TROIKA!
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Introduction

The world is drowning in nostalgic dross. Everyone with a set of thumbs has glued together a dungeon and a dragon, slapped on a name that tickled our childhood memories and called it good to print.

I’ve got thumbs but I prefer fantasy fighting.

What you have here is the bare bones of a role playing game that looks to show that the golden age of UK RPGs has some life left in its neglected old bones. The breed used here, when freed of corporate control and given some vigorous remodelling, shines as a smooth and flexible system that takes a solid five minutes to explain. The guts are tight, logical and robust, ready for a comeback in a new coat of paint.

But this isn’t really paint. *Troika!* is a vast unfinished construction on top of sturdy foundations, built in the original’s image as it might have been seen out of the corner of your eye on a sunny day. Obscure and incandescent.

-Dan
Go get the character sheet found in the back of the book
Roll d3+3 to determine Skill
Roll 2d6+12 to determine Stamina
Roll d6+6 to determine Luck
Roll d6 on the Background Table and record the Skills and Possessions offered. Your Skill Total in any Skill is the total of your Base Skill plus the given Skill rank from your Background.
Record your starting Possessions of:

2d6 silver pennies
A knife
A lantern and a flask of oil
A rucksack
6 provisions

Backgrounds
Backgrounds are everything your character was before you got hold of them. They give you Skills, Possessions, and other Special benefits where noted. Slide into the role and make it your own.

Roll randomly or choose from the list to determine your starting Background. Notice that they gently tickle at the edge of specificity. It is up to you to make them more tailored to the worlds you play in.

As a general rule, stick to 10 or so Skill ranks, distributed in a range of 1 to 3, with 3 being someone who has already mastered their trade. The Backgrounds need not be balanced or equal to one another, but should instead be fun and flavourful. After making a new Background, take a moment to consider the reaction of someone rolling that instead of some other entry in the list. Balance the enjoyment rather than the mechanics.

11 Ardent Giant of Corda
Every giant has a different story about Corda, well told and interrupted with bouts of hysterical crying and laughter, of how they lost it and mean to find it soon enough but oh, what of today? We should drink and cheer, we’ll search again in the morning!

Possessions
- An artefact of Lost Corda, being either an enormous blue star map offering +1 Astrology when studied for 12 minutes OR a contraption for telling the weather (5 in 6 accuracy) OR a ruby lorgnette offering +1 Second Sight while worn

Skills
4 Strength
3 Astrology
2 Run
2 Climb
12 Befouler of Ponds
You’re a wise man, a high priest, a pond-pisser, a typical but committed adherent of P!P!Sshrp. The bloated toad god has no church other than the periphery of ponds, where the foulness catches in the reeds, and no congregation other than the gnats and dragonflies. You minister to them all the same.

Possessions
- Sackcloth robes, caked in stinking mud and undergrowth. +1 to Sneak rolls in marshy terrain while wearing it, -1 everywhere else ‘cos it stinks
- A large wooden ladle (Damage as mace)

Skills
3 Spell - Drown
3 Swim
2 Spell – Tongue Twister
2 Spell - Undo
1 Spell - Web
1 Sneak
1 Second Sight

Special
You may drink stagnant water without harm.

13 Burglar
As a second-story man you often have cause to wander. Enemies come naturally from both sides of the law and it pays to keep ahead of trouble.

Possessions
- Crossbow & 18 bolts
- Roll of lock picks

14 Cacogen
You are Those Filthy Born, spawned in the hump-backed sky lit only by great black anti-suns and false light. Your mother was sailing on the golden barges or caught in some more abstract fate when she passed you, far from the protective malaise of the million spheres. You were open to the power and the glory at a generative time and it shows in your teratoid form.

Possessions
- Fusil
- 2d6 plasmic cores
- Sword
- Velare

Skills
2 Fusil Fighting
2 Astrology
2 Second Sight
2 Spell - Random (Table 5)
2 Spell - Random (Table 5)

cont’d
2 Golden Barge Pilot
1 Spell - Random (Table 5)
1 Sword Fighting

15 Chaos Champion
You no longer have the spiked brass armour but you still have the ear of your Chaos patron. He’s happy for you to experiment with not plunging your sphere into disorder and, ultimately, darkness but, the door is always open.

Possessions
- Ritual scars
- A huge maul
- Assortment of ragged armour (Modest Armour)
- Dream journal, almost full

Skills
6 Language - Kurgan
3 Maul Fighting
3 Secret Signs - Chaos Patron
1 Spell - Random (Table 5)
1 Second Sight

Special
Name your patron. You may call upon your patron for aid once per day. To do so, roll three 6s on 3d6. The GM will interpret his intervention.

21 Demon Stalker
You stake your reputation on your ability to hunt and kill demonic creatures and those who break bread with them. Goat men in the wilds, or the angel cults of the slums, all need to be driven back off the edge of the map and into the shores of chaos.

Possessions
- A silver sword
- 16 silver arrows and a bow
- Pouch of salt
- Vial of demon blood

Skills
5 Language - Abyssal
3 Spell - Blood Shroud
2 Second Sight
2 Sword Fighting

cont’d
2 Bow Fighting
1 Tracking
1 Sneak

22 Dwarf
You are a short, hairy, belligerent, alcohol dependent creature. The latter two may be linked, but you'll fight anyone who suggests as much. Since there are no dwarf women (or men, technically) there are no dwarf children or dwarf families, so you can fully commit yourself to the important dwarfy endeavours of creating fine art in unusual places. You intend to find the most unusual places ever seen in all the million spheres.

Possessions
- Masonry hammer
- Roll of artists supplies

Skill
3 Awareness
2 Sculpting
2 Painting
2 Metalworking
2 Construction
2 Strength
2 Fist Fighting
2 Wrestling
1 Hammer Fighting

Special
Dwarfs may eat gems and rare metals as a food replacement. You in fact far prefer the taste of rare minerals to mundane food.

Dwarves are genderless. You are immune to all compulsions that play on a creature’s desire for the opposite sex. This also means you don’t have sexual organs. Instead of urinating, you excrete through sweating, thus explaining the odour.

23 Epopt
You are a roaming seer, selling your visions at courts and fetes. You are instantly recognisable by your yellow coif and habit as being open for business. Road weary and world wise, your unpopular visions cause you to constantly move on.

Possessions
- Yellow epopt outfit, padded for protection against unhappy clients (counts as Modest Armour)
- Epopt staff, being a walking staff with seeing crystal on one end (counts as staff)
- Collapsible tent, big enough for your stall

Skills
2 Awareness
2 Evaluate
1 Second Sight
1 Etiquette
1 Fist Fighting
1 Run

Special
Epopts may test their luck to get a yes or no answer to a question about mundane matters. The GM should make this test in private, not informing the epopt if they are accurate.
24 Exotic Warrior
No one has heard of your homeland. Your habits are peculiar, your clothes are outrageous, and in a land jaded to the outlandish and new, you still somehow manage to stand out.

Possessions
- A weird and wonderful weapon
- Strange clothes
- Exciting accent
- A tea set OR 3 pocket gods OR astrological equipment

Skills
6 Language - Weird Exotic Language
3 in the Fighting Skill of your weird weapon
2 Language - local language
2 Spell - Random (Table 5)
1 Astrology
1 Etiquette

25 The Fellowship of Knidos
Mathmologists honour the clean and unambiguous truths of mathematics, and coordinate it with their observation of the multiverse. All things can be measured and predicted with the application of the correct mathmological ratios, these methods applied to penetrate the ethereal surface to glimpse the fundamental numbers below.

Possessions
- A wooden yoke
- Brown overcoat and soft doffing cap of the guild
- A bale hook—counts as a knife for Damage and gains you a +1 on rolls to lift heavy objects if used to do so
- Length of rope

Skills
4 Strength
2 Fist Fighting
2 Run
1 Hook Fighting
1 Sneak
1 Awareness

26 Fellowship of Porters & Basin Fillers
Luggers are a servile group by nature, most often found in the service of others, weighed down by loads that would buckle a donkey. You take pride in that, maybe so much that the everyday assignments of the guild could not sate your desire to serve, causing you to venture out in search of a real challenge for such a talented varlet.

Possessions
- Large astrolabe (as mace)
- Abacus
- Lots of scrolls and writing equipment

Skills
3 Mathmology
2 Astrology
2 Spell – Find
31 Gremlin Catcher
No matter what country, sphere or abstract dimension you may find yourself in, be assured that gremlins will be there digging their warrens and bothering nice people willing to pay you a shiny penny to bash their little heads in.

Possessions
- Small but vicious dog
- Flat cap
- A club
- A sack
- d6 empty gremlin jars
- A jar with a pissed off gremlin inside

Skills
4 Tunnel Fighting
4 Trapping
2 Sneak
2 Awareness
2 Club Fighting
2 Tracking
1 Swim

32 Journeyman of the Guild of Sharp Corners
You are an assassin in training, graduated from fighting dummies or branding practise clients, and now you have a license to do it for real. You haven't fully developed the idiosyncratic methods required of a master, but you are on the path.

Possessions
- Black clothes of the apprentice
- Garrotte
- Curved sword
- 3 vials of poison
- Crossbow & 6 bolts

Skills
1 Poison
1 Sneak
1 Locks
1 Knife Fighting
1 Climb
1 Awareness
1 Crossbow Fighting
1 Swim
1 Disguise

33 Lansquenet
You were a mercenary retained in the exclusive service of the Phoenix Throne, handsomely paid and sent to distant spheres on golden ships to spread the ineffable glory of your paymaster at the tip of your flaming lance.

Possessions
- Exquisite pistolet
- Bandolier containing 18 plasmic cores
- Greatsword
- Brightly coloured clothing with lots of tassels and bells (-4 to sneaking). Though frivolous looking, it is in fact built with the Autarch's divine alchemy and considered Modest Armour while weighing the same as normal clothing

Skills
2 Greatsword Fighting
2 Pistol Fighting
1 Run
1 Fist Fighting
1 Astrology
34 Lonesome King
You were a king—the ruler of all you surveyed, a great conqueror, a law-bringer! Unfortunately your horse sped off into the pixie forest, or the court magician ensured you disappeared, or you led a sortie into the stars to put your stamp on them as well. Either way, you are now a lost and lonely king without a kingdom—no one has heard of you or your people. Most don’t believe you and laugh, or worse, they do believe you and shrug at the vagaries of fate.

