin (light armour), a metal helmet, a pick, your favoured weapon (but no bolts or arrows), a week's worth of salted beef, and a set of tools for the profession of your choice.
11-12	Merchant: You have 2 flasks of oil, 50 feet of rope, a club, a dozen iron spikes, a lantern, a pipe and some weed, a small hammer, a waterskin, and 3d6 cyphers worth of small coins.
13-15	Warrior class: You have 2 handfuls of caltrops, a couple rolls of bandages, a dagger, light armour in your choice of style, a metal helmet, a shield, your favoured weapon (with ammunition, if necessary), and a tabard or banner with a coat of arms on it.
16-17	Noble: You have fancy clothes, a signet ring, 2d6 cyphers worth of small coins, and a scroll with 2 random spells on it.
18	Royal blood: You have 4 wooden stakes, some garlic, a hand mirror, a mallet, a single-person tent (sized for two halflings, obviously), your favoured weapon (with ammunition, if necessary), and the sworn affidavit of someone who witnessed a vampire attack.

Either way, your roll also counts as your social class roll.

Morphological Features

Halfings are already defined by their physical abnormality, why not go even further? You can choose these heritage traits and add the corresponding abilities to your character:

Avian

You have wings and you can fly, if you have space and wind currents, but you also suffer double damage from blunt trauma. Too much Health loss from blunt weapons breaks your bones.

Demonic Child

When you adopt a creepy expression and lay a curse on someone (as a complicated combat action), roll a d20 and add your level and your Charisma modifier. If your total is equal to or higher than their Willpower score, they have disadvantage to their rolls until they leave your presence. If your roll isn't high enough, however, you are unable to act for 1d4 rounds and may not curse them again.

Gnome

You have mastery over 1 Illusion spell per level, but you suffer disadvantage to your Disposition rolls.

Goblinoid

You deal 1d8 damage with your favoured weapon, but you have disadvantage to rolls for influencing people in settlements.

Kobold

You suffer half damage from fire and heat-based attacks, but double damage from cold and frost-based attacks.

Morlock

You can see in the dark, but you suffer disadvantage to all rolls in direct sunlight.

Shirefolk

When you eat a home-cooked meal during a rest, you have advantage to your Disposition, but you also have disadvantage to orienteering rolls in the wilderness.

Wildling

You get advantage to skill rolls for travelling and finding food and shelter in the wilderness, but you have disadvantage to rolls for influencing people in settlements.



Random Tables

Use these tables when you need ideas for monsters, NPCs you introduce on the fly, places the PCs go to, and things they find, whether they are anchors, treasures, or objects scavenged from the ruins. Coinage, precious metals, and money in the Kingdoms of Dreams are all discussed on page 408.

For Monsters

A monster is a creature that, by its very nature, is incompatible with civilization—a thing that cannot help but be contrary to the natural order. How does a monster’s behaviour disrupt human activity?

This particular monster... (choose or roll 1d20):

Roll	Behaviour
1	Attacks and kills other people to prove its superiority.
2	Breeds and domesticates other people.
3	Captures and enslaves other people.
4	Collects people as if they were trophies.
5	Dominates others by being the only source of a specific resource.
6	Feeds off others parasitically.
7	Finds amusement in the suffering of others.
8	Hinders the cognitive abilities of other people.
9	Hunts and attacks specific (types of) victims.
10	Kills and eats other people, violating all codes of conduct to do so.
11	Lives only for conflict and war.
12	Manipulates others to their ruin from the shadows.
13	Persuades others to do its bidding, to their own detriment.
14	Persuades others to turn against their communities.
15	Reproduces parasitically, using other peoples’ bodies, minds, or lives.
16	Ruins the environment that other people must live in.
17	Seizes the fruits of others’ labour by force.
18	Steals the possessions of other people.
19	Wants to share the experience of its own suffering.
20	Works to destroy social organizations larger than a few people.

Then give it some monstrous traits that help it go about its anti-social business.

