Wolf-packs and Winter Snow

Strange Prehistoric Roleplaying

Dying Stylishly Games

Contents

Introduction

This is a game about a fantasy version of human pre-history. This is a time before writing, money, walled settlements and the many other comforts of civilization. The ice-age wilderness is harsh, and filled with dangerous beasts, the largest and most well known of which are the herds of migratory Mammoths. In dark forests and the depths of caves, there exist other, stranger creatures; mad beasts that are the products of magic. Player characters take on the roles of cave dwelling humans and Neanderthals living just south of the northern icecaps. During the time period where the game takes place, the ice age is coming to an end. Retreating ice-sheets reveal tracts of land unseen for millennia with each spring, and in their wake leave the environment in turmoil. Each year, rivers change their course as glaciers shift positions, and strange creatures emerge from the ice sheets or travel further north. As the snow withdraws, modern humans follow, and every year new tribes of humans enter the Neanderthal's ancestral lands.

Against this backdrop, magic begins to emerge as a force in the world. Driving the rise in art – jewellery, cave paintings and figurines - that will fascinate later historians, some humans begin experimenting with the supernatural, learning to shape the wild forces of the world into controllable spells and items of power. In the depths of the earth, and hidden beneath the icecaps, there are places of magical significance, and even rare magical artefacts that no human has seen. Some of these are naturally occurring, whilst others are remnants of ancient pre-human civilizations.

The end of the ice age is, in many ways, not a bad time to be alive. There are food and supplies to be had for anybody clever enough to take them, and vast unexplored tracts of wilderness for the ambitious to settle in. There is no drudge work, no crushing pressure of social conformity, no nations with their wars, taxes and oppressive laws. Things are simple, and society fluid and egalitarian.

However, it is also not an easy time to be alive. The winter is cold, and the unprepared can freeze to death over night. Many of the wild creatures will take a dislike to people, and have the strength and ferocity to kill them easily unless the people they hunt are cunning enough to avoid them.

In short, it is a time period that naturally produces heroes.

Player characters form a small band of hunter-gatherers. Most people at this time lived in small groups, ranging from a single family of maybe four individuals to larger tribes of several dozen. Life was largely nomadic at this point, with settlements and camp-sites only temporary before the people moved on to somewhere else. In this way, player characters will be just another group of people trying to survive as they wander across the landscape.

What sets player characters apart, however, is daring. Most people know that the inner forests, deep caves and northern ice-caps are bad news, and so avoid them. Similarly, most people know that dangerous predators and supernatural monsters are far more dangerous than they are, and will avoid confrontations. Player characters, however, are not most people. Through a combination of skilful play, calculated risk taking and reckless bravery, player characters can quickly become experienced and powerful. They might become mighty in ways that those content to merely survive aren't, and could begin to attract tribes of followers or work on creating grand works of magic.

Of course, this is if they get lucky. They might equally find themselves bleeding to death in a howling blizzard as wolves circle them, and die alone and unceremoniously. The world is not a nice place, and player characters are small, fragile mortals in a huge, hostile pre-historic landscape.

The game is based around the framework laid down by the first roleplaying game. This game (and many others based on it) makes a number of assumptions based on a fantasy

setting, such as written spell-books, and access to coinage. This game, whilst using the core of those first rules, makes a number of changes both to streamline play and to fit the structure into a Palaeolithic setting. Many of the rules in this game are inspired by those in other popular old-school games.

The game gives each class a niche that they excel in. Hunters are the best in combat, able to strike more surely and survive fights more easily. Experts excel at dealing with challenges outside of combat such as environmental hazards. Magicians are fragile and relatively weak, but with time to prepare have spells that can potentially solve an encounter or elegantly bypass a challenge. Finally Neanderthals occupy a middle ground, with some fighting ability and a few useful skills outside of combat; where they excel, though, is in sheer ability to survive.

The intended purpose of this game is as a 'dungeon crawl' through unexplored caves, a hunting expedition into dangerous territory or some other action-packed adventure. Deep characterization, intrigue, philosophical ramblings and shiny cosmic meta-plot are all very well, but there are other games that do that much better. Instead, this game is about gritty, violent survival. Fighting is lethal, and best avoided if you want your character to live. Likewise, there should be plenty of non-combat perils as well; dangerous environments, traps, magical curses and so on. The GM is expected to create a challenging, reasonably lethal environment for the players to explore. Players, for their part, need to be smart and inventive if they're going to succeed. Relying on luck or good stats to get by will take matters out of player control, and likely result in disaster; the dice are not your friends, and the GM should not pull their punches if things go wrong.

As a final note, the setting for the game is assumed to include certain weird fantasy elements: humans can perform magic with enough training, various animals possess supernatural abilities and the world is, in places, warped and altered by strange forces. This book states where a given rule or option deals with fantasy elements; by leaving these elements out the game can be played perfectly well as a purely historical game.

The Basics

One person acts as the Game Master (abbreviated to GM), who is the referee, storyteller, and narrator for the game. Each other player takes on the role of one brave prehistoric adventurer, created using the rules below.

You'll need:
-A copy of this book, which you seem to already have.
- A set of dice for each player (at least one four, six, eight, ten, twelve and twenty sided dice),
- A record of their character that they can make notes and alterations to (a sheet of paper and a pencil if you're playing in person, or a notepad document if you're playing online is plenty),
- A few friends (three to eight players is ideal)
-and some time.
The GM is advised to put some planning into the game before hand, plotting out the adventure's layout and what might be encountered there. There are a number of rules that rely on random chance to select details, such as weather and terrain features; the GM should use these random details as starting points for further elaboration.
It's worth noting that the rules are left deliberately open-ended in several places. What is enough cover and warmth to protect from cold weather? How much damage does an improvised weapon deal?
The rules don't answer these questions. It's up to the GM to make a ruling for these situations Rather than bogging the game down trying to play the 'correct' rules, just make up something that works on the spot and carry on.

Character Creation

Step One: Attributes

In order, determine your attributes by rolling 3d6. The attributes are Strength (which makes you better at fighting, athletics and breaking things), Dexterity (which makes you better at shooting, being stealthy and avoiding damage), Constitution (which makes you tougher and more resilient), Intelligence (which makes you better at making things and medicine, with more starting gear, and generally smarter), Wisdom (which makes you more perceptive and better at resisting magic) and Charisma (which makes you more charming, better at recruiting followers and better at dealing with animals).

If you wish to customise your attributes, for example because a particular attribute is important to a character type you want to play, the values of any two attributes may be swapped.

If the sum total of your attribute modifiers at this stage totals -1 or less, you may discard the results and roll a new set of attributes if you wish.

If you wish to generate attributes without an element of randomness, and your GM allows it, you may instead use this method:
Firstly, take 18 dice. Have three of them showing each value from '1' to '6'. Assign dice so that each attribute has three dice: the sum of which gives its starting value. This method will on average give worse characters than those created using random chance, which is balanced out by the more control over attribute values.

At various points during character creation, you'll need to know a character's attribute modifiers. These are a number from -3 to +3 that gives a rough alteration to another statistic based on that attribute.

Record each attribute's modifier along with its actual value; you'll need to know both.

Table 1: Attribute Modifiers

Attribute Value	Modifier
3	-3
4 or 5	-2
6, 7 or 8	-1
9, 10, 11 or 12	No modifier
13, 14 or 15	+1
16 or 17	+2
18	+3

Step 2: Choose a character class

In the ice-age world, all adults are at least level one characters. Whilst in more civilised times many common people will be level 0, in the prehistoric past merely surviving took a great deal of skill.

Three of the character classes are human; the Hunter, Expert and Magician. The remaining class covers all Neanderthals, since they are both less numerous and less culturally diverse than humans.

Hunters, since they will deal with the brunt of combat, benefit from good Strength, Dexterity and Constitution rolls. The rules for gathering a tribe favour hunters as well, meaning that a high charisma roll can be an asset for them as they gain levels.

Experts can benefit from most good attribute rolls, depending on which skills they chose to specialise in. As a general rule, though, Intelligence, Wisdom and Charisma are useful to them.

Magicians benefit from good Intelligence rolls, for their Art skill, and good Wisdom rolls, for their Saves against Magic.

Neanderthals benefit from most from good Constitution rolls, since those boost their survivability. They are likely to be active in combat, so a high Strength roll is useful, and the skills they advance in also benefit from good Wisdom rolls.

Step 3: Determine starting Flesh and Grit

Randomly determine the character's starting flesh and grit scores. For each, roll their class's hit dice, and apply the character's Constitution Modifier.

If your GM lets you generate characters non-randomly, you may instead take the value below rather than rolling:

Table 2: starting flesh and grit

Class	Starting Flesh and Grit
Expert	4 (d6)
Hunter	5 (d8)
Magician	3 (d4)
Neanderthal	6 (d10)

Step 4: Note saves

Check each class's chart for their saves at level one, altering the values by the character's appropriate Attribute modifier and recording the result.

The character's constitution modifier applies to saves against Weather and Poison. Their Dexterity applies to saves against Hazards, and their Wisdom applies to saves against Magic.

Step 5: Note class features

Each class has certain features available to them. Note down a hunter's bonus to attack rolls, or a Neanderthal's improved skills. Determine how an Expert spends their skill points, and record this.

A magician starts with three spells in their sanctum. Randomly determine two first-rank spells from table 33. Roll 1d6+1 to give a number between 2 and 7; randomly select a third spell from this rank (see tables 34-39).

Alternatively, if your GM is allowing non-random character creation, a Magician may choose two first rank spells, and a third spell from rank 2, 3 or 4.

Step 6: Select equipment

A character gets a number of items from the equipment list given. The default amount is ten items, but smarter characters will be better prepared and find it easier to make things that they need. As such adjust the base 10 items by the character's Intelligence modifier. No more than three may be 'rare' items.

Step 7: Final touches

Record your character's Armour Class. This starts at a base of 10, adjusted by their dexterity modifier and potentially improved by any armour they wear.

Every character needs a name to identify them. This might be a word or phrase such as 'Fangs', or a syllable such as Thrug; think about a phrase that feels right for how you see your new character.

Work out a few narrative details about your character; what they look like, their goals and their personality. Often a character's attributes make a good starting point for this sort of thing. It is, however, fine to leave a lot of these details open; as you play, your character's personality will naturally emerge over time. Play the game to find out who your character is, and how their story will end.

The Expert

Experts are those characters who possess useful skills outside of combat. They might specialize in crafts, scavenging food, healing, social wrangling or any other skill set. Within society, high level experts often find their skills in high demand and end up as lynchpins of the groups they're part of.

Experts begin with six skill points to spend. The skills available are Animalism, Art, Athletics, Charm, Crafting, Foraging, Medicine, Perception, Stealth, Tracking and Vandalism. Each point spent raises a skill above its base 1 in 6 chance by one.

Table 3: the Expert

Level	XP	Flesh and Grit Points	Saving Throws				Skill Points
			Weather	Poison	Hazards	Magic	
1	0	1d6 Flesh and 1d6 grit	14	16	15	14	6
2	15	+1 Flesh and +1d6 grit	14	16	15	14	+2
3	30	+1 Flesh and +1d6 grit	14	16	15	14	+2
4	60	+1 Flesh and +1d6 grit	14	16	15	14	+2
5	120	+1 Flesh and +1d6 grit	11	12	14	12	+2
6	240	+1 Flesh and +1d6 grit	11	12	14	12	+2
7	480	+1 Flesh and +1d6 grit	11	12	14	12	+2
8	960	+1 Flesh and +1d6 grit	11	12	14	12	+2
9	1920	+1 Flesh and +1d6 grit	9	10	12	10	+2
10	2880	+2 grit	9	10	12	10	+2
11	3840	+2 grit	9	10	12	10	+2
12	4800	+2 grit	9	10	12	10	+2
13	5760	+2 grit	7	8	10	8	+2
14	6720	+2 grit	7	8	10	8	+2
15+	+960	+2 grit	7	8	10	8	+2

The Hunter

The hunter class specialises in hunting down large and dangerous beasts, both for meat and to neutralize the threat they present. Their ability to provide food and protect from monsters makes high level hunters popular heroes. Hunters specialise in combat, and are the only class who improve their fighting ability as they level.

Hunters who use the 'fight defensively' 'fight recklessly' 'go for the kill' and 'aim' actions in combat can do so without taking any penalty. A hunter also improves their Animalism skill as they gain levels.

Table 4: the Hunter

Level	XP	Flesh and Grit Points	Saving Throws				Attack Bonus	Ani-malism Skill
			Weather	Poison	Hazards	Magic		
1	0	1d8 Flesh and 1d8 grit	14	12	15	16	+1	2/6
2	15	+1 Flesh and +1d8 grit	14	12	15	16	+2	3/6
3	30	+1 Flesh and +1d8 grit	14	12	15	16	+3	3/6
4	60	+1 Flesh and +1d8 grit	12	10	13	14	+4	4/6
5	120	+1 Flesh and +1d8 grit	12	10	13	14	+5	4/6
6	240	+1 Flesh and +1d8 grit	12	10	13	14	+6	4/6
7	480	+1 Flesh and +1d8 grit	10	8	9	12	+7	5/6
8	960	+1 Flesh and +1d8 grit	10	8	9	12	+8	5/6
9	1920	+1 Flesh and +1d8 grit	10	8	9	12	+9	5/6
10	2880	+2 grit	8	6	7	10	+10	5/6
11	3840	+2 grit	8	6	7	10	+11	5/6
12	4800	+2 grit	8	6	7	10	+12	6/6
13	5760	+2 grit	6	4	5	8	+13	6/6
14	6720	+2 grit	6	4	5	8	+14	6/6
15+	+960	+2 grit	6	4	5	8	+(+1)	6/6

The Magician

Magicians are the rare few humans who explore the potential uses of magic. In more civilized times, magicians will organise, developing systems of writing and organization in order to better share and preserve their knowledge. During the ice age, though, there is no writing, no colleges of magic, no networks of magicians to share their knowledge with.

Instead, each magician researches in isolation. Every act of magical research, as the magician experiments with what their spells are capable of or creates places and items of power, risks causing dangerous and unpredictable supernatural fallout. For this reason, most magicians keep somewhat apart from other people, Either through their own choice or because people fear the danger they represent.

Although magic has almost limitless power when used properly, magicians at this time lack the frame of understanding to properly utilize it. Rather, they learn various discrete spells, each one a particular trick that the magician has learned to safely perform. Spells are learned as much through rote as understanding, but a skilled magician can alter their effect or bind them into items of power.

Most spells are a fairly lengthy process, taking at least a few minutes of careful ritual activity to cast. If not performed properly, the magician risks horrible magical accidents as a result.

If a magician wants to be able to cast a spell on the fly without a lengthy ritual, they must perform the ritual ahead of time, pausing at the moment of completion and holding the spell in their mind on the verge of casting. When they wish to cast the spell, a few words or gestures are all it takes to complete the spell, and the power is released.

At lower levels, magicians only have a limited amount of concentration, so they can only memorize a small number of spells in this way. As they gain power, the magician learns to compartmentalize their memory and so can memorize more spells.

A magician starts off with three random spells they know, and a sanctum somewhere where they are recorded. A magician also improves their Art skill as they gain levels.

Magicians can cast spells, create various magical items, and even research completely new spells of their own. The section on Magic deals with the details of a magician's activities in more detail.

In a purely historical campaign, magicians may not be played. In this setting, experts are more appropriate for characters with specialised hidden knowledge.

Table 5: the Magician

Level	XP	Flesh and Grit Points	Saving Throws				Art skill
			Weather	Poison	Hazards	Magic	
1	0	1d4 flesh and 1d4 grit	13	13	16	14	2/6
2	23	+1 flesh and +1d4 grit	13	13	16	14	3/6
3	45	+1 flesh and +1d4 grit	13	13	16	14	3/6
4	90	+1 flesh and +1d4 grit	13	13	16	14	4/6
5	180	+1 flesh and +1d4 grit	13	13	16	14	4/6
6	360	+1 flesh and +1d4 grit	11	11	12	12	4/6
7	720	+1 flesh and +1d4 grit	11	11	12	12	5/6
8	1440	+1 flesh and +1d4 grit	11	11	12	12	5/6
9	2880	+1 flesh and +1d4 grit	11	11	12	12	5/6
10	4320	+2 grit	11	11	10	8	5/6
11	5760	+2 grit	9	9	10	8	6/6
12	7200	+2 grit	9	9	10	8	6/6
13	8640	+2 grit	9	9	10	8	6/6
14	10080	+2 grit	9	9	10	8	6/6
15+	11520	+2 grit	6	7	8	6	6/6

Table 6; Spells a magician can memorize at once

Level	Rank 1	Rank 2	Rank 3	Rank 4	Rank 5	Rank 6	Rank 7	Rank 8
1	1	0	0	0	0	0	0	0
2	2	0	0	0	0	0	0	0
3	2	1	0	0	0	0	0	0
4	2	2	0	0	0	0	0	0
5	3	2	1	0	0	0	0	0
6	3	2	2	0	0	0	0	0
7	3	3	2	1	0	0	0	0
8	4	3	2	2	0	0	0	0
9	4	3	3	2	1	0	0	0
10	4	4	3	2	2	0	0	0
11	5	4	3	3	2	1	0	0
12	5	4	4	3	2	2	0	0
13	5	5	4	3	3	2	1	0
14	6	5	4	4	3	2	2	0
15+	6	5	5	4	3	3	2	1

The Neanderthal

Neanderthals are a race in decline, with humans arriving in their ancestral territories in ever greater numbers. As a people, Neanderthals are well adapted to the ice age environment, being both highly resilient and culturally adapted to exploit their surroundings.

Compared to humans, Neanderthals are by their nature practical, stoic people. They can survive and prosper under conditions that humans would be unable to cope with. However, their mindset, whilst specialised to their environment, is somewhat inflexible and they tend to struggle when presented with circumstances outside their area of familiarity. With temperatures rising, ice melting, the Neanderthal's prey migrating away and humans moving north in droves, this inflexibility will become an ever greater problem until the Neanderthal population is subsumed into the human gene-pool.

Neanderthals begin with a 3 in 6 chance at the skills Athletics, Foraging, and Tracking, which slowly improves as they gain levels. Like hunters, they take no penalty when using the 'fight defensively', 'fight recklessly', 'go for the kill' and 'aim' combat options.

Table 3: the Neanderthal

Level	XP	Flesh and Grit Points	Saving Throws				Skill chance
			Weather	Poison	Hazards	Magic	
1	0	1d10 flesh and 1d10 grit	10	8	13	12	3/6
2	22	+1 flesh and +1d10 grit	8	6	10	10	3/6
3	44	+1 flesh and +1d10 grit	8	6	10	10	3/6
4	88	+1 flesh and +1d10 grit	6	4	7	8	3/6
5	176	+1 flesh and +1d10 grit	6	4	7	8	4/6
6	352	+1 flesh and +1d10 grit	4	2	4	6	4/6
7	704	+1 flesh and +1d10 grit	4	2	4	6	4/6
8	1408	+1 flesh and +1d10 grit	2	2	2	4	4/6
9	2816	+1 flesh and +1d10 grit	2	2	2	4	5/6
10	4224	+3 grit	2	2	2	4	5/6
11	5632	+3 grit	2	2	2	4	5/6
12	7048	+3 grit	2	2	2	2	5/6
13	8464	+3 grit	2	2	2	2	6/6
14	9872	+3 grit	2	2	2	2	6/6
15+	+1408	+3 grit	2	2	2	2	6/6

Equipment

Table 8; Weapons

Weapon	Damage	Other details
Knife	1d4	Can be used whilst grappling. A light item.
Spear	1d6	Can attack from a second rank.
Club	1d8	Can be used to stun with blunt trauma to the head.
Axe	1d10	No special properties.
Two-handed club	1d12	Can be used to stun with blunt trauma to the head. Requires two hands.
Garrotte	1d4	Can only be used whilst grappling. Always deals damage to flesh.
Sling	1d4	Long range, requires bullets. A light item.
Bow	1d8	Long range, requires arrows. Requires two hands.
Blowpipe	1	Range as a thrown weapon. Requires darts. Silent.
Javelin	1d6	Thrown.
Boulder	1d6	Can be thrown. Requires two hands. If dropped from a large height, use the rules for falling items.
Net	0	Thrown. Can be used to wrestle at thrown range.

Any weapon can be made with stone. Stone weapons deal an extra +1 damage, and make the item in question a Rare item.

A single choice buys ten arrows, darts or sling-stones. Darts and sling-stones are light items.

Table 9; Armour

Armour	Armour Class	Other details
Toughened Leather Tunic	+2 AC	Protects torso
Hardened Greaves	+1 AC	Protects legs
Hardened Bracers	+1 AC	Protects arms
Beast-skull Helmet	+1 AC	Protects head
Leather Gloves	+1 AC	Protects hands
Toughened Boots	+1 AC	Protects feet
Shield	+2 AC	Requires one hand

Table 10; Other Equipment

Item	Details
Alcoholic drinks	Can provide a day's drinking water in a pinch, at risk of intoxication.
Bag of pitch	If lit, can be thrown, potentially setting items or combatants on fire. A rare item.
Basket	Useful for carrying supplies in.
Bedroll	Helps you get restful enough sleep to heal.
Beeswax	A light item.
Blade Venom	If injured with an envenomed weapon, the victim must make a Save against Poison or take d12 additional damage to flesh. Enough for five doses. A light and rare item.
Bound Spell Item	Magicians only. Must be a single-use item with a single spell. Must be a spell the magician knows. A rare item.
Chalk	A light item.
Cooking Pots	For cooking, Herbalism and things like that.
Coracle	A small wicker boat, large enough for a single person. A rare item.
Cord	Fifty feet. A light item.
Cured meat	Enough for one day.
Divining Materials	Scattered as part of divining spells. A light item.
Drill	A light item.
Drum	Can be used to signal over long distances.
Equipment belt	Can have up to two items tucked into it. Items tucked into an equipment belt can be drawn for free. A light item.
Fishing hook and line	A light item. Useful if you want to catch fish.
Flute	Useful if you need to appear sensitive and artistic.
Hammock	Helps you get restful enough sleep to heal.
Healing kit	Gives a +1 bonus to Medicine skill rolls to treat injuries. A rare item.
Heavy fur clothing	Mitigates the effects of cold weather.
Jewellery	A light and rare item, and a sign of high status.
Lamp	Burns animal fat with a wick. Has a d10 light dice. A light item.
Needle and Thread	Good for sewing things like clothes or wounds. A light item.
Pigments	Gives a +1 bonus to Art skill rolls to create items. A light and rare item.
Poison	If ingested, the consumer must make a Save against Poison or take 2d12 damage to flesh. Enough for five doses. A light and rare item.
Roots or grains	Enough for five days food, requires preparation to eat.
Rope	50 foot.
Sack	A light item.
Shovel	Mostly used for digging.
Skis	Negate speed penalties for moving over deep snow.
Sled	A rare item. Counts as only one item for encumbrance when dragged, even with other items on it.
Stone working tools	Give a +1 on Crafts skill rolls when working primarily with stone.
Ten-foot pole	A classic of the genre.
Tent	Big enough for two people.
Tinderbox	A light and rare item.
Torch	Has a d12 light dice.
Veil	Helps protect against swarming insects and snow blindness. A light item.
Water-skin	Contains enough water for one day.
Waxed cloak	Protects against wet weather
Whistle	A light item. Can be used to signal over long distances.
Wooden spikes	Each choice provides ten spikes.
Wood working tools	Give a +1 on Crafts skill rolls when working primarily with wood.