Possessions
- A nice weapon of your choice
- A crown
- A tired horse

Skills
3 Etiquette
3 Weapon Fighting in the weapon of your choice
3 Ride
1 Tracking

35 Miss Kinsey’s Diner’s Club
The Eaters know that there are only two worlds: the without and the within. They intend to insert as much of the prior into the later as they can while experiencing the finest delights available. All culinary experience is open to them as nothing is forbidden at Miss Kinsey’s. Try the other, other, other white meat.

Possessions
- Sharp metal dentures (Damage as sword) OR forked metal dentures (as knife, but on a critical you may cleanly strip all the flesh from one small appendage) OR blunt metal dentures (Damage as knife but may be used to eat hard objects)
- Embroidered napkin

Skills
3 Etiquette
1 Strength
1 Tracking
1 Trapping
1 Gastrology

Special
Eaters are immune to mundane ingested poisons. Also can identify any object if eaten, gaining knowledge of its material, its origin (if plausibly familiar), and its magical properties on a successful test of Gastrology, though the object must be thoroughly masticated, not merely swallowed and passed. This does not grant special immunity to any effects it may possess.

36 Monkeymonger
Life on The Wall is hard. One is never more than a few yards from an endless fall, but those precarious villages still need to eat. This is where you come in with your edible monkeys (the distinction is purely for appeal, since all monkeys are of course edible). You used to spend days on end dangling your feet off the edge of the world watching over your chittering livestock while they scampered hither and thither, but there was no future in monkey meat or on The Wall. You wanted much more and so stepped off. Or you fell. Either way you

cont’d
and some unlucky monkeys are here now and that’s all that matters.

**Possessions**
- Monkey club
- Butcher knife
- d6 small monkeys that do not listen to you but are too scared and hungry to travel far from you
- A pocket full of monkey treats

**Skills**
- 4 Climb
- 2 Trapping
- 1 Club Fighting
- 1 Knife Fighting

**41 Necromancer**
The least popular magical practitioners, necromancers are shunned by the major centres of learning, left to their own devices on the edges of society, passing on knowledge in the time honoured–master student dynamic. This loneliness encourages students to make their own friends.

**Possessions**
- Dusty robes
- The skull of your master OR a zombie servant OR a ghost with whom you have developed a co-dependent relationship with

**Skills**
- 2 Heal
- 1 Spell - Posthumous Vitality
- 1 Spell - Skeletal Counsel
- 1 Spell - Torpor
- 1 Sneak

**42 Parchment Witch**
You are known for your smooth skin, midnight gatherings and being fearful of rain and open flames. The parchment witches are long dead sorcerers who cannot give up the vanity of living and so cover themselves in perfect paper skin, a patiently painted and folded imitation of life meant to hide ancient bone and gristle.

**Possessions**
- d6 rolls of parchment
- Vials of pigments and powders
- Collection of brushes
- A wicked knife

**Skill**
- 2 Spell - Protection From Rain
- 2 Callous Strike
- 2 Spell - Quench
- 2 Spell - True Seeing
- 2 Disguise
- 2 Second Sight
- 1 Healing
- 1 Undo
- 1 Spell - Random (Table 5)

**Special**
You are undead so do not need to breathe, circulate blood, and so on. You take double Damage from silver weapons and regain Stamina half as effectively from all sources. You must test Luck if outside in the rain, made wet, close to open flames, or suffer generally grievous wounds. A failure will see your skin ruined. While your skin is damaged, you are very obviously a walking corpse.
43 Poorly Made Dwarf
Dwarves are known for being the finest artisans of the million spheres. Give a dwarf a rock and he will make gold, give a dwarf a boulder and he will make a dwarf. You were supposed to be the finest expression of dwarfy craftsmanship, a masterpiece, a brand new dwarf like those made by the old masters, but you were imperfect and abandoned.

Possessions
- Woodsman’s axe
- An empty firkin

Skills
3 Fist Fighting
3 Awareness
2 Strength
2 Wrestling
2 Axe Fighting

Special
as Dwarf, but in addition...
Other dwarves will completely ignore you as though you were a piece of furniture or somebody’s abandoned hat. Very occasionally they may openly examine and comment thoughtfully to themselves on your unforgivable flaws, possibly while marking areas for improvement on your body with a grease pen. To non-dwarfy eyes you probably look like any other dwarf. +4 sneak vs dwarves.

44 Questing Knight
You are on a quest for the grail, or the sword, or the throne, or for god, or a lost love, or some other significant object. Your sort are common enough, wandering the worlds acting out your romantic melodrama, accusing good folk of being demons or faeries. Questing Knights are generally considered to be harmless.

Possessions
- Heavy Armour
- A horse
- Lance (as spear)
- Sword
- Shield
- A never ending quest

Skills
3 Jousting
2 Sword Fighting
2 Spear Fighting
1 Shield Fighting
1 Awareness

45 Red Priest
You are an evangelist of the Red Redemption, wandering confessor, cauterizer of the wound of sin, sin being the accumulation and recreational consumption of mass. How can your spirit fly free while shackled and flabby?

Possessions
- Red robes
- Traditional faceless metal helmet of your order (Modest Armour)
- Symbolic (but fully sized and fully functional) single headed great axe, to help batter down the door to sin

cont’d
Skills
2 Spell - Ember
2 Spell - Fire Bolt
2 Spell - Flash
2 Great Axe Fighting
1 Second Sight
1 Spell - Exorcism

46 Rhino-Man
The original Rhino-Men were created by an insane sorcerer several centuries ago, but rebelled and killed him. They are fairly rare creatures, serving as formidable and loyal guards to those who can afford their services.

Possessions
- Horn (counts as dagger)
- Thick Skin (rhino men always count as being Modestly Armoured)
- Glaive
- Knuckle dice
- Half full firkin of Rhino-beer (20 rations worth)

Skills
3 Glaive Fighting
2 Run
2 Strength
1 Gambling

51 Sceptical Lammasu
With the body of a bull, head of a man, forelegs of a cat and the wings of a swan, you are the sweetest children of the gods. You, however, were not content to rest on your cloud and instead descended from the heavens (or crawled up from the abyss) and set upon finding your own path among the stars.

Possessions
- A small functional door, worn on your forehead, through which you channel your magic
- Flashy robes

Skills
3 Astrology
2 Second Sight
2 Spell - Astral Reach
1 Spell - Teleport
1 Spell - Web

52 Sorcerer of the Academy of Doors
As a student at Troika's very own wizarding academy, pride of the city, experts in pan-dimensional mobility, you were able to penetrate the (2d6)th door. You are no master, certainly, but few outside your peers can claim to know more about the vagaries of skyward travel than you.

Possessions
- Incidental sacred jewellery worth 10d6 monies if traded
- Peaked hat
- Claws (as swords)
- Hooves (as clubs)
- Wings—able to fly as fast as a running man over clear ground

Skills
3 Fly
3 Spell - Random (Table 5)
3 Spell - Random (Table 5)
3 Spell - Random (Table 5)
2 Claw Fighting
1 Hoof Fighting

cont'd
1 Spell - Random (Table 5)
1 Spell - Random (Table 5)
1 Spell - Random (Table 5)

53 Sorcerer of the College of Friends
You were trained in the sub-dimensional academy of the Cordial Wizard God. You spent your childhood learning about the fate of pixies, the colour of magic, ritual grammar and endless other theoretical topics. Now you're out in the world, discovering that your education hardly accounted for any of it.

Possessions
- Pointed wizard hat you received at graduation
- Pocket full of wizard biscuits (2d6, each count as a provision)
- Wand used to help focus new apprentices, now kept for sentimental reasons

Skills
4 Secret Signs - Witching Words
2 Run
1 Climb
1 Sleight of Hand
1 Swim
1 Sneak
1 Second Sight
1 Spell - Jolt
1 Spell - Amity
1 Spell - Mirror Selves
1 Spell - Protection from Rain
1 Spell - Helping Hands
1 Spell - Purple Lens
1 Spell - Random (Table 5)

54 The Sublime Society of Beef Steaks
Brawlers believe the application of might and a good beef steak is the universal truth. Words do not have power. Words can no more define the universe than they can build a house, lift a cup, or sear a steak. Might can. Really, they have thought a lot about this.

Possessions
- A weapon of choice
- A small gridiron
- 2kg of premium meat cuts
- Waistcoat
- Bottle of strong but fancy wine

Skills
2 in a Fighting Skill of your choice
2 Wrestling
2 Swim
2 Climb
2 Run
2 Fist Fighting
55 Temple Knight of Telak the Swordbringer
You were once (and possibly still are) a fanatical monk set to maintain constant martial readiness in preparation for the end times when all doorways crumble inwards. You are never unready and always have spares.

**Possessions**
- The blessing of Telak
- 6 swords of your choice

**Skills**
3 Awareness
2 Blacksmithing
1 Sword Fighting
1 Greatsword Fighting

**Special**
The blessing of Telak awards you armour equal to half (rounded down) the number of swords you carry. So if you were carrying 6 swords your armour would be 3, while if you carried 9 it would be 4.

You must be overtly armed at all times or else Telak will take this blessing away until you forge, and donate to the unarmed, a brand new sword.

56 Thaumaturge
Wandering miracle workers, the depths of whose clothes are filled with pouches of unguents, holy icons and herbs. No matter the metaphysical need, they are always prepared.

**Possessions**
- Thaumurgic fez
- Staff, bedecked with charms and bells.
  May reroll one die on the Oops! Table if using this staff, however may never sneak up on anyone because of the ringing and clattering it makes
- Curled shoes
- Voluminous robes

**Skills**
3 Spell - Undo
2 Spell - Assume Shape
2 Spell - Thunder
2 Spell - Random (Table 5)
1 Spell - Brittle Twigs
1 Spell - Random (Table 5)
1 Second Sight
1 Astrology

**Special**
You may test your luck to just so happen to have exactly the (common) mystical nicknack the situation requires.

61 Thinking Engine
Your eyes are dull ruby spheres, your skin is hard and smooth like ivory but brown and whorled like wood. You are clearly damaged, you have no memory of your creation or purpose, and some days your white internal juices ooze thickly from cracks in your skin.