Monstrous Traits

Roll 1d100 one or more times to determine a monster's traits:

Roll	Trait	Roll	Trait	Roll	Trait
1	Amorphous.	35	Hallucinogenic.	69	Rotting flesh.
2	Angry.	36	Hissing.	70	Rubbery.
3	Atrophied.	37	Hoarder.	71	Sadistic.
4	Beaked.	38	Hooks.	72	Salt-encrusted.
5	Bestial face.	39-40	Horns.	73	Scabrous.
6	Bloated.	41	Hypnotic.	74	Scars.
7	Bloody.	42	Ink.	75	Scent.
8	Burning.	43	Insectile.	76	Screeching.
9	Burrowing.	44	Intoxicating.	77	Scuttling.
10	Cannibal.	45	Invasive.	78	Shell.
11-12	Claws.	46	Jaundiced.	79	Skinless.
13	Crest.	47	Liar.	80	Slimy.
14	Croaking.	48	Limbless.	81	Slithering.
15	Crumbling.	49	Mandibles.	82	Snout.
16	Crystalline.	50	Many eyes.	83	Sonar.
17	Deceptive.	51	Melting.	84	Spines.
18	Diseased.	52	Membranous.	85	Sticky.
19	Emaciated.	53	Metallic.	86	Suckers.
20	Emotionless.	54	Mindless.	87	Suggestive.
21	Exoskeleton.	55	Mottled.	88	Tail.
22	Eyeless.	56-57	Nocturnal.	89	Tentacles.
23	Eye stalks.	58	No reflection.	90	Thorns.
24	Faceless.	59	No shadow.	91	Translucent.
25-26	Fangs.	60	Open sores.	92	Trunk.
27	Filthy.	61	Parasitic.	93	Tumours.
28	Fish-like.	62	Poisonous.	94	Tusks.
29	Freezing.	63	Pollen.	95	Veiny.
30	Frost-rimed.	64	Possessed.	96	Waxy.
32	Gaseous.	65	Radula.	97	Webbed digits.
32	Glittering.	66	Ravenous.	98	Wings.
33	Glowing.	67	Reeking.	99	Withered.
34	Hairy.	68	Reptilian.	100	Writhing.



For People

Use these tables when you have to introduce new characters on the fly without any preparation—contacts, hirelings, shopkeepers, or just harried bureaucrats the PCs encounter when they are trying to invest in social institution.

More Names

Typical names and naming conventions for people of the Highland Coast are given on pages 26-27, with noble family names on pages 29 and 33. Here are some more names. Roll 1d20 and choose what region the person is from:

Roll	The East	The North	The South	The West
1	Arzanik	Adnan	Anwar	Aysu
2	Bakhtawar	Aloyzha	Bilal	Chari
3	Banafsha	Baris	Fawzi	Ejrin
4	Dhameer	Chedomir	Fikriyyah	Enis
5	Drujaskan	Despina	Ghufran	Fereshta
6	Ghazwan	Dragan	Hajarah	Gholam
7	Gulrukh	Galena	Iqbal	Golnasrin
8	Ibtisem	Ilarion	Izdihar	Hanifa
9	Ifran	Irini	Jathbiyyah	Hayati
10	Intisara	Keshmira	Khalilah	Kudret
11	Jasvinder	Kostas	Khayrat	Mesut
12	Kashif	Milan	Murtadah	Nazli
13	Najmudeen	Mirsada	Nawrah	Pichak
14	Noor	Ozhbey	Qasim	Rahil
15	Omri	Parishkeva	Rizwanah	Rifat
16	Razina	Porfyrio	Salwah	Sajjad
17	Rupinder	Serafina	Shamsuddin	Savash
18	Shinogai	Sunchana	Tasnim	Sefettin
19	Tawhida	Urshka	Wasim	Ulviya
20	Wahifa	Vadim	Zulfiqar	Vahit

Once you have a name for this person, roll up 1 or 2 traits that describe them, and maybe another trait that would never be used to describe them.

