



CASKET LAND

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CASKET LAND v 0.3

THIS GAME IS IN ALPHA

If you've downloaded this you were probably a backer of the Casket Land ZineQuest. If not, you should know that Casket Land only exists because an amazing community of people came together on Kickstarter and helped bring it into existence. What started as a thirty-two page zine has begun gestating into a fully function tabletop role-playing game. Over the next weeks and months we'll be updating this Rules Reference document as well as building new Manifests (our fancy word for adventures) for you and your friends to play.

So check back in every once in a while to get the new content, or sign up for our mailing list at:
www.casket-land.com



INTRO TO CASKET LAND

Oh, first the sun beat down and took our water, the wind came and turned our soil to dust, then darkness fell and the monsters crawled up from the depths. All that was left to do was salt the earth, and lo, we did. Nothing lives here now - it is nothing but Casket Land.

- The journal of Loam, wrapped Madman of the Northern Hill.

Casket Land centers around a dying and drought ridden town cut off by hills, canyons, mines, monsters, and rows of caskets unearthed by the brutal winds as far as the eye can see. You are not a valiant hero - you are the kind of human who could eke survival out of the end times.

CASKET LAND is powered by the Apocalypse - and therefore follows the standard rules set in ***apocalypse-world.com***. However, there are some new phrases and concepts introduced to fully immerse you in the Casket Land world.

All you need to experience Casket Land is this zine, copies of the character sheets for each player, a copy of the ***MANIFEST*** (campaign), and two six sided dice per player.

Casket Land is meant to be a one-night modifiable adventure. There is no leveling up. It runs off the basic (though modified) ruleset for ***POWERED BY THE APOCALYPSE***. *Feel free to take the theme of Casket Land and apply it to your favorite system.*

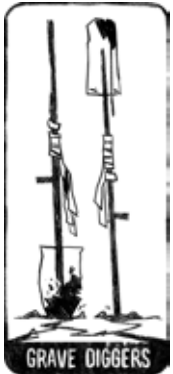
Download the rules of play, character sheets, and more:

CASKET-LAND.COM

SURVIVORS



**UNSAVORY SURVIVORS INHABIT CASKET LAND.
EVERY PLAYER WILL CHOOSE A CLASS TO REPRESENT THEM, EACH WITH ITS
OWN SKILLS... AND WEAKNESSES.**



GRAVE DIGGERS - Wherever you go, you go together. Only the two of you know how the bones crunch beneath your feet, the way the flesh feels beneath a shovel. They will always need someone to bury the bodies.

GRAVE DIGGERS travel in pairs - meaning all your moves are doubled.

SHERIFF - This is a lawless place - mad men and monsters maim and murder without fear of anything...but you. There is no truer shot, no stronger arm. There may be no justice here, but there is you.

SHERIFFS are the self-appointed law of the land.



BARBER - Shaves, haircuts, amputations and tooth extraction. You know enough to know that to heal, you must hurt. It's a tough world out there, and the anesthetic has all run out. Bite down, power through, and remember the barber's code. Don't. Miss. Twice.

BARBERS only heal through the harm they cause.



PREACHER - All heathens pay for their sins in blood as their lungs fill with dirt, but you, oh you will lead these few to survival and salvation! GOD speaks through you, and you will make sure his will be done.

PREACHERS call upon god for good...or for ill.

SNAKE OIL PEDDLER - The flash of your toothy grin is all it takes to convince all around you to fall for your lies and treachery. You're here to take until there is nothing left.

SNAKE OIL PEDDLERS see through deceptions for they are the deceivers.

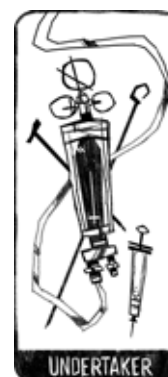


DRIFTER - They're all the same - from town to town, waste to waste - these people bicker until there is bloodshed. You've survived each town's demise, and you'll survive this one.

DRIFTERS know the Casket Land better than anyone, for it is their only true home.

UNDERTAKER - You straddle the divide between the living and dead. If only they knew how you had to break, paralyze, and stitch those lost so that they don't rise back up and tear it all apart. The dark knowledge you hold, the dark things you've done, who will keep you from using them against the living when you are laid in your own black pine box?

UNDERTAKERS keep the dark doings of death at bay...or use them to their own benefit.





BARBACKS - Their mouths gape open, gasping for liquid. They dry out, skin chipping away, eyes shriveling in their sockets, dry tongue lolling for anything. So you pour them another glass of poison. They don't ask what you use to brew the thick ichor they shoot back, they just ask for more...and you provide. Always.

BARBACKS quench the thirst around them. Any type of thirst.

GAMBLER - You hang to the outskirts of the town. Every interaction with you comes with a risk - pain, pleasure, joy, rage, rejuvenation, decay...You traded a little piece of yourself away to gain advantage, but how long until your luck runs out and it's time to pay up?

GAMBLERS live for nothing but chance. They know each action they take could prove fatal, yet they choose to act anyway.



MINER - They sent you down into the darkness to gather meaningless trinkets that caught the light and left you there to rot. The things you saw down there, the things you did to survive...you're above ground now, but you'll never truly leave the tunnels...

MINERS can never forget how they were left to die, or the the darkness that swallowed them. They will fight alongside you, but they will also drag you down.

THE FOOL - Someone had to wander into the Casket Land and chart it's ley lines...find its wells...mark its inhabitants. What you did you did for the good of all - and in returned they stripped you of your name and called you fool.

FOOLS know that sometimes selflessness is your greatest strength in a place like this.





GAME PLAY

WHAT YOU'LL NEED TO PLAY

- *A copy of each character class sheet for the Survivors.*
- *A copy of the Rules Reference for The Guide.*
- *A copy of the Basic Moves*
- *Two standard six-sided dice, but we recommend each player have their own two dice.*
- *Pencils, pens, and scrap paper for notes and maps.*

DWELLERS IN THE DUST - HOW TO PLAY CASKET LAND

Each Survivor should grab a character class sheet, roll a die to determine their Aspect and record this on their character class sheet, then give their attention to The Guide, and settle in for a dark ride.

Remember - when you're playing Casket Land, you need to act as though you are truly there. Do what you think your character would do if they were in that situation. Tabletop roleplaying games are complex and collaborative stories - and they only work if all the players commit. This is your reminder to:

- *Act as though you intend to survive Casket Land.*
- *Work with, or hinder your allies, to achieve YOUR end goal (whatever that might be).*
- *Take risks to reap the rewards.*

There should be a lot of back and forth between the Survivors and The Guide. The Guide will take the skeleton of Casket Land and build it into a living monstrosity for you to enjoy - they'll present you with dangers, Madmen, monsters, and difficult choices to make. They are playing as the world of Casket Land, actively trying to kill you. In response, the Survivors must play as though they can't be killed so easily, felled by a few monsters and dust clouds.

As you face the challenges in Casket Land, the Survivors will describe their character's actions and The Guide will describe the outcomes of those actions. In this way you'll collaboratively create the world and its story!

FATE HAS ITS WAY - MAKING MOVES, ROLLING DICE, AND SUFFERING THE CONSEQUENCES

As Survivors describe their actions and help create the narrative of Casket Land, they'll be making "**Moves**", which is just a fancy way of saying that they'll be rolling dice to determine the success or failure of their decisions.

Most actions the Survivors take won't require a roll of the dice. Simple tasks that are easily achievable by average folks, they just happen. **MOVES** are used to determine the outcome of actions taken by Survivors when they:

- *Do something dangerous like fight a monster, climb a cliff, or jump off a cliff!*
- *Do something extraordinary like cast a spell, commune with the dead, or drink poison!*
- *Do something with an unsure outcome like digging a well searching for water, trying to heal a fallen ally, or knocking someone unconscious with a shovel.*

BASIC MOVES

SURVIVE - Its' the only thing you can do. To be used when your character needs to attempt a dangerous or difficult action that doesn't fall into any other moveset.

GIVE AID - You'll need all the help you can get - so give it. When an ally needs help, you can give aid. If you are successful, their chances for success will improve.