Game Rules

Attributes

You have six attributes; strength, dexterity, constitution, intelligence, wisdom, and charisma. Each attribute starts with a rating between 3 and 18, with 3 being barely functional (3 is barely able to move), and 18 being the peak of mortal capability. Attributes may fall below this value, or rise higher, based on events in play.

Each attribute has an associated *modifier* that goes with it, depending on its value. An attributes modifier is used when you need to take into account roughly how good that attribute is, without needing its precise value (just whether it's much better or worse than normal). The following table sums up the range of attributes, and the relevant modifiers.

Strength is for being muscular, buff, herculean, and mighty. You apply your strength modifier to all rolls to hit in melee combat; all damage rolls (melee and ranged); and all athletics and vandalism skill rolls.

Dexterity is for being nippy, stealthy, coordinated and precise. You apply your dexterity modifier to your Armour Class; to rolls to hit with ranged weapons; to your saving throws against hazards; and to all stealth skill rolls.

Constitution is for being tough and resilient. You apply your constitution modifier to your initial Flesh and Grit points; to the number of Grit points you gain each level until level 9;

and to your saves against Weather and Poison. Intelligence is for smarts, knowledge and logic. You apply your intelligence modifier to art, crafting and medicine skill rolls.

Wisdom is for awareness and intuition. You apply your wisdom modifier to foraging, perception and tracking skill rolls; and to saves against magic

Charisma is for being sexy, strong willed and charming. You apply your charisma modifier to animalism and charm skill rolls; and to the reaction rolls for potentially hostile NPCs.

Flesh and Grit

A character has two different sorts of hit points; flesh and grit. Grit represents the character's ability to minimize and avoid injuries. Damage to grit takes the form of scrapes, ripped clothing, near misses and so forth. Damage to flesh, meanwhile represents real injury to the character's body; blood is lost, bones break, flesh is torn.

Under most circumstances, damage is dealt to grit first as attacks batter through the character's defences. Once all grit points are lost, any further damage rolls over to flesh. Once all flesh is lost, the character dies.

Occasionally the rules refer to 'Hit Dice'. This is simply how many dice of flesh and grit the subject has.

Table 11; attributes

Attribute Value	Description	Modifier
0 or less	The character is dead.	-
1 to 3	Unusually weak, severely limiting the character.	-3
4 or 5	Very weak, likely to cause noticeable problems.	-2
6 to 8	Worse than normal, but not significantly so.	-1
9 to 12	Average capability, most humans are around here.	+0
13 to 15	Better than normal, but not significantly so	+1
16 or 17	Very strong, enough to achieve great things.	+2
18 or more	The best humanity can achieve, an utter paragon.	+3

Healing

If the character has any of their flesh points remaining, then all grit points return after a short (one turn) rest, or a longer period (an hour) without danger.

A fatigued character, whether due to poisons, carrying heavy burdens or oppressive weather conditions, only regains their grit points after a night's sleep.

Every night when the character sleeps, they heal a single flesh point. If they are sleeping on comfortable bedding, somewhere warm and sheltered from the elements, they heal an extra hit point.

A character can also have flesh points returned with a successful medicine skill roll. Medicine can be attempted repeatedly on the same injury, since there is always the risk of taking damage.

Time

During combat, time is measured in rounds, each lasting six seconds. During exploration over the course of the day, time is measured in turns, each ten minutes long.

Doing Things

The most important rule is this: the fiction matters more than the game mechanics. The dungeon master's job is to adjudicate the fiction and make a judgment on when to bring game mechanics in. Exactly how to apply the game mechanics, and when you need to do that, are up to the GM.

Throughout the rest of the rules, most of these rules are phrased with 'might' or 'may', since these rules are not prescriptive. They are only guidelines and suggestions, to be used when the game-play requires it and ignored the rest of the time.

Mostly, you can deal with events simply by narrating what happens. The player describes their actions, and the GM describes the results. The GM describes a situation, and the players give their responses to it. You only need to roll dice when things get hard to adjudicate through common sense.

What you will roll depends on what's happening. The four main situations where you might roll are; making skill rolls when trying to achieve a task outside combat, making rolls to attack and damage in combat, making saving throws to avoid bad things happen, and making attribute rolls to cover other odd situations as they come up. The GM may make other rolls of their own, to determine the rough outline of events.

When to require rolls

Most actions don't require a roll. For example, if a character is searching a cave for potential hazards, the player can simply state where they're looking and how they intend to check: the referee will then tell them what they find. Most tasks can be handled in this way without anybody ever reaching for the dice. Dice should be rolled in the following situations, though.

-If the task in question is dangerous. For example, if the character is crossing a deep chasm using a rickety wooden bridge, then simply declaring 'you fall off' would feel unfair: give the player a roll to avoid their fate.

-If the task in question is unlikely to succeed, but still has a chance. Again, rather than simply declaring 'no, that doesn't work', give the player a roll to see how things pan out.

-In combat. Combat is a frantic, confusing situation, and it's hard to reliably do anything when under attack.

-If the task relies more on the character's strengths and weaknesses than their method. For example, attempting to resist exhaustion and stay awake relies much more on the character's innate hardiness than any specific techniques.

Sometimes, you might not bother rolling and simply check the value of a relevant attribute to see how well the character does. This is only really appropriate when the results are a foregone conclusion based on the character's ability, and there is no real element of risk. A good example might be looking up the character's strength to see if they can lift an item, or their constitution to see how they can hold their breath.

Skill rolls

Skills are given in the form 'X in 6'. Simply explained, a 1 in 6 value for a skill means it only works if the player rolls a 1 on a six-sided dice. 2 in 6 works on a roll of 2 or less, and so on. A skill roll of 6 in 6 is rolled on *two* six sided dice, and only if both come up as sixes is the roll a failure. Likewise, a skill roll of 0 in 6 is rolled on two six-sided dice, and only if both come up a 1 does the roll succeed. High or low attribute modifiers never raise or lower a skill above 6 in 6 or below 0 in 6.

The default value for all skills is 1 in 6, which is adjusted by a relevant attribute modifier. For example: A character with Intelligence 14 (a +1 modifier) and the default skill in medicine (1 in 6 normally) has an actual value of 2 in 6. Some classes have higher values than this (such as the Neanderthal who has 3 in 6 athletics), and this is also adjusted by the skill's modifier.

The available skills are as follows:

Animalism is modified by charisma. It is rolled whenever the character attempts to understand the actions of an animal, or to influence its behaviour. A typical use for it would be to calm potentially dangerous beasts encountered. It is, in many ways, the same as the Charm skill applied to animals. A successful Animalism roll allows you to adjust an animal's Reaction roll by the number shown on the dice when you first encounter it.

Art is modified by intelligence. Understanding and creating symbolic works, including maps, accurate sketches and more abstract works, is handled by this skill. It is most useful, however, when dealing with magic: translating a recorded spell in a magician's sanctum requires a successful art roll. Similarly, using a magical item without proper training (IE, the ability to cast spells) also requires a successful art roll. See the section on magic for more details.

Athletics is modified by strength. It is used when a character's ability to climb, jump, swim, run or perform similar feats matters. In the normal course of things, we can assume that any character is probably competent enough to climb a tree or swim across a pond, and no roll is likely to be required. However, you may require athletics rolls to perform these feats under pressure (for example climbing a tree with wolves snapping at your feet) or in particularly difficult circumstances (such as swimming across dangerous rapids).

Charm is modified by charisma. It is rolled when the character attempts to influence or mislead non-player characters. Like athletics, it normally isn't necessary to roll charm at all; what the character actually says is far more important than their skill chance. Instead, limit the use of Charm to situations where there's a great deal of risk, and the character's raw charisma matters. Good examples of times a charm roll might be appropriate include attempts to command unwilling minions, lying under scrutiny and bluffing against stronger enemies. Charm rolls may also be required to convince followers to do things that are dangerous or unnerving.

A successful charm roll allows you to adjust a person's Reaction roll by the number shown on the dice when you first encounter them.

Remember that Charm is not mind-control; a good roll can create a positive impression or sneak a lie past somebody, but simply rolling charm is not enough to take command of a character (PC or NPC).

Crafting is modified by intelligence. It deals with making or mending practical items (unlike art, which is concerned with ceremonial or decorative items). Technology in the time-period of this game is not very advanced. Given enough time and materials, most characters could make most things they might need; the player should be able to narrate what materials they want to use and how they want to make the item. Crafting should be rolled if time or materials are limited. If the characters can't afford to use up materials until they get a result they're happy with, or there's an external time pressure, consider requiring a skill roll. Similarly, you may require a skill roll if particularly high-quality or technical work is required.

Foraging is modified by wisdom. It is used to find edible plants, or plants with specific medicinal properties. A foraging roll takes up to half a day. If the roll is a success, look at the actual number rolled; this is how many people can be fed with the materials found.

Medicine is modified by intelligence. It is used to heal up injured characters by binding wounds, setting broken bones, and so on. Unlike most other skills, rolling for medicine should be the rule, not the exception, since performing medicine carries a significant risk with it. If a medicine roll is a success, then the number on the dice is how many flesh points the patient is healed (so, for example, if a character passes with a roll of two, then two flesh points are healed). If the roll is failed, though, the attempt deals an extra point of damage to the patient.

Perception is modified by wisdom. Normally, the GM should simply tell player characters what their surroundings are like; what they can see, hear and smell around them. Likewise, if a player wishes to search their location, then the methods used to search should determine if they succeed. Sometimes, however, you need to make a perception roll; normally where there is a risk that characters will be taken by surprise. A successful roll lets characters spot an ambush before it takes them by surprise. A perception roll could also let a character spot a trap or danger that they'd

otherwise blunder into unaware, or wake up from their sleep if a noise is made near them.

Stealth is modified by dexterity. Stealth is a tricky skill to balance: for the most part it matters more where the character is hidden than what their skill is. In this context, if the character is in enough cover, assume they're properly hidden; should somebody come and check their hiding place, they'll be found. The stealth skill, instead, deals with the ability of a hidden character to act without drawing attention to themselves. It might be rolled to sneak past a sleeping beast without waking it, to shoot from cover without giving away the character's position, or to nick an item without the owner noticing.

Tracking is modified by wisdom. It is used to read the character's surroundings in the wilderness. It might be rolled in order to follow the trail left by a beast as it moves, or to navigate unfamiliar territory.

Vandalism is modified by strength. It is used when the character tries to break or dislodge something. For example, it might be rolled to escape when tied with ropes, to destroy a bridge before enemies can cross, or to set a hut on fire. Some tasks won't require a roll if the characters have enough time to work; for example digging is more a matter of effort than skill.

Saving Throws

In some cases, bad things may happen to the characters. The purpose of saving throws is to give them a chance to avoid these mishaps. Where there is a chance - through luck, skill or fortitude – for the character to avoid some disaster, give them a saving throw to avoid or reduce the problem.

The game uses four different saving throws, classified by what sort of threat they help the character avoid. The categories are fairly broad.

Saves against weather are used to deal with pervasive environmental effects; extreme heat, cold, lack of oxygen (perhaps due to high altitude or enclosed spaces), and so on. They are modified by Constitution.

Saves against poison are used when a hazardous substance enters the character's body. This covers bites by venomous animals, wounds becoming infected, eating unsafe food, contracting illnesses and similar problems. They are modified by Constitution.

Saves against hazards are used against sources of physical injury; flames, falling rocks, traps and so forth. They are modified by Dexterity.

Saves against magic are used against any supernatural effects, including spells, the abilities of magical beings and other weirdness. In a strictly historical campaign where there is no magic, saves against magic should be ignored entirely. They are modified by Wisdom.

Each save has a value given for it; when a save needs to be made, roll a d20 and if the number rolled is equal to or better than that value then the save is passed.

Attribute Rolls

Attribute rolls are a catch-all system for when an action comes down to chance but isn't covered by a skill roll, a save, or attacking. Using the attribute which most fits the task in hand, roll a d20; if the result is equal to or less than the attribute, the task succeeds.

Attack rolls

Attack rolls are made in combat where one character attempts to injure another. Roll 1d20, plus the character's attack bonus (for fighters, their attack bonus is the same as their level; for all other character classes, their attack bonus is +0; the attack bonus for monsters varies), plus the relevant ability modifier; strength for close-combat attacks or dexterity for ranged attacks. The target is the victim's Armour Class (or AC); if the roll equals or beats this target number, the attack hits. A roll that shows a twenty on the dice is a critical hit; it always hits, and deals all damage directly to flesh points (see below).

Armour class has a basic value of ten; it is altered by the character's dexterity modifier and any bonuses for armour. Some monsters will have higher AC than this, since their thick hides or other natural defences effectively form built-in armour.

If the attack hits, then roll a dice to see how much damage is dealt, adjusting the result by the character's strength modifier (strength modifies both melee and ranged attacks). The type of dice rolled varies depending on the weapons being fought with, from a d4 for knives up to a d12 for two-handed clubs. Unarmed attacks deal half of a d4 in damage.

Encumbrance

Ideally, players would calculate the weight of all gear they carry and compare this to a weight limit to determine how much they can carry. In practice, nobody ever does this, so a simplified system is offered.

Calculate how encumbered the character is by counting up the number of items they're carrying. For this calculation, single small possessions (such as a single arrow) do not count towards the total, whilst a larger collection of a given possession – probably five or more, but maybe more for particularly minor items – count as a single item. Once a total is calculated, consult the table below to see the effects of the encumbrance on the character (round any fractions up).

Equipment that is not being worn or held can be kept either to hand or stowed away. Equipment stowed away is safely stored in a backpack, inside clothing or otherwise secured. It cannot be quickly produced with the 'draw an item' action, but is also safe from, say, environmental damage. Equipment to hand is tucked into a belt, in a pouch or strapped to a limb, so that it can be easily accessed. It can be quickly drawn with the 'draw an item' action, but also risks damage from environmental factors such as fire, rain and so on (use the rules for equipment damage on page 25).

Gaining experience

Experience points measure how characters progress as they overcome challenges and learn from their experience. Experience points are gained over the course of adventures, and accumulate over time. When a character has enough experience points that they would gain a new level, they gain the benefits when they next rest for the night; alter their statistics to match the new level.

Experience points can be gained from a number of sources, listed below. For each reward stated, every character present gains the reward, so long as they took part in events.

Experience is earned by killing dangerous beasts. One experience point is gained for every 5 meal's worth of meat on the enemy. An additional ten experience is gained for each part of the carcass that is taken and made useful following the kill. A body part must actually be used to gain a point of experience for it; simply adding it to a hoard of accumulated wealth does not give an experience reward, however if it is taken with the intention of trading it for something of value, a reward is appropriate.

Good examples of body parts being recovered include the teeth and claws from predators, each tusk of a mammoth, or venom harvested from the fangs of serpents.

Table 12; Encumbrance

Encumbrance	Exploration speed	Combat speed	Running Speed	Hiking Speed	Other
Less than half strength (unencumbered)	120 feet per turn	40 feet per round	120 feet per round	24 miles per day	None
Less than strength (light burden)	90 feet per turn	30 feet per round	90 feet per round	18 miles per day	None
Less than double strength (heavy burden)	60 feet per turn	20 feet per round	60 feet per round	12 miles per day	-1 penalty to AC, Athletics and Stealth. Character is fatigued as long as they are this encumbered
Double strength or more (severe burden)	30 feet per turn	10 feet per round	30 feet per round	6 miles per day	-2 penalty to AC, Athletics and Stealth. Character is fatigued as long as they are this encumbered

There is no experience award for killing animals that pose no real threat. What counts as no threat is up to the GM's discretion, but will largely mean animals hunted for their meat whose instinct is to flee rather than fight back. The meat and other body parts taken is its own reward.

There is no experience awarded for killing people, although there may be items of gear worth taking from dead enemies that are their own reward.

Exploring a cavern and making it safe for habitation also gives a reward. For every ten feet in length of the cave system, the system is worth 1 experience point. Experience only takes into account the length of the caves, IE the distance that must be travelled to get from one end to the other (including forks and so forth); how spacious individual chambers are is unimportant.

Experience is not gained for part of a system explored; if the characters get partly into the cave and then retreat they gain no experience. Similarly, experience is not gained if a danger is left ignored (such as allowing a dangerous predator to remain in the caves). The exception to this is in the case of ignorance; if player characters are unaware of a section of cave (IE didn't find the way in) or danger, they still gain experience for the remainder of the cave that they have explored.

Finally, experience can be gained for salvaging magically or spiritually imbued items. For items with only a limited number of uses, there is only one experience point awarded. If the item has unlimited uses or a permanent or ongoing effect, the experience reward is three experience. In the case of those items that don't clearly mimic a spell, a level should be assigned comparing the power of the item to similar spells. Experience is gained for items without a beneficial effect, or even those that are purely dangerous or detrimental to their user; the experience is for finding the curios and the power of a useful magical item is an extra reward in and of itself.

In order to gain the benefit here, the item must be gained through skill or force, either stolen or found. No experience is gained for items the character makes themselves or for items that are traded for.

There is not a reward for simply transcribing the spells recorded in a magicians sanctum. However, if the characters somehow manage to transport the sanctum itself in a manner that preserves the magic, experience is gained as normal.

When a character gains enough experience, they will gain a level. Each class requires different amounts of experience to gain new levels, as some gain power more rapidly than others as they gain experience. As characters gain levels, some of their statistics will improve. A hunter's attack bonus will increase and they may improve their Animalism skill, a specialist gains more skill points, a Magician may improve their Art skill and develops a new spell, and a Neanderthal may improve their Athletics, Foraging and Tracking skills. As well as this, all characters may improve their saves. Note down these changes. All characters will gain a single point of Flesh. They will also gain a dice worth of Grit points. Apply their Constitution modifier to the grit points gained, but not to their flesh.

Dangers

Ability Score Loss

Loss of ability scores is not permanent unless the source states otherwise (such as when taking tonics). If the character is reduced to 0 in any ability score, they die. Lost points of ability scores can be returned by magical intervention; spells such as regeneration can restore them. Otherwise, assume that they naturally heal up at the same rate as damage to Flesh. A character can heal flesh or attributes, but not both - choose which to heal when the opportunity arises.

Breaking Equipment

When a character puts their equipment under strain, there is a chance it will break. For weapons, any attack roll that shows a 1 on the dice results in damage to the weapon. For armour, if a piece of armour protects a location (preventing damage from going straight to flesh), then roll to see if the armour is damaged. For other gear, the risk of equipment breakage is at the GMs discretion, when the GM feels that equipment is being used without due care. The situation will always be one risky enough to require a roll of some form (usually a skill roll); routine use will not result in broken gear. If the roll fails on the worst possible result (a 6 on d6 or a 1 on d20), then there is a chance that equipment breaking is to blame.

When equipment may break, roll a d12, and consult table 13 below. Some equipment may be found poorly maintained, in which case it already comes marked with a number of notches and so rolls a smaller dice. If you would roll a dice smaller than a d4, the item instead breaks automatically.

Some items are only good for a single use; you can only set a bag of tar alight once, and likewise rations are gone when you eat them. Arrows can usually be recovered after being shot on a roll of 1-5 on a d6; they're broken on a 6. Sling bullets can also be recovered, but more rarely; they're salvageable on a 1 and broken on a 2-6.

See the section on Getting Left in the Dark for how torches are used up.

Cannibalism

People can be eaten like any animal. A person who is butchered for meat normally has enough flesh on them for six meals; adjust this by their constitution modifier. Eating human flesh is not, however, natural behaviour, and carries a number of risks.

Regardless of how well it is cooked, human meat always carries the risk of contracting food poisoning; see the entry for Sickness for more details.

In campaigns with magic, eating people is also not good for the soul, and tends to have a negative effect on a character's sense of self. Each time a character butchers a person for flesh, they must make a Save against Magic. If failed, the character gains a random madness (roll on table 28).

Table 13; Breaking equipment

Roll	Result
1 or less	The item is broken for good; a spear haft snaps in two, or clay cooking pot smashes. Although parts may be salvaged, the item can't be repaired.
3 or 4	The item is damaged. Mark a notch by it on your character sheet. Next time you roll for breakage, roll a dice one size smaller for each notch.
5 or more	The item is a little battered, but otherwise fine.

Cave-ins

If a character is caught in a cave-in, they take 2d6 damage; essentially this is something horrible falling on the character from ten feet or less. In addition, they will probably have to pass a save versus hazards to avoid being trapped under the rubble.

Climbing

A character who wishes to climb a tree, rock face with plenty of hand-holds or similar can normally manage to do so without needing to roll. Particularly difficult surfaces or situations where the character is in danger if they fail (such as combat) may require an athletics roll. Situations where the character risks falling, such as failure on a roll to climb unstable surfaces or being attacked, will likely require another athletics roll to avoid falling.

Digging

A character can dig through four feet of dirt or rubble a turn with the right tools, adjusted by their strength modifier. Digging through snow takes half this time. Digging without tools takes twice this time, as does digging through rock with good enough tools. Without tools, rock can't be dug through at all.