Personal Traits

Roll 1d100 one or more times to see what a person is like (or not like):

Roll	Trait				
1	Affectionate.	34	Greedy.	68	Off-putting.
2	Aggressive.	35	Gregarious.	69	Organized.
3	Altruistic.	36	Guilty.	70	Orphan.
4	Amazed.	37	Gullible.	71	Overconfident.
5	Angry.	38-39	Hard working.	72	Peacemaker.
6	Anxious.	40	Heartbroken.	73	Practical.
7	Articulate.	41	Helpful.	74	Proud.
8	Artist.	42	Hoarder.	75	Punctual.
9	Athletic.	43	Hungry.	76	Respectful.
10	Beautiful.	44	Ill.	77	Restless.
11	Bitter.	45	Imaginative.	78	Romantic.
12	Bookish.	46	Impatient.	79	Sarcastic.
13	Braggart.	47	Indulgent.	80	Scared.
14	Cheerful.	48	Insomniac.	81	Secretive.
15	Clumsy.	49	Jealous.	82	Seeker.
16	Contrarian.	50-51	Lawful.	83	Self-destructive.
17	Controlling.	52	Layabout.	84	Sensitive.
18	Daring.	53	Loquacious.	85	Sensual.
19	Drug-addled.	54	Loud.	86	Spiteful.
20	Drunkard.	55	Loyal.	87	Stylish.
21	Educated.	56	Lucky.	88	Superstitious.
22	Emotional.	57	Magical.	89-90	Suspicious.
23	Enthusiastic.	58	Mischievous.	91	Tattooed.
24	Ethical.	59	Moody.	92	Thief.
25	Expressive.	60	Morbid.	93	Thrifty.
26	Fastidious.	61	Musical.	94	Treacherous.
27	Feuding.	62	Mystical.	95	Vengeful.
28	Flirtatious.	63	Needy.	96	Violent.
29	Foreign.	64	Nihilist.	97	Wanderlust.
30-31	Friendly.	65	Noble.	98	Well-travelled.
32	Gracious.	66	Nurturing.	99	Whimsical.
33	Greasy.	67	Obedient.	100	Youthful.



Professions

Roll 1d200 for a random job when you introduce an NPC:

Roll	Profession				
1	Accountant.	33	Carpenter.	65	Fisher.
2	Acrobat.	34	Carpet maker.	66	Fletcher.
3	Actor.	35	Cart maker.	67	Flower seller.
4	Alchemist.	36	Cartographer.	68	Food seller.
5	Animal seller.	37	Carver.	69	Forester.
6	Animal trainer.	38	Cavalry.	70	Forger.
7	Apiarist.	39	Cheese maker.	71	Fortune teller.
8	Apothecary.	40	Chef.	72	Fruit seller.
9	Architect.	41	Clerk.	73	Furniture maker.
10	Armourer.	42	Clock maker.	74	Furrier.
11	Artillerist.	43	Cloth dyer.	75	Gambler.
12	Artist.	44	Clothier.	76	Gamekeeper.
13	Astrologer.	45	Clown.	77	Gardener.
14	Author.	46	Coach driver.	78	General.
15	Baker.	47	Cobbler.	79	Glass maker.
16	Banker.	48	Composer.	80	Goldsmith.
17	Barber.	49	Cook.	81	Governess.
18	Barkeep.	50	Cooper.	82	Grave digger.
19	Beggar.	51	Coppersmith.	83	Groom.
20	Blacksmith.	52	Counterfeiter.	84	Guard.
21	Boat builder.	53	Courier.	85	Guide.
22	Bodyguard.	54	Courtesan.	86	Haberdasher.
23	Bookbinder.	55	Courtier.	87	Hatter.
24	Bounty hunter.	56	Custodian.	88	Healer.
25	Bow maker.	57	Demagogue.	89	Herald.
26	Brewer.	58	Doctor.	90	Horse trader.
27	Builder.	59	Engineer.	91	Hosteler.
28	Butcher.	60	Engraver.	92	Hunter.
29	Calligrapher.	61	Explorer.	93	Illustrator.
30	Candle maker.	62	Falconer.	94	Innkeeper.
32	Captain.	63	Farmer.	95	Jailer.
32	Caravan driver.	64	Fence.	96	Jester.