**Possessions**
- Soldering iron
- Detachable autonomous hands OR centaur body (+4 Run) OR inbuilt particle detector (+4 Second Sight)
  OR one random Spell at rank 3
Skills
3 Golden Barge Pilot
2 Astrology
2 Pistolet Fighting
2 Healing
1 Run
1 Strength
1 Cooking

Special
You don’t recover Stamina by resting in the usual manner—instead you have to spend an evening with a hot iron melting your skin back together like putty. For each hour of rest with access to the right tools you regain 3 Stamina. You may recharge plasmic machines by hooking your fluids to them and spending Stamina, at a rate of 1 Stamina and 6 minutes per charge.

You always count as being Lightly Armoured.

62 Vengeful Child
Your village was burnt down by ruffians, or your mother was beheaded by snake cultists, or your father was hung by corrupt officials. Either way, you took umbrage and entered the world with a chip on one shoulder and an oversized sword on the other.

Possessions
- A too-big sword, +1 to Sword Fighting and Damage Rolls while using it. Only you may benefit from this bonus—it’s not magic, just sentimental
- An old hunting bow & 12 arrows

Skills
3 Sword Fighting
1 Awareness
1 Climb
1 Bow Fighting
1 Run
1 Swim

63 Venturesome Academic
You’re a classically trained academic, a product of the universities of the Brass City, the Palace of Tigers or some other less prestigious centre of learning.

Possessions
- Reading glasses in a sturdy case (you cannot read without them)
- Small sword
- Bundle of candles & matches
- Writing materials
- Journal

Skills
2 Evaluate
2 Astrology
1 Healing
1 Spell - Random (Table 5)
1 Sword Fighting
1 Sleight of Hand

Special
You may test your Luck to recall facts that you might reasonably be expected to have encountered relating to the natural sciences and humanities.
64 Wizard Hunter
Some people say man is the most dangerous prey. They’re wrong. Can men turn into flocks of seagulls when cornered in an alley? Can men ignite the air and freeze your blood? No, they can’t. Wizards are the most dangerous prey.

Possessions
- Large sack
- Witch-hair rope
- Crossbow & 12 bolts
- Sword
- d6 pocket gods
- Ruby lorgnette

Skills
2 Tracking
2 Disguise
2 Crossbow Fighting
1 Sword Fighting
1 Sneak
1 Locks
1 Etiquette

(counts as club) and lots of scars OR two handed sword and heavy armour OR hammer and huge shield
- Manual on Yongardy Law
- Barrister’s wig

65 Yongardy Lawyer
Down in Yongardy they do things differently. They respect the law. Every day there is a queue outside the courts to get a seat to see the latest up and coming barrister defend his case with three feet of steel. The people follow the careers of their favourite solicitors, watch all their cases, collect their portraits and sneak into the court after hours to dab the patches of blood on white handkerchiefs. In Yongardy they love the law.

Possessions
- Rapier and puffy shirt OR sjambok

66 Zoanthrop
At some point in your past you decided you didn’t need it any more. You found a zoanthropologist and paid him well to remove your troublesome forebrain and so elevate you to the pure and unburdened beast you are today.

Possessions
- No starting possessions—you have thrown off the shackles of civilisation. You are also probably nude.

Skills
3 Climb
3 Run
2 Strength
2 Fist Fighting
2 Club Fighting
2 Wrestling

Special
You are immune to all mind altering effects. You are able to speak but usually choose not to. When making advancement checks in skills related to abstract thought, such as spells or astrology, you must roll twice and succeed on both or else fail.
The Rules

1. Rolling the Dice
There is only one die type used in Troika!, that being the d6. This can be used as a d3, d6, d66, d666 and so on. To roll a d3, just roll a d6 and halve it, rounding up. To roll a d66, d666 or more, just roll a d6 as many times, in order, as there are 6s. So a d66 would be a d6 followed by another d6 (e.g. I roll a 1 then roll a 4 thus making a roll of 14).

To do most actions you’ll be required to roll 2d6, adding them together, as a roll under or a roll versus (or roll vs.).

1.1 Roll Under. Rolling under is the throwing of 2d6 with the intention of scoring equal to or under a number. This will mainly be used in unopposed situations like climbing a wall or casting a Spell.

1.2 Roll Versus. The roll versus, mostly used for combat or other contests, is a roll of 2d6 adding any applicable bonuses and then comparing it to that of your opponent. In a sword fight you might be rolling 2d6 and adding your sword fighting total, looking to beat your opponent doing similar.

2. Advanced Skills
Player characters will have a variety of Advanced Skills granted them by their Background. The number given in the Background is added to their Base Skill and recorded on their character sheets as a total. This number is referred to as their Skill Total.

EXAMPLE: Bob is a freshly made Rhino-Man (see Backgrounds) with Skill 4. This means he starts with 7 Glaive Fighting, 6 Run, 6 Strength and 5 Gambling.

3. Luck
Of all the numbers on your character sheet, Luck is likely to fluctuate the most. This number represents your character’s blind luck and intuition, tested whenever fate swipes at them. When this happens the GM will ask you to test your Luck.

3.1 Testing your Luck. To successfully test your Luck you must roll equal to or less than your current Luck score. Every time you test your Luck you must reduce your current Luck score by one regardless of whether the test was successful or not. Testing your Luck is optional—you may always refuse to roll and instead accept your fate. The GM is not obliged to give you details of the consequences if they are not already obvious.

3.2 Gaining and losing Luck. For every 8 hours rest you may regain 2d6 Luck. Luck may not exceed the starting total rolled at character creation except in exceptional situations. Running out of Luck inflicts no special penalty.
3.3 Use of Luck in Combat. In the case of a tie the player may test their Luck to win it in their favour. When a player successfully hits an opponent they may decide to test their Luck and, if successful, may add 2 to the roll for Damage.

4. Stamina
4.1 Running out of Stamina. When reduced to 0 Stamina you are in danger of dying and must be healed in order to survive. If this is during an Initiative round the next time the end of turn chit is drawn, you die. If this happens out of Initiative your friends have one opportunity to heal you (restoring you to 1 Stamina) or else you die (4.4).

4.2 Healing. You regain 2d6 Stamina if you sleep for 8 hours. Provisions are also used for healing, regaining d6 Stamina for each provision eaten. A maximum of 3 provisions per day will actually give the any healing benefits. There may be other forms of healing available at your GM’s discretion, such as visiting bath houses or drinking potions. You may never have more Stamina than your starting total.

4.3 Negative Stamina. If you ever go below 0 Stamina you are dead (4.4).

4.4 Death. You may immediately make a new character while others mourn your death and fight over your possessions. This character starts exactly according to the rules found at the beginning of this book.

5. Initiative
5.1 Assemble the Bag. During combat or at other times where it is important who goes first, you will need to assemble the Initiative Bag. To do this, get a container and a selection of coloured dice or other convenient markers. Each player will be assigned two dice of a single colour, while all enemies will share one colour of the number specified by their Initiative Rating or the GM’s whim, and a final single token of a distinct colour will be added to mark the end of a round when drawn (5.3).

5.2 Using the Bag. The GM will remove a token from the Bag at random, the colour of which will determine who holds the Initiative and takes a turn.

5.3 End of round. If the end of round token is drawn then all tokens, including the end of round token, are put back in the Bag. Resolve any per round or end of round activities such as magic effects, fire, poison or bleeding out, then draw another token and carry on.

5.4 Henchmen. If you have any hired help that are willing to fight for you, treat them as their own character that only gets 1 Initiative token in the Bag.

5.5 Rationale. The random turn length adds a degree of uncertainty where you never know how much time you have left. When actions are not taking place it represents hesitation, panic or other incidental delays that can happen in a tense encounter where every second
counts. The goblins have few dice because they are cowardly, not because they are slow; the dragon has many because it knows exactly what it wants, not because it is fast.

6. Actions
When you hold the Initiative you can generally perform one action. The list is not exhaustive and the GM is encouraged to interpret player intentions as best he can.

6.1 Hit Someone. To stab, bludgeon or otherwise physically interfere with someone, roll 2d6+Skill+Advanced Skill vs. them doing the same thing. The winner rolls for Damage. Note that either party in any exchange can potentially win. In a tie you have avoided hurting each other. Note that this means you can potentially hit an unlimited number of people in a round, but may only Initiate once per turn.

6.2 Shoot Someone. Shooting an opponent is resolved by rolling versus their appropriate evasive Skill, such as Shield or Dodge.

6.2.1 Shooting Into a Melee. When shooting into melee, if you successfully hit, assign a number to every individual involved and roll a die. If their number comes up, they receive the injury.

6.2.2 Aim. On your turn you may decide to take aim with your ranged weapon. To do so, hold on to your Initiative. When your next Initiative is drawn you may roll twice and pick the best roll. If the end of round token comes up and you haven’t used your Aim action you may decide to hold on to your Aim token.

6.3 Cast a Spell. Each Spell will have its own instructions on how it should be used, but in general you will need to spend a certain amount of Stamina and roll under or versus (for touch Spells, for instance) in order to create some kind of effect. Unless the Spell says otherwise it requires at least one hand free and the ability to speak. If you roll a Fumble the Spell fails and you need to roll on the Oops! Table.

6.4 Delay. You may choose not to act when you hold Initiative. In that case you put the token back in the Bag.

6.5 Move. Every action is assumed to have a bit of movement involved. Anything less than 12 feet is folded in to whatever else you might be doing. If you wish to chase after someone or perform some other involved locomotion then just spend a turn doing it.

6.6 Retrieve an Item. If you need to get out something you weren’t holding in your hands already, roll 2d6 and score equal to or higher than its position on your inventory list. If you succeed you can pull it out and do what you intended. Otherwise you spend your entire action finding it. Double 1s always fail.
6.7 Use an Item. If an item is in your hands then you may use it however you like. Otherwise see 6.6.

6.8 Grapple. Roll vs. your opponent’s Wrestling Skill. If you win you may either knock them to the ground or deal Damage as unarmed and knock you both to the ground (from throwing or tackling them). On a mighty blow (7.4) you render them unconscious for d6 rounds. If you fail to Wrestle them they may deal Damage to you as though they had attacked you normally, on a Fumble (7.5) dealing you a Mighty Blow.