Falling

A character who falls great distances takes 1d6 damage for every ten feet they fall, up to a maximum of 20d6 for a 200 foot fall. If the fall is slowed or lands on water or another soft surface, then 1d6 less damage is dealt. If the fall ends on sharpened spikes, jagged rocks or a similar unpleasant landing, then it deals an extra 1d6 damage.

It's worth noting that a fall does not need to be free-fall to deal damage. Tumbling down a particularly steep slope will deal damage since, although the ground is hit with less force, there are plenty of unpleasant impacts on the way down; in this case, though, reduce the total damage by 1d6 since the fall is at least broken.

Getting hit by a falling object of significant weight deals damage dice just like if the character had fallen that far (so a log that is dropped on a person from a height of ten feet deals 1d6 damage). Note that falling onto a person (or having a person fall on you) counts as hitting a soft surface, dealing 1d6 less damage. Similarly, particularly horrible objects like a giant rock or a sharpened stake deals 1d6 extra damage.

In some - but by no means all – cases, a character may get a save versus hazards to avoid falling off things or having horrible things land on them.

Fire

Fire deals damage when the character is exposed to it; normally a d4 for being struck with a burning brand. A character who takes damage from fire needs to make a save versus hazards; failure results in another d4 damage next turn as the flames catch. If the flames catch in this way, a second save versus hazards should be made; a second failure indicates that the character is completely engulfed with flame and takes d8 damage each round until they're either burnt to a crisp or the flames go out.

A character who is on fire automatically puts themselves out if they can submerge themselves in water. Attempts to 'stop drop and roll' and put the fire out use up an entire round and only succeed if the character passes a save versus hazards.

If the character is hit with burning tar, the saves to avoid catching alight automatically fail, no roll is made.

Getting Left In The Dark

Mostly characters using a light source will be travelling under at least starlight, allowing them to see vaguely well enough to re-light their illumination if it goes out. During extended travel, don't worry about light going out so long as the characters have a way to re-light it.

In some cases, however, it's not so easy. In a howling blizzard, or the pitch darkness of an underground chamber, when the lights go out, it can be a serious problem.

When there is a risk that the flame can be extinguished, make a roll to see what happens. This might be because a torch was dropped in shock, doused in water or hit with a strong breeze. In addition, roll once every hour (six

Table 14; Lights Going Out

Roll	Result
1	The light goes out entirely.
2 or 3	The light splutters and goes dim; reduce the size of the dice rolled by 1.
4 or higher	The light flickers, but keeps burning strongly.

If the dice size is reduced below a d4, the light goes out entirely.

turns) as the fuel burns low. Each light source uses a different sized dice that it rolls on the table, representing the vigour of its flame. Torches roll a d12, Fat- or Wax-burning lamps roll a d10, braziers and bowls of cinders roll a d8, and improvised fire sources (burning sticks and so forth) roll a d6.

Producing a flame in absolute darkness is difficult. Depending on the method used, various rolls might be required, typically a Dexterity or Intelligence attribute roll.

Injury to locations

Some dangers may target specific locations on a character's body. For example, a snare set with shards of flint attacks the feet, and a snake that snaps at the hand of a character grasping it targets the hand. These attacks normally damage the character's flesh directly, but if the location is suitably armoured then the damage can be soaked by grit first. The relevant equipment that protects each location are toughened boots for the feet, hardened leather greaves for the legs, re-enforced tunics for the torso and groin, hardened leather bracers for the arms, leather gloves for the hands, beast-skull helmets for the head and neck, and veils for the face.

Damage to specific locations can also cause ongoing problems. These normally result from specific dangers, as above, or making a called shot in combat. If only grit is damaged, then no complications result; only if there's any damage to flesh is any actual damage done.

If an arm is broken, that arm can no longer be used to carry anything or use equipment requiring two hands (such as a drill or a bow). If a leg is broken, the character cannot walk without support (such as crutches or another character) and cannot run at all. Both legs be-

ing broken reduces the character to crawling as they can't support their own weight. Any broken limbs can be set with a successful medicine roll (which deals 1 point of damage on a failure as normal), a splint or sling to support the limb and d12 days rest. A limb that is severed entirely produces the same penalties, but can't be fixed with medicine.

Damage to a hand results in reduced manual dexterity; the character takes a -3 penalty to ranged attack rolls, and a -1 penalty to art, crafting, medicine and vandalism rolls that rely on manual dexterity. Damage to a foot results in reduced agility, resulting in a -3 penalty to armour class and on saves against hazards, and a -1 penalty on athletics and stealth skill rolls. The penalty is cumulative if both hands or both feet are injured. The injury can be fixed with a successful medicine roll (which deals 1 point of damage on a failure as normal) and d12 days of rest.

Loss of an eye destroys binocular vision, resulting in a -3 penalty to all attack rolls and -1 to perception skill rolls.

Damage to the throat, punctured lungs or disembowelling results in the loss of one flesh point a round as the character bleeds out. To try to staunch the injury, a medicine roll can be made. On a successful roll, the character bleeds at a rate of 1 flesh a turn instead of 1 flesh a round. A second successful roll stops the bleeding entirely. If a roll is a failure, 1 extra damage is dealt to flesh as normal.

Damage to the mouth and jaw stops the character being able to speak intelligibly. Charm skill rolls may be required to communicate through grunts and gestures, and spell-casting is impossible since it requires precise enunciation. The injury can be healed with a successful medicine roll (which deals 1 point of damage on a failure as normal) and d12 days of rest.

A sharp blow to the head with a blunt instrument (such as a club) can result in the victim being stunned. Each round, they will need to make a Constitution attribute roll if they wish to act; if the roll is failed, they remain stunned and lose the chance to act. As soon as a roll is passed, the victim recovers. More serious blows to the head can cause permanent damage; A victim suffering from a traumatic head-wound takes -1 to all rolls on a d6, and -3 to all rolls on a d20. Trepanning (drilling a hole into the skull to release pressure) can help alleviate this. The process of trepanning requires a medicine roll; if the roll succeeds, the problem is treated, however if the roll fails the victim takes 1d8 damage to their flesh.

Poison

A save versus poison should be made every time the character is exposed to some sort of toxin. A failure indicates that the poison has its effect right away. The potential effects of poison include loss of attribute points, an amount of damage to flesh, unconsciousness, paralysis or even near-instant death in the worst cases.

Sickness

On exposure to a disease, the character should make a save versus poison; failure indicates that the character has contracted the sickness.

After a set incubation period, the character makes further saves at set intervals. Every failed save imposes a cumulative penalty (such as damage), whilst a successful save results in no negative effect. Two consecutive passed saves result in recovery; no more rolls need to be made.

Food poisoning is one of the most common diseases that a character can contract. The incubation period is six hours, and saves are taken every two hours after that. Every failed save deals a point of damage (first to grit and then flesh), and renders the character fatigued (so unable to regain grit except by sleeping) until the save is passed.

Swimming

Characters can move at half their normal movement when swimming. Characters that are heavily encumbered (enough to be fatigued by it) or are swimming in particularly dangerous waters have a chance of drowning, and need to make an Athletics skill roll to stay afloat. If the roll is failed and they go under,

chance of drowning, and need to make an Athletics skill roll to stay afloat. If the roll is failed and they go under, the character takes -1 to their rolls to surface for each round they've been under (IE. -1 to the first attempt, -2 to the second attempt, and so on until they're rolling a 0/6 chance and need double 1s to succeed). A character can hold their breath for half their Constitution score in rounds (round down). After this, they take d6 damage to flesh each round as they begin drowning.

Sleep Deprivation

For each night in a row where the character does not get at least 4 hours sleep, they suffer a – penalty to all rolls. This penalty is cumulative, so after two sleepless nights, they suffer a -2 penalty and so forth. The penalty resets itself after the character finally gets sufficient sleep.

Starvation

A character must eat at least one meal and drink water each day, or else suffer the effects of deprivation. If the character does not get at least one meal in a day, they suffer the effects of fatigue (meaning they cannot regain grit except by sleeping) and must pass a save versus weather lose a point of constitution. If the character doesn't drink for a day, they also become fatigued and must pass a save versus weather or lose 1d4 constitution.

Constitution lost to starvation and thirst starts returning after the character has been properly fed for a number of days equal to the days they spent starving/without water. After this time, constitution returns at a rate of one point a day for as long as they remain fed.

Weather Conditions

The weather makes a significant difference to life in the ice age. Although the game takes place south of the ice sheets, which are themselves retreating, conditions are still bitterly cold, and rarely reach high enough above freezing for a full thaw; snow is common except in the height of summer.

The GM may choose weather conditions each day based on the season and conditions of the characters surroundings. Failing this, however, they can roll on table 15 below to determine the weather for the day.

Altitude Sickness

At high altitudes, lack of oxygen can cause weakness, dizziness and eventually unconsciousness. Normally, characters not acclimatised to high altitudes should make a Save against Weather. If failed, the loses a point of dexterity an hour until half of their dexterity has been lost (round down). At particularly high altitudes – mountain peaks – dexterity is lost every turn, and all dexterity can be lost this way until the character has no dexterity left and they die.

When a character returns to an altitude with less thin air, lost dexterity returns at the same rate that it left.

In other environments without enough oxygen (such as a sealed chamber where oxygen is used up the more people breath), a similar method could be used, with characters losing strength rather than dexterity.

Cold Weather

In dangerously cold weather conditions, characters need a source of shelter and warmth in order to remain safe and comfortable.

If exposed to the elements for more than a minute or so, and wearing winter clothing, the

Table 15; Random weather conditions

To generate a random event, roll a d8. To generate the overall weather conditions for the day, roll a d12

Roll d20	Result
1	Snow. During summer, replace with 'Rain'. Snow is both wet and cold weather.
2	Hail. Hail is cold weather.
3	Sleet. Sleet is both cold and wet weather.
4	Rain. Rain is wet weather. During winter, replace with 'Snow'.
5	Blizzard. During summer, replace with 'Heat wave'. Blizzards are cold and wet weather, with high winds, and reduce visibility.
6	Thunderstorm. Thunderstorms are wet weather with high winds.
7	Heat wave. Heat waves are hot weather. During winter, replace with 'Snow'.
8	Fog. Fog reduces visibility.
9	High Winds
10	Overcast
11	Clear Skies
12	Cold Snap. Cold snaps are, unsurprisingly, cold weather.

character must make a save against weather. If the save is passed, the character suffers no ill effects save for minor discomfort. If failed, the character is fatigued until they can get to shelter and a fire, and they lose a point of grit every turn. When the character has no more grit remaining, they suffer no further ill effects.

If the character is exposed to the elements for more than a minute or so and is not wearing winter clothing, they must again make a save against weather. If they pass, they are fatigued, losing a point of grit every turn until they run out of grit, and then suffer no further ill effects. If they fail, they are again fatigued, and lose a point of grit every turn until they have no grit left. Once they have run out of grit, frostbite will set in. From this point onwards, until they can get to a warm, sheltered place, they lose a point from a random physical attribute (IE strength, dexterity or constitution) each turn. If any such attribute is reduced to 0, the character dies from the cold.

Fog, and other reduced visibility

Fog, darkness worse than moonlight, blizzards, and so forth drastically reduce visibility. Attacks rolls at long range (longer than throwing range) in these conditions take a -3 penalty. Tracking skill rolls to navigate take a -1 penalty. Fog and similar reduced visibility provide sufficient concealment for characters to hide, with no need for cover.

Hot Weather

During hot weather, a character requires twice as much water to drink each day than they normally would. In extreme heat, all lightly encumbered characters (carrying less than their Strength score in items) must make a save versus weather or become Fatigued. Characters carrying their strength score or more are already fatigued, and instead also make a Save versus Weather, losing a point of grit every hour until they have no grit left.

Lightning Strikes

It is highly unlikely that a character be struck by lightning, but not impossible. If, during the height of a thunderstorm, the character is positioned in such a way that they are at risk of being struck (either on the peak of a hill, taking shelter under a lone tree, or similar), there is a one in twenty chance that their location will be struck. They must make a Save against Hazards; if failed, they take 4d6 damage.

Snow Blindness

Snow blindness is a risk when bright sunlight reflects off bright snow. North of the ice sheet, where there is only flat snow in all directions, this can be a significant risk. Unless a character is wearing a veil over their face, or some other source of protection to reduce the glare, they should make a Save against Weather. If the save is failed, they count as dazzled, taking a -3 penalty to all attack rolls and a -1 penalty to all skill rolls requiring vision.

Wet Weather

When exposed to heavy rain, characters without clothing to protect against it must make a Save against Weather; if failed, they are fatigued until they dry off.

In wet weather, characters using a bow or attempting to light a fire must make a Save against Weather to see if they have been able to keep their equipment adequately dry enough. If the save is failed, their bowstring, tinder or similar has gotten wet; they take a -3 penalty on all rolls on a d20 and a -1 penalty to all skill rolls when using wet equipment. Wet weather may also make preserving food impossible.

Wind

High winds impose a -3 penalty on all attack rolls with ranged weapons.

Encounters

Surprise

It is possible when an encounter begins for one or both sides to be surprised, perhaps due to an ambush or sudden meeting.

If one side might be surprised, roll a perception check for them using the best perception skill out of those present; if the roll is failed then that side is caught by unexpectedly. If both sides might be surprised, then both sides roll perception using the best skill on each side. If both sides pass or fail, then both react with about the same efficiency. If one side fails whilst the other passes, then the failing side is caught unawares.

In a fight, a party catching their enemies by surprise gets a free round to act in whilst their enemies are unaware or struggling to react.

Reactions

In some circumstances, the reactions of beasts and NPCs encountering the party will be dictated by the circumstances of the meeting; predators on the hunt will be hostile, and so forth. In the event of an unexpected meeting, roll on the following table, modifying the result by the best Charisma modifier in the party. If a character is obviously trying to make a good impression, then a successful Charm or Animalism roll will let them improve the reaction roll by the number shown on the dice.

Initiative

To determine the order that combatants act in, first roll a d6 for each combatant. You may elect to have large groups of enemies roll one dice and act together.

Counting down from six to one, each combatant acts on the segment that they rolled. If one or more combatants are tied for the same initiative, then the character with the higher dexterity acts first. Roll a dice as a tiebreaker if multiple combatants have the same dexterity. Initiative order lasts for the entirety of the combat.

Things that can be done in a round

Attack

Make an attack roll against the target's AC value, rolling damage as normal if you hit.

Draw an Item

You can drop any items in your hands, draw an item (normally a weapon), and make an attack roll as above.

Move and Attack

You can move (up to your combat movement speed) and make an attack roll as above, in either order.

Go for the Kill

As above, make an attack roll. When going for the kill, you take a -2 penalty to your attack roll, and a -2 penalty to your Armour Class. If your attack hits, you deal 2 points more damage.

Fight Defensively

As above, make an attack roll. When fighting defensively, you get +2 to your Armour Class until your action on the next round. However, you also take a -2 penalty to your attack rolls for the round.

You can only fight defensively in a melee.

Table 16: Reactions

1d8+Charisma Mod	Animal Behaviour	People's Behaviour
2 or less	Actively Aggressive	Actively Aggressive
3 or 4	Frightened	Unfriendly
5 or 6	Indifferent	Cautious
7 or more	Affectionate	Helpful

Fight Recklessly

As above, make an attack roll. When fighting recklessly, you get +2 to your attack roll. However, you also take a -2 penalty to your Armour Class until your action on the next round.

You can only fight recklessly in a melee.

Set Up a Surprise Attack

If there is a plausible way to get in position behind an enemy without them noticing you, you can spend your action making a stealth roll to do so. If they haven't spotted you by your next round, your damage goes straight to flesh if you hit since they are unable to defend properly against the attack.

Similarly, you can bait, taunt, browbeat or distract an enemy using Charm or Animalism. This causes them to drop their guard, and the next ally to attack them deals damage straight to flesh.

Aim

If you spend a full round aiming a ranged weapon, then an attack you make with it next round gets +4 to your attack roll. You take a -2 penalty to your Armour Class until your action on the next round.

Called Shots

You can attempt to damage a particular location, inflicting particularly dangerous wounds on your enemies. Exactly where different enemies can be attacked varies based on their anatomy; a creature with humanoid anatomy is affected by damage to specific areas like player characters are, but other creatures might suffer different effects.

You can attempt a called shot with both ranged and melee attacks; when doing so, you take a -2 penalty to your attack roll and deal 2 less damage. If you deal damage to the victim's flesh, you also inflict an appropriate disabling injury on them. The chapter on Dangers has a chapter on the effects of specific injuries.

Alternatively, you could make a called shot trying to break an item carried; instead of resulting in location damage, the called shot would force the enemy to roll on the equipment breakage table as well as taking normal damage.

Cast A Memorised Spell

Casting a memorised spell takes a full round, meaning that you can't drop items, move, or talk whilst casting. Since you are occupied with casting, you take a -2 penalty to your Armour Class until your action on the next round. See the section on magic for full details.

Use an Item

This action covers both things like using a pyrite and flint to light a fire, and activating a spell bound into an item. Using an item takes up most of your round, meaning that you can't do it and attack in the same turn. However, you can still talk, drop items and move up to your combat speed.

Wrestling

Wrestling is resolved with a contested roll. Both combatants roll a D20 and add their Strength Modifier, and their attack bonus if they have one. In the event of a tie, roll a dice as a tie breaker. The winner has three options: they can pin the loser, attempt to snatch what they're holding, or release them.

A pinned opponent cannot act on their next turn except to either wrestle with their combatant, or attack them with a small weapon (such as a knife) or a natural attack. If they are successfully pinned for three turns in a row, then they are rendered helpless for as long as they are held down, and can make no further attempts to wrestle free.

If an item is snatched the defender must make a Save against Hazards; if failed then the item is taken from them.

Whilst wrestling, everybody involved can be attacked by those outside the grapple as if they were surprised.

If multiple people attempt to wrestle one enemy, then they each roll, and the best result is used, with an extra +1 bonus for each person helping them.

Creatures with physiology or unusual features that would aid them in a grapple (such as sticky skin, or tentacles), get an additional +1 bonus to their roll per Hit Dice.

Tribes

Attracting a tribe

As characters gain levels, their deeds gain them a reputation for strength and skill. If they wish, they can use this reputation to gather followers together and build up a tribe of their own.

Starting at second level, a character who is in contact with other people can start to put the word out that they wish to gather followers. In order to do so, they must have an established base of operations; a cave system at least 200 feet deep, which has been cleared of monsters and other threats. They or their allies must be spending a significant majority of their time inhabiting this cave system, the location of which is known to those outside their party of companions. In short, outsiders must know where to find them.

When a character attempts to recruit for the first time, they should make a Charm skill roll. For this roll, if their charm skill roll is higher than their level, instead reduce it to be the same as their level. If the roll fails, the character recruits no followers, and will not be able to attempt to again until they gain a level; their reputation must improve in order to attract a following.

If the roll is successful, work out how many followers come to the character using the following method. Roll a number of dice equal to the result of the Charm roll, plus the character's Charisma modifier. The type of dice rolled vary based on the character's class; Experts, Neanderthals and Magicians roll a d4 and Hunters roll a d8.

For example, a level 2 hunter with a +2 charisma modifier attempts to recruit followers. They would normally have a charm skill of 3 in 6, but this is capped at their level, so 2 in 6 at level 2. They roll a d6 and get a 1; a pass! To this, they add their charisma modifier, meaning they roll 3d8 to see how many followers they attract.

Once the numbers of followers have been found, work out the group's demographics. For each follower gained, roll on the following table to find out who they are.

Table 17; Random followers

Roll 1d6	Follower
1	Female Expert (equal chance of using the rules for a gatherer, crafter or herder)
2	Male Expert (equal chance of using the rules for a gatherer, crafter or herder)
3	Female Hunter (equal chance of using the rules for a mammoth-hunter, fisher or stalker)
4	Male Hunter (equal chance of using the rules for a mammoth-hunter, fisher or stalker)
5	Non-combatant (equal chance of being elderly or a child, and of being male or female)
6	Unusual follower, roll below

Table 18; Random unusual followers

Roll 1d8	Follower
1-2	Neanderthal Woman (equal chance of using the rules for a fighter or survivor)
3-4	Neanderthal Man (equal chance of using the rules for a fighter or survivor)
5	Neanderthal non-combatant (equal chance of being elderly or a child, and of being male or female)
6	Magician (equal chance of being male or female. Equal chance of using the rules for a hermit or a cultist. In a purely historical game, count this result as dogs).
7-8	1d3 dogs. (use the rules for Jackals)

Followers attracted will all be unremarkable first level characters, defaulting to the example attributes given later unless circumstances dictate otherwise. So long as the followers are part of a character's tribe, they do not gain experience or levels. Whilst the character's leadership brings with it protection and security, they don't experience the same stress and danger that leads to growth. As such, the majority of people in the world live in similar groups, with a few dozen first-level characters under the leadership of higher level individuals. As the rules that follow demonstrate, these groups tend to be somewhat fluid, forming around charismatic leaders and drifting apart as circumstances dictate.

If multiple characters each attract followers, these people will pool together into a larger clan, each character leading their own contingent within the tribe.

Managing a tribe

In order to survive, a tribe requires a place to live. This normally takes the place of a large cave system colonised by the tribe. The larger the tribe, the deeper the system must be to accommodate them; for each member (including the player characters) there must be at least ten feet of depth to the cave system. Dogs do not require any space, however. In addition, if a magician (either a player character or NPC) wishes to make a sanctum within the cave system, then that sanctum will use up twenty feet of depth.

If a character attracts more followers than their cave can accommodate, then they may choose which followers they take in. Those that they send away will be the next to arrive if the tribe expands their home and attract new followers.

Assigning followers roles

Each month, a character must assign roles to their followers. A follower can act as an artisan, cook, forager or trapper or fisher or butcher, healer, scout, warrior, miner, builder, trader, emissary, scavenger, or artist. Children cannot be assigned roles at all. The elderly can only be assigned artisan, cook, or artist. Dogs can only be assigned butcher or warrior. Player characters can, if they wish, also take part in these activities, however doing so keeps them busy for a month; they can normally contribute better by going out on adventures themselves. Once roles are assigned, each makes a roll to see if they succeed at their allotted task, in the order given.

First, roll for artisans. Artisans are responsible for creating and maintaining the tribe's equipment; without their work, the rest of the tribe's work will suffer. Each artisan makes a Crafts roll. For every ten members of the tribe (round up to the next ten), you need at least one artisan to succeed on their roll. If less artisans succeed, then for *each* roll less, all remaining members of the tribe take a -1 penalty to their roll that month; this penalty is cumulative. If more artisans succeed on their roll than required, then the rest of the tribe get +1 to their roll that month (the bonus is not cumulative, however).