INVESTIGATE - Much is unknown. If you wish to learn more about this world you will have to seek answers to the questions you keep.

ATTACK - To live is to fight.

SHIELD - Protect your allies...or protect yourself.

MANIPULATE, TRICK, BRIBE - There will always be suckers. When you need something done, or to get an item, to hide the truth, or learn the truth, use every trick at your disposal. When you can't trick someone, pay them off. Bribing will help you gain items, knowledge, and turn blind eyes to your misdeeds - if the price is right.

ASSESS - You will be put in danger. This will allow you to determine exactly, how much danger.

CONJURE - Performing surgery, autopsies, poisoning, embalming, and occult rituals - this is for the creeping humans and monsters that use sinister items instead of blunt force.

ASPECTS

Each character class as a single Aspect that is chosen at random from a list specific to their class. An Aspect works just like a Move, but is only usable by the Survivor controlling that character.

ABILITIES & MODIFIERS

Though you are all adept Survivors, no one is equal. Some classes will have advantages over others. Your classes abilities will determine what you excel or fail at. You receive an ability score in five areas.

Anytime a Survivor makes a Move in Casket Land they will roll two six sided dice and add or subtract their ability score, using it as a "modifier" to give them a final outcome.

TRICK - Determines how charismatic, collected, or skilled you are at the art of deception. This is used as a modifier when you roll to MANIPULATE, TRICK, BRIBE someone or something.

BACKBONE - Determines how calm and even-keel you seem. It acts as a modifier for when you want to SURVIVE or give AID.

SMOOTH - Determines how perceptive you are. It acts as a modifier for INVESTIGATE and ASSESS.

BRAWN - Determines your strength. It acts as a modifier for ATTACK and SHIELD.

CREEP - Determines your ability to do the jobs society has determined too dark, sinister, or ghoulish. It acts as a modifier for CONJURE.

Survivor's Abilities rank from -1 to +3.

- 1 means you are lousy
- 0 means you are average
- +1 means you are adept
- +2 means you are skilled
- +3 means you are an expert



RULES OVERVIEW

In case not all of your players have printed out the rule book, or have access to it via their phones or computer, feel free to print off this "cheat sheet" to help create smoother gameplay.

ROLLS

10+ - YOU DO EXACTLY WHAT YOU INTENDED.

Ex: "You wanted to throw your pickaxe into the eye of gila monster - and that's exactly what you did. You scale the cliff without issue. You heal your friend or keep them safe."

7-9 - YOU DO IT, BUT SOMETHING GOES ARWY

"Give them a choice. They get what they want, but in exchange they must pay a cost. The attack is successful but the enemy hits back. They scale the cliff but must lose a Vitality. They bandage their wound but also cause an infection."

6 OR LESS - THAT DIDN'T GO WELL, THE GUIDE WILL DICTATE YOUR FATE.

"They miss their attack and the enemy hits them back. They fall off the cliff and lose a limb. They cannot stop the bleeding of their ally and open the wound further."

BASIC MOVES

SURVIVE (+BACKBONE) - Its' the only thing you can do. To be used when your character needs to attempt a dangerous or difficult action that doesn't fall into any other moveset.

- X** Feats of strenght, climbing cliffs, jumping a chasm, falling from a great hight
- X** Showing grit, taking a stand against an enemy or environment, resisting the elements
- X** Wading through sewage, dismembering a carcass

GIVE AID (+BACKBONE) - You'll need all the help you can get - so give it. When an ally needs help, you can give aid. If you are successful, their chances for success will improve.

- X** Bandage or heal wounds
- X** Join in an attack
- X** Give a water ration

INVESTIGATE (+SMOOTH) - Much is unknown. If you wish to learn more about this world you will have to seek answers to the questions you keep.

- X** Explore a canyon, cave, well, or environmental depth
- X** Assess the physical and mental threat of someone encountered in the Casket Land
- X** Open and explore one of the many caskets in the landscape

ATTACK (+BRAWN) - To live is to fight.

- X** Beat an enemy with a shovel, pitchfork, or pickaxe
- X** Punch, kick, bite, slash, disembowel

SHIELD (+BRAWN) - Protect your allies...or protect yourself

- X** Use your body to protect your allies
- X** Survey the land for rocks, caskets, or corpses to hide behind
- X** Block an attack with a weapon

MANIPULATE, TRICK, BRIBE (+TRICK) - There will always be suckers. When you need something done, or to get an item, to hide the truth, or learn the truth, use every trick at your disposal. When you can't trick someone, pay them off. Bribing will help you gain items, knowledge, and turn blind eyes to your misdeeds - if the price is right.

- X** Attempt to pass off a valueless item as a rare artifact
- X** Intentionally lie or mislead
- X** Pay someone to do what you want

ASSESS (+SMOOTH) - You will be put in danger. This will allow you to determine exactly, how much danger.

- X** Size up your enemy - take into account the weapons or physical features they have for harm
- X** Judge distance on a chasm, well, or open and exposed spaces
- X** Use the tall tales or secrets you have to share information about a potential threat

CONJURE (+CREEP) - Performing surgery, autopsies, poisoning, embalming, and occult rituals - this is for the creeping humans and monsters that use sinister items instead of blunt force.

- X** Call up creatures or dark forces to aid you
- X** Predict a future outcome or control elements
- X** Mental fortitude, resist insanity, outwill dark forces

GAMEPLAY EXAMPLE

For the purpose of this gameplay example, we will be using GUIDE, GRAVEDIGGERS, BARBER and THE FOOL as stand ins.

GUIDE: Loam points his staff out past the row of caskets you currently walk between. He shakes the staff so that the bell rings, and by the way he gestures, you can tell that he is trying to convey important information. If he could speak, you know it would be a warning.

GRAVE DIGGERS: Can we make out any potential threat?

GUIDE: Roll SMOOTH.

GRAVE DIGGERS: Damn. We have a 0 modifier for SMOOTH and only rolled a 7.

GUIDE: You catch a glimpse of movement, but the light reflecting off whatever is moving blinds your second Grave Digger.

BARBER: I rolled a 10+ on my SMOOTH roll - do I see what it is?

GUIDE: You do. It's a madman.

THE FOOL: I use my tall tale - I want to know who this madman is and what they want. Loam? Do you know who this is?

GUIDE: Loam scribbles something in his book. He holds it up so you can all see. It reads: I do. We are in SALT'S territory, and that is most likely her.

THE FOOL: What does she want?

GUIDE: Loam shakes his head. You didn't ask for that info when you used your tall tale.



GRAVE DIGGERS: *Shit.*

GUIDE: *Loam grips his staff defensively and slides his book back into the folds of his poncho. He plants his feet. He looks ready to defend.*

GRAVE DIGGERS: *We use our PSYCHIC BOND to shout at SALT.*

GUIDE: *You sure you want to do that?*

GRAVE DIGGERS: *Yeah. We roll BRAWN to go and attack her.*

GUIDE: *You sure you want to do that?*

GRAVE DIGGERS: *Yes.*

GUIDE: *Alright. Go ahead.*

GRAVE DIGGERS: *We run between the caskets towards SALT, shovels raised and ready to swing. We rolled...a 9 and a 7 to use our attack PUT 'EM DOWN. We have a +3 and +2 for BRAWN. Our shovels each do +3 harm and since we used PUT 'EM DOWN we each get to attack twice. We deal...9 damage.*

BARBER: *Oh wow...Is Salt ok? Is she important? Is she dead now?!*

THE FOOL: *I'm really worried we just made a huge mistake. Can I go check on her?*

GUIDE: *You sure you want to do that?*

THE FOOL: *Yes! But I want to take Loam with me. Loam? Will you come with me?*

GUIDE: *Loam nods slowly and begins to walk towards where the crumpled body of SALT lays - in a pool of blood - by the feet of the Grave Diggers. She wears a mask made out of giant salt crystals and wears a worn tunic and threadbare pants. You can't see her face, you can't tell if she is breathing or not.*

THE FOOL: *Salt? Hello? Are you ok?*

GUIDE: *Loam pokes her with the butt of his staff and she stirs. You can see now her mask is cracked. She reaches out and grabs your leg.*

THE FOOL: *Ah! What should I do?*

GUIDE: *...Run.*



THE CONSEQUENCES

Most of the time a Move will have explicit instructions for what to do when you roll the dice. Other times a Survivor might do something outside the mold. As a general rule the outcomes of such rolls can be broken out in this way.