Roll Profession

97	Jeweller.	133	Photographer.	167	Shepherd.
98	Judge.	134	Physician.	168	Shipwright.
99-100	Labourer.	135	Pilgrim.	169	Shopkeeper.
101	Laundress.	136	Pilot.	170	Silk trader.
102	Lawyer.	137	Pimp.	171	Silversmith.
103	Lead smith.	138	Pirate.	172	Soap maker.
104	Leather worker.	139	Playwright.	173	Soldier.
105	Librarian.	140	Plumber.	174	Spice trader.
106	Linen maker.	141	Poacher.	175	Squire.
107	Locksmith.	142	Police.	176	Stabler.
108	Maid.	143	Porter.	177	Stevedore.
109	Marine.	144	Potter.	178	Steward.
110	Mercenary.	145	Priest.	179	Stonemason.
111	Merchant.	146	Printer.	180	Student.
112	Midwife.	147	Professor.	181	Tailor.
113	Miller.	148	Prospector.	182	Tattooist.
114	Miner.	149	Prostitute.	183	Tax collector.
115	Minstrel.	150	Purser.	184	Taxidermist.
116	Moneylender.	151	Ranger.	185	Teacher.
117	Musician.	152	Ratcatcher.	186	Thief.
118	Navigator.	153	Roofer.	187	Thug.
119	Net maker.	154	Rope maker.	188	Tile maker.
120	Noble.	155	Runner.	189	Tinker.
121	Nurse.	156	Saddler.	190	Trader.
122	Official.	157	Sail maker.	191	Trapper.
123	Outfitter.	158	Sailor.	192	Undertaker.
124	Page.	159	Scavenger.	193	Veterinarian.
125	Painter.	160	Scholar.	194	Vintner.
126	Paper maker.	161	Scout.	195	Water seller.
127	Pawnbroker.	162	Scribe.	196	Weaponsmith.
128-129	Peasant.	163	Sculptor.	197	Weaver.
130	Peddler.	164	Servant.	198	Wheelwright.
131	Perfumer.	165	Server.	199	Wine seller.
132	Pharmacist.	166	Sharpener.	200	Woodcutter.



For Places

Every situation in the game has to happen at a location, and not every location will be a dungeon you have prepared. Use these tables to help you make locations and settlements stand out, or to detail sections of a wilderness the PCs are exploring.

Location Features

How does this location differ from the area around it? Roll 1d20 to determine what is significant about it:

Roll	This area is (more)...	Roll	This area contains (a / an)...
1	Arid / Lush.	11	Abandoned shrine.
2	Barren / Populated.	12	Body of water.
3	Broken / Flatter.	13	Bridge.
4	Cleared / Wooded.	14	Caves or a mine.
5	Colder / Warmer.	15	Crossroads.
6	Drier / Wetter.	16	Defensible location.
7	Higher / Lower.	17	Fort, settlement, or tower.
8	Impassable / Traversed by a road.	18	Monster lair.
9	Pacific / Stormy.	19	Nightmare incursion.
10	Polluted / Pristine.	20	Ruins.

Elements of a Settlement

When the PCs go to a settlement, you need to determine how large it is and the corresponding settlement die size. This is used when the PCs hire retainers and make trouble (see pages 140 and 152).

Because of their bustling populations, large settlements like cities and even towns should not be placed on the map randomly during play. Their existence and location would be common knowledge—information that all PCs should have easy access to. Smaller settlements, especially villages and military forts, are the kinds of settlements it is easy for travellers to stumble across.

Once you have decided on the existence of a settlement, you can use the tables on the next page to determine prominent aspects of its culture, problems, and resources. You can also use the professions table on the previous page to determine what kinds of goods and services this settlement is especially known for. However, keep in mind that just because a settlement has problems or a lack of resources doesn't mean your players will want to get involved in its social life. Always be prepared to let a settlement fall to the incursions of the nightmare realm.

Settlement Culture

Roll 1d20 to determine what aspect most defines the culture of this settlement:

Roll	Resource				
1	Banking centre.	7	Factory culture.	13	Intellectual centre.
2	Belligerent.	8	Festive culture.	14	Military power.
3	Centre of learning.	9	Food exporter.	15	Rapacious nobles.
4	Cultural producer.	10	Foreign quarter.	16-17	Subaltern state.
5	Decadent.	11	Important market.	18-19	Trade route.
6	Exclusionary.	12	Industrious.	20	Very competitive.