The next major concern is food. The presence of a cook preparing and preserving food allows food to be stored more efficiently, and so less wastage. Cooks should make a Crafts skill roll. If at least one cook passes their roll, every member of the tribe who generates food generates twice as much food.

After this, produce food. Foragers, trappers and fishers roll foraging, animalism and tracking respectively. Butchers have a similar chance on a d6; there is a base chance of one, plus a hunter's attack bonus (instead of skill points), plus the character's strength modifier. This is referred to as the character's 'Fighting Skill'. If a follower passes the roll, look at the exact number rolled; that is how many people they can feed that month with the food they produce.
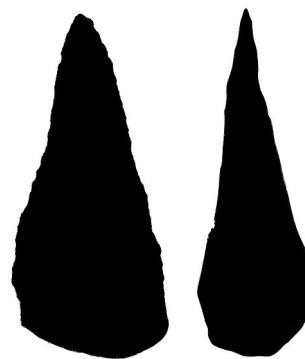
After food, deal with threats to the tribe. Rather than generating individual encounters, the GM should determine the Threat Level faced by the tribe. This has a base value of 2d6. If the tribe is living in particularly dangerous territory, add 1 to the result. If the tribe has any members living in huts rather than caves, add 1 to the result. If no player characters are present for the month (although they can be doing their own thing rather than contributing a dice roll), add 1 to the result. If the tribe has made enemies, add between 1 and 3 to the result, with 1 for a very few weak enemies, 2 for numerous determined enemies, and 3 for a widespread effort from all nearby to get rid of the tribe.

Scouts are responsible for recognising threats to the tribe in good time, so they can be dealt with before they do too much damage. Each scout makes a Perception skill roll. For each ten members living in the tribe, at least one Scout must pass their roll. If less scouts succeed, then for *each* roll less, increase the Threat Level for the month by 1; this penalty is cumulative. If more scouts succeed on their roll than required, then reduce the threat level by 1 that month (the bonus is not cumulative, however).

At this point, it falls to the warriors to fight off the threat as best they can. Each warrior should make a Fighting Skill roll. As before, this is a base 1 in 6 chance, plus a hunter's attack bonus, plus the character's strength modifier. For each warrior that passes the roll, look at the exact number rolled; total these numbers for the tribe's Defence Rating over the month. If the tribe's Defence Rating is higher than the Threat Rating, any dangers are fought off and the tribe is safe. If the Threat Rating is higher, then at the end of the month that many followers will die.

Finally, work out the healers' attempts to keep the tribe healthy. Each healer makes a Medicine skill roll. If at least one healer succeeds on the roll, look at the number rolled by the best healer that passed their roll. If there are deaths, reduce the number of deaths by that amount.

Each miner makes a Vandalism skill roll. For each miner that succeeds on their roll, increase the depth of the cave complex by one foot.

Each builder makes a crafts skill roll. For each builder who passes their roll, you may erect one temporary structure. See the section below on structures.

Traders conduct business and negotiations on the part of the tribe. Each trader rolls charm, and for each who passes the roll, the trader produces a rare or interesting item for the tribe.

Emissaries are tasked with increasing the tribe's numbers, by persuading outsiders to join its ranks. Emissaries should make a Charm roll; for each that passes the roll, the tribe attracts another member.

Scavengers are individuals sent out by the tribe's magicians to procure ingredients for their magical research. Each scavenger makes a Foraging skill roll; each who passes procures a single plant, water or mineral-based magical reagent (results 1 to 8 on the magical reagents chart) required by the tribe's magicians.

Finally, artists are members of the tribe assisting the tribe's magicians with their magical works. Each artist makes an Art skill roll. Each artist who succeeds on the roll reduces the time required for the tribe's magicians to perform some work of magic by a day, down to a minimum of one day.

If a magician with relevant spells takes on a role (such as a magician with healing magic acting as a healer, or a magician with violent spells acting as a warrior), you can place the d6 with any number you wish facing up.

Putting it all together

A tribe who are unable to feed all their members will have any members there is no food for leave at the end of the month; it is up to the player to choose which of their followers abandon them.

After this, if the tribe was unable to fight off the threats facing them this month, members will die. The GM should chose, randomly or based on the circumstances, which followers die. If any children die, this will affect the tribe's morale; the character leading them must make a Charm skill roll, and if this is failed another d6 followers abandon the tribe.

The tribe may attract more members. This can happen in two ways: firstly emissaries can recruit people with successful charm rolls. Alternatively, if a player character is still trying to attract followers themselves, they make a charm roll exactly as if they were trying to start a tribe. On a success, they attract a single dice (d4 for Neanderthal, expert and magician characters, d8 for hunters) of followers. Followers should be randomly generated like when the tribe was founded.

Finally, if the tribe contains both adult men and adult women, then there is a chance that children will be born. If there are less men than women, roll a d6 for every ten men (rounding up to the next ten); for each a 1, a new child will be born into the tribe. Likewise, if there are less women than men, roll a d6 for every ten women. Given enough time (around fifteen years, or 180 months), children born into the tribe will become adults able to contribute. Children who joined the tribe rather than being attracted to it will take somewhat less time than this, maybe around a hundred months.

Once the month's activity is rolled for, it is up to the GM to work out exactly how events panned out for the tribe during the month, describing them to the players. Where there are problems for the tribe, player characters may be able to intervene.

If the tribe doesn't have enough food, then every 28 meals worth of food the player characters can provide through their own efforts will be enough to feed another follower for a month.

If the tribe would have members die due to threats they couldn't fight off, the GM may allow the player characters to try to deal with these threats; the GM should come up with a number of encounters with predators, hostile locals and angry monsters, and assign each a number of followers that they would kill if left to rampage un-molested. If the player characters can *kill* (not drive off or avoid) the threat, then the followers it would have killed are saved!

Structures

Followers who successfully act as builders during the month can construct one of a number of temporary structures. By default, structures are built outside the tribe's cavern complex. Some structures can be built within the cavern complex (in just the same way as building temporary structures), in which case they last indefinitely until the tribe chooses to use the space for something else. Temporary structures last only for the next month before they are dismantled or damaged beyond use. Structures that can be built are given below.

Huts provide extra living space for tribe members. Each hut gives enough space for a single follower to live in once the cavern complex is full. Any number of huts can be built.

A storage pit gives a +1 bonus to craft skill rolls made by the tribe's cooks. The tribe can only gain the benefit of a single storage pit. A storage pit can be put inside the cavern complex, in which case it uses up thirty feet of depth.

A quarry gives a +1 bonus to craft skill rolls made by the tribe's artisans. The tribe can only gain the benefit of a single quarry. A quarry can be put inside the cavern complex, in which case it uses up thirty feet of depth.

A defensive ditch and palisade each reduces the Threat Rating faced by the tribe by 1. The tribe can only benefit from a single defensive ditch and a single palisade.

A sanctum allows a magician to record their spells easily. The tribe must have at least one magician who the sanctum is prepared for if this is to be of any benefit. A sanctum can be built within the cavern system, using up twenty feet of depth.

Neanderthal tribes

A Neanderthal who attempts to attract a tribe does so in the same way as human characters, with a few modifications. All Neanderthal tribes reduce the Threat Rating they face by 2, since they are much better adapted to their environment and can avoid threats more adeptly than humans. Neanderthals generate their followers using the tables given below.

Bringing Them With You

Player characters with followers can bring some or all of their followers with them on an adventure. These followers are not assigned a role for that month, and neither do they count towards the tribe's membership during that time. They must still, however, be fed and protected by the player characters.

Followers accompanying the party should be fleshed out a little more than other followers; given a name, some personality quirks and so on.

By and large, followers do as instructed by their leader, and fall under the player's control. However, they are not fully controlled by the player character, and will not always react as the player character wishes. If they are asked to do something particularly dangerous or face particularly frightening or confusing circumstances, the GM may require the player character to make a Charm skill roll to convince them; failure on this roll places the followers under the GM's control for while as they refuse orders, flee, or do their own thing. Outright mutiny is unlikely unless the player characters are particularly inventively unpleasant to their followers.
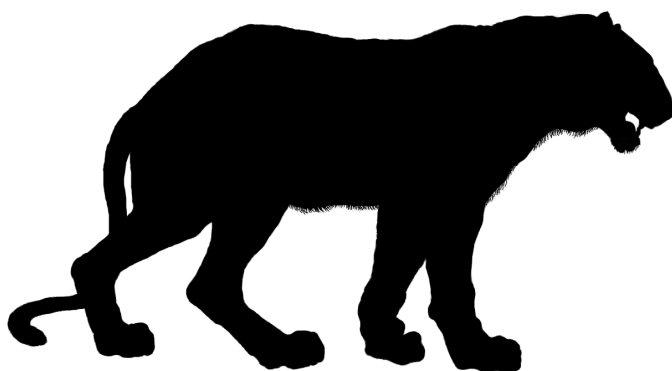
Table 19; Random Neanderthal Followers

Roll 1d6	Follower
1-2	Male Neanderthal (equal chance of using the rules for a fighter or survivor)
3-4	Female Neanderthal (equal chance of using the rules for a fighter or survivor)
5	Neanderthal non-combatant (equal chance of being elderly or a child, and of being male or female)
6	Unusual Neanderthal follower, roll below

Table 20; Random Unusual Neanderthal Followers

Roll 1d6	Follower
1	Female Human Expert (equal chance of using the rules for a gatherer, crafter or herder)
2	Male Human Expert (equal chance of using the rules for a gatherer, crafter or herder)
3	Female Human Hunter (equal chance of using the rules for a mammoth-hunter, fisher or stalker)
4	Male Human Hunter (equal chance of using the rules for a mammoth-hunter, fisher or stalker)
5	Human Non-combatant (equal chance of being elderly or a child, and of being male or female)
6	1d3 dogs (use the rules for Jackals)

Going to War

Player-led tribes can go to war, either against another tribe, or against any large supernatural threat or group of monsters (for example, a large pack of wolves led by a particularly intelligent Dire Wolf). Instead of player-characters going in person (perhaps bringing followers with them), followers can be sent on attacks against the enemy.
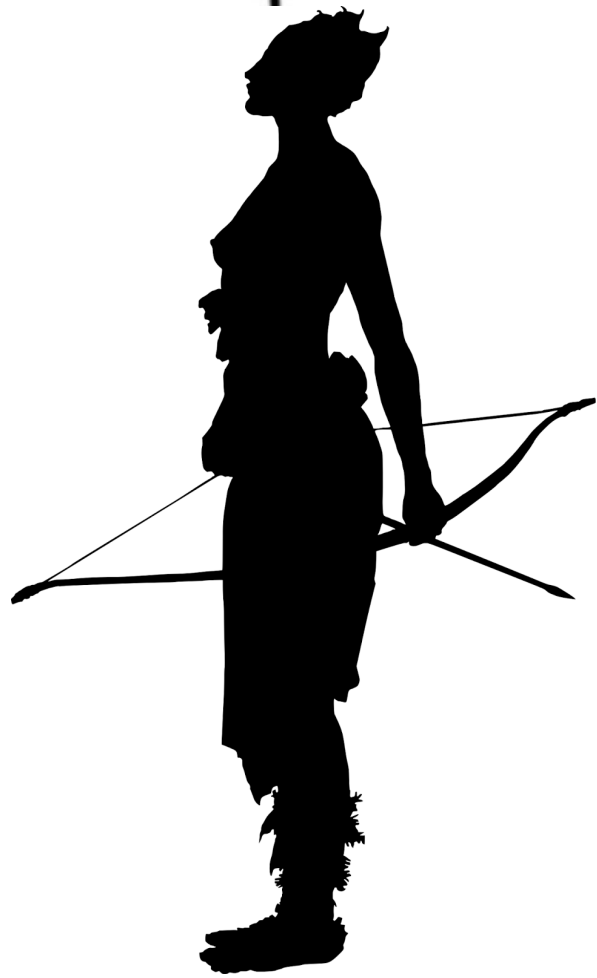
When roles are assigned for the month, any number of followers can be told to act as raiders. The GM will present a list of locations held by the enemy (such as caves the enemy tribe live in, or territory which wolves hunt). Each location will be given a defence rating, from 5 for a weakly held site with a few defenders, to 20 or more for a fortified cave system with numerous defenders supernatural backing. The raiders can attack any or all of these, in whichever order they wish.

On each raid, every raider rolls their Fighting Skill; a base 1 in 6 chance, plus their strength modifier, plus their attack bonus if they are hunters. For each roll that succeeds, look at the exact number rolled. Add these results together. If the total is less than the target's defence rating, then the raid is unsuccessful and the raiders are forced to retreat. If the total equals or exceeds the defence rating of the target, the raid is a success, and the target is over-run; the victims will be driven away. If the total is equal to or greater than *double* the defence rating, then the victims can be either wiped out entirely, captured or subjugated. However, for each 6 rolled, one of the raiders will be killed during the raid. For this reason, the order that raids are conducted in matters, as after the first raid some raiders may have been killed.

Entirely conquering an enemy tribe will likely require a number of successful raids (either by followers, or in person by the PCs). Each successful raid will drive the tribe further back, until they are forced to surrender or conclusively beaten.

Taming animals

Some tribes will naturally attract dogs to their camp, simply by rolling that result on the Rare Followers tables. Other than this, however, if a player wants their tribe to have access to tamed or domesticated animals, they must tame them themselves.

The first step is to have the animals be actively Affectionate to the player characters (as per the Reaction table) An animalism roll can be made when animals are first encountered to make them more friendly, as normal. Otherwise, the animal might be captured and kept prisoner. If this happens, each day the animal makes a new reaction roll to their captors.

Once the animal is friendly, it must spend a month around the character, during which time they provide all the food it requires and protect it from danger. Animalism rolls may be required to prevent the beast from leaving of its own volition.

At the end of each month spent in this way, the character can roll Animalism. If the roll succeeds, look at the number on the dice; if this is the beast's amount of Hit Dice or more, it is effectively tamed and can be added to the tribe. If it is less than the hit dice, keep a tally of the numbers rolled each month; once the total equals the number of hit dice, the animal is tamed.

Day to Day Life

Finding Food

There are a few ways to acquire food. The easiest is to go hunting; in this event you'll likely find the GM rolls a random encounter, and if the characters can kill what they encounter, they get to eat it! Most monsters will state how many days worth of food they're worth in their description, and any unusual or particularly useful trophies that might be taken from them. As well as this, most beasts have teeth, bones and hides that a hunter can make use of.

Instead of hunting, which can be a risky endeavour, characters can opt to forage. They might dig up roots, go fishing, pick fruit or find some other food source, depending on the season and the location. Foraging for food takes up half a day: if the roll succeeds, then the character finds the number of meals indicated on the dice. So, for example, if a player rolled a two (and this was enough to be successful) then the character finds enough meals to feed two people for a day. Food is always found fresh; safely preserving if you want to save it for later it is a challenge to overcome in character.

Finding Supplies

Trying to find, for example, plants with certain properties or specific animals will normally require a foraging roll to successfully locate plants, or a tracking roll to successfully track down animals.

Other supplies may be harder to find. Sometimes, the surrounding terrain is likely to simply not feature the resource being hunted for. In this case, there is a chance (ranging from 1 in 6 for very unlikely to 5 in 6 for a reasonable chance) that the local terrain includes the resource being looked for. Examples of this sort of resource include flint, bee hives, peat, or leeches. Some resources will be even rarer; an area of tar pits will be a terrain feature in its own right that characters will need to navigate their way towards.

Maintaining Equipment

Equipment cannot have notches removed from it once it's started coming apart. However, it can be taken apart into its components and used to make new items. Doing so will still require some fresh materials to complete the work, and will likely require a Crafts skill roll if done in a hurry or without many materials to hand. It's worth noting that damaged equipment can be taken apart and used to make different items; the blade of a stone knife could be used as a spearhead, for example.

If you are attempting to make large batches of items, such as arrows, candles or similar, then the number rolled on a successful crafts roll is the amount of items that can be made in one go.

Setting Up Camp

When you set up camp for the night, you should spend a little time planning out where and how you'll be camping. It's worth specifying what sort of terrain you want to camp in, how you're finding or making shelter, and so on. Similarly, where you plan to get water from, where food is being stored and if fires are left burning overnight is best specified. It may even be worth sketching out a rough map of the campsite for the GM.

If you don't put this planning in, then by default the campsite will be a lazy, ramshackle affair. The GM is free to make assumptions about whatever will have been the quickest and easiest way to camp, which may come back to bite you if monsters find you in the night. Remember, the GM's job is not to help you win, and if you do something daft, they can and should create consequences for it.

Herbalism

A character with suitable skills can attempt to create various preparations - poisons, drugs and tonics - using various ingredients, most notably parts of various plants.

Preparations can take the form of poisons, drugs and tonics, depending on their function. Poisons are those preparations intended purely to cause harm to a victim. Drugs are preparations that have a temporary effect. They may create altered states of consciousness, boost physical capabilities or help with healing; all drugs carry a negative side-effect to their use, however. A drug's effect is either instantaneous, or lasts for a single turn. Finally, tonics have a permanent effect on a character. Each tonic alters the user in some lasting way, and carries at least two lasting side-effects when used.

All preparations are unnatural to the body, and a character's system may reject them. Whenever a character has a poison inflicted on them, they must make a Save against Poison; if failed, they take the effects of the preparation. If passed, however, then the preparation has no effect on them. For drugs and tonics, a Save against Poison may be made if you're taking the drug unwillingly and if passed you resist the preparation's effect, coughing or vomiting it up. If you are willingly taking the drug, however, you may choose to fail voluntarily and let the drug affect you.

Creating Preparations

The first step when creating a preparation is to choose what you want it to do. Decide if the preparation is a poison, drug, or tonic. A poison or drug will require two ingredients (the potent agent and the medium) to produce, and a tonic three (the potent agent, the medium and enduring agent). If you don't already have ingredients to hand, you'll need to find them.

Finding Ingredients

In order to find an ingredient, a foraging roll must be made; state whether you are looking for a potent agent, a medium, or an enduring agent. On a successful roll, a source can be found for what you're looking for. Look at the number rolled on the dice; this is how many doses you can sustainably take from the plant. If you wish to completely uproot the plant (preventing you from getting more from it later), you can get twice this many.

If you find an ingredient, make a medicine roll to see how usefully you can apply it. If you fail the roll, the ingredient you find will be random. Roll a d12 for active ingredients, a d8 for mediums or a d10 for enduring ingredients. On table 21, chose either the appropriate column for poisons, drugs or tonics to select the result from. If you passed the medicine roll, you may adjust your result up or down by up to the number shown on the dice.

For example, a character might roll a 1 on their foraging roll, and find 1 dose from a plant that can be used as an active agent. Their medicine roll is a 2. They roll a d12, getting a 9. Since they passed with a roll of 2 on the medicine roll, they can shift the result as high as 11 or as low as 7, and pick from the columns for drugs, poisons or tonics.

Unless you uprooted the entire plant, make a note of what it was, where it's found, how many doses it produces and what ingredients it produces so that you can come back to it later for more.

Combining Ingredients

In order to make a preparation, you must combine ingredients together. To do this, 1 dose of the active agent and medium (and enduring agent in the case of a tonic) need to be combined. For drugs and tonics, roll a d20 on table 22 to determine the form that your concoction takes; the Medium determines what form a poison takes. Regardless of what you're making, from the point you roll that specific combination of ingredients will always take that form.

Combining ingredients to create a preparation

takes a day's work. You can, however, combine multiple doses of each ingredient at once, to produce multiple doses of the same preparation in one day.

Salvaging Ingredients

Characters may encounter strange things in the course of their adventures, such as creatures with poisonous bites, giant wriggling mushrooms, alien plants and so on. If they want to try to salvage these ingredients to use in Herbalism, a Medicine roll might need to be made to properly extract glands from an animal, or a Foraging roll to work out how to get the parts from a plant. Rather than using the normal method to determine what the ingredient does, the GM should simply decide if the ingredient is for a poison, drug or tonic, if it's an active agent, medium or enduring agent, and what it actually does, based on the source of the ingredient. For example, venom glands removed from a giant serpent will probably produce the active ingredient for a poison with the same effect as the serpent's bite. The GM may give unique ingredients found in this way, rather than those rolled normally.

Using a Preparation

Assuming that the character has the preparation to hand, taking a preparation or feeding it to a willing patient is a simple Use an Item action in combat. A few types of preparation will need a little extra work to consume; they may need to be lit and the smoke inhaled, or mixed with water and drunk. Assuming the character has the required equipment (such as a way of lighting fires or a water-skin) to hand, and the preparation is stored ready to take, this still takes a single action.

Feeding a preparation to an unwilling enemy requires them to be immobilized somehow, and they are entitled to make a Save against Poison to resist swallowing, breathing in or so on.