10+ You do exactly what you intended

7–9 You do it, but something goes awry

6 or less That didn't go well at all! The Guide will dictate your fate.

NOTE: Ability scores in Casket Land are pre-set. You DO NOT level up in Casket Land. Few Survivors would even live long enough for it to matter. However, you are able to buy or discover new items, weapons, or knowledge to help aid your character in their actions.

HOLDS AND BONUSES

Occasionally a Survivor will perform a Move that gives them a HOLD or BONUS as a result.

When you HOLD, you receive a number of points that can be spent on effects described by the Move.

A BONUS is just that, a little something extra to help you reach your goals.

WEAPONS

Each class is given specific weapons at the start of the game, but you may always choose to trade weapons or buy more if you feel you need them.

VITALITY AND HARM

Life in Casket Land is a struggle, you're either taking harm or giving harm. When a Survivor takes Harm, the Guide will explain what hurt them, how badly, and instruct them to mark a number of boxes on their Vitality tracker on their character sheet.

In order to heal Harm, a character must rest for one night or have another character Give Aid. If this is done, they regain +1 Vitality. First aid is a free action, but you can only receive it once per injury or status condition.

In some cases there may even be additional status effect caused by the Harm. POISONING, NECROSIS, MADNESS, MAIMING, BLINDING, BINDING, SUFFOCATION and EXSANGUINATION are all status effects that a character may suffer. Some effects can be treated with Items or Moves, whose descriptions will dictate how much Vitality is regained and how status effects are resolved.

If a Survivor ever receives more than 4 Harm, they are rendered UNSTABLE. An unstable character will slowly deteriorate until they are healed or killed. The severity and decline of an Unstable character is left up to the Guide, who should use their best judgement when depleting Vitality from a Survivor - remember to keep the game interesting and fun for all involved.

WATER

Water is your most important asset. At the start of your Manifest, you'll receive one full canteen of water (unless otherwise specified). Survivors must take a drink at least three times a day in order to stay stable, in the morning, at noon, and at night.

Survivors may also choose to take a drink in order to decrease the amount of Harm taken to 0 or change the outcome of a dice roll to an automatic 12.

MOVEMENT

Movement is left to the individual players at your table. Casket Land does not use the same rules for movement that other TTRPG games do - your players are welcome to walk, or run, as far as is reasonable for their character and condition.

ENEMIES AND WEAKNESS

Everything has a Weakness. Regardless of whether you're fighting a Madmen, Bandit, or Monster you're fighting something that can be killed. You need to exploit their Weakness in order to finish it off for good. If you know their Weakness, use that knowledge. If you don't, learn it through battle with an Attack or discern it through Investigation. If you defeat a monster without using its Weakness to your advantage, it will surely rise up again and return to seek revenge.

ROUNDS

If you so choose, your party can choose to attack in a specific order determined by rolling a dice, attacking in order from lowest roll to highest. You may also choose to determine the order of attack by proximity to the enemy. You may choose to disregard the "round" system all together if you choose, instead attacking at random.

ROUND EXAMPLE (PROXIMITY):

GUIDE: *Who is closest to the pile of boulders?*

BARBER: *I am right next to it, the Grave Diggers are to my right, and the Fool is behind me.*

GUIDE: *Bandits swarm from over the rock, they attack you first, Barber, before moving onto the Grave Diggers and the Fool.*

GRAVE DIGGERS: *Damnit.*





THE GUIDE

Aptly named, for you are the guiding force behind CASKET LAND both out of and in game. You're the one who will twist the Survivors' story into something new and dangerous.

CASKET LAND is first and foremost a collaborative game. You'll start each game with a few details at the ready, but you should NEVER be able to predict the outcome ahead of time. It's up to your group to decide how the game progresses, and how it ends.

Yes, there are pre-made Manifests you can use - but you don't have to! You can take the monsters and landscape given to you in this Rules Reference and make something new and original.

NOTE: If you are acting as the Guide, remember that the enjoyment of the group is most important. Use discretion and fairness when determining murky outcomes. Though Casket Land is bleak, the people at your table are here to have fun.

BUILDING A MANIFEST

When you're developing a story, or Manifest, for your players remember a couple key things:

- *Prepare just enough so that you can create conflict for your group no matter what they choose to do.*
- *Keep in mind that every Survivor begins with only THREE DAYS worth of water (this keeps games quick)*
- *Keep it simple. Present the Survivors with a single, dire task.*
- *Have NPCs prepared that help shepherd your group to their final encounter, but never force their hands.*
- *Above all, always be ready to improvise!*

The quickest way to build your Manifest is to assemble these four things:

HOOK - Casket Land is an unforgiving wasteland. Survivors need to stay alive. Water, food, shelter, defense, these are the necessities and each requires work. The Survivors must leave town and risk their lives, because if they stay they'll die anyway.

LOCATIONS - Casket Land is a bleak occult-western. Invent three to five locations that lie between the Survivors and the Task at hand.

MONSTERS - Fill your Locations with every manner of malady. Stuff the dirt with creeps and crawlers.

THE BIG BAD - Resources are limited in Casket Land. If you need something, you're probably going to have to take it from someone else's corpse.



LOAM

THE WRAPPED MADMAN OF THE NORTHERN HILL

Little is known about Loam, your settlement's closest Madman. He is largely silent, only coming into the settlement to warn against severe weather events or plagues. He has created a dwelling on the Northern Hill and filled it with black dirt, bones, and various sticks he's collected for some unknown purpose. He seems benign and blank, but you can feel the madness radiate from under the wrappings he uses to hide his face and skin.

PLAYING LOAM

Loam is a silent character. He communicates via written text and with short gesticulations indicating Yes, No, or Maybe. If The Guide is hindered by writing or using hand gestures for Loam's responses they can state at the beginning of the game that, though they will be speaking as Loam, the Survivors should consider all of Loam's communications as written down.

A LIST OF TERRIBLE THINGS

POWERS:

ROT AND DECAY

Though Loam takes his name from the soil he collects, his primary element is disease. Coming in contact with his bare skin will cause the flesh that touched it to go necrotic. Coming in contact with his wrappings will cause instability and poisoning.

AGENT OF CHAOS

The Madmen sow discontent and chaos amongst the Survivors in the lands they watch over. No one knows their end goal.

ITEMS:

GRAVE DIRT x 2
BELL
WRAPPINGS
TRICK DECK
DOWSING ROD

ATTACKS:

STAFF OF LOAM

2-harm - hand/loud/necrosis, all who take a hit from Loam's staff are marked as unstable.

NECROSIS

If Loam's bare skin is touched, the flesh that touched it will rot and fall off immediately. 4-harm, close, ongoing, unstable.

LOAM

Loam is able to manipulate dirt in order to provide cover or as an obstacle.

MADNESS

A frightening glimpse into the mind of a Madman - this can frighten foes into inaction or cause them to flee.

VITALITY:

14

WEAKNESSES:

UNKNOWN

There is no known way to permanently kill a Madman.

TERRIBLE THINGS

As the guide, it is your responsibility to deal out horrible for punishments for things that go wrong. Casket Land is not a forgiving world. Here are some ideas for status conditions and a chart to determine bad things that can potentially happen.

POISONING - Poisoned characters lose **-1 Vitality** every time they take an action, and **-1 Vitality** every game day.

NECROSIS -Characters suffering from necrosis lose the affected limb at the end of the day

MADNESS -Characters suffering from Madness become more unreliable each day. The Guide gets to determine what this means in relation to their game. Eventually these characters will become Madmen of the Casket Land

MAIMING -Maimed characters lose **-1 Vitality** due to blood loss each time they take an action, and lose the affected limb at the end of the day.