7. Other Concerns

7.1 Cover. When attacking someone in cover they receive a bonus to their roll to not be hit, whatever that may be. Consider a waist high bush to be +1, while a castle’s crenulations would be +6.

7.2 Enemies. An opponent is typically three numbers, Skill, Stamina and Initiative, which will be expressed as X/Y/Z. For example, a violent vagabond might be Skill 7, Stamina 9, Initiative 2, shortened to 7/9/2. Beyond this they may have an Advanced Skill or two, or some peculiar special rules. For reference, 12 Skill, 24 Stamina and 4 Initiative would be considered the peak of human excellence.

7.3 Hitting Someone Unawares. If your opponent is not aware of your presence then your attack is a roll under (1.1) rather than roll versus, and they may not attack back. You may add 2 to your Damage roll.

7.4 Mighty Blows. If you roll a double 6 you strike a Mighty Blow, winning the exchange and inflicting double Damage. If both parties strike a Mighty Blow then a spectacular clinch is formed, shattering both their weapons (in the case of beastly claws, tentacles, and so on they will lose d6 Stamina instead).

7.5 Fumbles. A roll of double 1s results in the roller losing the exchange and their opponent adding +1 to their roll to injure.

7.6 Shields. While holding a shield those hitting you suffer -1 to their Damage rolls.

7.7 Use of multiple weapons. When rolling Damage you may choose which weapon to reference the roll against. You must be holding them in your hands or nearest approximations, obviously.
7.8 Falling Over. When on the floor you suffer -2 to all physical rolls against those standing up, including Damage rolls. Spend a turn getting to your feet.

7.8.1 Falling Too Far. If your fall is a bit more serious, consider losing d6 Stamina per 6 feet fallen.

7.9 Drowning. When you fail a swimming test you begin to drown, losing d6 Stamina. For each consecutive swimming test where you make no progress you roll an additional d6. So for instance, your third failed swimming roll in a row would lose you 3d6 Stamina. Once you lose all Stamina you have drowned.

7.10 Henchmen. Followers are created as you would a monster, with truncated abilities only covering the essence of it. They are their own people with their own motivations and goals and are not just pieces of equipment. It is up to the GM and players to flesh them out or not, as the case may be. Also see 5.3.

7.11 Time. There are two main units of time in the game, rounds and turns. A turn is what someone does when they hold Initiative and is a few seconds long. A round is the period between drawing end of round tokens and roughly represents a minute.

8. Weapons

When you win a roll vs. your opponent in combat you may inflict Damage. Each weapon, including your fists, will have a table like the one seen in Tables 1, 2 & 3. After successfully hitting someone you roll one die and reference it across the top row, finding the corresponding Damage inflicted.

NOTE: All modifiers that add bonuses to Damage will, unless otherwise specified, modify the roll of the die, not the actual Damage inflicted. So for instance, I have +1 to my Damage roll for some reason and roll a 5 on the sword entry. Due to my bonus I am counted as having rolled a 6 and inflicting 8 Damage instead of 6.

9. Armour

Armour offers a certain degree of protection to your soft and supple body. There are four levels of protection vaguely defined, allowing you to assign whatever assortment of pots and pans you might be wearing to an appropriate level without too much bother. A target is considered to either be Unarmoured, Lightly Armoured, Modestly Armoured, or Heavily Armoured. Each modifies Damage rolls by 0, -1, -2 and -3 respectively.

9.1 Armour Encumbrance. Armour takes up a number of item slots equal to its protective value. So Modest Armour would use two slots, for example. See 10.2.
### Table 1: Melee Weapons

<table>
<thead>
<tr>
<th>Weapon</th>
<th>1</th>
<th>2</th>
<th>3</th>
<th>4</th>
<th>5</th>
<th>6</th>
<th>7+</th>
</tr>
</thead>
<tbody>
<tr>
<td>Sword</td>
<td>4</td>
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<td>6</td>
<td>6</td>
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<tr>
<td>Axe</td>
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<td>6</td>
<td>6</td>
<td>8</td>
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<tr>
<td>Knife</td>
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<tr>
<td>Staff*</td>
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<td>4</td>
<td>4</td>
<td>4</td>
<td>4</td>
<td>6</td>
<td>8</td>
</tr>
<tr>
<td>Spear</td>
<td>4</td>
<td>4</td>
<td>6</td>
<td>6</td>
<td>8</td>
<td>8</td>
<td>10</td>
</tr>
<tr>
<td>Longsword*</td>
<td>4</td>
<td>6</td>
<td>8</td>
<td>8</td>
<td>10</td>
<td>12</td>
<td>14</td>
</tr>
<tr>
<td>Mace#</td>
<td>2</td>
<td>4</td>
<td>4</td>
<td>6</td>
<td>6</td>
<td>8</td>
<td>10</td>
</tr>
<tr>
<td>Polearm*#</td>
<td>2</td>
<td>4</td>
<td>4</td>
<td>8</td>
<td>12</td>
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<td>18</td>
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<tr>
<td>Maul*#</td>
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<td>13</td>
<td>14</td>
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<tr>
<td>Greatsword*</td>
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<td>8</td>
<td>10</td>
<td>12</td>
<td>14</td>
<td>18</td>
</tr>
<tr>
<td>Club#</td>
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<td>1</td>
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<td>2</td>
<td>4</td>
<td>4</td>
<td>6</td>
<td>8</td>
</tr>
</tbody>
</table>

*An * indicates a weapon needing two hands to use.

Heavy percussive weapons marked with # ignore 1 point of armour.

### Table 2: Beastly Weapons

<table>
<thead>
<tr>
<th>Beast</th>
<th>1</th>
<th>2</th>
<th>3</th>
<th>4</th>
<th>5</th>
<th>6</th>
<th>7+</th>
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<tbody>
<tr>
<td>Small Beast</td>
<td>2</td>
<td>2</td>
<td>3</td>
<td>3</td>
<td>4</td>
<td>5</td>
<td>6</td>
</tr>
<tr>
<td>Modest Beast</td>
<td>4</td>
<td>6</td>
<td>6</td>
<td>8</td>
<td>8</td>
<td>10</td>
<td>12</td>
</tr>
<tr>
<td>Large Beast</td>
<td>4</td>
<td>6</td>
<td>8</td>
<td>10</td>
<td>12</td>
<td>14</td>
<td>16</td>
</tr>
<tr>
<td>Gigantic Beast</td>
<td>4</td>
<td>8</td>
<td>12</td>
<td>12</td>
<td>16</td>
<td>18</td>
<td>24</td>
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</tbody>
</table>

### Table 3: Ranged Weapons

<table>
<thead>
<tr>
<th>Weapon</th>
<th>1</th>
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<th>4</th>
<th>5</th>
<th>6</th>
<th>7+</th>
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</thead>
<tbody>
<tr>
<td>Fusil*</td>
<td>2</td>
<td>4</td>
<td>4</td>
<td>6</td>
<td>12</td>
<td>18</td>
<td>24</td>
</tr>
<tr>
<td>Bow*</td>
<td>2</td>
<td>4</td>
<td>6</td>
<td>8</td>
<td>8</td>
<td>10</td>
<td>12</td>
</tr>
<tr>
<td>Crossbow*</td>
<td>4</td>
<td>4</td>
<td>6</td>
<td>8</td>
<td>8</td>
<td>8</td>
<td>10</td>
</tr>
<tr>
<td>Pistolet</td>
<td>2</td>
<td>2</td>
<td>4</td>
<td>4</td>
<td>6</td>
<td>12</td>
<td>16</td>
</tr>
</tbody>
</table>
10. Encumbrance
You may carry twelve things without issue. On your character sheet you will have twelve spaces to write in the things you're lugging around with you.

10.1 Small items. Some items are of inconsequential individual weight, like arrows, and will only ever take up one slot unless you have an awful lot of them. What constitutes a lot is up for your group to decide.

10.2 Large Items. Large items are anything you would need both hands to hold. They take up two slots in your inventory (I recommend writing them at a jaunty angle to fill up the space). Armour has its own rules (9.1)

10.3 Retrieving Items in a Hurry. See 6.8. Note that having things near the top of your inventory list is advantageous, so put things you'll rarely need in a hurry, like armour and money, near the bottom. Pack your bags well!

10.4 Overburdened. If you find yourself carrying more than twelve items, you suffer -4 to all rolls due to the inconvenient weight. If you are carrying 18 items or more, in addition to -4 to all rolls you can hardly move and count as unawares (7.3) for anyone wanting to stab you.

11. Getting Better
Life is learning—you cannot experience it without growing in some way. Your characters will bend and change in response to their environment. When you successfully use a Skill you stand to learn from it. Put a tick next to it. You only need to record the first success. Luck, Skill and Stamina never change.

11.1 How to Advance. The next time the party has a chance to rest and reflect on their journey, you may check to see what they learned. For each tick roll 2d6, aiming to get more than the current Skill Total to improve it by one. You may only test a maximum of three Skills in one rest, regardless of success or failure. When you have finished rolling, remove all ticks on your sheet. When a Skill has reached 12 you need to roll a 12 followed by another 12 to improve it further. There is no upper limit.

11.2 Training and Learning New Skills. To train your Skills you must find someone who is able to teach them to you. They must have a higher Skill Total and will most likely require payment unless they are your fellow party members or already owe you a favour. Training takes 1 week plus 1 week per rank you already have in the Skill you are looking to improve. At the end of this time you get one chance at a Skill advancement. Failure means you just have to train harder.

When learning new Skills you must roll equal to or more than your base Skill rating (precocious students are harder to teach) to gain your first point in it.
12. Spells

To cast a spell you must spend Stamina equal to the casting cost (the number in brackets) and roll under your Skill total in the Spell you wish to cast. A double 1 will always succeed and a double 6 will always fail and require a roll on the Oops! Table.

**Amity (4)**
The College of Friends always sends out its factotums on nights after amity classes. Clearing out the bars and brothels of their drunken apprentices is tiring work. Use of this Spell causes the target to test their Luck or become very friendly towards the caster, as though they were an old friend. They will not act irrationally though and, if they were already a bit of an arsehole, this might not change much.