Table 21; Preparation forms

Roll	Result
1	Ash (eaten)
2	Powder (eaten with food)
3	Powder (inhaled)
4	Paste (eaten)
5	Paste (rubbed into skin)
6	Oil (drunk)
7	Oil (rubbed into skin)
8	Oil (introduced to bloodstream)
9	Grease (eaten)
10	Grease (rubbed into skin)
11	Tincture (drunk)
12	Tincture (introduced to bloodstream)
13	Syrup (drunk)
14	Steam (inhaled)
15	Smoke (inhaled)
16	Fumes from a liquid (inhaled)
17	Hard stone (swallowed)
18	Rough cake (eaten)
19	Thick soup (eaten)
20	Fermented spirit (drunk)
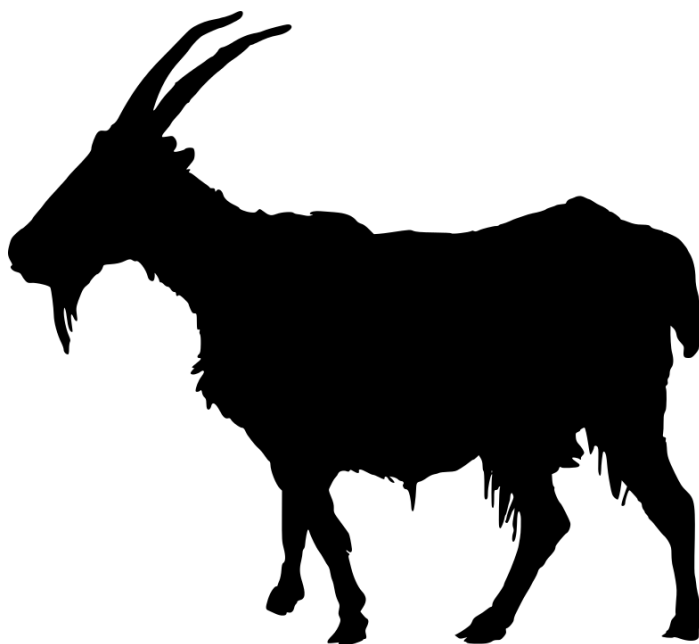
Table 22; Herbalism Ingredients

Roll	Active Agent (poisons)	Active Agent (drugs)	Active Agent (tonics)	Delivery (poisons)	Medium (drugs)	Medium (tonics)	Enduring Agent (tonics)
1	Death	Powerful hallucinogen	+1 flesh	Contact (oil)	Causes fear	-1 flesh	-1 save vs. magic
2	Coma (1d4 turns)	Mild hallucinogen	+1 save vs. magic	Injury (liquid)	Causes nausea	-1 strength	-1 save vs. hazards
3	Paralysis 1d4 rounds	Stimulant	+1 save vs. hazards	Injury (paste)	Causes recklessness	-1 dexterity	-1 strength
4	Fatigue and lose all grit	Relaxant	+1 strength	Injury (grease)	Causes Fatigue	-1 constitution	-1 dexterity
5	2d12 damage	Ignore all pain	+1 dexterity	Ingested (powder)	1 damage to flesh	-1 intelligence	-1 constitution
6	1d12 damage	Recover all grit	+1 constitution	Ingested (liquid)	+1 to all damage suffered	-1 wisdom	-1 intelligence
7	-d8 strength	Heal d4 flesh	+1 intelligence	Fumes (liquid)	-1d4 grit	-1 charisma	-1 wisdom
8	-d8 dexterity	Heal d4 damage to an attribute	+1 wisdom	Smoke	-1 to all saves	-1 grit	-1 charisma
9	-d8 Constitution	Stop all bleeding	+1 charisma	-	-	-	-1 save vs. weather
10	-d8 Intelligence	+1 damage modifier	+1 save vs. weather	-	-	-	-1 save vs. poison
11	-d8 Wisdom	+1 to AC	+1 save vs. poison	-	-	-	-
12	-d8 Charisma	+1 to perception	+1 grit	-	-	-	-
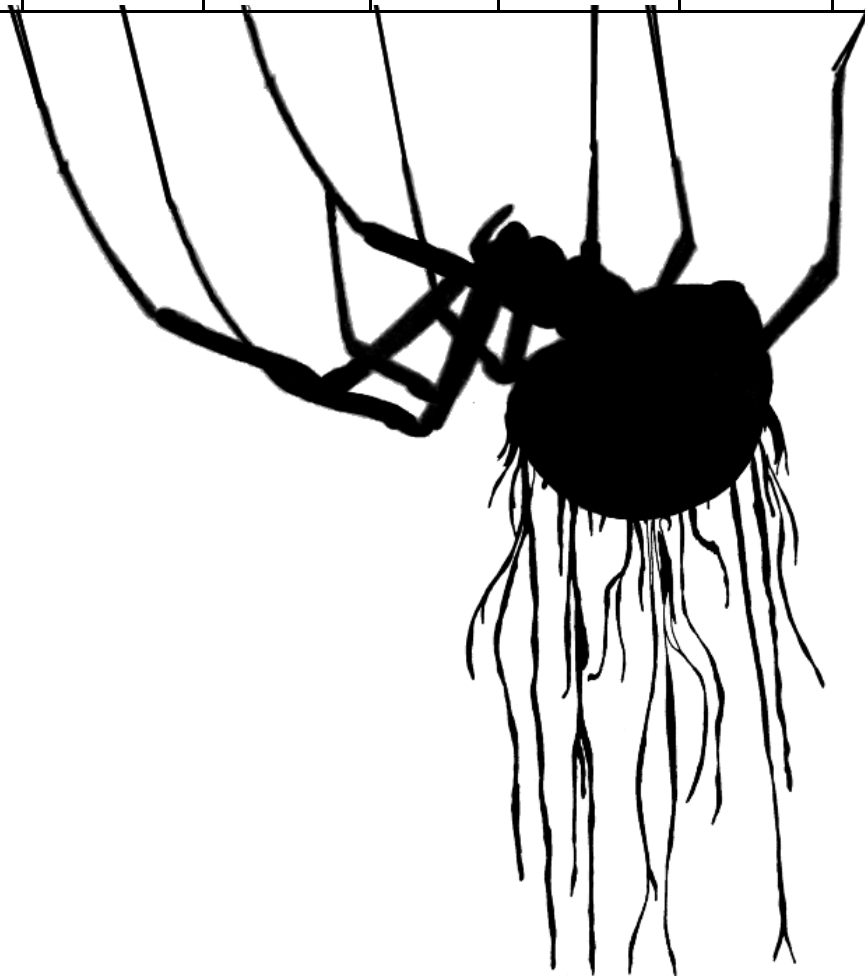
Magic

Spells and a Magician's Sanctum

A magician starts play with a sanctum, in which they record the spells that they know. The sanctum must be a defined space, typically a hut or cave, although more exotic spaces might be possible. These spells are recorded as works of art: typically paintings on the walls of carefully chosen caves. A starting magician's sanctum contains three random spells. If they encounter a recorded spell (such as in another's sanctum), they must pass an Art roll to translate it. If the Art roll is failed, they must then make a Save against Magic or suffer Magical Backlash (see below for details). A translated spell can be cast or memorized just like the magician was in their own sanctum.

A magician can also attempt to memorize a spell bound into an item that they can study: make the same rolls in order to do so. Doing so does not use up the item's power.

A magician with a spell memorized can transcribe it to their own sanctum rather than completing the casting. Transcribing a spell requires one different magical reagent for each level of the spell, and takes at least three days solid work, during which the magician stops only to eat and sleep.

When a magician gains a new level, they may add a new spell to their sanctum. They select a rank for the spell, and randomly determine a spell from that level. Transcribing this spell to their sanctum takes three days as normal, but does not use up any materials. Once transcribed, the spell can be cast or memorized as normal.

A magician can create a new sanctum, potentially having any number of them at a time. Doing so requires a full month of work, and a defined space such as a cavern, hut or circle of monoliths. Creating a sanctum also requires 2d6 different magical reagents.

Casting Spells

There are two ways to cast a spell. In their sanctum, the magician can simply use the records on the cave walls, performing the magic as directed. To do so takes a full turn, at the end of which the spell is cast. If the magician wishes to cast the spell outside of their sanctum, they must memorize it. To do this, they again spend a full turn casting, but rather than completing the spell, it is left hanging on the verge of completion. At any point there-after, the magician can complete the spell. Doing so takes a full combat round of ritualized casting. Due to the complexity of the magic that must be held in the magician's mind as a spell is memorized, the magician can only have a small number of spells memorized at one time. Once a memorized spell is cast, the magician can memorize another spell in that 'slot' when they return to their sanctum.

Spells are divided into 'ranks' of power, with first rank spells being the weakest, ranging all the way up to eighth rank spells being the strongest. A magician's spell slots specify the rank of spell that can be memorised in them. At first level, they only have spell slots for first rank spells. A magician can memorise a spell in the wrong slot (typically a higher ranked spell in a lower ranked memory slot). However, this will cause difficulties when the spell is cast, as the magician's mind is not properly able to contain the magic. On casting the spell, the magician must make two rolls. The first is an Art skill roll; if passed the magician succeeds on casting the spell. If failed, then the magician cannot properly remember the rituals and symbolism for the spell, and the it does nothing. Secondly, the magician must make a Save against Magic; if failed they suffer from Magical Backlash. It is worth noting that backlash can be suffered even if the spell does not work; all that magical energy has to go somewhere.

A magician can attempt to cast a modified version of a spell, either in their sanctum or that they have memorized. They utilise the

same magic, producing a similar effect in-game, but use the spell for a different purpose to its normal use. They might, as examples, try any of the following alterations, or one of their own:

-The spell's effect can be inverted or reversed, such as a spell that protects from fire instead making the subject more vulnerable to fire.

-The spell's effect can be reduced or contained, such as a fireball creating a small burst of flames rather than spreading to fill the air.

-The spell's effect can be made more diffuse, such as a healing spell that heals a variable number of subjects by a small amount, rather than a single subject by a larger variable amount.

-The spell can have the same in-game effect but utilised in ways that the mechanics don't explore, such as a spell that creates a wall of ice being used to preserve food rather than trap an enemy.

-The spell can be directed against a target that it can't normally affect, such a spell that normally only effects the magician instead being used to affect the magician's ally.

Experimenting magically in this way is not always possible. It is up to the GM to adjudicate if the spell can be modified, and how this will work mechanically if it can. If the modification looks like it will simply do the same thing as the spell normally does but better, the modification should probably not be allowed. Similarly, if the modification stretches logic too far or seems far-fetched, it should probably not be allowed. Ultimately, though, the GM should allow modifications that make sense in-world and add to the fun of game.

Casting a modified spell takes the same amount of time as a normal spell. To do so, the magician must, on casting the spell, make two rolls. The first is an Art skill roll; if passed the magician succeeds on making the modification that they want. If failed, then the spell is cast exactly as normal. Secondly, the magician must make a Save against Magic; if failed they suffer from Magical Backlash. It is worth noting that backlash can be suffered even if the spell does not work as intended.

Binding Spells

A magician can bind a spell into an item, allowing it to be used later by the magician or another character. Most magicians will possess a number of minor trinkets, fetishes and potions that contain spells they need access to in a pinch.

Binding a spell into a single-use item, such as a potion to be drunk or a fetish that is smashed to release the spell, is a fairly simple endeavour. Binding the spell requires one magical reagent, and takes a day of solid work for each level of the spell, during which the magician stops only to eat and sleep. The magician does not need to be in their sanctum to do this. If they are travelling whilst they work, then the magician halves the speed of their travel, and the binding takes twice as long to complete. At the end of their work, the magician must actually cast the spell in question (either within their sanctum or a memorised version) and then make an Art roll. If the Art roll is passed, the spell is successfully bound. If it is failed, then the magician has wasted the effort and re-agents required to bind it and must begin again. In addition, the energy of the spell must still go somewhere; the magician must make a Save against Magic or suffer Magical Backlash.

More complex items can also be produced; these work as alterations to the basic process listed above.

An item with a spell bound into it can have multiple 'charges' of that spell, allowing it to be cast multiple times before it's power is used up. Each such extra charge adds another one to the number of reagents required, and another day's work.

An item can also have more than one different spell bound within it; when the item is used the wielder can chose which spell is cast. Binding an additional spell into the item adds one to the number of reagents needed, and another day's work.

An item can have the spell bound into it so that it is activated automatically in response to some event (such as a weapon that takes effect when it strikes an enemy for the first time), rather than requiring the 'use an item' action to activate in combat. Doing so adds another

day's work to the process.

A spell bound into an item might have a slightly different effect than normal without affecting the creation process.

If the magician wants to bind the spell into an item to have a noticeably modified effect, then doing so adds another one or more to the number of days work required; the more substantial the modification, the more work the GM should require. In addition, the magician must actually cast the modified version of the spell they want at the culmination of creating the item. If the Art skill roll is failed, then the item successfully has a spell bound into it, but it does not have the effect the magician intended. If the Save against Magic is failed, then the item is still successfully made, unless the specific result of the backlash would somehow prevent that. The magician might still suffer backlash, even if the spell is not bound successfully.

If the item is to have a permanent or ongoing effect, the spell 'permanency' must be cast during the item's creation. Doing so adds an extra day to the time required to create the item.

Researching new spells

A magician learns a new random spell whenever they gain a level, essentially for free. Beyond this, however, they can attempt to research new spells that match their specific desires. This could either be a given spell from the standard lists that can be randomly generated, or a custom spell of the magician's own devising. Through a process of risky magical experimentation, the magician can slowly refine a spell that matches their aim.

If the magician is learning an existing spell, use the following method. The process requires twice as many successful Art skill rolls as the spell's rank. Each Art roll requires a day of work, and a single magical reagent. The magician does not need to be in their sanctum to do this. If they are travelling whilst they work, then the magician halves the speed of their travel, and each research attempt takes two days to complete. Regardless of if they pass or fail the skill roll, they should make a Save against Magic; if they fail they should roll on table 28: Magical Backlash for

the side-effects.

If the spell is of the magician's own devising, the procedure is a little more complex. First, the spell needs to be assigned a rank by the GM. The GM should compare the prospective spell's effects to those of similar spells and judge a level based on this. Similarly, the player and GM should hash out between them exactly what the spell does and work out its rules so that both are satisfied with it. When both the GM and the magician's player are happy with the spell's level and effect, use the method above. However, due to the non-standard nature of the magic being employed, d6 additional successful Art skill rolls are required.

Magical Reagents

Whenever a magician attempts to perform an act of magic such as recording or binding a spell, they will require magical reagents. Magic is in a state of constant flux, and the reagents required will be unique to each attempt at the act. A magician cannot even create magic items in identical batches; each item is its own work.

When a magician first begins the work of magic, they should work out how many reagents are required (based on the work), and then randomly determine what is required by rolling on Table 23.

Magical Backlash

Magical Backlash occurs when magic goes wrong, taking the form of strange, uncontrollable supernatural effects. Normally, a magician risks backlash when they undertake works of experimental or technical magic, such as attempting to translate a spell.

When Backlash occurs, the character responsible should take a Save against Magic to try to contain the resulting disaster. If they pass the save, the Backlash is contained, and the potential results are less harmful. If the save is failed, the Backlash is uncontrolled, and can potentially be much more dangerous. The GM should roll on Table 28 or 29 to determine exactly what happens.

Non-magicians

Magicians are the only class who can memorize or cast spells normally. However, other classes with a good Art skill roll can still attempt a number of other magical activities.

Any character who knows what it is can activate a bound spell or other magic item, with no roll needed. Any character can roughly identify a magical item with a successful Art roll.

Like magicians, any character can translate the spells recorded in a magician's sanctum to learn what they do. Only a magician can cast or memorize spells in a sanctum, however.

A non-magician character cannot make items with spells bound into them without assistance. They can, however, assist a magician with making these items. For each day that the assistant works, they can make an Art roll. If the roll succeeds, reduce the number of days work required by 1.

Table 23: Magical Reagents

The dice may roll a reagent that makes no sense (such as requiring wings taken from a human sacrifice). In this case, the GM should fudge the dice roll to something more appropriate.

Roll d20	Item required
1	A handful of a certain soil such as peat, clay or ochre. The nearest suitable source the magician knows of will be 1d6 days travel away.
2	A particular common stone such as flint, chalk or granite. The nearest suitable source will be 1d6 days travel away.
3	A particular rare stone such as amber, jade or lodestone. The nearest suitable source will be 3d6 days away, but it may be available more readily by trade.
4	Water from a particular spring, pool or river, which will be 1d6 days travel away.
5	Ash from a particular plant, burnt to charcoal or dust. The plant can be found with a successful Foraging roll. Roll on Table 24 to determine the plant required.
6	Sap from a particular plant, collected and preserved. The plant can be found with a successful Foraging roll. Roll on Table 24 to determine the plant required.
7	The fresh leaves, roots or stem from a particular plant (randomly determine which). The plant can be found with a successful Foraging roll. Roll on Table 21 to determine the plant required.
8	The seeds, spores, or fruit from a particular plant. The plant can be found with a successful Foraging roll. Roll on Table 24 to determine the plant required.
9	Blood from a particular animal, collected and preserved. The animal can be found with a successful Tracking roll. Roll on Table 25 to determine which animal.
10	Teeth, horns, bones or shells from a particular animal (randomly determine which, out of those the animal has), either whole or ground to powder. The animal can be found with a successful Tracking roll. Roll on Table 25 to determine which animal.
11	Flesh or fat from a particular animal, collected and preserved. The animal can be found with a successful Tracking roll. Roll on Table 25 to determine which animal.
12	The skin, scales, shell or fur from a particular animal. The animal can be found with a successful Tracking roll. Roll on Table 25 to determine which animal.
13	A specific internal organ from a particular animal, collected and preserved. The animal can be found with a successful Tracking roll. Roll on Tables 25 and 27 to determine which animal and which organ.
14	The dung from a particular animal. The animal can be found with a successful Tracking roll. Roll on Table 25 below to determine which animal.
15	A particular bug. The animal can be found with a successful Foraging roll. Roll on Table 26 to determine which bug.
16	Honey, beeswax, spider-webs, eggs from a certain animal or similar. The reagent can be found with a successful Foraging roll.
17	Blood from the magician. Drawing enough blood will deal d4 points of damage to the magician's flesh, but need not be done all at once.
18	A tooth, finger-bone, or rib from the magician (randomly determine which). Extracting the part well enough to use will require a successful medicine roll (although the magician need not do the medicine themselves, and might not be able to), and deals d4 damage to the magician.
19	Organs from a person, which can be taken from a corpse if the magician can find one. Otherwise, the caster can take them from a living human. The donor probably dies during or shortly after the process of extracting them, unless the organs are non-vital. Roll on Table 27 to determine which organ.
20	The magic cannot be performed until there is a full moon (roll 1d20 plus 1d8 to determine the number of days that must be waited if you don't already know).

Table 24: Random Plants

Roll d20	Plant
1	A pine, larch, yew or spruce tree (randomly determine which), growing in a particular unusual shape.
2	A tree that bears fruit; apple, cherry, sloe, elder, pear (randomly determine which).
3	A tree with thorns: rose, blackthorn, hawthorn or holly (randomly determine which), growing in a particular unusual shape.
4	An oak tree, growing in a particular unusual shape.
5	A maple or elm tree (randomly determine which), growing in a particular unusual shape.
6	A birch tree, growing in a particular unusual shape.
7	A willow tree, growing in a particular unusual shape.
8	A tree that produces nuts: beech, chestnut, hazel or walnut (randomly determine which), growing in an unusual shape.
9	A highly poisonous plant; woody nightshade, hemlock, hellebore or aconite (randomly determine which).
10	A herb; Sage, fennel, mint or garlic (randomly determine which).
11	A particular moss
12	A particular lichen
13	A particular fern or liverwort
14	A fungus; a bracket fungus, edible mushroom, slightly poisonous toadstool, highly poisonous toadstool, mould or puffball (randomly determine which)
15	Bulrushes or reeds
16	A plant with thorns or a sting: nettles, brambles or thistles (randomly determine which)
17	A flowering plant: bluebells, lilies, poppies, orchids, foxgloves, or violets (randomly determine which)
18	A vine or creeper: ivy, mistletoe or honeysuckle (randomly determine which)
19	A particular grass, in large quantities.
20	Pondweed, duckweed or similar plants growing in water.

(for more exotic, dangerous plants, see table 54 for random plant monsters on page 118)

Table 25: Random Animals

If the animal rolled does not have the organ or part needed, then take the next animal on the list, with a roll of 20 leading back to a roll of 1

Roll d20	Animal
1	A bat
2	A wolf
3	A bear
4	A cave lion
5	A woolly rhino
6	A mammoth (unlike other animals, mammoths cannot be found by tracking, as they are migratory)
7	A deer or elk
8	A bison (unlike other animals, Bison cannot be found by tracking, as they are migratory. Use the stats for 'angry herbivores)
9	A boar
10	A wolverine (use the rules for 'aggressive lone predators')
11	An otter or beaver (randomly determine which, use the stats for 'small beasts')
12	A fox or jackal (randomly determine which)
13	A badger (use the stats for 'small beasts')
14	A hare, mouse or squirrel (randomly determine which, use the stats for 'small beasts')
15	A crow, cuckoo, skua or shrike (randomly determine which, use the stats for 'small birds')
16	An eagle, osprey, owl or hawk (randomly determine which, use the stats for 'birds of prey')
17	A swan, vulture or heron (randomly determine which, use the stats for 'large birds')
18	An eel, lamprey or pike (randomly determine which, use the stats for 'small hunters', modified to be aquatic)
19	A small poisonous snake
20	A frog, toad or newt (randomly determine which, use the stats for 'small beasts')

Table 26: Random bugs (for more exotic bugs, see table 53 for random monstrous vermin on page 114)

Roll d12	Bug
1	Spiders
2	Centipedes
3	Ants
4	Wasps
5	Bees
6	Stag beetles
7	Other beetles
8	Blowflies
9	Butterflies or moths
10	Leeches
11	Clams, oysters or water snails
12	Crabs or Crayfish

Table 27: Random Organs

Rolling a d12 produces only internal organs, rolling a d20 produces internal organs and extremities.