BLINDING -Blind characters suffer a **-2 to all Moves, except for Conjure**. Blind characters receive a **+1 to all Conjure rolls**.

BINDING - Bound characters cannot move.

SUFFOCATION- Suffocating characters suffer a **-1 Vitality** every time they take an action, pass out after taking three actions, and die at the end of the day

EXSANGUINATION - Exsanguinated characters become weak and unable to attack, give aid or shield until they consume blood. They lose **-1 Vitality** each day they go without consuming blood.

A CHART OF TERRIBLE THINGS

1	REMOVED	1	ARM OR LEG
2	SHREDDED	2	EYE, EAR, NOSE OR MOUTH
3	GOES NUMB	3	INTERNAL ORGANS
4	LOSE CONTROL	4	SMELL, TASTE, TOUCH, HEARING OR SIGHT
5	DISEASED	5	REASON
6	CORRUPTED	6	SOUL OR SPIRIT



WEAPONS AND ITEMS

WEAPON TRAITS

QUIET - A silent attack.

LOUD - Everyone can hear...and enemies might now know your location.

HAND - You need only one hand to wield this weapon, but you must be close to your target in order to attack.

2 HAND - You need two hands to wield this weapon. Your reach will be longer - giving you distance between you and your foe.

MESSY - Blood gushes, staining your hands, soaking the ground, potentially attracting enemies.

RANGED - You can attack from under cover, a reasonable distance away from your enemy.

RELOAD - You must reload your weapon after a certain number of shots or attacks in order to continue using it.

POISON - Your enemy will slowly become poisoned - losing vitality with every passing turn.

WEAPON USE EXAMPLE:

GRAVE DIGGER 1: "I use my shovel to attack the Harpy Buzzard to my left."

GUIDE: "Are you gripping the shovel with two hands?"

GRAVE DIGGER 1: "Yes."

GUIDE: "The harpy is about 5 feet above you, still in reach of your shovel. When you hit her, she comes crashing to the ground."



