



Playing

A referee describes the World to you, who then describe how your characters act in the world. When you attempt an action that could fail, you roll two dice and add points from a Class Score. Doubles roll over and add. If the total is more than a Difficulty Score (DS), the DS is reduced by the difference. When the DS is zero, you succeed. If the total is less than DS, your character takes Strain = the difference.

Difficulty Scores

Tricky: 8 Hard: 10 Very Hard: 12

Example of an Action Roll

Your character (Brute +2) fights an NPC of DS 10. In the first pass of swords, you roll 5, $4+2 = 11$ and the NPC's DS is reduced by 1. In the second pass, you roll 1, $1 \rightarrow 2, 3+2 = 9$; no change. In the third pass, you roll 1, $2+2=5$ and your character takes 4 Strain.

Strain

Your character starts with 18 Max Strain. Each item the character carries adds 1 to Strain. Failed rolls add to Strain also. When Strain = Max Strain, your character is Out of Action.

Rest

When your character rests, roll one die for the amount of Strain that is removed. Items can be dropped to remove Strain as well.

Morale

Roll +Skulker to frighten opponents.

Classes and Items

Your character has points among three Classes: BRUTE: Smacking things, being strong. SKULKER: Cunning, shooting. ERUDITE: Reading, noticing, speaking, making stuff.

Advancement

After an adventure, gain a Class point (max 7) and a matching Class Item; OR raise Max Strain by 2; or gain an ally; OR keep the treasure you plundered.

Buying Stuff

Roll 1d6x1d6x6 for starting coins (¢).
Melee Weapons (20 ¢): one hand, +1 Brute; swords, hammers, axes, spears, etc. Great Weapon (40 ¢): two hands, two items, +2 Brute; two-handed swords, battle-axes, etc.
Missile Weapon (30 ¢): 2 items, +1 Skulker; sling and pouch, bow and quiver, etc. Armor Piece (20 ¢): +1 Brute each piece, -1 Skulker rolls for each piece after the first. Shield (10 ¢): one hand, +1 Brute. Adventuring Gear (2 ¢ each): Rope, Iron Spike, Chalk, Parchment, Flint/ Steel, Torches (4), Rations (3), Waterskin. Tools (5 ¢ each): Crowbar, Animal Trap, Lockpicks, Pen & Pot of Ink, Fishing Pole, Shovel, Grappling Hook, Pickaxe, 10-foot Pole. Horses: Mule (30 ¢), Riding Horse (100 ¢) Carts (30 ¢).

Spells, Tomes, Amulets, Potions

Spells have two, three, or four magic words from the Magic table. Roll a die: 1–3=2 words, 4–5=3 words, 6=4 words. To cast a spell, roll +Erudite against the spell's DS, which = 7+number of words in the spell. Failed roll adds Strain. Each spell you know counts as an item you carry.

You can learn a spell from a tome, which can be a book, a scroll, a metal plate, an obelisk, a tattoo, a knotted rope, or any marked object. Each tome can hold 1 spell. Trying to record or learn a spell requires a roll like casting the spell, and takes hours equal to the number that is rolled.

Amulets are items that let the bearer cast a spell without knowing it. Potions are items that a character can drink or have poured onto them in order to implement a spell without making a roll. To make an amulet or a potion, cast a spell on a pure object or liquid. This takes hours equal to the number that is rolled, and causes the spell to be absorbed into the item.

Character Backgrounds

Roll a die: 1 Brave (+1 Br) 2 Uncanny (+1 Er) 3 Clever (+1 Sk) 4 Knowing (+1 Er) 5 Engaging (+1 Sk) 6 Tough (+1 Br). Roll a die: 1 Savage (+1 Br) 2 Nomad (+1 Sk) 3 Rural (+1 Br) 4 Urban (+1 Er) 5 Enlightened (+1 Er) 6 Degenerate (+1 Sk). Roll a die:

1–2 Warrior (+1 Br) 3 Thief (+1 Sk) 4 Priest (+1 Er) 5 Scholar (+1 Er) 6 Hunter (+1 Sk)

S	Minotaur Champion	Minotaur Thug	Minotaur Shaman	Greyman Chanter	Crocodile Hunter
N	Coldlands Berserker	Magzay Pirate	Pirate Chaplain	Coldlands Skald	Wyvern Hunter
R	Village Bailiff	Grass Dunes Bandit	Village Witch	Village Elder	Bison Hunter
U	Magogan Sword Tutor	Magogan Pursesnatcher	Philosopher	Fortune- teller	Gogogan Thiefcatcher
E	Yogogan Spearmaster	Magogan Spellthief	Celebrant of Mag	Trance- master	Hunter of Reavers
D	Vineland Strangler	Gambler	Charlatan	Wizard	Yogogan Assassin

Animate	Crush	Fuse	Avenge	Compel	Dispel
Attract	Diminish	Grasp	Banish	Conceal	Embolden
Bind	Divide	Help	Bewilder	Deafen	Encode
Blossom	Duplicate	Hinder	Blind	Deceive	Energize
Consume	Envelop	Illuminate	Charm	Decipher	Enlighten
Creep	Expand	Imprison	Communicate	Disguise	Enrage
One			Two		
Levitate	Reflect	Seal	Excruciate	Nullify	Soothe
Open	Regenerate	Shift	Foresee	Paralyze	Summon
Petrify	Rend	Shield	Intoxicate	Reveal	Terrify
Phase	Repel	Spawn	Madden	Revolt	Ward
Pierce	Resurrect	Transmute	Mesmerize	Scry	Weary
Pursue	Scream	Transport	Mindread	Silence	Wither

Magic Words (CC BY 4.0: Ben Milton)

Acid	Clay	Glass	Ash	Echo	Light
Amber	Crow	Honey	Chance	Ectoplasm	Lightning
Bark	Crystal	Ice	Chaos	Fire	Memory
Blood	Ember	Insect	Distortion	Fog	Mind
Bone	Flesh	Wood	Dream	Ghost	Mutation
Brine	Fungus	Lava	Dust	Harmony	Negation
Three			Four		
Moss	Sand	Thorn	Plague	Snow	Thunder
Obsidian	Sap	Vine	Plasma	Soul	Time
Oil	Serpent	Water	Rain	Star	Void
Poison	Slime	Wine	Rot	Stasis	Warp
Rat	Stone	Wood	Shadow	Steam	Whisper
Salt	Tar	Worm	Smoke	Heat	Wind

Roll 1d6 to pick a table, then roll d6d6 to pick a word from that table.

Altar	Chain	Elemental	Aura	Bubble	Cone
Armor	Chariot	Eye	Beacon	Call	Cube
Arrow	Claw	Fountain	Beam	Cascade	Dance
Beast	Cloak	Gate	Blast	Circle	Disk
Blade	Colossus	Golem	Blob	Cloud	Field
Cauldron	Crown	Hammer	Bolt	Coil	Form
Five			Six		
Horn	Sentinel	Tentacle	Gaze	Pyramid	Swarm
Key	Servant	Throne	Loop	Ray	Torrent
Mask	Shield	Torch	Moment	Shard	Touch
Obelisk	Spear	Trap	Nexus	Sphere	Vortex
Pit	Steed	Wall	Portal	Spray	Wave
Prison	Swarm	Web	Pulse	Storm	Word