**Affix (3)**
Cause a subject to be fixed in place. While they are so held they do not move, breath, fall, perspire, acquire or otherwise change. Totally immune to harm, in fact. Lasts for three minutes.

**Animate (2)**
Cause inanimate objects to question their place. One object up to the size of a baby can be caused to hop around and do whatever else the wizard wishes of it.

**Assassin’s Dagger (3)**
Evocatively named, but actually quite mundane. The wizard whispers to an object, and that object then seeks out and vigorously and repeatedly bumps into the target. Obviously if you whisper to a poisoned dagger the results are one thing, while doing it to a letter is another. Travels any distance, always arrives (eventually).

**Assume Shape (4)**
The wizard undergoes a distressing transformation into an inanimate object no bigger than a piano and no smaller than a cup. Lasts until ended.

**Astral Reach (1)**
The sorcerers of the Academy of Doors are most famous for this one spell. With it they may reach through any portal and into another, known, receptacle. For example, they might use it to reach through to a safe in their manse via their purse. This Spell only allows partial translocation—the caster cannot fully or permanently enter.

**Babble (2)**
The caster speaks nonsense while watching the intended target, causing their words to trip and confuse. This may be done under their breath and relatively subtly.
Banish Spirit (cost = Skill of spirit)  
The wizard explains, clearly, sternly, why it is impossible that the spirit could be here at this time. The spirit must test its Luck or be sent to somewhere less improbable.

Befuddle (1)  
The wizard merely touching someone can shake up their mind like a snow globe. The will make all active rolls at -1 until their head clears (3 minutes).

Blood Shroud (4)  
Smear a small amount of demon blood on yourself to become invisible to them. You will be completely invisible to demons, even if you attack or speak to them.

Breach (2)  
The wizard’s hands work elemental material as though it were soft clay. Fire, stone, goo, earth, fog, all of it behaves like clay under his touch for 9 minutes.

Brittle Twigs (2)  
You must snap a twig or other brittle object to cause a sympathetic injury in another. They must test Luck or receive a broken bone.

Callous Strike (1)  
The wizard-knights are most famous for their remote combat, whereby they swing their silver swords seemingly at nothing, only for their opponents, many feet away, to be torn to tatters.

This Spell can be used in place of a melee attack, rolling vs. their opponent as normal and doing Damage according to the weapon used but enabling it to be used against targets within clear sight.

Coal Resolve (1)  
This Spell turns ones heart into a burning ember of grief. Those under the effect of this Spell are so consumed by grief that they are immune to mind controlling effects or the non-physical impact of pain.

Cone of Air (2)  
Creates a mysterious and specifically shaped cone of air around a touched target’s head. They may continue to breathe the freshest of air for 12 minutes.

Cockroach (5)  
A popular Spell whose only use is to turn troublesome folks into humiliating animals. The target must test their Luck or be permanently turned into a small insignificant creature of the wizard’s choice.

Darkness (3)  
Summon a stationary, perfect sphere of darkness up to five metres from the wizard for up to three minutes.
Darksee (1)
The wizard reaches into his sockets and extricates his eyes. Thus freed, the dark void behind them can see perfectly well in pitch blackness and suffer excruciating pain in light (-4 to all rolls). Be careful not to lose those eyeballs though, they are the only way to end the Spell.

Diminish (2)
Cause something to test its Luck or reduce by half its size. Lasts three minutes.

Drown (4)
Cause a target’s lungs to fill with water. They must test their Luck, if they fail they start to drown (see 7.10) and are incapacitated with water pouring out of their mouth. They may test their Luck once per turn until they pass, at which point the Spell ends.

Earthquake (5)
The wizard hikes up his wizard robe and stomps his wizard feet. An area 30 metres around him suffers a massive earthquake. Everyone must test their Luck or fall through a crack in the earth, taking falling (7.9.1) Damage and being stuck in a bloody great big hole. Buildings may be wrecked unless especially sturdy.

Ember (2)
A simple but effect summoning of fire. Once present, however, its actions can’t be accounted for. Summon a fire the size of a small bonfire somewhere within 12 metres of the wizard.

Exchange Shape (5)
What looks like a hug is in fact fell wizardry! The wizard bumps into another and exchanges bodies. Lasts until the wizard chooses to end it, but they must be within sight of each other for this to happen.

Exorcism (1)
The Red Priests posit that all negative behaviour is a symptom of some level of possession, or at least direct influence, by the forces of Change, unwitting agents of mass in need of healing.

The caster throws salt at the target of this Spell, allowing them to roll this Spell vs. the possessing spirit to cast it out. In the case of a Fumble the spirit is drawn into and possesses the caster.

Explode (5)
A very simple Spell. Arguably it’s not even a Spell, rather a premeditated failure of catastrophic proportions. The wizard may cause an object of up to one cubic metre to explode. It will deal Damage to everyone within 6 metres, depending on the size and material. Pick an appropriate weapon to roll Damage on. A polearm would be something large and hard.

Fear (1)
In the eyes of one poor fellow, the wizard grow into a primal monster from the depths of their lizard brain. They will attempt to flee, otherwise they will curl up in a ball and whimper. They may test their Luck to resist the illusion.
**Fire Bolt (1)**
Shoot impressive flames from your fingertips, dealing Damage to one target within 20 metres.

<table>
<thead>
<tr>
<th>Damage</th>
<th>1</th>
<th>2</th>
<th>3</th>
<th>4</th>
<th>5</th>
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<td></td>
<td>3</td>
<td>3</td>
<td>5</td>
<td>7</td>
<td>9</td>
<td>12</td>
<td>16</td>
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</table>

**Flash (3)**
The wizard claps neatly, issuing forth the light of a thousand suns. All within 20 metres must test their Luck or be blinded for 1d6 rounds.

**Farseeing (2)**
Endows the wizard with engorged, plate-like eyes, able to see in minute detail for miles around.

**Find (2)**
When wizards lose their glasses they mumble to themselves until they turn up. The thing being sought must be a specific object, not a general category or type, and the direction is only given in terms of compass points.

**Gills (3)**
The wizard may permanently gift a touched subject with gills, completely replacing their usual breathing arrangement if they fail to test their Luck. Very useful for underwater excursions, not so useful when inflicted upon a chap in the middle of town. The wizard may end this at will.

**Grow (2)**
Cause an item to grow half its size again if it fails to test its Luck. Lasts for three minutes.

**Helping Hands (1)**
Causes animate hands to spring forth from an inanimate surface. They can perform any task the wizard requires, but are limited by being rooted to the spot from which they sprang.

**Hurricane (5)**
The wizard waves his hands in the air like he just doesn’t care, which he likely doesn’t, being a wizard. This causes a mighty gust that will knock everyone over within 30 metres who doesn’t test their Luck, dealing 1d3 Damage and making an awful mess. Lasts for 10 minutes, test Luck every turn if not taking cover or else take further Damage.

**Illusion (2 per viewer)**
Fabricate an illusion. Those viewing it may test their Luck when interacting with it to unveil the trickery. Lasts until the wizard leaves or falls asleep.

**Invisibility (3)**
The wizard turns flesh into refractive crystal sheets. It’s very uncomfortable and you make a slight *shish*-ing sound as you move, but you are quite invisible and don’t suffer from the usual limitations of illusions. Lasts for three minutes, after which you noisily reform into dull and frustratingly opaque flesh.
**Ironhand (3)**
The common man does not appreciate exactly how close flesh and iron are when considered relatively to, say, flesh and the smell of hot tea. With some slight convincing the wizard may cause a target’s flesh to behave as though it had the desirable properties of metal. They get +1 skill and immunity to modestly proportioned fires for 3 minutes.

**Jolt (1)**
The mischievous apprentice’s favourite spell, jJolt sends an arc of electricity from the caster’s outstretched hand towards a target. Ignores armour.

<table>
<thead>
<tr>
<th></th>
<th>1</th>
<th>2</th>
<th>3</th>
<th>4</th>
<th>5</th>
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<tr>
<td></td>
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<td>2</td>
<td>3</td>
<td>3</td>
<td>5</td>
<td>7</td>
<td>9</td>
</tr>
</tbody>
</table>

**Languages (2)**
The wizard forms a mouth with his hands, through which he can speak any language. He can simultaneously cup his other hand to his ear to understand them in return. Lasts for one conversation.

**Leech (2)**
The necromancer must place his hands on a living subject, allowing his fingertips to transform into sucking apertures, draining them of blood. Deal 2d6 Damage and regain half as Stamina.

**Levitate (2)**
Elevates the wizard or another on the backs of tiny invisible sprites who answer only to their summoner. May float about for 3 minutes.

**Life Line (1)**
Created by the Horizon Knights to enable them to take the fight to the Nothing. They would cast this on their squires and dive off the edge of creation. While this Spell lasts the caster’s essential bodily functions are linked to another, enabling them to breath or eat for them. They will need to breath and eat for two, making it hard to do anything useful while linked. The Spell lasts for a day, until cancelled, or on the death of the linked person. Note, if the linked person dies, starves or is choked you will suffer.

**Light (1)**
Create an ethereal orb of light that glows like a torch. Lasts 6 hours and can be extinguished at will.

**Lock (1)**
Magically lock an object. The object must have a lockable aspect to it, but the lock is now magically sealed. Permanent until undone or dismissed.

**Mirror Selves (3)**
In the mind of others the wizard appears to be, in fact, three wizards. All three will perform the same actions in unison, offering the target only a 1 in 3 chance of targeting the right wizard. Lasts for 12 minutes.
Natter (2)
As everyone know, wizards are excellent ventriloquists. So good in fact that they can throw their voice inside another’s mouth. They can target anyone within sight and can transmit a short sentence.

Open (1)
The wizard chooses a reality wherein the lock was open all along. Can be used to counteract a Lock Spell.

Peace (2)
Open up the mind to universal love and cause two subjects to test their Luck or cease hostilities with each other. They will still defend themselves if attacked but will at least appreciate the pettiness of it.

Poison (1)
This spell, when cast upon a liquid, causes it to become deadly poison. The liquid deals 4 Damage if drunk and 1 Damage per turn until the target successfully tests their Luck. The liquid loses its potency after an hour.

Posthumous Vitality (5)
Necromancers, known for their social inadequacy, often find themselves having to make friends.