KNIFE
2 HURT - HAND, QUIET



SHOVEL
3 HURT - 2 HAND, MESSY



PITCHFORK
3 HURT - 2 HAND, MESSY



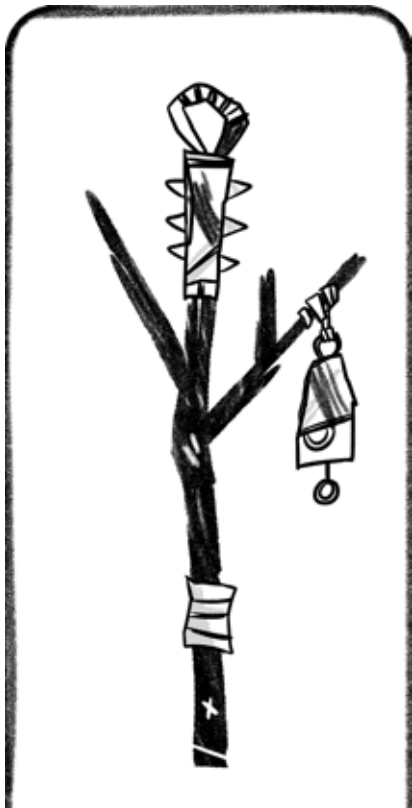
6 SHOOTER
2 HURT - CLOSE, RELOAD, LOUD, MESSY,
SHOOTS 6 ROUNDS



SHOTGUN
3 HURT - CLOSE, RELOAD, LOUD, SHOOTS 2 ROUNDS

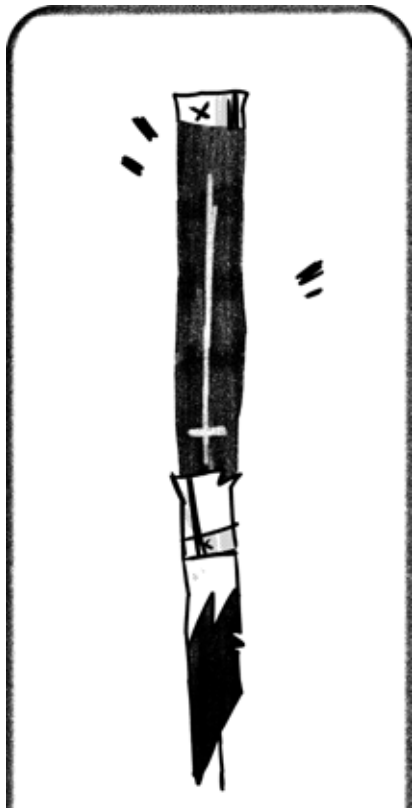


BROKEN BOTTLE
1 HURT - HAND, LOUD, MESSY



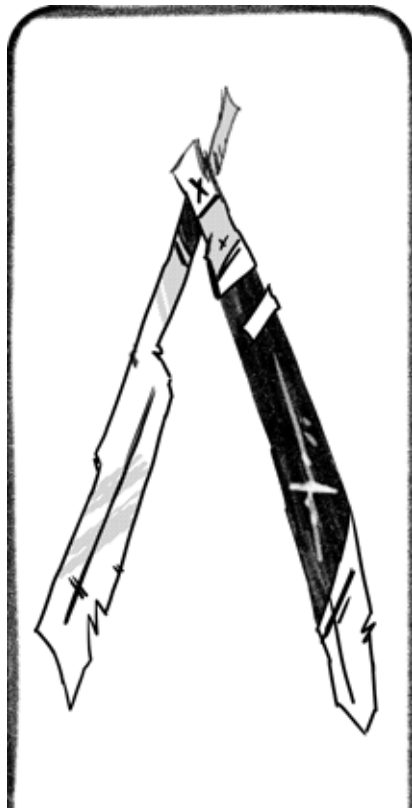
HOLY SYMBOL

1 HURT - HAND, LOUD, MESSY



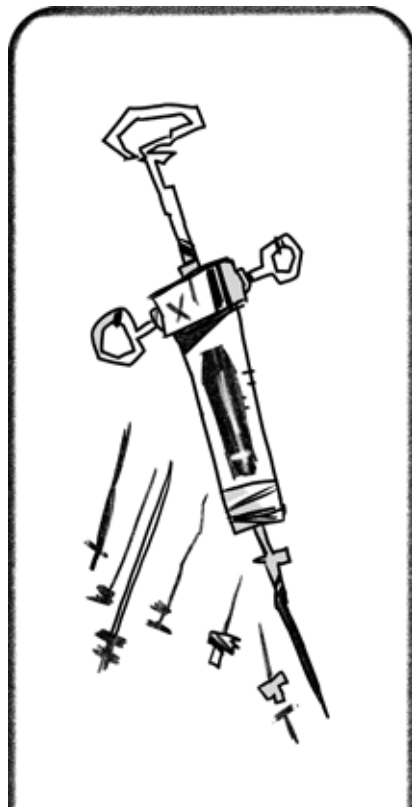
SCAPEL

2 HURT - HAND, QUIET



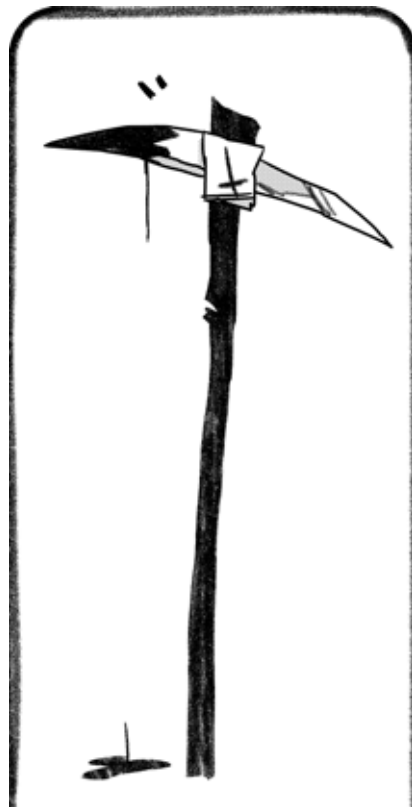
RAZOR

2 HURT - HAND, MESSY, QUIET



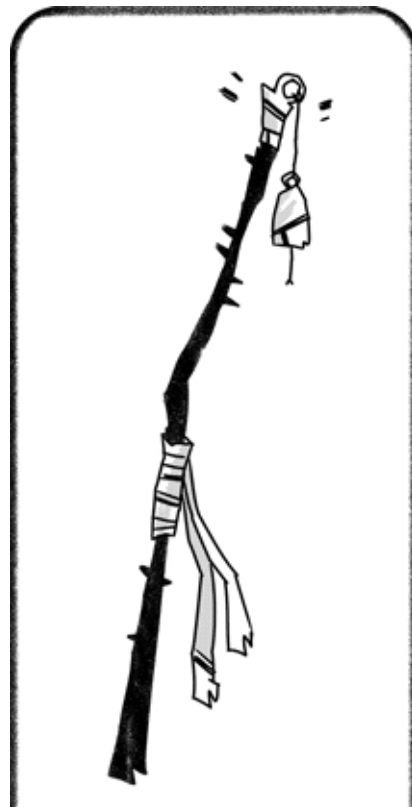
INJECTION

2 HURT - HAND, MESSY, QUIET, POISON



PICK AXE

3 HURT - HAND, MESSY



WALKING STAFF

2 HURT - HAND, LOUD



Who cares about reputation when there are winnings to be had?

You may use **LOADED DICE** to re-roll one of your outcomes once per day.

LOADED DICE

NEW ROLL



The art of misdirection can enthrall any madman, bandit, or monster.

Once per encounter you can enchant your ally or foe into being more susceptible to your lies.

TRICK DECK

2+ TRICK

It burns going down, but it'll cure what ails you by +2 and give you +3 to your next **BRAWN** roll.

Unfortunately, you will also be cursed with lycanthropy. You now need to feed on human flesh once per day, and will be marked as unstable.



HAIR OF THE DOG 3+ BRAWN AND 2+ VITALITY



You won't survive but for the skin of your teeth.

Give it up to regain +2 water.

SKIN OF YOUR TEETH

2+ WATER



It wouldn't have been given to you if there wasn't something wrong with it...but why look a gift horse in the mouth?

Are you afraid to see its fangs?

GIFT HORSE

BONUS ATTACK

Delicious.

It doesn't matter what, or who it used to be...right now it's all that's keeping you from eating those who stand by your side.



POUND OF FLESH

3+ VITALITY

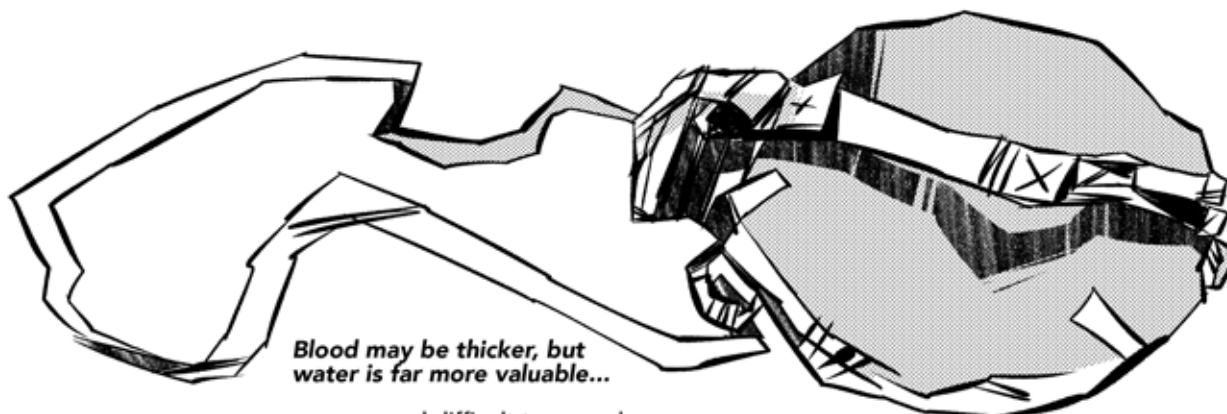


Everyone laughed at you when you insisted on packing this superstitious trinket...

...but it's brought you luck before and it doesn't seem to be stopping now.

LUCKY FEATHER

1+ WATER



Blood may be thicker, but water is far more valuable...

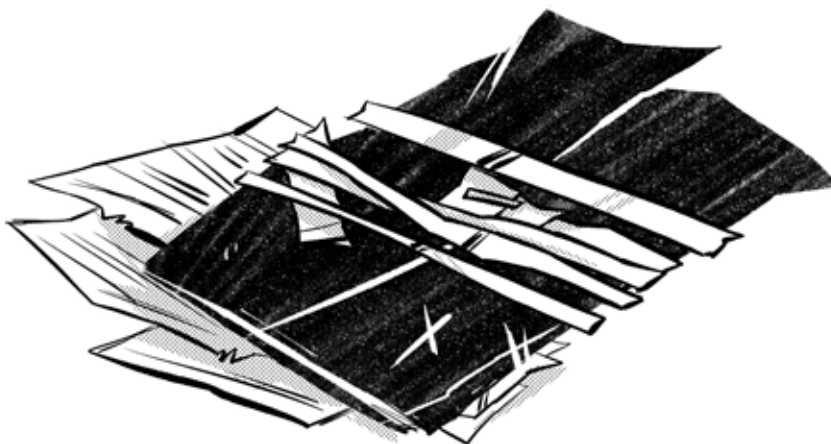
...and difficult to come by.

CANTEEN

3 DAYS WORTH OF WATER

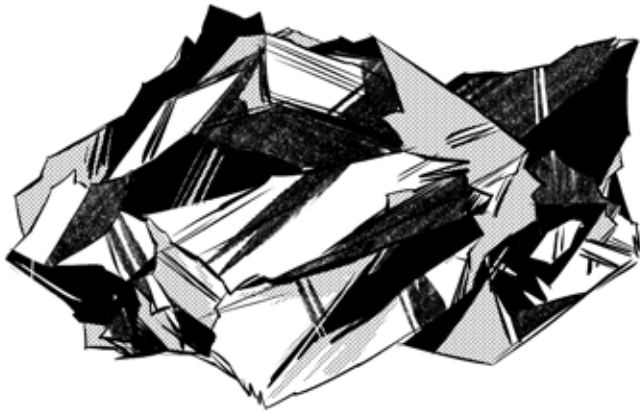
You've heard of this before - and that knowledge is valuable.

The Tall Tale you heard explained this exact situation, scenario, monster, or curse in detail...and gives advice on how to handle it.



TALL TALE

KNOWLEDGE OF A SITUATION



Who could be so foolish? Are we really so blinded by something vaguely shiny?

Does it matter when it helps us get what we want?

FOOLS GOLD

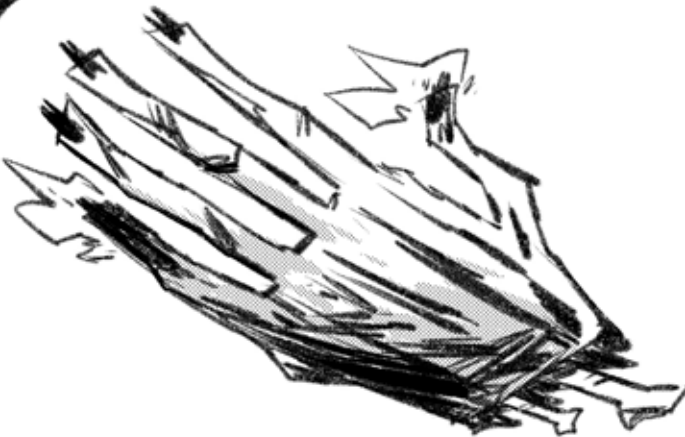
1+ TRICK



You have ways of bringing out the worst in things, living or not.

But **blood is blood** - drink it, use it to heal, or use it to your advantage before yours spills into the dirt.