Roll d20	Body Part
1	The brain
2	The pituitary gland
3	The tongue
4	One or two eyes
5	The heart
6	One or two lungs
7	One or two kidneys
8	The liver
9	The stomach
10	The spinal column
11	The spleen
12	The reproductive organs
13	Tendons
14	Entrails
15	The whole head
16	The whole paw, foot, or hand
17	The whole leg
18	The whole wing
19	The whole tail
20	The whole digestive passage, from the mouth to the guts

Table 28 a: Contained Magical Backlash

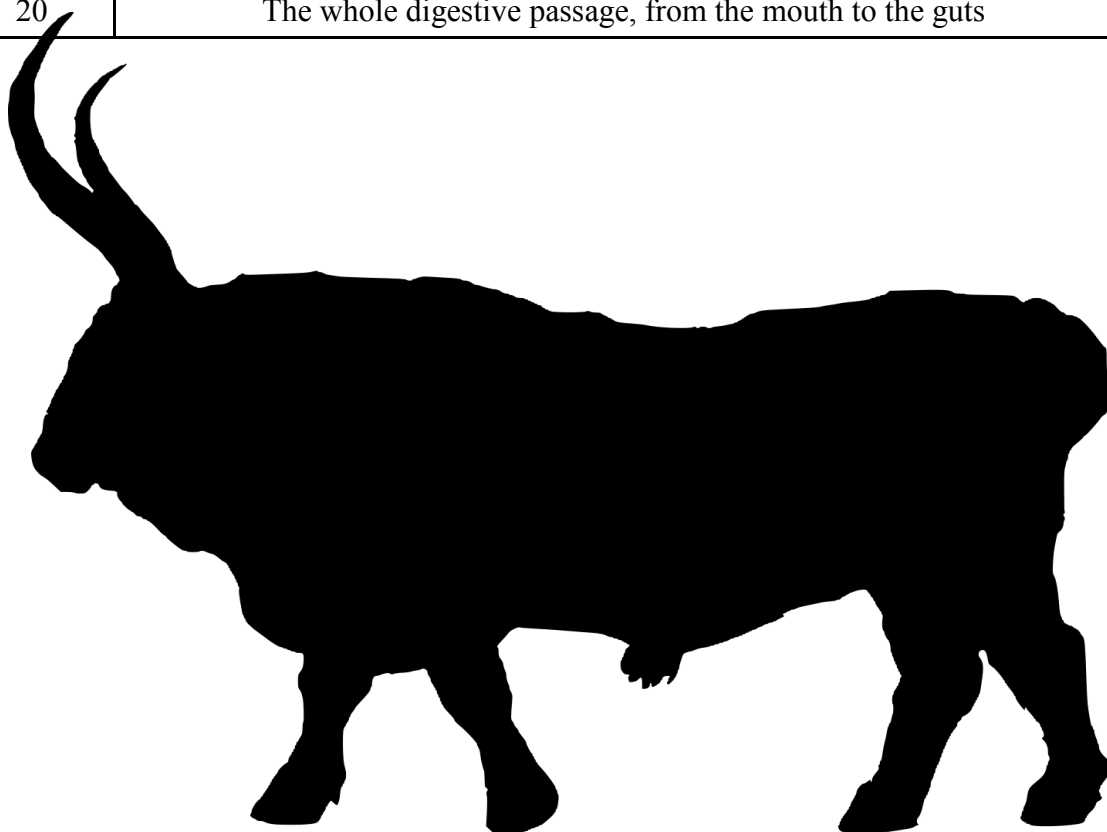| d20	Result
1	Something is transformed, but the effect is cosmetic and the victim can still act or be used normally. The effect lasts until sunset, until the next full moon (in 1d20+1d8 days), or permanently; randomly determine which. Roll on Tables 29 and 30 to determine the target, and what they're turned into.
2	Something is transformed, and the effect is complete and permanent. The victim can make a Save against Magic to resist the effect. Roll on the Tables 29 and 30 to determine the target, and what they're turned into.
3	Something (roll on table 29 to determine what) is suddenly coated in blood, slime, frost or sap; randomly determine which.
4	All around the magician, plants suddenly spring into life, growing to full size in vigorous health in a matter of minutes. Roll on Table 24 for random plants d6 times to see what grows.
5	Huge swarms of bugs appear, crawling out from the magician's clothing, out of the undergrowth or from cracks in the rock. Roll on Table 26 (or on the Vermin Generator, table 53) for random bugs to determine what appears.
6	A cold wind whips around the magician. All fires nearby are put out, and any small, light objects are flung around by the force of the wind.
7	The magician, target, or a random bystander (randomly determine which) vomits up a near-perfect doppelganger of themselves, identical in all details but a mirror-reflection. Roll for the doppelganger's reaction as normal. If the subject dies (including if they are killed by the doppelganger) the player may take over playing the doppelganger instead.
8	Something becomes invisible, intangible or perfectly silent (randomly determine which) for 1d6 turns. Roll on Table 29 to determine what is affected. Characters may make a Save against Magic if they wish; if they succeed the effect only lasts for 1d6 rounds instead.
9	A random weather event suddenly wells up, potentially out of season. Roll on Table 15 (in the section for Weather Conditions) to determine what weather.
10	There is a cacophony of gibbering voices from far-away places. Any character who tries to talk with the voices can ask them a single question, as if they had cast Contact Outer Spheres. Randomly determine where the voices are coming from for each person who talks with them.
11	The thread of time unravels for a moment. Everybody present stops aging, and any magical effects active in the area become permanent.
12	The magician, target, or a random bystander (randomly determine which) find their body mutating, although they curiously feel no pain as it warps. Randomly determine an unnatural feature from Table 32. Characters may make a Save against Magic if they wish; if they succeed the effect only lasts until they next sleep. If they fail, the effect lasts is permanent.
13	Plants within a few yards instantly wilt and die. Plants within a mile or so slowly sicken over the next few days.
14	2d20 frogs, fish, lemmings or crabs rain down from the sky. They may not be dead whilst they're falling, but they certainly are after they hit the ground.
15	Everybody nearby falls ill. The sickness uses the rules for food poisoning. The main symptom will be one of the following; blackened and shrivelling skin, tiny mushrooms growing on soft flesh inside the mouth, steadily rising fever until the patient is so hot their touch scorches wood, glittering blue mucus, teeth falling out one by one, or flesh slowly turning to wood (randomly determine which)
16	A huge megalith, statue or stone circle emerges from the ground close by.
17	Information floods the mind of everybody nearby. Some of it is useful, some of it is beyond the characters' ability to comprehend, some of it makes perfect sense but is irrelevant, but all of it is true. Every character nearby gains 3d20 experience and a random madness from Table 30; roll individually for each character.
18	Everybody and everything nearby suddenly ages by 3d6 years. Roll for breakage for any items not safely packed away.
19	Everybody nearby sees a sudden glimpse of one of the following, permanently improving one of their attributes by d4 but reducing their maximum flesh and grit by 1 each. A realm of pulsating flesh and sinew (strength improves), the multiple dimensions of time flowing parallel to our own time-stream (dexterity improves), the peaceful gardens of dead souls in the spirit world (constitution improves), a crowd of eager post-human beings from the distant future who gibber prophesies (intelligence improves), the infinite cosmic cycle of the universe as one beautiful machine (wisdom improves) or the lost serpent-folk kingdoms, glistening with the blood of live sacrifices and filled with exotic, opulent treasures (charisma improves). Randomly determine which for each person.
20	When the magician, target or a random bystander (randomly pick which) dies, they will resurrect as an undead being, with 1d4 unnatural features from Table 32.

Table 28: Uncontrolled Magical Backlash

d20	Result
1	Something is transformed, but the effect is cosmetic and the victim can still act or be used normally. The effect lasts until sunset, until the next full moon (in 1d20+1d8 days), or permanently; randomly determine which. Roll on Tables 29 and 30 to determine the target, and what they're turned into.
2	Something is transformed, and the effect is complete and permanent. The victim can make a Save against Magic to resist the effect. Roll on the Tables 29 and 30 to determine the target, and what they're turned into.
3	The magician, target, or a random bystander (randomly determine which) has their mind blasted by the force of magic. Roll on Table 31 to determine the madness they end up suffering from.
4	The magician, target, or a random bystander (randomly determine which) is infected with some symbiotic parasite. Whenever the patient suffers damage to flesh, the parasites will repair it at a rate of 1 point a turn. Each time they do so, however, the patient loses a point of strength, dexterity, intelligence, or charisma (randomly determine which each time) as the parasites replace more and more flesh.
5	Everybody nearby begins to lose flesh at a rate of 1 point a turn, with their skin and muscles peeling away in chunks. When they die, they will resurrect as skeletal undead beings.
6	Pressure builds up in the magician's head, causing them to bleed from the eyes, nose and mouth, and potentially causing their brain to rupture. They take 1d4 damage to their flesh. If they die from this, their brain explodes, dealing 1d4 points of damage to everybody nearby hit by shards of skull.
7	The magician vomits out a slew of 2d6 internal organs from somewhere, wet, bloody, alive and wriggling. Roll on table 27 to determine what each one is. If the organs are eaten, roll on table 43 for the effect as if Strange Waters had been cast.
8	Everybody nearby must make a Save against Magic; those who fail immediately fall asleep and dream of the empire of serpent-folk in the distant past. Their visions cause them to permanently lose a point of constitution and charisma, but to gain a single experience point.
9	Gravity reverses for a split moment, causing everything to fall ten feet into the air. After the terror of falling endlessly into the sky, gravity soon rights itself again a moment later, causing everything to come crashing to the ground.
10	An unnatural creature emerges from thin air in a welter of viscera and sulphur. Roll on the Table 25 for random animals, and then give it 1d4 unnatural features from Table 32. Roll for its reaction, only taking the magician's charisma into account for the roll.
11	A rip forms in the fabric of space-time, and distance and duration begin to unravel. So long as the characters do not try to move from the spot, they are safe, but as soon as they take a step they will teleport be flung wildly in a random direction. Projectiles are similarly affected. Attempts to use magical transport will result in being teleported to a random destination. This effect lasts for d6 rounds before space-time repairs itself.
12	The magician, target, or a random bystander (randomly determine which) find their body mutating, although they curiously feel no pain as it warps. Randomly determine an unnatural feature from Table 32. Characters may make a Save against Magic if they wish; if they succeed the effect only lasts until they next sleep. If they fail, the effect lasts either until the next full moon, or is permanent (randomly determine which).
13	Something in the world fundamentally breaks apart, and one of the stars in the night sky goes dark forever. Everybody nearby must Save against Magic for each attribute or else permanently reduce it by one as some part of their essence is sucked out into the void and lost.
14	With a rumble, the earth shakes and splits into chasms around the caster. Everybody must make a save against hazards or be crushed, thrown around or pulled down, taking 1d12 damage from the earthquake.
15	All corpses nearby are resurrected as undead creatures. For a single round, they will be busy resurrecting, but from that point on they will single-mindedly try to eradicate all living beings. Reasonably intact parts of corpses (heads, limbs or organs) similarly resurrect, but probably can't do much beyond flop about.
16	Some powerful monster awakens in the depths of the earth, its attention drawn to those present. Unless killed or banished, it will methodically hunt them down one by one and kill them.
17	For the next ten minutes, colourful bubbles come out of everybody nearby's mouths instead of words. The words are released when the bubbles are popped. Any spells cast during this time will be similarly delayed.
18	Something nearby (roll on table 29 to determine what) swells up and bursts, dealing between d4 and d12 damage (depending on how dangerous the material is) to everything nearby.
19	A burst of fire, a layer of ice and frost, creeping corrosive slime, bolts of lightning from the sky, a rain of salt or a squall of whirling dust and grit appears, covering everything nearby (randomly determine which). Characters must make a Save against Hazards; if they fail they take d6 damage.
20	Something huge passes in front of the sun, blocking out its light completely for the rest of the day, until the sun would next rise naturally. Until the sun next rises, horrible creatures from the depths of the earth are free to rise to the surface to hunt.

Table 29: Random Targets

Roll d20	Result
1	The magician
2	The magician's target
3	A random bystander nearby
4	Everybody nearby
5	All animals nearby
6	All plants nearby of a given type (roll for random plant types, re-rolling if an inappropriate type is produced).
7	All clothing worn by the magician, target or everybody nearby (randomly determine which)
8	All weapons carried by the magician, target or everybody nearby (randomly determine which)
9	All food and drink carried by the magician, target or everybody nearby (randomly determine which)
10	Everything held in the hands of the magician, target or everybody nearby (randomly determine which)
11	The nearest wooden object to the magician
12	The nearest bone object to the magician
13	The nearest stone object to the magician
14	The nearest magical object to the magician
15	The magician and everybody immediately related to them by blood.
16	All stone nearby
17	Every magical thing nearby.
18	Everything the magician, target or everybody nearby owns that floats in water.
19	Everybody looking at the magician
20	The next item the magician or target touches (randomly determine which)

Table 30: Random transformations

Roll d20	Result
1	Glows softly in the dark, like a firefly
2	Becomes as light as foam
3	Becomes as heavy as a rock
4	Is turned to stone
5	Is turned to snow, and might melt
6	Is turned to clear crystal, and if struck might shatter into shards dealing 1d4 damage to everything nearby
7	Is turned to an ivory carving
8	Is turned to soft clay
9	Is turned to burning embers, potentially setting things alight
10	Is turned to water
11	Is turned to salt
12	Is turned to stone, but only in direct sunlight
13	Is turned to stone, but only when it's below freezing
14	Halves in size
15	Doubles in size
16	Sprouts leaves, and begins gaining nourishment from sunlight
17	Seeps warm blood constantly
18	Is covered in sharp thorns, quills or barbs, dealing 1d4 damage to anything that grasps or rubs up against it.
19	Is turned pitch black, snow white, blood red, grass green, sulphurous yellow or sky blue (determine which randomly)
20	Turns into a random animal (roll on Table 25 to determine which)

Table 31: Random Madness

Roll d20	Result
1	You believe hidden beings are constantly watching you. You worry that after you die, your fate will depend on their judgement of you.
2	You believe that you do dreadful things in your sleep and then wake with no memory of them.
3	You believe there is too much blood in your body, and some must be let out in order to stay healthy.
4	You believe that you are unnaturally vulnerable to some harmless object, and that it can kill you merely by touching you.
5	You forget how to lie, although you know that other people might do it.
6	You believe you are a skeleton hidden within a disguise of flesh. Nobody must find out.
7	You are wracked with guilt whenever you commit acts of violence.
8	You believe that any wounds you suffer will become infected and result in your death.
9	When you sleep, you see visions of the world in the distant future. Humans live in huge colonies like insects, burning furnaces that fill the air with smoke to power strange devices. People live lives of constant toil, and are sickly and weak. You dread such a future coming to pass.
10	When you sleep, you see visions of the world in the distant future. Humans live in trenches dug in the mud, dressed identically in strange green and brown clothes. Periodically, they rush from their ditches in huge swarms, and die in droves for reasons you can't understand. You dread such a future coming to pass.
11	When you sleep, you see visions of the distant past. A strange race of serpent-folk live below the earth, slaughtering each other in the service of foul gods that they worship. They are capable of great marvels of magic and craftsmanship, but use their gifts only to cause suffering in the name of their gods. You dread such creatures returning.
12	You are mortally afraid of a particular animal.
13	You walk in your sleep every night, and do things that make no sense to you when you wake up the next morning.
14	You have a strong urge to check what one of your internal organs (roll a d12 on table 27 to pick a random organ) looks like.
15	You believe that if you die, you will merely return from the dead magically altered somehow.
16	You gain an understanding of advanced mathematics, but lack the language or tools to express it. In your spare time, however, you amuse yourself with mathematical problems that will not be properly explored until thousands of years in the future.
17	You begin to see signs of the end of the world approaching; a huge flood that will wipe most life from the face of the earth, and end the practice of magic forever.
18	You begin to see signs that magic is phenomenally dangerous. Terrible beings, once banished from this world, are finding their way back through the cracks in reality opened by the practice of magic.
19	You begin to worry that the world as you experience it is not real; perhaps it's all an illusion to deceive you, or perhaps you might merely be dreaming.
20	You begin to worry that, somewhere to the north, where there's only ice, horrible creatures are gathering to sweep south and wipe out all humans.

Table 32: Random Unnatural Features

d20	Unnatural Feature
1	The creature gains another animals head, either in addition to or replacing its own (randomly determine which). Roll on Table 25 to determine what type of animal the head comes from. The monster gains the new head's bite, tusk or horn attack (if it has one) in addition to or instead of their own bite, tusk or horn attacks.
2	The monster gains 1d4 limbs from another animal, either in addition to or replacing its own (randomly determine which). Roll on Table 25 to determine what type of animal the limbs come from. The monster gains the new limb's claw or trample attack (if it has one) in addition to or instead of their own claw or trample attacks.
3	The monster gains the ability to breathe water and swim, to walk on walls like a fly, to fly, or to burrow quickly through the ground (randomly determine which), and the appropriate anatomy.
4	The monster gains a breath attack; either fire, corrosive slime, frost or toxic gas (randomly determine which). When used, any potential victims must make a save against hazards or else take 2d6 damage.
5	One of the monster's attacks (randomly determine which if it has more than one) becomes highly poisonous. The venom will affect either strength, dexterity or constitution; randomly determine which. A victim dealt damage by the attack must then make a Save against Poison; if failed they lose ten points from that attribute.
6	The monster's skin sprouts thick scales, a chitinous exoskeleton, stones, or crystalline protrusions. The monster improves its Armour Class by 1d6.
7	The monster has no skin, and it's musculature and organs are wet and exposed to the world. Its Armour Class is reduced by 1d6.
8	The monster is much larger than normal. It gains an extra dice of flesh and grit, and treats its Strength Bonus as being two points higher.
9	The monster is much smaller than normal. It loses a dice of flesh and grit each, down to a minimum of one Flesh Dice, and treats its Strength Bonus as being two points lower.
10	The monster's body becomes rubbery and flexible, like an octopus's, allowing it to squeeze through small gaps and distort it's body dramatically. It gains a +1 bonus to attempts to wrestle per hit dice.
11	The monster's eyes either begin to glow, turn either milky white or pitch black, or are replaced by empty sockets (randomly determine which). As a result, it is either able to see through solid objects like they were transparent, able to see perfectly in the dark, sees anything magical glowing brightly, gains a gaze attack or is rendered completely blind (randomly determine which). If the monster has a gaze attack, enemies who look at it must roll a save against magic. If the save is failed, they are permanently subject to a random transmutation (roll on table 30 each time)
12	The monster's body is somehow hazardous to touch; either constantly on fire, incredibly cold, charged with static electricity, coated in corrosive slime or covered in tiny barbs (randomly determine which). The monster's melee attacks deal an extra 1d6 damage, and enemies grabbing or grabbed by the monster also take an automatic 1d6 damage.
13	The creature is able to regenerate damage at incredible speeds. Each round, it will heal 1d6 points of damage. Severed appendages or other particularly horrible wounds will completely re-grow after 1d6 rounds. The monster cannot regenerate any damage dealt by flaming attacks.
14	The monster carries some horrible disease, which is apparent from its appearance. The incubation period is a turn, and saves must be taken every turn after that. If failed, the victim loses 1d6 points of strength, dexterity or constitution (randomly determine which), although this attribute loss is not permanent.
15	The monster is unnaturally intelligent: raise its Intelligence, Wisdom and Charisma by 1d8 each.
16	The monster has a particular vulnerable spot on its anatomy, such as a gap in its skull exposing its brain. An attack that scores twenty or more to hit (and would hit the monster's AC) strikes this weak point and kills the monster instantly.
17	The monster is vulnerable to some particular bane; either fresh water, moonlight, direct sunlight, snow, fire, or salt. Each round where it is exposed to its bane it takes a single point of damage to its flesh.
18	The creature's claws, teeth and skeleton are made of some exotic substance; stone, wood, crystal, ice or burning embers (randomly determine which). Regardless, the creatures attacks all deal an extra +1 point of damage.
19	The monster's severed body parts remain alive and fighting indefinitely. Each time it takes damage to its flesh, there is a one in four chance that a body part will fall off and keep fighting. Severed body parts have physical attributes at 5, mental attributes like their donor. They have a single point of flesh, Armour Class and saves like the monster, and deal 1d2 damage.
20	The monster is normal, save that it appears to be made from some material other than flesh. It might be made of stone, ice, carved and jointed wood, baked clay, animated mud, or stitched-together hide stuffed with straw; randomly determine which.

List of Spells

Table 33; Rank 1 spells

Roll	Spell
1	Command
2	Create Fire
3	Coat with Frost
4	Cure Wounds
5	Darkness
6	Enlarge
7	Erase Tracks
8	False Sounds
9	Floating Disk
10	Light
11	Locate Animal
12	Mending
13	Message
14	Purify Water
15	Shield
16	Shrink
17	Sleep
18	Spider Climb
19	Summon Rain
20	Unseen Servant

Table 35; Rank 3 spells

Roll	Spell
1	Clairvoyance
2	Cure Disease
3	Dispel Magic
4	Fireball
5	Haste
6	Hold Person
7	Howl of the Moon
8	Mist Form
9	Sacrifice
10	Speak with Corpses
11	Strange Waters
12	Water Breathing

Table 34; Rank 2 spells

Roll	Spell
1	Augury
2	Gust of Wind
3	Heroism
4	Invisibility
5	Levitate
6	Locate Object
7	Mirror Image
8	Resist Cold
9	Resist Fire
10	Silence
11	Speak with Animals
12	Warp Flesh

Table 36: Rank 4 spells

Roll	Spell
1	Obfuscation
2	Neutralize Poison
3	Plant Growth
4	Polymorph Self
5	Remove Curse
6	Rip Portal
7	Protection from Weapons
8	Seven Gates
9	Speak with Plants
10	Spell Immunity
11	Wall of Fire
12	Wall of Ice

Table 37; Rank 5 spells

Roll	Spell
1	Animate Dead
2	Cloudkill
3	Contact outer spheres
4	Creation
5	Feeblemind
6	Insect Plague
7	Magic Jar
8	Polymorph Others
9	Shape Stone
10	Telekinesis
11	True Sight
12	Turn Rock to Mud

Table 39; Rank 7 spells

Roll	Spell
1	Bestow Spell Ability
2	Clone
3	Earthquake
4	Exalted Word
5	Flatten
6	Instant Summon
7	Invisibility, Mass
8	Magic Spear
9	Part Water
10	Remote Surveillance
11	Simulacrum
12	Vision

Table 38; Rank 6 spells

Roll	Spell
1	Anti-Magic Shell
2	Contingency
3	Crystal Eye
4	Death Spell
5	Disintegrate
6	Find the Path
7	Geas
8	Legend Lore
9	Regenerate
10	Mind Switch
11	Projected Image
12	Turn Flesh to Stone

Table 40; Rank 8 spells

Roll	Spell
1	Imprisonment
2	Mind Blank
3	Permanency
4	Polymorph any Object
5	Resurrection
6	Shape Change
7	Time Stop
8	Trap the soul

Spells Descriptions

Animate Dead

Rank; 5
Duration; Instantaneous
Range; 10 feet

This spell introduces a spirit plucked from the gardens of the dead into a corpse, causing it to reinvigorate the faint memories of life that cling to the corpses and skeletons of people, allowing them to move and act in a gross mockery of their former existence. Because the entities inhabiting these bodies are chosen by the magician, these undead are under their total control. However, the faint memories of life retained by the corpse or skeleton constantly struggles with the invader introduced by the magician, a conflict that drives the host corpse or skeleton to destructive urges. The animated dead will always interpret any instructions in the most violent and destructive manner possible. They will also prefer to attack those that they knew in life, no matter their former relationship with the person in question. The bodies remain animated until they are destroyed.