This Spell requires a fresh, or at least whole and lubricated, corpse. The caster rolls 2d6+Posthumous Vitality Skill Total on the following chart (13+ counts for an advancement tick):

<table>
<thead>
<tr>
<th>Roll</th>
<th>Effect</th>
</tr>
</thead>
<tbody>
<tr>
<td>4-12</td>
<td>Nothing happens</td>
</tr>
<tr>
<td>13-14</td>
<td>The vitality is clumsily applied, causing the body to explode messily. A new one will need to be found.</td>
</tr>
<tr>
<td>15-16</td>
<td>The creature is animated, will last for 24 hours before falling apart.</td>
</tr>
<tr>
<td>17+</td>
<td>Perfect reanimation. The creature will last until destroyed.</td>
</tr>
</tbody>
</table>

Presence (1)
This Spell creates the sense of being watched by a patriarchal figure. Some find it comforting, others, not so much.

Protection from Rain (1)
This Spell prevents the caster getting rained upon. Lasts for one shower.

Purple Lens (1)
The recipient’s eyes glow purple as they experience an alternative reality, where people are kind, their surroundings are beautiful, their food is indulgent, and so on. This doesn’t change the reality of things, but it does make them more palatable. Lasts until they want to end it.

Quench (1)
Snuff a small flame with the wave of a hand.

Read Entrails (1)
The caster can get the answer to one question in the entrails of a living creature. The size and importance of the creature influence the level of knowledge gained. Small, common animals are able to offer yes or no answers, oxen can predict things obtusely, lammasu could offer explicit and thorough advice.
Read Stars (1)
Rather than any physical stars, this navigates by the astral starlight that peaks through the veil. This Spell enables the caster to get a reasonable sense of direction regardless of any obscuring factors.

See Through (1)
The caster rubs a surface vigorously, making it translucent. Can penetrate up to 12 inches of material. Lead and silver are immune.

Sentry (1)
The wizard plucks a bit of his mind out like candy floss and leaves it stuck to a wall somewhere. This psychic presence is invisible to the naked eye but extends the wizard’s senses to that spot for the duration. While it lasts the wizard suffers -2 to all rolls due to the incredible confusion this generates. If the shard is discovered and harmed the wizard will lose 3d6 Stamina due to the shock.

Shatter (3)
The wizard may wildly gesticulate at a brittle object no larger than an umbrella and cause it to shatter into a million pieces. Living targets may test their Luck to avoid this unpleasant Spell.

Skeletal Counsel (3)
Necromancers often talk to skulls. Sometimes they talk back. Use of this Spell enables speaking with the dead, answering one question per casting. Requires a skull.

Sleep (2)
The wizard convinces a target to forgo wakefulness for a time, causing them to sleep for 3 minutes unless they successfully test their luck.

Slide Skywards (6)
Requires mirrors or other highly reflective surfaces. The caster stands between two reflective surfaces so that he is infinitely repeated. He then steps out from between them, but as a different incidence of himself. To those watching the wizard moves in the direction not seen and reappears between two mirrors elsewhere. If the location has been compromised, then the wizard arrives in a random mirrored location across the million spheres.

Starry Orb (4)
The wizard creates a 5th dimensional orb above his head. All intelligent beings looking at it must test their Luck or marvel at it for 3 minutes.

Teleport (10)
The wizard or a target of his choosing may travel to any location within a single sphere instantly. If they are unfamiliar with the location they must test their Luck or be thrown wildly off course to potentially devastating results.
Thought Vapour (1)
The wizard can cause his nose to exist in multiple alternative realities, travel through various spheres, and enable the olfactory sensation of thought. Emotions, attitudes, underlying feelings can be smelt. No words or images are formed, just impressions. Any strong odour will cause this to fail.

Thunder (2)
A favourite for impressing locals while travelling the provincial expanses of the Road. The wizard raises his arms and shouts something suitably ominous, then all within 24 metres must test their luck or be deafened by a riotous roll of emphatic thunder. Luck or no, they will be mightily impressed.

Tongue Twister (2)
Beware! If a wizard screws his nose and twists his fingers at you, then a tongue twister is coming your way. The target must test their luck or have their tongue literally tied in knots. This requires some time and a fair bit of patience to disentangle.

True Seeing (3)
The caster focuses his sight on the unambiguous truth of matter, enabling him to see through illusions for the next ten minutes.

Undo (double cost of original spell)
The wizard works on disentangling a spell from this instance of reality. To do so they must roll this spell vs. the original casting, if disentanglement is possible at all.

Ward (2)
A handy spell only requiring the flick of a wrist. In response to being fired upon the wizard may cast this spell to roll vs. the firer to have the missile be deflected.

Wall of Power (2)
What they call a wall is in fact a dome, but wizards always have worked in mysterious ways. The wall is a shimmering bubble that causes d6 damage when touched. Nothing may pass without the wizard’s permission (it is recommended that they remember to allow air). Lasts for 3 minutes.

Web (2)
Whether this is opening a portal to the plane of slime or channelling the sprites of sickness, all can agree that it is quite disgusting. The wizard blows forth the “web” from his nose and all in a cone extending 12 metres in front of the wizard are trapped unless they test their luck. Each turn anything passing through or out of it must test their luck or become stuck. Dries up after 12 rounds.

Zed (?)
No one knows what this does, but everyone who has cast it disappears instantly, never to be seen again.
11. There is a flash, followed by a shriek - the caster has turned into a pig.

12. Twenty-five years of the wizard’s life drop away in an instant, possibly making him a very small child. If the wizard is younger than twenty-five then he disappears into cosmic pre-birth.

13. A small shoal of herring and the water they had previously swum in appear above the caster, soaking everyone nearby with freezing sea water.

14. The wizard no longer speaks or understands any known tongue, instead favouring a slightly unpleasant language made up of shrieks and mumbles.

15. The most feared of adolescent academy curses: hiccups! Until dispelled the wizard hiccups uncontrollably, suffering -4 to further attempts at magic.

16. The wizard grows an attractive tail. If removed it does not grow back.

21. All currency in the wizard’s possession turns into beautiful butterflies that flap off into the sky.

22. A very surprised orc appears beside the caster (7/8/2 - Club).

23. The caster catches the Red Eye Curse. Whenever he opens his eyes, fire shoots out at random (as Fire Bolt.)

24. The shoes of a random ally catch fire.

25. The wizard grows a small pair of horns.

26. All of the wizard’s body hair falls out with an audible “fuff!”

31. All weapons of war in the vicinity turn into flowers.

32. The wizard changes sex and becomes incredibly handsome.

33. The wizard disappears in a puff of smoke, never to be seen again.

34. The wizard’s hands find a mind of their own and take a severe disliking to the tyranny of the mind. They set about choking him to death, only to lapse back into servitude as soon as he passes out.

35. All animals in the vicinity are brought back to life. This includes rations and leather, which will crawl and flap about blindly.

Table 4: Oops! Table
36. A sickness overcomes the wizard, causing him to cough up a thick black fluid. The fluid flows away as though in a hurry to be somewhere. The wizard will soon hear rumours and suffer accusations due to the workings of a sinister doppelgänger.

41. Everyone in the vicinity turns into a pig, except for one embarrassed wizard.

42. An overflow of plasmic fluid has found its way into the wizard’s head, which has expanded to the size of a pumpkin. If the wizard is struck for 5+ Damage in one go he must test his Luck or his head explodes, killing him and dealing 2d6 Damage to anyone standing nearby.

43. All vegetation within a mile withers and dies.

44. A pool of colour opens up under the wizard, sucking him and any other unlucky nearby souls into it. They will be whipped off to a random sphere of existence.

45. All exposed liquid within 12 metres turns to milk. That milk then curdles.

46. A random spectator’s bones mysteriously disappear. Even more mysteriously he doesn’t seem overly put out by it. He can’t fight or cast magic and can only very slowly shuffle about as a gelatinous blob of flesh, but he’s generally unharmed. After d6 hours the bones pop back into place from wherever they went.

51. An inanimate object in the wizard’s possession gains sentience and a voice. Its attitude is up to the GM to decide.

52. A portal is opened to a paradigmatic battleground, allowing an angelic or demonic figure to pop through.

53. A gout of steam shoots out from the wizard causing them to shoot off in a random direction at great speed.

54. The wizard suffers a coughing fit for d6 turns, after which d6 gremlins tumble out of his mouth and start biting peoples faces.

55. The wizard instantly grows an enormous shaggy beard. It tumbles down to the floor and gets in the way. -2 to everything until you tame that magnificent beast.

56. The wizard becomes 20 years older.

61. All metal within 20 metres becomes incredibly hot for d6 turns. Anyone wearing armour or carrying weapons must take d6 Damage per turn.
62. The wizard’s teeth all fall out. The sudden loss causes him to be at -4 to making magic due to his poor diction. After an hour a fresh set grow in.

63. An entirely different and random Spell goes off, directed at the same target.

64. The wizard is cursed with curses. He is unable to speak without swearing, thus making magic impossible for the duration. Lasts d6 hours.

65. The wizard issues forth a mighty sneeze, knocking everyone over in front of him and dealing d6 Damage unless they successfully test their Luck.

66. The Spell being cast won’t stop. It goes completely haywire, out of control, firing off madly until the wizard is subdued.

Table 5 : Random Spell

| 11 - Assassin’s Dagger | 41 - Grow |
| 12 - Animate           | 42 - Hurricane |
| 13 - Affix             | 43 - Helping Hands |
| 14 - Assume Shape      | 44 - Illusion |
| 15 - Befuddle          | 45 - Invisibility |
| 16 - Breach            | 46 - Jolt |
| 21 - Cone of Air       | 51 - Light |
| 22 - Banish Spirt      | 52 - Lock |
| 23 - Ember             | 53 - Languages |
| 24 - Cockroach         | 54 - Levitate |
| 25 - Darksee           | 55 - Sentry |
| 26 - Diminish          | 56 - Shatter |
| 31 - Earthquake        | 61 - Sleep |
| 32 - Fear              | 62 - Thunder |
| 33 - Fire Bolt         | 63 - Tongue Twister |
| 34 - Flash             | 64 - Undo |
| 35 - Farsceeing        | 65 - Ward |
| 36 - Find              | 66 - Wall of Power |
13. Skills

In most cases the use of a Skill will be a straight roll under the Skill Total (Base Skill plus Advanced Skill). Situations where this isn’t the case should be obvious.