Settlement Problems

What is the main problem people of this settlement have to deal with on a regular basis? Roll 1d20 to determine their shame:

Roll	Problem		
1	At war with neighbours.	11	Feuding guilds.
2	Contested leadership.	12	Inconsiderate tourists.
3	Corrupt militia.	13	Lack of clean water.
4	Criminal gangs.	14	Legal disputes.
5	Crumbling infrastructure.	15	Monster attacks.
6	Disease epidemic.	16	Nearby incursion.
7	Dissident movement.	17	Oppressive government.
8	Drug addiction is rife.	18	Overzealous tax collectors.
9	Evil wizards are loose.	19	Secret cults.
10	Facing foreign invasion.	20	Smuggling route.

Settlement Resources

Roll 1d20 to determine what basic resource a settlement has in abundance, and again to determine what they are lacking:

Roll	Resource				
1	Artisans.	8	Industry.	14	Order.
2	Defences.	9	Leadership.	15	Plumbing.
3	Festivals.	10	Markets.	16	Schools.
4-5	Food.	11	Medicine.	17	Stone.
6	Guilds.	12	Metal.	18-19	Wealth.
7	History.	13	Music.	20	Wood.



For Treasures and Things

Item Types

A lair's anchor may be any item or collection of items that you think is reasonable, given its size and value. Choose something yourself, or use some of the following tables to help determine what the object actually is.

For a general category of type, roll 1d10 if the anchor is not an oversized item, or 1d6 if it is:

Roll	Encumbering Item Type
1	Armour or shield.
2	Book.
3	Bottle.
4	Clothing or costume.
5	Money.
6	Music.
7	Ornament.
8	Painting.
9	Tool or toy.
10	Weapon.

Roll	Larger Item Type
1	Armour or costume.
2	Book.
3	Container.
4	Device or toy.
5	Furniture.
6	Music.
7	Ornament.
8	Painting.
9	Statue.
10	Tool or weapon.

Larger items are those that count as 2 or more encumbering items each.

Roll	Oversized Item Type
1	Altar.
2	Chest.
3	Device.
4	Furniture.
5	Statue.
6	Vehicle.

An oversized item may require more than one person to carry it.

Roll	Small or Tiny Item Type
1	Book or writings.
2	Clothing.
3	Cosmetics, or scent.
4	Flask, jar, or vial.
5	Gemstone.
6-7	Jewellery.
8	Music.
9	Tool or toy.
10	Weapon.

Specific Items

Roll 1d200 to determine a specific item for the anchor or another object to be:

Roll	Item		
1	Accordion.	33	Bust sculpture.
2	Alcohol.	34	Calligraphy set.
3	Altar.	35	Candlestick.
4	Amulet.	36	Cane.
5	Anklet.	37	Canoe.
6	Armlet.	38	Cape.
7	Arrow.	39	Carving.
8	Automaton.	40	Cask.
9	Axe.	41	Cauldron.
10	Ball.	42	Cello.
11	Barrel.	43	Chair.
12	Bastard sword.	44	Chamber pot.
13	Bed.	45	Chariot.
14	Bell.	46	Chess set.
15	Belt.	47	Chest.
16	Bird cage.	48	Cloak.
17	Blanket.	49	Clock.
18	Board game.	50	Club.
19	Boat.	51	Coach.
20	Bolt of cloth.	52	Codex.
21	Bonnet.	53	Coffin.
22	Book.	54	Coins.
23	Bookcase.	55	Comb.
24	Boots.	56	Compass.
25	Bottle.	57	Coronet.
26	Bow.	58	Cosmetics kit.
27	Bowl.	59	Couch.
28	Box.	60	Crib.
29	Bracelet.	61	Crossbow.
30	Brazier.	62	Crown.
31	Brush.	63	Crystal ball.
32	Bureau.	64	Cup.