BLOOD FROM A STONE 2+ CREEP, 2+ VITALITY, OR BLOOD QUOTA

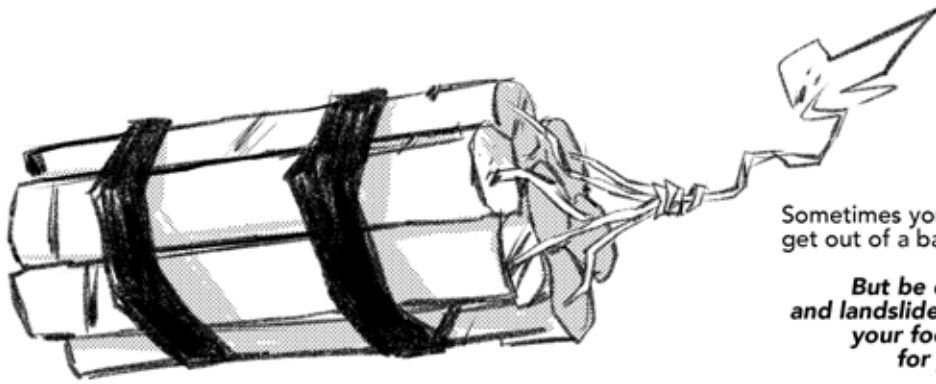


A dead man's hand is a powerful tool...

You can use it in medicine, rituals, or dangle it from your neck as a dark warning to all that would mess with you.

DEAD MAN'S HAND

2+ CREEP



Sometimes you need to get out of a bad situation fast.

But be careful, explosions and landslides don't only injure your foes - they will come for your allies as well.

TNT

3+ HURT - LOUD, MESSY, BACKFIRE

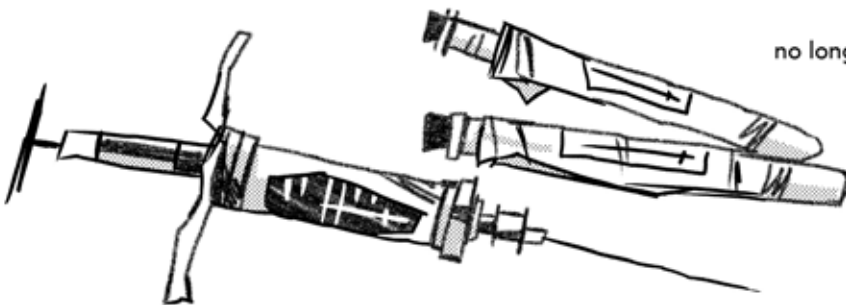
It works as long as you believe it will.

You can use this jar of mystery liquid to modify a BACKBONE or CREEP roll, or regain some vitality.



SNAKE OIL

2+ BACKBONE, 1+ CREEP OR 1+ VITALITY



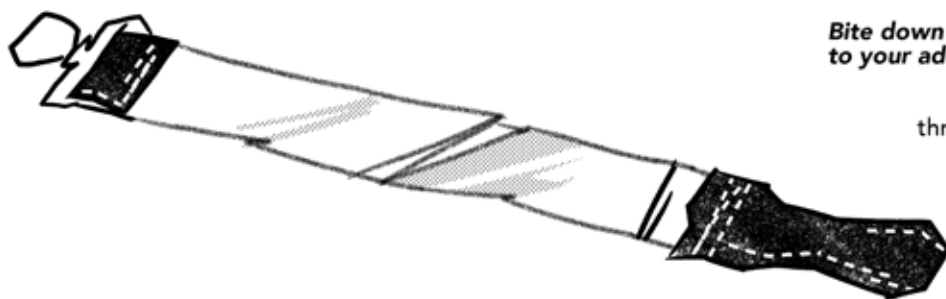
Extremely rare, extremely powerful.

Inject it and inflict the pain you no longer feel on those around you for the rest of the encounter.

NOTE: you still take lose vitality for any hurt done to you.

ANESTHETIC

3+ BRAWN



*Bite down and use the pain
to your advantage*

All attacks you make
throughout the remainder of the
encounter get +1 hit.

LEATHER STRAP

1+ BRAWN

What it is is a mystery - but
what you know is...you feel so
much better.

Regain 2 vitality.



CURE-ALL

2+ VITALITY

Don't question a miracle,

*no matter how putrid and
obscene it may seem.*



MIRACLE BALM

4+ VITALITY



Packaged like a sachet of medicine, you can feed this foul earth to a friend or foe in an attempt to put them in the ground.

Add the grave dirt to a successful attack and cause your foe to lose 3 hit points.

GRAVE DIRT

3-VITALITY

The metal is pocked and marred by the hands and claws that held it tight.

It was much beloved, a symbol of hope in this wasted place.



BELL

HOLY OBJECT

They hide your wounds from the harsh terrain, playing at staving off infection, a warning to protect your body lest you end up just another *Madman*.

Regain 1 vitality.



WRAPPINGS

1+VITALITY

The dried and gnarled wood pulls towards the water,
searching for hydration even in death.



DOWSING ROD

1/2 CANTEEN OF WATER

Dirt holds memories, secrets.

And as you sift it through the pan, some
of those secrets are revealed to you.



PAN

KNOWLEDGE OF A LOCATION

So much here is hidden - but when you peer
through the holes bored through this stone - the
truth is revealed.

*Use this to ask one question
about a location, situation, or monster and receive
one true answer from the Guide.*



HAG'S EYE

TRUE SIGHT

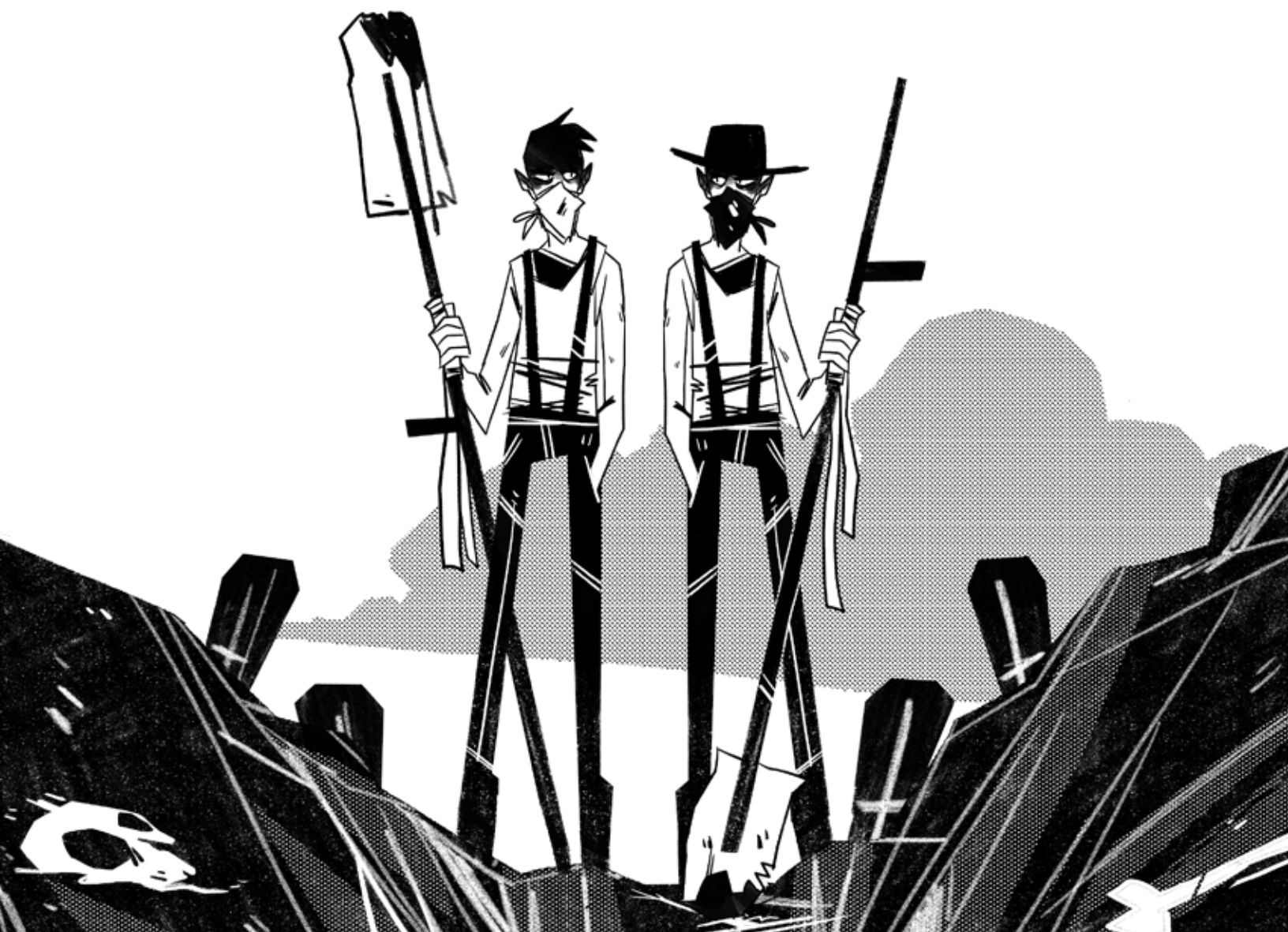


To survive you need to kill.
To kill you need bullets...