The available Skills are not limited to those listed here. There should be rarer fare available for those who search for it, or maybe a player just feels driven to learn the intricacies of farming or opera for some peculiar reason. You may notice some Skills in the Backgrounds section that don’t have entries. Make those up.

Since the players don’t ever have to waste time picking through the whole selection, don’t be afraid of expanding the list and making them more and more specific.

**Acrobatics**
Used for rolling, balancing, falling, jumping etc.

**Astrology**
An essential Skill for anyone intent on travelling the stars. Can be used to identify stars and constellations, to gather hints on the destination of interdimensional portals, and to make star charts.

**Awareness**
Anything worth having is well hidden, so one must look very carefully. Use this Skill to spot traps, things normally hidden, or out of the ordinary.

**Climb**
The usefulness of the ability to clamber up things cannot be overstated. Most climbs should be single rolls, longer or more difficult climbs can be multiple roll. On these climbs consider requiring a number or total or repeated failures to fall off unless it is a particularly merciless ascent. Use your discretion.

**Crafting Skills**
This includes any Skill you might think of that comes under the heading of arts and crafts. Blacksmithing, carpentry, painting, opera singing, anything like that. Roll the Skill if you want to do something that knowledge of this Skill would reasonably cover. A carpenter might be able to spot a weak bridge, while a blacksmith could shoe a horse. Be flexible and reasonable.

**Disguise**
Covers the use of props to change your appearance. When in disguise you must roll this when someone is liable to see
through it. Opposed by Awareness when under scrutiny.

**Etiquette**
When making a good impression is important, roll this vs. your host’s etiquette. Represents a mechanical understanding of social conduct and those who are better at it are more discerning.

**Evaluate**
Test this to get an idea of how much something is worth.

**Fly**
Use fly much as you would run. In normal situations this doesn’t need testing, only in chases or high winds maybe. Anyone attempting to fly without this Skill must test every round to make sure they don’t crash or lose control.

**Golden Barge Pilot**
Test this Skill to navigate between the stars on a ship with golden mirror sails.

**Healing**
Used to stitch wounds and apply ointments, stopping bleeding, slowing poison and the like. Also used for stabilising dying people.

**Languages**
Represents the relative competence in specific languages and would only need to be tested if trying to understand something incredibly arcane or technical. It’s assumed that once you have one point in a language you can understand it passably. You get one tick in a language for every month of intense tuition or complete submersion in it.

**Locks**
This allows a character to examine and open locks, but does not detect traps. Roll vs. an imaginary locksmith whose skill is somewhere between 6 and 12, 6 being easy and 12 being very hard.

**Mathmology**
Use this to gain insight into angles, pressures, numbers and other such arcane arts. You could, for instance, test your mathmology to get a good idea of the surface tension of a ball of inert plasmic goo, or to find the ideal fulcrum in tripping the giant.

**Poison**
You may test this Skill during down time to create a single dose of poison. Pick which kind of poison it is when you make it. This list is not exhaustive—more exotic ones may be available if you possess the knowledge and ingredients.

- Cause anyone ingesting it to test his Luck or lose 4d6 Stamina
- Add 1 to all Samage rolls while this is applied to piercing or edged weapon. If you roll a 1 for Samage the poison has worn off.
- Cause anyone ingesting it to fall unconscious for 1d6 hours
Ride
Everyone is assumed to have basic animal riding Skill though anything more than trotting slowly will require some kind of roll.

Run
When it matters how fast you are, or if you can reach somewhere in time, use this. A basic chase is an opposed Running roll.

Second Sight
Use of this Skill allows the detection of magic. On a successful roll you focus your inner eye and all sorcerous activity glows faintly for a moment.

Secret Signs
Used to identify marks, handshakes, code words, etc. of one specific society. You would, for example, be able to read the secret marks left on people’s door posts by fellow hobos.

Sleight of Hand
Steal or hide small things. This is only rolled if someone is actively looking. A character may simply declare he is hiding something, only rolling this when the hiddenness is questioned.

Sneak
The art of remaining unseen. This Skill is rolled only when someone or something is actively trying to detect you. The sneaker would roll a single opposed test versus the awareness of those searching for them, with any beating his score detecting him.

Strength
Used for lifting and breaking things. May also be used to grapple people if no grappling appropriate weapon Skill is possessed, though it counts for half rounded up.

Swim
Use this while swimming in dangerous waters, diving, holding your breath for long periods, and so on. If you have this Skill you don’t need to roll it for normal conditions, however characters without it are assumed to not be able to swim and need to test swimming every round they remain in the water or start drowning. Receive a penalty to this Skill equal to half the number of items you are carrying.

Tracking
Used to stalk prey and find tracks. When stalking a quarry this is treated as an opposed test versus the opponent’s Tracking or Sneaking, whichever they choose.
**Trapping**
Use this Skill to set and disarm traps. When someone wishes to disarm a trap they must roll versus the original trap-setter’s Trapping Skill. If the GM doesn’t know what that number should be assume 6 to be pretty simple while 12 is incredibly hard, scale it between those as appropriate.

**Tunnel Fighting**
You may use this Skill in place of your weapon Skill while fighting in confined spaces where you would otherwise be unable. You ignore all penalties the GM might associate with fighting in such a situation.

**Weapon Fighting**
Choose what general category of weaponry this covers when chosen. This talent is rolled during combat while using the appropriate method of assault.

**Other**
If a Skill isn’t listed here then make it up. Anything can be a Skill, from jousting to gambling, and are primarily used as flavour and the occasional fun instance where your incredibly specific and heretofore useless ability helps you and your friends out.
14. Items

14.1 If an item is not listed here then assume it adds a bonus of +1 to rolls associated with it. Lockpicks, for instance, would add +1 to Lock rolls while a rope would add +1 to Climb, and so on.

14.2 Item bonuses only apply if you are trained in the Skill they are meant to enhance. Lockpicks will only give their bonus if you know how to use lockpicks (have 1+ in Locks already).

14.3 An incomplete list of desirous things:

**Astrological Equipment** requires twenty minutes to set up and use but doesn't need to be outside. Consists of ruby specular, charms against reciprocal observation, and complicated charts of the spheres. +1 to Astronomy.

**A bale hook** counts as a knife for Damage and gains you a +1 on rolls to lift heavy objects if used to do so.

An **epopt's staff** is a tool, an advert, and, in a pinch, a weapon. In the head is set a cloudy ruby, like a useless magnifying glass, which grants the user +1 Second Sight while peering through it.

**A fusil** is a long weapon that looks like a rifle and can be used in melee as a club. A fusil holds 6 charges before the plasmic core needs replacing.

**Knuckle dice** are made from the nimble, petal shaped knuckle bones of goblins and make excellent two sided dice.

**A pistolet** is a hand held energy weapon. Holds enough energy for 8 shots.

**Plasmic cores** are crystalised starlight cast in metal. Or astral vapours captured in class. Or maybe hard-ghosts? Whatever it is, it's pretty and used as a fuel source for exotic weaponry and reckless magicians. A plasmic core can be cracked open and huffed by a wizard in place of spending Stamina on a Spell. However, if an Oops! Table roll is called for the wizard has overdosed and drops dead, foaming at the mouth.

**Pocket gods** are little cloth poppets made in the image of your numerous gods. If you whisper a secret to one and throw it away you may regain 1 Luck.

**Ruby lorgnettes** are collapsable spectacles made with ruby lenses that require a free hand to use. While wearing them your sight is impaired (-2 awareness) but you can see sorcerous activity clearly (+2 Second Sight)

**Salt** is the poor man's silver. Where silver kills the demonic and the dead, salt merely harms or bars.
Silver is the star metal, the most untouched material fallen from the hump-backed sky. Weapons made from it can harm creatures normally immune to material harm.

A tea set grants +1 to Etiquette when you have the time to sit down and make tea for those you are trying to impress.

The Velare, when inactive, looks like an ornate piece of costume jewellery, usually a brooch or circlet. When active it produces a full body disguise on the wearer formed from hard-light. Gain +2 Disguise. Lasts for 24 hours and needs recharging with a plasmic core before it can be used again.

Witch-hair ropes are immune to manipulation via magical means.

A yoke gives you +2 carry capacity while worn, however you suffer -4 to all other physical rolls while wearing it.
15. Enemies

The enemies your players will encounter are not like them—they are simpler machines that produce similar results.

15.1 Enemy Skill is not like player Skill. It covers everything they are missing, including Advanced Skills, and Luck. They use the same number to climb a rope as they do to hit someone or cast a Spell.

15.1.2 Enemy Spells do not cost Stamina. Unlike the player characters, enemies never spend their Stamina on casting Spells.

15.1.2 Enemies do not spend Luck. They don’t have a Luck score, instead rolling against their Skill, which never diminishes. However, they can’t test their Luck to gain an advantage for themselves in combat, such as testing Luck to increase Damage.

15.2 Why the Stamina disparity? The Stamina of enemies tends towards lower numbers than players. This is to speed battles along and to make it somewhat fairer on the players who must spend Stamina for their magic. However, the fighting rules and weapon Damage have been balanced in such a way that a goblin is a threat no matter how much Stamina they have.

15.3 Initiative is different for enemies. While all players contribute two Initiative tokens each, enemies have their own specific totals. These are all of the same colour and added to the Initiative Bag and drawn along with the players’ Initiatives. When an enemy token is drawn, the GM may use it to activate and take a turn with any enemy present.

There is no limit to the number of times a single enemy can act in a round—indeed you could have one enemy perform all actions drawn. This does not represent speed so much as it represents commitment to action while others stall or perform minor tasks.

EXAMPLE:
A lizard man and a goblin are fighting the players, both of which are contributing to the Initiative pool. When an enemy Initiative token is drawn the GM may declare that either one of them is acting.

15.4 Armour is the same. Rather than have varying types of armour, enemies just have a number. This is treated exactly the same as the numbers associated with player character armour and represents physical protection, speed, incorporeality and so on.