Roll Anchor

65	Dagger.	99	Helmet.
66	Dart board.	100	Horn.
67	Desk.	101	Hurdy gurdy.
68	Diary.	102	Idol.
69	Dice.	103	Incense.
70	Divan.	104	Jar.
71	Doll.	105	Jewellery.
72	Door.	106	Journal.
73	Dress.	107	Keg.
74	Drinking horn.	108	Key.
75	Dye.	109	Kick drum.
76	Earrings.	110	Knife.
77	False teeth.	111	Lantern.
78	Fan.	112	Leash.
79	Feather.	113	Letters.
80	Flail.	114	Light armour.
81	Flask.	115	Locket.
82	Flute.	116	Loom.
83	Framed painting.	117	Lute.
84	Gemstone.	118	Mace.
85	Girdle.	119	Mandolin.
86	Glass eye.	120	Mask.
87	Globe.	121	Medal.
88	Gloves.	122	Mirror.
89	Goblet.	123	Musket.
90	Guitar.	124	Necklace.
91	Hair stick.	125	Nose ring.
92	Halberd.	126	Notebook.
93	Hand drum.	127	Organ.
94	Harmonica.	128	Oud.
95	Harp.	129	Pan.
96	Hat.	130	Pants.
97	Hearth.	131	Parasol.
98	Heavy armour.	132	Pendant.

Roll Anchor

133	Perfume.	167	Snuff box.
134	Piano.	168	Spear.
135	Pillow book.	169	Spectacles.
136	Pipe.	170	Spindle.
137	Pistol.	171	Spyglass.
138	Plate.	172	Staff.
139	Polished stone.	173	Stand-up bass.
140	Pot.	174	Statue.
141	Precious metal.	175	Suit of plate.
142	Press.	176	Sword.
143	Quiver.	177	Table.
144	Rapier.	178	Tablecloth.
145	Rifle.	179	Tambourine.
146	Ring.	180	Tapestry.
147	Rug.	181	Throne.
148	Ruler.	182	Tiara.
149	Sarcophagus.	183	Torc.
150	Saxophone.	184	Toy.
151	Sceptre.	185	Tray.
152	Scimitar.	186	Trumpet.
153	Scissors.	187	Tuba.
154	Scroll.	188	Unframed painting.
155	Set of tools.	189	Vase.
156	Sextant.	190	Veil.
157	Shaker.	191	Violin.
158	Shawl.	192	Wagon.
159	Shield.	193	Warhammer.
160	Shirt.	194	Water pipe.
161	Shoes.	195	Waterskin.
162	Silverware.	196	Wind chimes.
163	Sitar.	197	Wine.
164	Sketchbook.	198	Wineskin.
165	Slippers.	199	Worry beads.
166	Snare drum.	200	Writings of some kind.



Details

Use the following tables to help you customize anchors and other treasures:

Roll	Aesthetic
1	Alien or uncanny.
2	Austere.
3	Beatific or idealized.
4	Clean and pure.
5	Chaotic or decadent.
6	Imperial or stately.
7	Orderly.
8	Playful.
9	Revolutionary.
10	Savage or sinister.

Roll	Artistic Style
1	Abstract.
2	Baroque.
3	Classical.
4	Comedic.
5	Existential.
6	Expressionist.
7	Formal.
8	Futuristic.
9	Geometric.
10	Heroic.
11	Minimalist.
12	Monstrous.
13	Pastoral.
14	Pornographic.
15	Psychedelic.
16	Realist.
17	Romantic.
18	Surreal.
19	Symbolic.
20	Tragic.

Roll	Colour
1	Amber.
2	Black.
3	Blue.
4	Bronze or copper.
5	Brown or beige.
6	Crimson or scarlet.
7	Gold.
8	Green.
9	Grey.
10	Mauve or violet.
11	Ochre.
12	Olive or verdigris.
13	Orange.
14	Pink or magenta.
15	Purple or lavender.
16	Red or russet.
17	Silver.
18	Turquoise.
19	White or off-white.
20	Yellow.