Each packet of bullets gives you
6 more shots at survival.

PACKET OF BULLETS

6+ BULLETS





MONSTERS

RATTLESNAKE

Rattlesnakes only wish to defend their dens.

They look vicious, but they only want to be left alone. If their den is encroached on, they will attack. Unlike most creatures, they are kind enough to give you a warning with the dry rattle of their tail.

NOTE: If your party includes a PREACHER with the SNAKE HANDLER attribute, all snakes will obey them.

POWERS:

Hidden

Due to their excellent camouflage, they are harder to focus on. All attacks against them have a modifier of -1.

ATTACKS:

VENOMOUS BITE

1-harm, close/venomous.
All bites result in unstable wounds.

WEAKNESS:

BEHEADING

To stop a snake, cut it off at the head.



BANDIT

Life is hard in the Casket Land, so they take what they can from whoever wanders into their path.

They're humans, just like you... but that won't stop them from putting you in the ground for a chance at your canteen and a few pieces of gold.

NOTE: Bandits can be threatened or reasoned with, even convinced to give up information. They can travel in groups that number up to 5.

POWERS:

THIEVES

They'll take what they want from whoever they run across. You are no different.

ATTACKS

AMBUSH

+1 harm per bandit in group, close, can only be used at the start of an encounter.

WEAPONS (choose one per bandit):

6 SHOOTER - 2 harm - ranged, reload, loud, messy, shoots 6 rounds

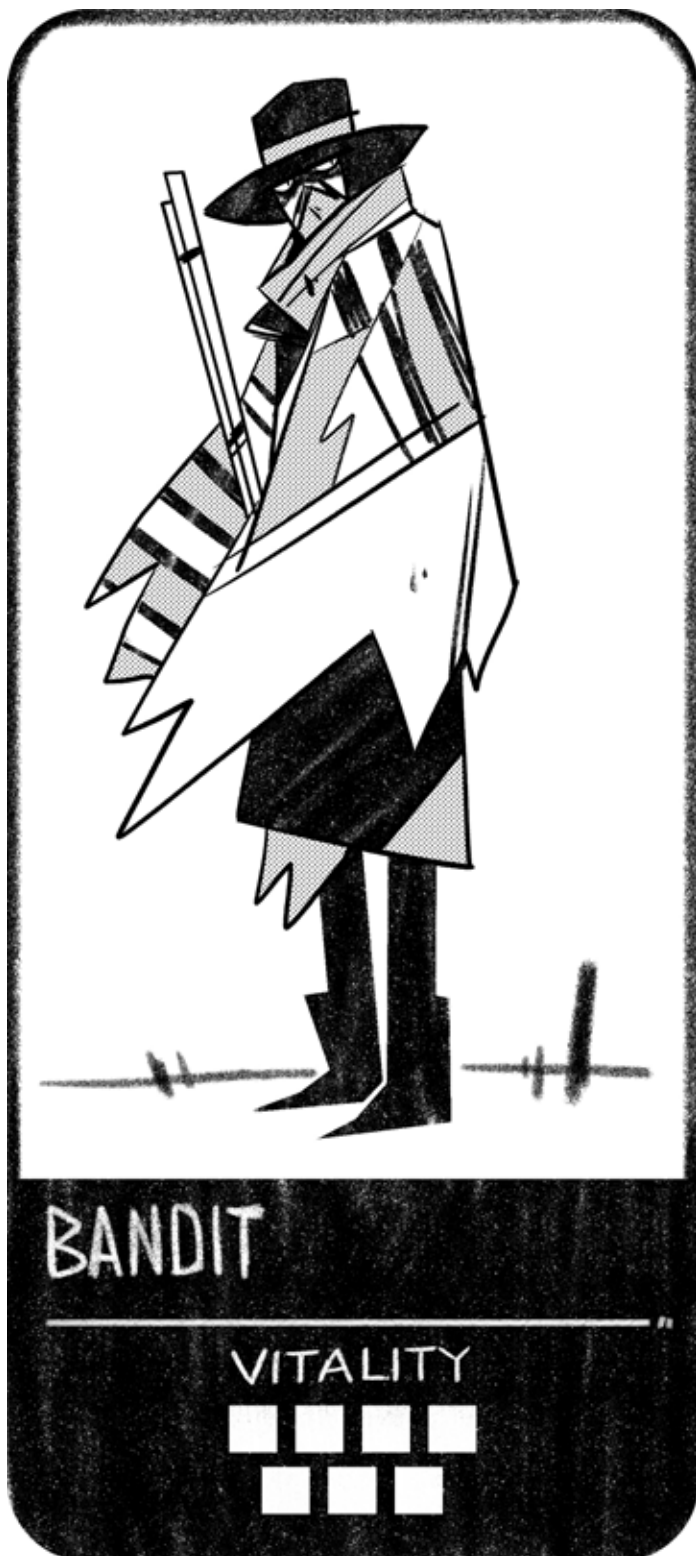
SHOTGUN - 3 harm- ranged, reload, loud, shoots 2 rounds

KNIFE - 2 harm - hand, quiet

SHOVEL - 3 harm - 2 hand, messy

WEAKNESSES:

STANDARD HUMAN WEAKNESSES



HORNED LIZARD

Horned Lizards only want to be left alone.

The size of small dogs, horned lizards scavenge for whatever scraps of flesh find their way out into the Casket Land.

POWERS:

BLOODSOAKED

The blood they squirt from their eyes and mouth is actually a type of digestive acid - take care to not let it touch your skin or you'll be marked unstable.

ATTACKS

BLOOD SQUIRT

2-harm/ranged/messy/acid damage.

CLAWS

1-harm, intimate

WEAKNESS:

BEHEADING

To stop a horned lizard, you must chop off its head.



MAD MEN

The Madmen seem to have no allegiance or set goals.

Gaunt wanderers of the waste, they are largely solitary. It is said that when they gather catastrophe falls.

POWERS

ELEMENTAL WRAPPINGS

Madmen have control over one element depending on how they are wrapped.

MADNESS

Each Madman catches scraps and glimpses of the future.

ATTACKS

ELEMENTAL CONTROL

An ability to control a specific element. This can be used as an offensive attack for +2 harm, ranged, messy OR as a covering for escape.

MADNESS

A frightening glimpse into the mind of a Madman - this can frighten foes into inaction or cause them to flee.

WEAPONS (choose one)

WALKING STAFF WITH BELL

2-harm - hand/loud

PITCHFORK WITH BELL

3- arm - 2 hand/messy

SHOVEL WITH BELL

3-harm - 2 hand/messy

WEAKNESSES:

UNKNOWN

There is no known way to permanently kill a Madman.



GILA MONSTER

Lumbering, slow, large, and intimidating the Gila Monsters share more in common with dragons than they do the pudgy lizards they mutated from.

Obsessed with collecting the junk humans drop as they die in the dust, acquiring territory, and storing food, these giants seem almost partially human.

NOTE: The Gila Monster is capable of limited speech - and can be tricked, traded with, or enlisted as an ally if a great price is paid.