15.5 Mien. If you have a plan for the enemies’ attitude then go with that, but otherwise roll to see how they present themselves when meeting the group. Use the Mien rolled as inspiration when playing them and to help avoid falling into routine hostility.
**Cyclops**

*Skill 9*

*Stamina 14*

*Initiative 3*

*Armour 2*

*Damage as Large Beast*

*Mien*

1: Tearful  
2: Depressed  
3: Melancholic  
4: Sombre  
5: Resigned  
6: Mercurial

Once upon a time, a nation of man asked one of the aeons to grant them the power of immortality and foresight. The aeons, being an arbitrary bunch, took one eye from each as fair exchange. The men found that their foresight was indeed present, but extended only to knowledge of their eventual deaths by accident or violence. Feeling positively monkey-pawed, they agreed to go their separate ways and to never speak of it again.

**Special**

When a cyclops is given Initiative it may draw the next three Initiatives in order, thus granting them knowledge of who is going next. They know when and how they die, and this might not be it.

---

**Dragon**

*Skill 16*

*Stamina 32*

*Initiative 8*

*Armour 4*

*Damage as Gigantic Beast*

*Mien*

1: Sleeping  
2: “Playful”  
3: Hungry  
4: Quizzical  
5: Aggressive  
6: Paranoid

Dragons are creatures of hyper-light, unburdened by base matter, able to soar across the dark sea of sky between worlds. Since their spirits are immortal and illuminated by the black-suns they may, and often do, indulge in base activities such as wanton slaughter, accumulating needless wealth, and plumbing the depths of forbidden knowledge. They do this because they know that nothing of these wicked spheres can harm them or their objective spiritual and physical perfection.

**Special**

Once per round the dragon may douse a 24ft area in beautiful dragon-fire. Everyone in the area is automatically hit but may test their Luck to reduce the Damage roll by 1.

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<th>1</th>
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<th>4</th>
<th>5</th>
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<th>7+</th>
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<tr>
<td>6</td>
<td>8</td>
<td>12</td>
<td>16</td>
<td>18</td>
<td>24</td>
<td>36</td>
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Dragons are immune to high temperatures, including dragon-fire.
Goblin

Skill 5
Stamina 6
Initiative 1
Armour 1
Damage as weapon
Mien
  1: Curious
  2: Dismissive
  3: Preoccupied
  4: Gossipy
  5: Overly friendly
  6: Paranoid

Goblins are the vanguard of civilisation. The moment a sphere bobs to the surface, the goblins will creep out of the nooks and crannies to start expanding their labyrinth. Left to their own devices, they will eventually tame and cover every surface in walls and hedges and tunnels and steel and whatever else is in goblin-vogue, though more usually they are distracted with an accidentally awakened evil, or recalled by the Goblin King, or cut off from the centre of the labyrinth and turned feral to live in the man-cities. A most terrible fate. Better to bury their labyrinths and leave.

Gremlin

Skill 3
Stamina 4
Initiative 3
Armour 0
Damage as Small Beast
Mien
  1: Inveigling
  2: Fearful
  3: Fearful
  4: Aggressive
  5: Aggressive
  6: Feigned inveigling, but aggressive

Vicious little creatures dressed in potato sacks they stole from old mother's cupboards. When you see foot prints in the pie crust it's time to call the gremlin catcher, because where there's one there's a hundred and underneath your home will be a veritable maze of warrens stretching off to gods know where.

No proven link between the gremlins' habit of appearing seemingly everywhere and the goblins' interdimensional labyrinth have been made, but fingers are firmly pointed.
**Knight of the Road**

*Skill 7*

*Stamina 7*

*Initiative 2*

*Armour 1*

*Damage as weapon*

*Mien*

1: Curious
2: Wary
3: Drunk
4: Rowdy
5: Predatory
6: Friendly

Contrary to what the farmers tell you, the life of a vagabond is not an easy one. First you must find a road, but not a quiet road or else you'll wait for weeks without a client, nor should it be too busy or else you'll no sooner have belayed the first about the bonce before another comes along and interrupts your exchange. After all that, you go back to your camp in the woods to sleep on the filthy ground and eat your meagre meals. Farmers should have more respect for a hard day’s work.

**Living Dead**

*Skill 9*

*Stamina 12*

*Initiative 1*

*Armour 0*

*Damage as weapon or Modest Beast*

*Mien*

1: Oblivious
2: Pondering
3: Distracted
4: Hungry
5: Aggressive
6: Distressed

The definition of “dead” varies from place to place. In some spheres you might be considered dead when unconscious, or still living until buried. Now consider the ambulatory deceased and the definition becomes even more nebulous, near the point of irrelevancy. Let’s just say they are vitally fluid.

**Lizard-Man**

*Skill 8*

*Stamina 8*

*Initiative 2*

*Armour 2*

*Damage as weapon or Modest Beast*

*Mien*

1: Severe
2: Hostile
3: Suspicious
4: Intolerant
5: Threatening
6: Inquisitive

Imagine a fat man, but this man is a crocodile. Stand him on his hind legs, yank his head into a civilised position, shorten his snout and give him some short horns and a large weapon. This is a lizard-man, a preternaturally militaristic race who spontaneously regiment themselves from the moment they goose-step their way out of the egg. Their only social structure and interest is the army, making them excruciatingly dull dinner guests.
**Man-Beast**

*Skill* 8  
*Stamina* 11  
*Initiative* 2  
*Armour* 1  
*Damage* as Fusil or Modest Beast  
*Mien*  
1: Heedful  
2: Observing  
3: Watchful  
4: Questioning  
5: Challenging  
6: Aggressive

The autarchs couldn’t rely on the support of the aristocracy for delicate or controversial matters. Even for thoroughly mundane requests they were worshipful in word and recalcitrant in action. So long ago, towards the beginning of their reign, they had their vizier fabricate armies of beastly chimera, utterly loyal to the Phoenix Throne, willing to perform whatever tasks were given them unto death.

The man-beasts are far from mindless, for a stupid soldier is a bad soldier. Rather, they never question their lot in life, being unable to comprehend of an alternative existence. Indeed, you might find man-beast guards still defending a doorway long after it rotted away only because the autarch tasked them to it and never returned to relieve them of the duty. However, you will also find them guarding the caches of weapons and treasure autarchs are known to hide away for times of trouble, vigilant as an unsleeping, incorruptible watchdog.

**Manticore**

*Skill* 12  
*Stamina* 18  
*Initiative* 5  
*Armour* 3  
*Damage* as Large Beast  
*Mien*  
1: Lazy  
2: Bored  
3: Hungry  
4: Busy  
5: Aggressive  
6: Bored and aggressive

Manticores are rarely encountered outside of their homes, which they tend to construct on mountain sides far out of reach of the common folk. The servants that attend them are kidnapped travellers, plucked from the backs of wagons or plucked from their beds during the night.

If you have been contracted by a wealthier fellow to retrieve a stolen son or other such relation from a manticore’s manse be sure to take some books. They are inveterate culture fiends and love nothing more than having new literature for the help to read to them.

**Special**

If the manticore successfully strikes the same person twice in one round they have been struck by the creature’s tail. They must test their luck or become paralysed for 2d6 minutes.
Parchment Witch

Skill 8
Stamina 14
Initiative 2
Armour 1
Damage as weapon
Mien
1: Admiring
2: Infatuated
3: Obsessed
4: Paranoid
5: Skulking
6: Violent

Parchment witches are an unusual breed of living dead, both for having usually chosen the state of their own volition and also for being in staunch denial of it. They cover their rotting skin in a layer of leather, vellum, or if no other option is available, paper. They then paint it, decorate it and top it with a wig, completing the illusion. The most talented witches can walk among us and we’d never know it. The only tell-tale sign of a witch among you would be the distinct smell of rendering leather in the house next door and maybe the disappearance of a few handsome townspeople.

Special
The parchment witch has 5 Spells either rolled from table 5 or chosen ahead of time.

If given suitable time and supplies, the witch can completely change their appearance. They can also use the skin of another person to impersonate them for a week, after which time it starts to rot.

Sympathy Serpent

Skill 5
Stamina 6
Initiative 2
Armour 0
Damage as Small Beast
Mien
1: Shy
2: Friendly
3: Sympathetic
4: Fearful
5: Sad
6: Inconsolable

There are many creatures in the wilderness of the spheres, all with their specific niche and manners. Most are admittedly quite dull, such as squirrels and bonshads, inconsequential or one dimensionally awful, while some are quite noteworthy. Sympathy serpents are dark, thick as a man’s thigh and as long as three destriers, and crush and consume their prey in much the way you’d expect such a snake to do, but their hunting technique is idiosyncratic. The snakes do not wrestle with their quarry if they can avoid it, rather they crawl up their bodies and give a gentle embrace that tells us that it is okay to let go, that they’re here now. Together, prey and predator mourn the crushing awfulness of the universe while the snake gets to swallowing them whole.

Special
If the sympathy serpent sneaks up on a sleeping or unsuspecting player character they must test their Luck or be paralysed with misery and allow the serpent to quietly eat them.
The majority of sorcery enthusiasts are either members of a college or well respected freelance lecturers with a nice manse in a seaside town, all respectable members of society who buy their groceries the same way as we do. However, when people think “wizard” they most likely go straight to the tower wizards, those feral old men who have given up all pretence of civility and fled to the wilderness. There they build their eponymous towers to work on unpleasant projects and terrorise the neighbourhood. They give magic a bad name.

**Special**
The tower wizard has access to Jolt or Ember and 4 other Spells either rolled from table 5 or chosen ahead of time.

---

**Troll**

*Skill 7*
*Stamina 12*
*Initiative 1*
*Armour 2*
*Damage as weapon*

*Mien*
1: Rude
2: Standoffish
3: Spiteful
4: Disrespectful
5: Sarcastic
6: Sullen

Trolls are ill-tempered creatures, often spied leaning on a pike in the town square gabbing with the other guards while taking the occasional break to shout at a child or trip up an old lady. You'd think they'd stop hiring them.

**Special**
Trolls regenerate 1 Stamina every time they hold the Initiative. They will regenerate back from anything other than decapitation or fire.
### Table 1: Melee Weapons

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### Table 3: Ranged Weapons

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An * indicates a weapon needing two hands to use.

Heavy percussive weapons marked with # ignore 1 point of armour.