Roll	Complexity
1	Complicated.
2	Elaborate.
3	Elegant.
4	Ingenious.
5	Ornate.
6	Simple.

Roll Condition

- | | |
|----|------------------|
| 1 | Aged. |
| 2 | Battered. |
| 3 | Broken. |
| 4 | Covered. |
| 5 | Dirty. |
| 6 | Dusty. |
| 7 | Elegant. |
| 8 | Exquisite. |
| 9 | Fine. |
| 10 | Intact. |
| 11 | Polished. |
| 12 | Pristine. |
| 13 | Refined. |
| 14 | Scarred. |
| 15 | Scuffed. |
| 16 | Skillfully made. |
| 17 | Stained. |
| 18 | Striking. |
| 19 | Weathered. |
| 20 | Worn. |

Roll Effects

- | | |
|-------|-------------------------------|
| 1 | Cleaning agent. |
| 2 | Colouring agent (dye, paint). |
| 3 | Combustible or flammable. |
| 4 | Corrosive. |
| 5-6 | Flavouring. |
| 7 | Hallucinogenic. |
| 8-9 | Intoxicant. |
| 10 | Irritant. |
| 11 | Lubricant. |
| 12 | Magical. |
| 13-14 | Medicine. |
| 15 | Nourishment. |
| 16-17 | Poisonous. |
| 18 | Scented. |
| 19-20 | Stimulant. |

Use this table for consumables, potions, and powders of a suspicious or unknown nature only.





Roll	Emotion
1	Anger.
2	Desire.
3	Envy.
4	Fear.
5	Gluttony.
6	Greed.
7	Hate.
8	Jealousy.
9	Loss.
10	Love.
11	Lust.
12	Need.
13	Nostalgia.
14	Obsession.
15	Pride.
16	Resentment.
17	Revenge.
18	Reverence.
19	Security.
20	Worship.

Roll	Enchantment
1	Attracts attention.
2	Bad luck curse.
3	Enhancement.
4	Induces transformation.
5	Magical effect.
6	Reveals information.
7	Stirs emotions.
8	Stores energy.

Roll	Gemstone Type
1	Agate or onyx.
2	Amethyst or quartz.
3	Aquamarine.
4	Azurite.
5	Beryl.
6	Carnelian.
7	Diamond.
8	Emerald.
9	Garnet.
10	Jade.
11	Jasper.
12	Lapis lazuli.
13	Malachite.
14	Opal.
15	Peridot olivine.
16	Ruby.
17	Sapphire.
18	Serpentine.
19	Topaz.
20	Zircon.

Roll	Owner
1	Artist or performer.
2	Crafter or proletariat.
3	Criminal.
4	Farmer or peasant.
5	Merchant or trader.
6	Noble.
7	Nomad.
8	Priest.
9	Professional or scholar.
10	Soldier or warrior.

Jewellery

Roll 1d10 for decoration, 1d20 for form, 1d12 for material, 1d8 for provenance, and 1d6 for the intended recipient:

Roll	Decoration
1	Animals.
2	Coral.
3	Crystal or glass.
4	Deity.
5-6	Gemstones.
7	Pearls.
8	Script.
9-10	Symbols.

Roll	Form
1	Anklet.
2	Armlet.
3	Bonnet.
4	Bracelet.
5	Coronet.
6	Crown.
7	Earrings.
8	Hair stick.
9	Locket.
10	Necklace.
11	Nose ring.
12	Pendant.
13-17	Ring.
18	Tiara.
19	Torc.
20	Veil.

Roll	Material
1	Alum.
2	Brass or copper.
3	Bronze.
4-6	Gold.
7	Platinum.
8-9	Silver.
10	Stone.
11	Unknown substance.
12	White gold.

Roll	Provenance
1	Ancient culture.
2	Distant culture.
3	Foreign culture.
4-5	Local culture.
6	Local sub-culture.
7	Nearby culture.
8	Unknown culture.

Roll	Recipient
1	Feminine.
2	Inhuman.
3	Masculine.
4	Oddly feminine.
5	Oddly masculine.
6	Ungendered.

The recipient result may refer either to the intentions and cultural values of the crafter of this piece of jewellery, or to the cultural assumptions of the PCs that find it.