POWERS

HYPNOSIS

Due to their strange coloring and patterns, Gila Monsters hypnotize their foes into dealing less damage. All attackers must roll +CREEP to determine if they are able to attack the Gila Monster

ATTACKS

BITE

2-harm, hand/close/messy.

INFECT

3-harm, intimate/messy/venomous. All bites result in unstable wounds.

SCRATCH

2-harm, intimate/incapacitates

WEAKNESS

DISMEMBER

To end a Gila Monster, all its parts must be chopped up and dispersed.



DUST DEVIL

A cyclone of dust and wind.

The things that crawl, rend and tear- they are threats...but they can be disposed of. How do you stop wind and dust? How can you trade your life with something that wants nothing? The Dust Devil's wind blows fast and hot, tearing flesh from bone. To stand close to it for too long is to dry out and become but more dust for the devil.

POWERS

DEHYDRATION

Dust Devils will cause each member of the group to lose 1 water per round of the encounter.

SUFFOCATION

Dust Devils suck the air out of any creature they encounter. All attacks against the Dust Devil have a modifier of -2.

ATTACKS:

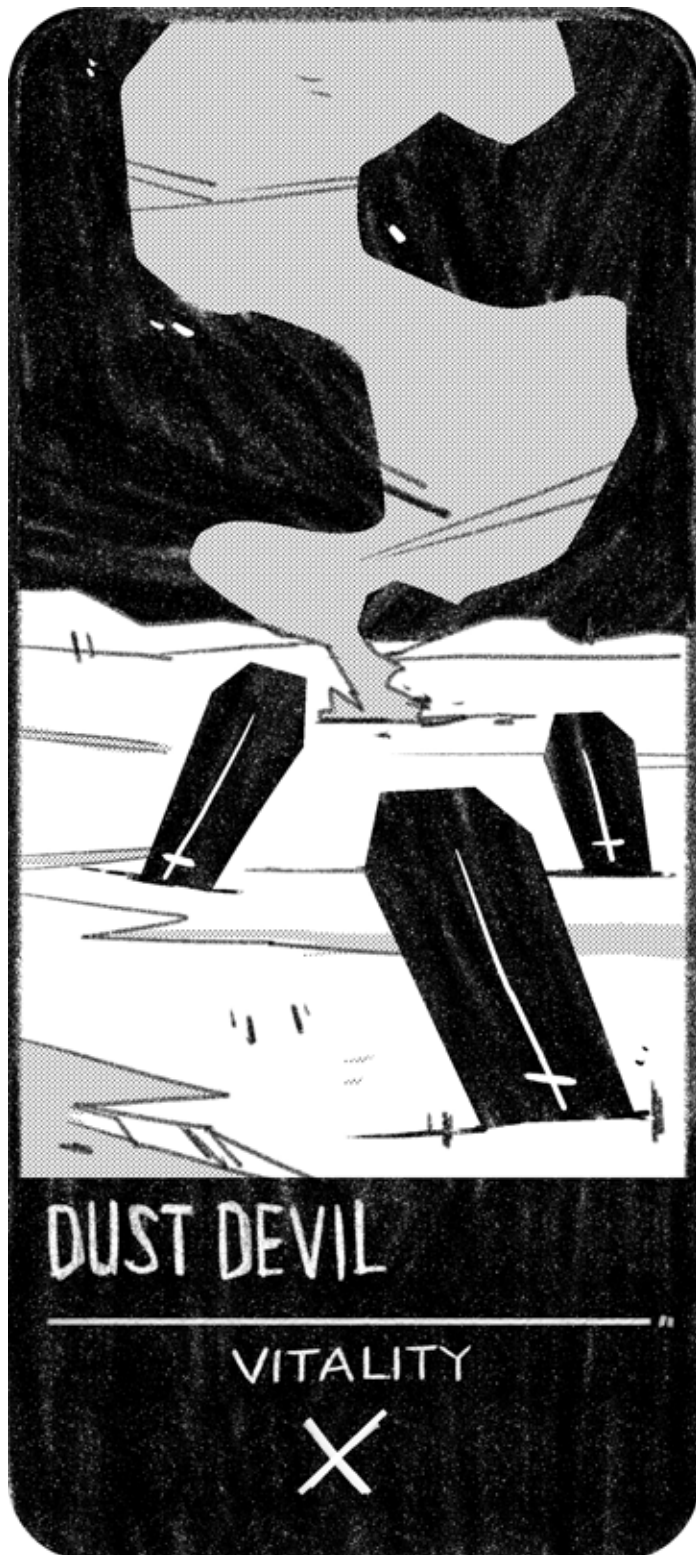
DUST STORM

4-harm, ranged

WEAKNESSES:

DISRUPTION

A Dust Devil can only be destroyed if its windflow is disrupted. Group members may use shovels, books, pitchforks, and walking staffs to disrupt the flow of the Dust Devil and destroy it quickly.



GRAVE WORM

Mindless, giant, blind worms...

Grave Worms give off a foul and putrid odor of rot and a sense of unease.

POWERS:

REGENERATION

If a grave worm is cut in half, it becomes two grave worms.

PARASITE

They aim to infest caskets and feast on the bodies that reside there.

ATTACKS:

BITE

1-harm,hand/close/messy.

BIND

Incapacitate

SLAM

2-harm/intimate/
incapacitates

WEAKNESS

BLIND

Grave Worms are blind, and therefore susceptible to sneak attacks.

TO ASH

To end a Grave Worm, all its parts must be chopped up, dispersed, and lit on fire.



COYOTES

Large, violent and mutated creatures - it's not their howls that break up the night, it's their screams.

NOTE: Coyotes travel in groups of three. There can only be three of them engaging with the group at any given time. If the group has a FOOL in it, Coyotes will become allies instead of enemies.

POWERS

LIKE SHADOWS

Coyotes can fade into darkness or shadows in order to make an escape, or a sneak attack.

SAFETY IN NUMBERS

They travel in groups of 3, which allows them to attack multiple enemies at once.

SCAVENGERS

Coyotes are focused on survival - and survival means consuming whatever wanders out into the Casket Land.

ATTACKS:

BITE

1-harm, hand.

SCREAM

2-harm, ranged.

WEAKNESSES:

BEHEADING

To stop a coyote, remove its head.



FALSE WELL

The False Well looks just like every other well...however, the water inside has turned into something foul and diseased.

Instead of rehydrating, it sucks the water out of whoever drinks from it, adding their vitality to its own.

POWERS

LIFE DRAIN

For every drink you take from a canteen filled from the False Well, lose 1 vitality.

INANIMATE ANIMATE

The False Well tricks unsuspecting victims into drinking from its depths so that it might steal their vitality.

ATTACKS:

NONE.

STATUS CONDITIONS

The effects of the False Well can be negated by not drinking any more of it, dumping the water out of the canteen, or by ingesting SNAKE OIL, CURE-ALL, or using MIRACLE BALM.

WEAKNESS

NONE

This isn't a battle you win. It's something you have to walk away from.



BUZZARD HARPIES

Unlike the other souls transformed by the Sage Hen, the Buzzard Harpies lost their reason and independence completely.

Nightmarish stalkers, they travel in groups of three, and will stalk Survivors across the Casket Land, waiting for their moment to strike.

NOTE: The Buzzard Harpies travel in groups of three. They are capable of speech. The Buzzard Harpies are considered lesser members of the flock, and cannot be used to bargain with the Sage Hen

POWERS

FLIGHT

Buzzard Harpies are able to fly.

SAFETY IN NUMBERS

They travel in groups of 3, which allows them to attack multiple enemies at once.

VENGEANCE

Buzzard Harpies aim to cause terror and chaos out of an animal desire for vengeance.

ATTACKS:

TALONS

2-harm, hand/close/messy

REND

1-harm, intimate

WEAKNESSES:

BELLS

The sound of hope grates on their senses and brings them crashing to the ground.



CASKET LAND CREDITS

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NICK KUNTZ, & NATE GOLOMSKI

DEDICATED TO MY BROTHER, JOE.
AS ALWAYS.