For each level of the magician, they can animate up to 1 hit dice of creatures. For each flesh dice the creature had in life, it has a d12 dice of flesh as undead. The undead do not have Grit. The undead creature retains its saving throws, and has an attack bonus of +1 per dice of flesh.

If the undead is to have special abilities, each increases the Hit Dice "cost" by one. Adding special abilities does not increase the actual Hit Dice of the undead. Only feral undead are created by this spell, and they must be commanded verbally.

Anti-Magic Shell

Rank; 6
Duration; 1 turn per level
Range; 0

Casting this spell shores up the cracks in reality through which magic seeps into the real world, at least for a short amount of time. Within a 10 foot radius around the magician, all magic is negated for the full duration of the spell. Magical attacks will not affect the magician, magic items and spells within the radius are suppressed, and the magician cannot perform further magic until the spell has expired. Spells cast through the Anti-Magic area will also be ineffective. Innately magical creatures cannot pass through the area, but magical beings with physical form will merely lose all of their magical abilities while in the Anti-Magic area. The area affected by the Anti-Magic Shell is stationary and does not move with the magician.

Augury

Rank; 2
Duration; -
Range; -

As part of casting this spell, the magician casts some divination tool upon the ground; typically knucklebones or carved sticks. From how they land, the magician can deduce whether an action they state when casting is most likely to result in reward, injury, both reward and injury, or neither. The GM provides an answer based on their judgement, although they probably only need to think in the short term; long term ramifications are often beyond the scope of this spell.

Bestow Spell Ability

Rank; 7
Duration; Special
Range; Touch

By anointing them with carefully chosen pigments, the magician can grant some of their own spell ability to a subject. When casting this spell, the magician chooses spells they have already memorized and transfers those spells to the subject. The subject now has those spells memorized (and casts them at their level, not that of the original magician), while the original caster no longer does.

Furthermore, until the subject casts the spells that he has been granted, the magician is unable to prepare spells in those "slots." For example, if a magician casts Bestow Spell Ability and grants their hunter comrade use of the Silence and Levitate spells, the magician loses the ability to memorize two second rank spells altogether until the hunter casts both spells.

If the subject dies without casting the granted spells, the magician regains their spells.

Clairvoyance

Rank; 3
Duration; 1 turn per level
Range; -

This spell requires the use of a reflective surface that the magician gazes into. This could, at a pinch, be a bowl of water, but the closer to a perfect mirror the magician can achieve the better the results will be. In a poor surface, the image will be indistinct, hazy and wobbly. When the spell is cast, the surface reflects not the magician's face gazing in, but instead an area that they wish to spy on. As the image is reflected, the magician (and anybody else viewing as well) will become dimly aware of the sounds, smells and other sensations of the area.

When casting this spell, the magician must focus on a place they wish to view. This must be a place they are familiar with or can easily pin-point; 'where we camped three nights ago' or 'the next chamber of this cave' for example. Alternatively, they could focus on a person or item that they are familiar with, and view its surroundings. If the magician cannot specify where they wish to view, the results will be incoherent and largely useless.
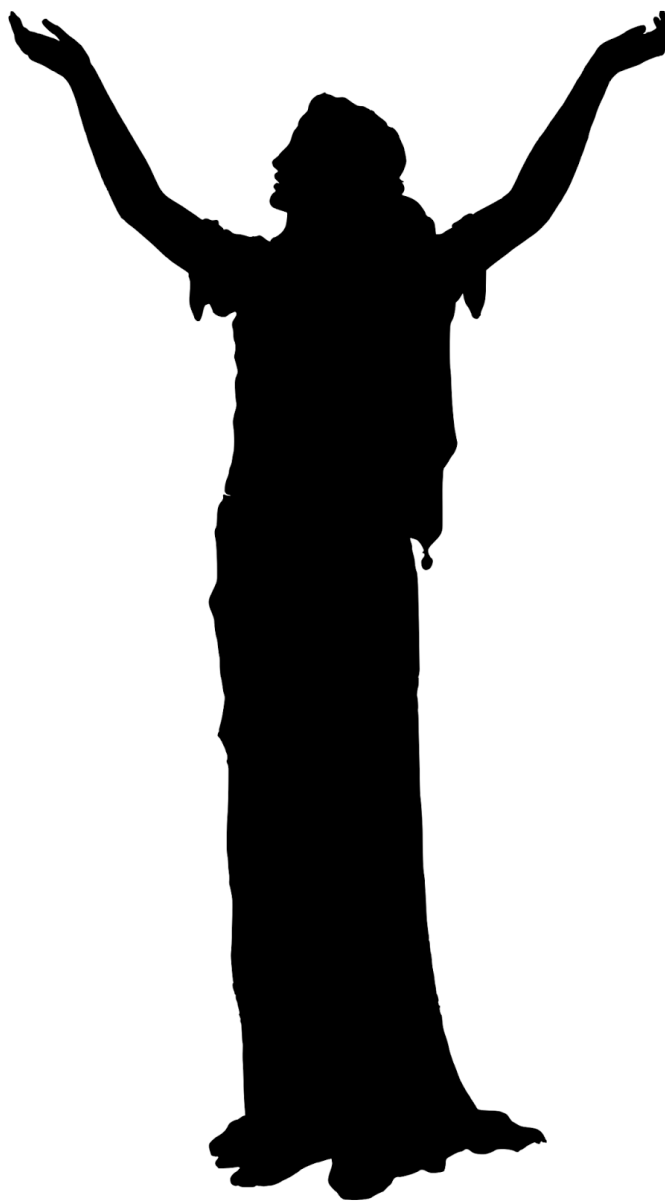
Clone

Rank; 7
Duration; instantaneous
Range; touch

This spell allows the growth of a perfect physical duplicate of a person (or any living creature) and creates an artificial duplicate of the subject's consciousness, trapping it in the false body.

To create the duplicate body, the Magic-User must have access to this spell, and a small piece of flesh from the creature to be duplicated. To grow the new body, the magician must be working in their sanctum; they need a stone or clay container large enough to contain the subject's body, which must be filled with a mixture of salted water and blood. Creating the clone then requires an embryo (which may be taken from any animal) into which the flesh is implanted; this requires a successful Medicine roll, but need not be performed by the magician themselves.

Bringing the embryo to maturity will take 1d20+1d8 days of work by the magician. The magician can spend any number of (randomly determined) magical reagents to speed the process up by 1 day per reagent.

Once the duplicate reaches maturity, the Magician can then cast the spell and this is what creates the duplicate consciousness and imprisons it in the body.

The clone person is exactly like the original in all ways, and will awaken after a day's final growth once the spell is cast. If the original is still alive, both the clone and the original are instinctively aware of this, and each will likely want to destroy the other in order to retain their position in the cosmic scheme of things.

Cloudkill

Rank; 5
Duration; 1 round per level
Range; 30 feet

Casting this spell pulls up the infernal gasses that exist deep beneath the earth. A 20' cube cloud of poison gas forms which moves at a rate of 10' per Round under the control of the caster (so long as he concentrates on it). The gas kills any creatures of 5 or fewer Hit Dice or levels it comes in contact with if they fail a saving throw versus Poison; creatures having 6 or more Hit Dice or levels are unaffected. The cloud persists for the entire duration even if the caster ceases to concentrate upon it, in which case the cloud also remains immobile for the remainder of the spell's duration.

Coat with Frost

Rank; 1
Range: touch
Duration; 1 turn per level

The magician draws the heat out of an object they touch, siphoning it out to the howling cold of the northern ice sheets. The object becomes cold to the touch, and in a matter of seconds is covered in a layer of frost. The object in question becomes slippery to the touch and hard to grasp onto. It will not catch fire for the duration of the spell; instead contact with any sort of flame reduces the duration by one turn.

If the object is wrapped up to prevent the warmth from seeping into it, in a bundle of hay and furs for example, it will remain noticeably cold to the touch long after the spell's duration has worn off.

Command

Rank; 1
Range; 10 feet
Duration; 1 round

This spell allows the magician to issue a 1-word command that their victim must obey (such a 'flee', 'follow', 'drop' or similar) for the next round. The victim must be able to understand the order given, and if they cannot understand what they should do, will instead waste the round in confusion. The victim cannot be commanded to do anything that would directly result in their coming to harm (in this case, they instead waste the round dithering), but can be made to act against their best interests. A creature with above-average intelligence (13 or above) or more hit dice than the magician is entitled to a Save against Magic; if passed, then they can shake off the compulsion.

Contact Outer Spheres

Rank; 5
Range; self
Duration; -

The beings inhabiting various celestial bodies are repositories of all knowledge. By means of this spell, which must be cast at night with night sky visible, the magician enters in communion with the inhabitants of their celestial object of choice in order to receive wisdom and information. The caster asks questions of the being, and the being answers. These lofty beings resent such intrusions and give only brief answers to questions, and they often lie. All questions are answered with "yes," "no," "maybe," "never," "irrelevant," or some other one-word answer.

The magician must concentrate on maintaining the spell in order to ask questions at the rate of one per round. A question is answered by the celestial being during the same round. The caster can choose how many questions to ask, and which being to ask. The chart below gives a sample of possible beings, with the least human-like being the most likely to be able to answer accurately, but others may be available as the GM chooses. First roll on the table below to see if the being will give a truthful answer. Then roll to see if the magician's mind is damaged by the intrusions of the alien minds (roll on table 31 for a random madness, the effects of which are permanent).

The caster can ask as many questions as they dare risk, although mental damage ends the spell immediately.
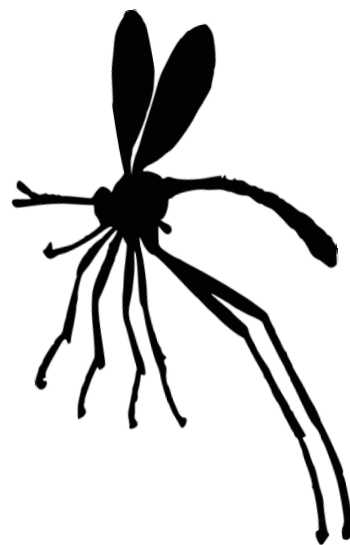
Table 41; The Outer Spheres

Entity	Chance of Truthful Answer	Chance of Mental Damage
The rubbery beasts that bask on the moon's surface	11+ on d20	20+ on d20
The husks of the dead buried beneath the moon's crust	10+ on d20	19+ on d20
The warmongering tripod-pilots of the Martian desert	9+ on d20	18+ on d20
The mad beasts exiled to the moons of Mars	8+ on d20	17+ on d20
Acid-spewing titans asleep beneath the sky of Venus	7+ on d20	16+ on d20
The stone soldiers who stand vigilant on Mercury	6+ on d20	15+ on d20
The drifting cloud-minds that contemplate Jupiter	5+ on d20	14+ on d20
The void artists who dwell on Saturn's rings	4+ on d20	13+ on d20
The lightning tyrants that rule Saturn	3+ on d20	12+ on d20
The probing clusters of eyes that ride the comets	2+ on d20	11+ on d20
The black monolith at the edge of space	automatic	automatic

Contingency

Rank; 6
Duration; Instantaneous
Range; Self

This spell allows the magician to cast another spell on themselves, with its effect delayed until a specific situation occurs as dictated by the magician. The spell to be brought into effect by the Contingency must be one that affects the magician's person.

The conditions needed to bring the spell into effect must be clear, although they can be general. In all cases, the Contingency immediately brings into effect the companion spell, the latter being "cast" instantaneously when the prescribed circumstances occur. If complicated or convoluted conditions are prescribed, the whole spell combination (Contingency and the companion magic) can fail when called on. The companion spell occurs based solely on the stated conditions of the Contingency spell, regardless of whether or not the magician wants it to at the time.

Only one Contingency can be placed on a magician at one time; if a second is cast, the first one (if still active) is dispelled.

Control Weather

Rank; 7
Range; -
Duration; 4d12 hours

This spell allows a magician to alter the behaviour of the weather around them. In order to do this, they must first draw a map of their surroundings, which they mark with the weather patterns they wish to create.

The magician controls the general tendencies of the weather, such as the direction and intensity of the wind, but cannot control specific applications of the weather—where lightning strikes, for example, or the exact path of a tornado. Contradictory weather conditions are not possible simultaneously. Control Weather can do away with atmospheric phenomena (naturally occurring or otherwise) as well as create them.

If the weather is completely foreign to the area or season, the spell's duration is cut in half.

Create Fire

Rank; 1
Range: touch
Duration; 1 round per level

The magician pulls a spark from the sun itself, cupping it in their hands for a moment before applying it to their surroundings. The spell can be used to start a fire assuming flammable materials are available. Otherwise, the magician can use the spark to damage an object they touch, potentially dealing +1 damage on any melee attack they make while the spell lasts.

Creation

Rank; 5
Range; touch
Duration; instantaneous

The caster creates an object of nonliving matter. The volume of the item created cannot exceed 1' cube per caster level. A tiny piece of matter of the same sort of item the caster plans to create must be used when casting Creation. Thus, within the caster's limits on the item's volume, he could create a basket from a piece of straw, a boat or spear from a splinter of wood, a finely sculpted throne from a pebble, etc. If the magician tries to create complex items, a Crafts skill roll is needed to properly direct the magic; failure results in the item being somehow flawed or incomplete.

Crystal Eye

Rank; 6
Range; touch
Duration; 1 round per level

The caster of this spell is able to see through solid objects as if a 3' square window is present. For the duration of the spell, the caster can see through more than just one object, but it takes one Round to switch from one to another. The arcane window, according to the caster's preference, can be made visible to other creatures. However, if it is made visible to others it can only be applied to one object. The window is always one way. The spell can be applied to 20 foot thick wood or dirt, 6 foot thick stone, or 4 inch thick living matter. Any metal blocks this spell.

Cure Disease

Rank; 3
Range; touch
Duration; instantaneous

This spell draws out all corrupting organisms from the subject, allowing them to purge any sickness from their body. When the spell is cast, the subject makes a save versus poison. Success indicates that they vomit out any sickness in them, instantly curing any illnesses they may be suffering from. If the save is failed, then the subject has a round to deliberately induce vomiting, which will again cure all diseases they are suffering from.

Cure Wounds

Rank; 1
Range: touch
Duration; instantaneous

The magician accelerates the body's natural recovery to incredible levels, causing wounds to heal over and broken bones to set in seconds. The spell can target any living creature the magician can tough. The spell heals 1d6 points of damage to flesh, plus another 1 for each level the magician possesses.

Instead of curing damage to flesh, the magician could instead use the spell to repair a specific injury, such a broken limb. The spell can only repair injuries that the body could recover on by itself with enough time; it cannot regenerate missing body parts.

Darkness

Rank; 1
Range: 60 foot radius
Duration: 3 turns level

The magician pulls forth the darkness that lies beneath the earth, causing it to blanket their surroundings. Within this radius, there is no light so vision is impossible, although other ways of sensing (such as a bat's echolocation) still work. Any light source, such as a torch, campfire or even the sun continues to burn, but gives off no light as it does so. The area of darkness either stays in place or moves to surround the magician; their choice.

Death Spell

Rank; 6
Range; 10 feet per level
Duration; permanent

A living creature requires a certain amount of order within its body to maintain its functions. This spell causes the internal organs of its subject to stop functioning as a greater whole, killing them immediately. The victim is allowed to save versus Poison to resist the spell; failure means instant death. Creatures of 8 or more Hit Dice or levels are immune to the spell, as are undead monsters, artificial beings, and any other "creature" that is not truly alive.

Disintegrate

Rank; 6
Range; 120 feet
Duration; Instantaneous

This spell undoes the bonds of creation that keep a single creature or object together. Up to a ten foot cube of material is entirely disintegrated, leaving behind no evidence that it ever existed. Creatures who do not wish to be disintegrated (which will be most of them) are permitted a Save against Magic to resist the spell; if the save is passed, they merely take 2d20 damage.

Dispel Magic

Rank; 3
Range; 120 feet
Duration; instantaneous

This spell creates a rip in reality, draining magic out of the world to some place else. The spell affects an area twenty feet across. All spells active in that area are automatically negated. If cast on the same initiative count as an enemy magician casting a spell, you can counter that spell as they cast it. Magic items in the area affected have their magic drawn out and lose all effectiveness until ambient magic can seep back into them in 2d6 turns time. Any magical curses or afflictions are also negated for 2d6 turns until ambient magic seeps back to restart them.

Divination

Rank; 3
Range; self
Duration; 1 turn

The exalted spirits can think and perceive in ways that mortals are incapable of. This spell allows the magician to throw part of their mind into the spirit world and listen to the utterings of these spirits. The magician can then interpret these words to gain information regarding an area, building, part of a cave, or other similar place.

Information gained includes, in vague terms, a general idea of how powerful the creatures there are, what sort of resources can be salvaged, and any hidden dangers or distractions. The base chance for a correct divination is 10 or less on a d20, improving by 1 per caster level. The GM should roll this secretly. If the dice roll fails, incoherent or misleading information is gleaned from the spirit world.

Earthquake

Rank; 7
Range; 120 feet
Duration; instantaneous

The volcanic rage of the earth is a terrible thing to behold, and this spell allows the magician to command this wrath and unleash it against his enemies! An intense, but highly localized tremor rips the ground, to a diameter of 5' per caster level. The shock collapses structures, opens cracks in the ground, and more. The effect lasts for 1 Round, during which time creatures on the ground cannot move, cast spells, or attack. The earthquake affects all terrain, vegetation, structures, and creatures in the area. The specific effect of an earthquake spell depends on the nature of the terrain where it is cast.

Cave, Cavern, or Tunnel: The spell collapses the roof, dealing 7d6 points of damage to any creature caught under the cave-in. An earthquake cast on the roof of a very large cavern could also endanger those outside the actual area, but below the falling debris.

Cliffs: Earthquake causes a cliff to crumble, creating a landslide that travels horizontally as far as it fell vertically. Any creature in the path takes 7d6 points of damage.

Open Ground: Fissures open in the earth, and 1d6 creatures on the ground fall into one and die; a Save against Hazards allows a victim to grab the edge of the fissure, and potentially rescue themselves before it closes up and swallows them.

River, Lake, or Marsh: Fissures open underneath the water, draining away the water from that area and forming muddy ground. Soggy marsh or swampland becomes quicksand for the duration of the spell, sucking down structures. In addition, 1d6 creatures in the area will be sucked into the mud and killed; a Save against Hazards allows a victim to avoid being completely sucked in, allowing them to potentially be rescued.

Enlarge

Rank; 1
Range: 5 feet/level
Duration: 3 turns, plus 1 turn per level

The magician causes an object or creature to grow in size, roughly doubling its height and making it far heavier. A creature affected by this spell gains 2 hit dice (1 flesh and 1 grit), and increases their strength bonus by 2.

Exalted Word

Rank; 7
Range; 0
Duration; Instantaneous

The language of the exalted spirits is not one for mortal ears. In fact, it is the speaking of these words that is behind the power of much magic. Some words though, are more devastating than others. The most destructive word is the true name of an exalted spirit, spoken as the being would speak it. The intonation of this word utterly banishes creatures not native to the physical world, hurling them back to their respective planes of existence. Additionally, other creatures will suffer effects from the Exalted Word in accordance with the creature's Hit Dice.

All creatures, other than those with the favour of the exalted spirit named or who are naturally deaf, within 60' of the magician are affected. A Save against Magic can be taken; if passed, the victim treats the result as one level less severe (creatures with 12 or more hit dice are unaffected if they pass the save).

Table 42; Exalted Word

Hit Dice	Effect
3 or less	Killed
4 to 7	Paralyzed for 1d4 turns
8 to 11	Slowed for 2d4 rounds
12 or more	Deaf for 1d4 rounds

False Sound

Rank; 2
Range; 60 feet radius, plus 10 feet/level
Duration; 1 round, + 1 round/level

The magician creates sounds with no physical cause. The sounds can issue from anywhere within the spells radius at once, and can be as complex as the magician requires. They can include intelligible speech. Creatures that do not believe the sounds are real can make a Save against Magic; if passed, they 'see through' the illusion.

Erase Tracks

Rank; 1
Range; touch
Duration; 1 turn per level

The magician wipes at the subject with a damp rag, removing their scent and other tells. The subject cannot be smelled for the duration of the spell, and cannot be tracked by scent at all. Furthermore, when they walk, they leave no footprints (regardless of the surface they walk on), or other signs of their passage such as disturbed sand, dripping blood from injuries or similar. Unless they deliberately leave a mark of their passage, it is impossible to tell that they have passed.

Erase tracks foils even magical means of following where the subject has been, but not other methods of finding them such as scrying to search locations or talking with nearby trees.

Feeblemind

Rank; 5
Duration; permanent
Range; 10 feet

This spell turns the neural pathways of the target into a superconducting network of thought. In most targets, this overloads their brain. If the target creature fails a saving throw versus Magic, its mind shuts down higher functions. The affected creature is unable to speak, cast spells, understand words, or communicate coherently. The subject remains in this state until a Dispel Magic or Remove Curse spell is used to cancel the effect of the Feeblemind. In addition, the subject gains a random madness (roll on table 31 to determine what) permanently; the madness is not cured by dispelling.

However, if the target succeeds with their saving throw, they are considered to be under the effect of a Haste spell for as many Rounds as the magician has levels.

Find the Path

Rank; 6
Range; touch
Duration; 1 turn per level

The recipient of this spell can find the shortest, most direct physical route to a specified destination, whether into or out of a locale. The locale can be outdoors, underground, or even inside a Maze spell. To cast this spell requires the magician to use a divining kit such as carved bones or wooden tokens, which they will cast to the ground and interpret how they fall. Find the Path works with respect to locations, not objects or creatures at a locale. The spell enables the subject to divine the correct direction that will eventually lead it to its destination, indicating, at appropriate times, the exact path to follow or physical actions to take. The spell ends when the destination is reached, or the duration expires, whichever comes first. Find the Path can be used to find the subject from the effect of an Imprisonment spell, or to allow the subject to select which gateway the step out of when travelling into Seven Gates.

Fireball

Rank; 6
Range; 200 feet
Duration; instantaneous

The magician hurls a bolt of compressed fire from their hand, which explodes when it hits a solid object into a mass of flames. Every creature within the blast radius is affected; in the open this will be a twenty foot radius, but in confined spaces (such as caves) the flames will expand to fit their surroundings, potentially covering a much greater length of a long thin tunnel. The spell deals 1d6 damage for each level the magician has, and has a 3 in 6 chance to set any unattended flammable objects in the radius alight. Creatures hit by the blast may make a Save against Hazards; if they succeed, they take only half damage from the fire as they manage to duck beneath the sheet of flame as it boils outwards.