Money

Coins come in all shapes and sizes and in various types of metals. With every new kingdom, and every new ruler, comes new coinage. Maybe you can trust a coin's purity based on the designs stamped upon, and maybe you can't.

Most currency in the Kingdoms of Dreams comes in the form of silver coins, though there are also gold coins and gold bars, which facilitate commerce between the elites. There is also a whole world of trade that occurs without money at all, where credit and debt is recorded in writing—but of course the adventurers who come to plunder the nightmare realm of its stolen riches care little for paperwork.

Finding a hoard of gold coins and gilded ornaments may be a dream come true, but you still need to carry it off before you can spend it. There are no hard and fast rules on how many coins make up a single encumbering item, because it depends not only on their weight, but also on how awkward they are to carry. After all, it is much easier to carry ten one-pound gold bars than it is to carry ten pounds of loose gold coins. The numbers below are rough guidelines.

Gold

- 1,000 cyphers worth of loose gold coins, kept in pockets and other small containers on your person, counts as 1 encumbering item.
- 2,000 cyphers worth of loose gold coins, kept in a sack or other bag, counts as 1 encumbering item.
- 5,000 cyphers worth of gold bars or carefully packed gold coins counts as 1 encumbering item, and weighs about 10 pounds.

Silver

- 100 cyphers worth of loose silver coins, kept in pockets and other small containers on your person, counts as 1 encumbering item.
- 200 cyphers worth of loose silver coins, kept in a sack or other bag, counts as 1 encumbering item.
- 500 cyphers worth of silver bars or carefully packed silver coins counts as 1 encumbering item and weighs about 10 pounds.

Impurities, like copper and iron, generally decrease the value of coins (and are used by counterfeiters for this purpose), but may actually increase the value of coins and jewellery if they give the gold or silver a pleasing appearance. White gold is a combination of gold and silver, and is worth some value higher than pure silver but lower than pure gold, depending on how much of each metal it contains.

Ancient metals whose manufacture is no longer known in the Kingdoms of Dreams, like hepatizon and orichalcum, can be much more valuable than gold.

If coins are rather large, or they have a hole in the middle and you string them together, you can count up to twice as many loose coins as a single encumbering item. Coins that were made deliberately to be awkward to carry, or coin hordes with a wide array of different sizes can count as more encumbering items than the numbers here indicate.

Writings

An anchor that consists of writing may be a valuable book, a collection of personal journals or records never meant to be seen by others, or anything in between. They might also be magical formulas.

Roll	Type of Writing
1	Almanac.
2	Catalogue of... ↓
3	History of... →
4	Liturgical text.
5	Observations on... →
6-7	Personal journal of... ↓
8	Practical manual of... →
9	Theoretical treatise on... →
10	Travelogue describing... ↘

Once you have determined the type of writing, roll 1d8 or 1d20 to determine the subject or topic:

Roll	Catalogue of...
1-2	Animals and beasts.
3	Human cultures.
4	Legal rulings.
5	Maps.
6	Religious cults.
7	Spell formulas.
8	Tasty recipes.

Roll	Personal journal of...
1	Arcane experiments.
2	Artistic sketches.
3	Mechanical devices.
4-5	A personal philosophy.
6	Scientific inquiry.
7-8	Tragic events.

Roll	History / Observations / Practice / Theory
1	Agriculture.
2	Alchemy or magic.
3	Architecture or engineering.
4	Astronomy or navigation.
5	Brewing.
6	Cosmetics or costumes.
7	Economies and trade.
8	Herbalism.
9	Law.
10	Literature or poetry.
11	Mathematics.
12	Militaries and war.
13	Mosaics or sculpture.
14	Music or theatre.
15	Painting.
16	Philosophy.
17	Political organization.
18	Religious cults of old.
19	Smithing.
20	Surgery.

Roll	Travelogue describing...
1	Alien culture.
2-3	Ancient culture.
4	Distant culture.
5	Foreign culture.
6	Local culture.
7	Nearby culture.
8	Unknown culture.



Part Five

The
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The End.