Flatten

Rank; 7
Range; self
Duration; 2 rounds per level

This spell banishes the depth dimension of the magician's three dimensions of being, thus reducing the visible portion of themselves to the two-dimensional aspects of height and width. The magician can take all normal actions, but has the ability to appear invisible if standing such that only their side is presented to an observer. The magician can also slide sideways through small cracks or other tight spaces. True seeing does allow a viewer to see the magician as three dimensional. This two-dimensional existence also creates a vulnerability in the magician. Any damage that the magician sustains while under the effects of the spell is multiplied by three, but the character cannot be struck while standing sideways to an attacker. The magician can, however, be affected by area effect attacks, which are subject to the damage multiplier stated previously.

Floating Disk

Rank; 1
Range; 20 feet
Duration; 1 turn, plus 1 turn per level

The magician creates an invisible disk of force, like a large bowl four feet across. It can hold up the weight of as much as three people. The disk drifts along three feet off the ground, as directed by the magician; it cannot raise or lower, and cannot move too far from them.

Geas

Rank; 6
Range; touch
Duration; See Below

The whims of a proficient magician are not often ignored. This spell forces its victim, if a saving throw versus Magic is failed, into performing one service specified by the magician. This service can be a lengthy quest or an immediate action, almost anything the magician desires as long as it is a definite action. The magician cannot, however, order the victim to harm himself deliberately. The victim retains their own wits and faculties, but must make the wizard's service their top priority at all times else fall under the effects of a curse as specified by the Magic-User. The only way to remove the curse is to complete the service, and when that service has been performed the spell terminates.

Gust of Wind

Rank; 2
Range; 10 feet per level radius
Duration; 1 round per level

This spell summons forth a powerful blast of air, forceful enough to blow out unprotected flames. The wind is strong enough to hurl a small flying creature backwards by 1d6 times ten feet, and will hold medium-sized creatures back from moving. It also causes strong winds, giving all ranged attacks into the area or made within the area a -3 penalty.

Hallucinatory Terrain

Rank; 4
Range; 250 feet
Duration; permanent

The magician draws out an image of distant places to make some terrain feature look, sound, and smell like another sort of terrain. The effect is an illusion, however, and only reliably conceals things from distant observation; close up those who touch the terrain may realise that things aren't as they seem. The entire feature to be hidden must be encompassed by the range that this spell can affect. The magician can affect a 10 foot square area per caster level.

Haste

Rank; 3
Range; touch
Duration; 1 round per level

This spell warps the flow of time, causing the subject to move and act more quickly than normal. A Hasted creature can make double the normal number of actions and automatically wins Initiative (effectively going on initiative count seven). All of the Hasted creature's forms of movement (including land movement, burrow, climb, fly, and swim) double in speed. Multiple Haste effects do not stack. Only one spell can be cast per Round while hasted.

Heroism

Rank; 2
Range; touch
Duration; 1 round/level

The magician reaches into their subjects mind, removing the filters and fears that keep them from greatness. For the duration of the spell, the subject has 2d6 more Grit Points, improves their strength and charisma modifiers by 1, and treats all saves as being 3 points better.

When the spell wears off, if the subject has more flesh and/or grit points than when the spell was cast, their flesh and/or grit returns to its original level. Otherwise, it does not change.

Hold Person

Rank; 3
Range; 120 feet
Duration; 2 rounds per level

This spell temporarily disconnects the link between the victim's mind and body, resulting in their paralysis. A successful save versus Magic will negate the effect.

Only humans or Neanderthals are affected. Characters of a greater level than the magician are unaffected, as are the undead and mindless creatures. Victims of the spell are aware, and breathe normally, but cannot take actions of any kind, including speech.

A winged creature which is paralyzed cannot flap its wings and falls (if it is in flight at the time). A paralyzed swimmer cannot swim and may drown.

Howl of the Moon

Rank; 3
Range; touch
Duration; 1 night

This spell causes a spiritual transformation of the subject. Although they do not appear to change shape, their spirit becomes that of a great and terrifying predator. The spell can only be cast at night, and the subject must be daubed with the blood from a specific predator as part of casting.

The subject gains a number of benefits whilst under the effect of the spell. They move with preternatural agility, granting them +1 to athletics rolls to jump, swim or climb (based on the capabilities of the predator emulated), and can move as if unencumbered. Their senses are sharpened, giving them +2 to perception rolls. Most notably, they fight with an animalistic grace, ignoring any weapons and instead rending at their enemies with teeth and fingernails; they get +2 to their hit rolls and their unarmed attacks deal 1d6 damage.

During the spell's duration, the subject loses any vestiges of civility, acting to fill their belly and wound their enemies as quickly and brutally as possible. They will not bother using tools or weapons, and speak only reluctantly, using a few terse words or snarling incoherently. They cannot understand how fire can be controlled, and find it both frightening and confusing.

So long as the spell remains in effect, animals will see the change in the subject, and instinctively shy away from them, fleeing if they can. The only exception to this is the predator being mimicked. Any of that predator within a few miles radius will flock to the subject, treating them as a pack leader and following their lead. If observed using any magical means, the observer will also see the subject as the predator being mimicked.

If the spell is cast on the night of the full moon, it will come into effect as soon as the sun sets each night for the rest of the month.

Imprisonment

Rank; 8
Duration; permanent
Range; touch

When the magician casts *Imprisonment* and touches a creature, if it fails a Save against Magic it is entombed in a state of suspended animation in a small sphere far beneath the surface of the earth. The subject remains there unless a *Remove Curse* spell (the reverse of *Imprisonment*) is cast at the locale where the imprisonment took place. Magical search by a crystal ball, a *Locate Object* spell, or some other similar divination does not automatically reveal the fact that the creature has been imprisoned, but may show enough that this can be deduced.

Insect Plague

Rank; 5
Duration; 1 turn per level
Range; 400 feet

The caster summons a swarming mass of insects that crawl out of nearby crevices and undergrowth. Use the rules given in the bestiary for Vermin Swarms. The magician can control the swarm to move 20' in a Round, but has no more control than this. The magician must concentrate for the duration of the spell to maintain control over the swarm, and if the swarm leaves the range the magician loses control of it. The magician also loses control of the swarm if they are successfully attacked. If the magician loses control of the swarm, it remains, acting according to its instincts, and may attack them.

Instant Summon

Rank; 7
Range; see below
Duration; Instantaneous

Time and space do not exist to the forces of magic, and this spell allows the magician to disregard both in limited circumstances. When the spell is cast, a prepared item is summoned (instantly!) to their hands from wherever it currently is. To prepare the item, the magician simply places a handprint on the item in a mixture of their blood and a random magical reagent (see table 23 to determine what). The item must not be more than roughly 3' long nor weigh more than 8 pounds. Thereafter, the caster can summon the item by speaking a special word (set by the caster when the spell is cast). The item appears instantly in the caster's hand. If the item is in the possession of another creature, the spell does not work.
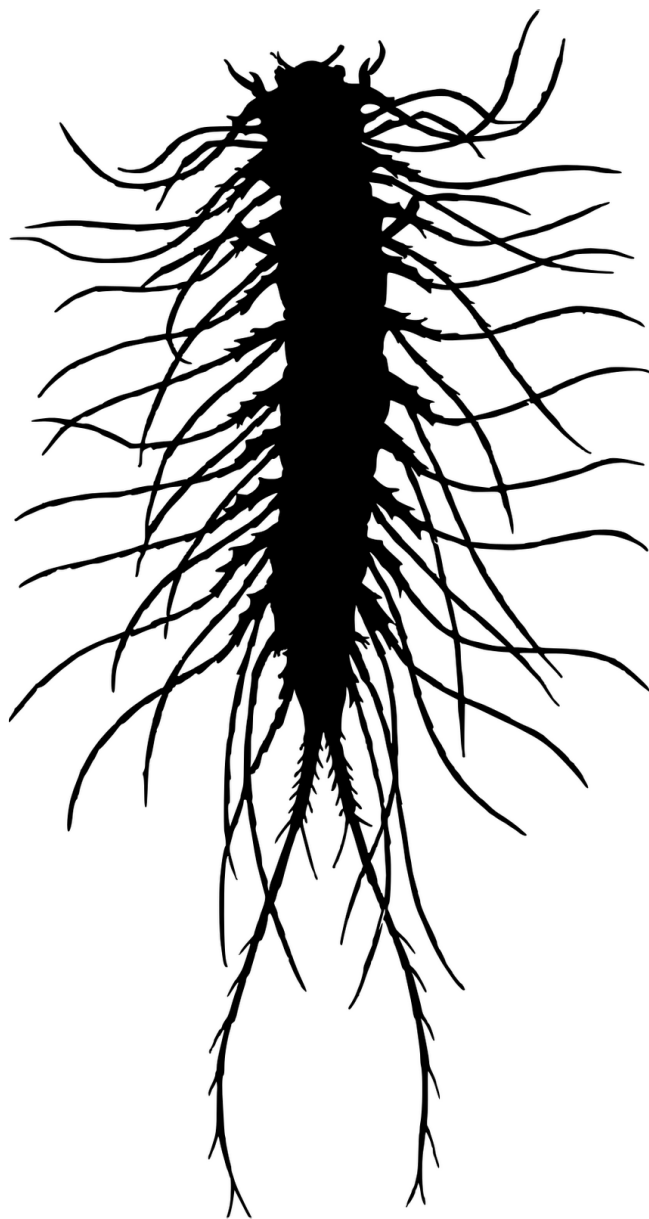
Invisibility

Rank; 2
Range; touch
Duration; 1 turn per level

This spell slightly removes something or somebody from people's perceptions. Although still physically present, capable of being touched, smelled and heard, the subject does not exist as far as sight is concerned. An observer's vision simply passes over and ignores the subject. Things carried by or hidden behind the object are also missed in the same way.

Invisibility can be cast on a person, creature or object (although the object can be no bigger than a large tree; you cannot make an entire glacier or cliff invisible). Should the subject take a dramatic enough action, the spell is broken as observers are forced to notice what has happened. Attacking, setting an object on fire or similar violent actions will all break invisibility.

Whilst the subject is invisible, attacks against them are somewhat harder. The attacker must first locate the subject somehow; doing so probably requires a successful Perception skill roll. Once the target is located, then attacks against them are made with a -3 penalty since the attacker cannot see how the subject is defending themselves.

Invisibility, Mass

Rank; 7
Range; 30 feet radius
Duration; 1 turn per level

This spell works like the spell 'invisibility', save that every living thing within the radius, and all their equipment, is affected as if it was cast on them individually. Beings that leave the radius remain invisible. Beings made invisible with this spell cannot see one another.

Legend Lore

Rank; 6
Range; self
Duration; see below

The works and deeds of the famous and the infamous are witnessed by the universe, and all secrets are spied upon by creation, even if there is nobody there to record them. By casting this spell, the magician can put together the clues left behind over time. To cast this spell requires the magician to use a divining kit such as carved bones or wooden tokens, which they will cast and interpret over time. If the person or thing is at hand, or if the caster is in the place in question, the casting time is 1d4 × 10 Turns. If the caster has only detailed information on the person, place, or thing, the casting time is 1d10 days. If only rumours are known, the casting time is 2d6 weeks. During the casting, the Magic-User cannot engage in other than routine activities such as eating, sleeping, and so forth. When completed, the divination brings legends or information about the person, place, or things to mind, but always in the form of riddles, puzzles, symbols, or other obscure forms that must be reasoned or intuited to understand. If the person, place, or thing is not of legendary importance, no information is gained.

Levitate

Rank; 2
Range: 10 feet
Duration: concentration

This spell alters how gravity pulls an object to the floor, causing it to fall slowly, float in mid air or gently rise, depending on the magician's wishes. An unwilling subject can make a Save against Hazards to grab onto something if they don't wish to be lifted; likewise if an object is lifted, somebody interacting with it or holding it can make a save to keep hold of it.

The spell causes the subject to move up or down as much as twenty feet a round as the magician directs. The magician cannot move the subject horizontally, but the subject can pull themselves along by grabbing tree branches or similar. The effect ends when the magician is no longer concentrating on maintaining it (during which they are directing the levitated object and cannot attack). When the spell ends, objects high in the air will fall. Since the effect wears off slowly, rather than suddenly cutting out, treat the distance fallen as halved for the purposes of falling damage.

Light

Rank; 1
Range: touch
Duration: 3 turns/level

The magician causes an object they touch to glow softly like a burning coal, dimly illuminating the area around it to a 60 foot radius. The glowing object does not create any heat.

Locate Animal

Rank; 1
Range: -
Duration: instantaneous

As part of casting this spell, the magician casts some divination tool upon the ground; typically knucklebones or carved sticks. From how they land, the magician can deduce the direction, as the crow flies, to the nearest specimen of an animal that they specify, and whether it will take minutes, hours, or days to get there.

The spell can only be used to find mundane, natural animals, and makes no guarantee that the animal will still be there when the magician arrives.

Locate Object

Rank;
Range: -
Duration: instantaneous

As part of casting this spell, the magician casts some divination tool upon the ground; typically knucklebones or carved sticks. From how they land, the magician can deduce the direction, as the crow flies, to the nearest specimen of an object that they specify, and whether it will take minutes, hours, or days to get there.

Magic Jar

Rank; 5
Range; 10 feet per level
Duration; see below

By casting Magic Jar, the caster places their soul into a specially prepared gem or large crystal (known as the magic jar), leaving their body lifeless. An attempt can be made thereafter to take control of a body within 120', forcing its soul into the magic jar. At a later time, the magician can move back to the jar, thereby returning the trapped soul to its body, and attempt to possess another body. The spell ends when the magician sends their soul back to their own body, leaving the receptacle empty.

To cast the spell, the magic jar must be within spell range. While in the magic jar, the magician can sense and attack any life force. Attempting to possess a body is a full-Round action. The magician possesses the body and forces the creature's soul into the magic jar unless the subject succeeds a saving throw versus Magic. Failure to take over the host leaves the caster's life force in the magic jar, and the target automatically succeeds on further saving throws if the magician attempts to possess its body again.

If the magician is successful, their life force occupies the host body, and the host's life force is imprisoned in the magic jar. The caster keeps their own Intelligence, Wisdom, Charisma, level, class, and personality. The body retains its Strength, Dexterity, Constitution, Hit Points, natural abilities, and automatic abilities. The creature's spells and spell-like abilities do not stay with the body. The caster can be forced out of a possessed body if a Dispel Magic spell is cast.

The spell ends when the magician shifts from the jar to their original body. If the host body is slain, the magician returns to the magic jar, if within range, and the life force of the host departs (it is dead). If the host body is slain beyond the range of the spell, both the magician and the host die. If the magician's life force is within the magic jar and their own body is slain, the magician is trapped in the magic jar until a creature comes within range and can be possessed. If the magician's life force is in possession of a host and the magic jar is destroyed, the magician's life force is stranded in the host. Any life force with nowhere to go is slain. Destroying the receptacle ends the spell and destroys any life force inside it.

Magic Spear

Rank; 7
Range; 30 feet
Duration; 1 round per level

The magician evokes a magical spear into being that hangs in the air, and attacks as directed by the magician. While doing so, they cannot cast spells, use magic items, or move, although the spell does not end if the magician's concentration is broken; the spear simply does not attack during that Round. The spear attacks with a bonus of one-half of the magician's caster level (and always hits on a natural 19 or 20), and it can hit creatures that can ordinarily be hit only with magic weapons. The spear inflicts 1d12 damage.

Mending

Rank; 1
Range: touch
Duration; 3 turns per level

The magician reverses the forces of entropy, returning a single touched object to the state it was in when it was first made. The spell can target any non-magical object that has been broken or decayed over time. It cannot target magical items, or living creatures. In addition, food that has been partially eaten does not count as 'broken' for the purposes of this spell.

Message

Rank; 1
Range: 60 feet, plus ten feet/level
Duration; Instantaneous

The magician whispers a message, and the air carries it to their intended target. The target can whisper a response, which will be carried back. The whispered message is audible only to the target, and the response is audible only to the magician. No line of sight is required for the spell to work, only that the magician clearly knows who they want to receive the message. The spell transmits sound, not meaning.

Mind Blank

Rank; 8
Range; Touch
Duration; 1 turn per level

The subject is protected from all devices and spells that detect, influence, or read emotions or thoughts. This spell protects against all mind-affecting spells and effects as well as information gathering by divination spells or effects. In the case of scrying that scans an area the creature is in, such as a crystal ball, the spell works, but the subject of the *Mind Blank* spell is simply not detected. Scrying attempts that are targeted specifically at the subject do not work at all.

Mind Switch

Rank; 6
Range; touch
Duration; Permanent

This spell allows the magician to switch the minds of two beings. The beings must be of the same race. The magician must touch the two beings in turn, and when the second being is touched their minds switch bodies. A character not wishing to have their mind switched must make a Save against Magic to resist the change. If either of the intended targets succeeds in their saving throw, the spell fails.

Mind-switched characters retain their Charisma, Intelligence, and Wisdom, gain the Constitution, Dexterity, and Strength of the body they have been switched into. The body retains its previous Hit Point maximum, but the minds otherwise retain their former class, level, experience points, and abilities.

The spell is permanent until dispelled. The magician must touch both involved parties once again to cancel the spell, and they are each entitled to a Save against Magic if they want to resist the spell's cancellation. Casting Dispel Magic allows no such saving throw. In each case, if the affected parties are not Dispelled or cancelled at the same time, the first one to be so affected goes into an empty void until their original body is freed of its possessing consciousness. If the original body dies while a mind is in limbo, it is forever lost.

Mirror Image

Rank; 1
Duration; 1 round/level
Range; self

The magician creates a number of illusionary replicas of themselves, each moving in synchronisation with the magician to obscure their true location. 1d4 replicas are created, each of them indistinguishable from the actual magician. When somebody tries to attack the magician, they should randomly determine which they hit out of the magician and their replicas. If a duplicate is struck by a successful attack, it is disrupted and vanishes instantly. The duplicates cannot act independently; they are merely mirror images of the magician.

Mist Form

Rank; 3
Duration; 1 turn per level
Range; self

The magician tilts back their head, opens their mouth, and exhales. Once the breath has left their body, they can keep exhaling, and if they do they will find their body turns to mist from the inside out, escaping through their mouth until the magician has completely dissolved into the air. In mist form, the magician cannot touch or be harmed by physical objects, although they cannot pass through objects unless they are permeable to air. Whilst in mist form, the magician cannot gesture or talk, which prevents them from casting spells. Only the magician's body is transformed; their equipment and clothing falls to the floor beneath them.

In mist form, the magician can move up to ten feet a round, and can pass through any gap or crack that smoke could eventually seep through. They are subject to the effects of the wind, and can potentially travel much faster by letting strong winds carry them.

When the spell ends, the magician's body reforms, the disparate particles knitting back together in their original arrangement.

Neutralise Poison

Rank; 4
Duration; Instantaneous
Range; Touch

The magician draws out all trace of venom and poison in the creature or object touched, which are sweated from the subject's surface in glistening black drops. A poisoned creature suffers no additional effects from the poison, and any temporary effects are ended. The spell does not reverse instantaneous effects such as Hit Point damage, or other effects that do not go away on their own. If a character dies of poison, Neutralize Poison will revive the character if the spell is used no more than one Turn after death.

Until the subject has been cleaned off, the black sweat forms a deadly contact poison. Those touching it directly with their skin must make a save against poison, or else die.

Obfuscation

Rank; 4
Duration; 1 turn per level
Range; touch

This spell completely removes something or somebody from people's perceptions. Although still physically present, capable of being touched, the subject cannot be seen, heard or smelled. An observer's senses simply passes over and ignore the subject. Things carried by or hidden behind the object are also missed in the same way. No matter what the subject does, observers will not notice them.

Obfuscation can be cast on a person, creature or object (although the object can be no bigger than a large tree; you cannot make an entire glacier or cliff invisible).

Whilst the subject is hidden, attacks against them are rather harder. The attacker must first locate the subject by groping about; doing so probably requires a successful Perception skill roll, and requires them to have given some sign of their presence, such as attacking. Once the target is located, then attacks against them are made with a -3 penalty since the attacker cannot see how the subject is defending themselves.

Part Water

Rank; 7
Duration; 1 turn per level
Range; 120 feet

The caster creates a path 10' wide and a maximum of 120' long through water, such as a pond, lake, river, or other body of water. The caster can dismiss the spell effects before the duration ends, thus allowing water to crash down upon unwanted pursuers.

Permanency

Rank; 8
Duration; permanent, strangely enough
Range; Touch

The *Permanency* spell makes other spell effects per-manent. It is also used to lock the enchantments of a magic item permanently into the item, such magical items, wands, and staves. Which spell effects can be made permanent are at the discretion of the GM. Each use of this spell requires the caster to make a saving throw versus Magic; failure permanently reduces the caster's Constitution by 1 point.

Plant Growth

Rank; 4
Duration; permanent
Range; 120 feet

Plant Growth causes normal vegetation (grasses, bushes, creepers, thistles, trees, vines, etc.) within range and an area no more than ten feet across per level to become thick and overgrown. The plants entwine to form a thicket that creatures must hack or force a way through. Movement drops to 10 feet, or 20 feet for large creatures. The area must have brush and trees in it for this spell to take effect. At the magician's option, the area can be any shape. Alternatively, the spell can be used to guide the growth of a single plant. The plant grows to full size in any shape desired in a matter of moments, as guided by the magician.

Polymorph Any Object

Rank; 8
Range; 5 feet per level
Duration; permanent

Objects can be changed into living creatures, crea-tures can be turned to plants, etc. Subjects cannot be transformed into specific creatures or items—a rock can be turned into a human, but not into a specific person, for example. Objects transformed across kingdoms (Plant, Animal, Mineral) cannot increase mass by more than three times. The spell *Dispel Magic* will reverse the effects of this spell. All objects or creatures affected by this spell will radiate magic should such detections be made. This spell can also be used to duplicate the effects of *Turn Rock to Mud*, *Turn Flesh to Stone*, and similar spells that alter matter. When this spell is used to create the effects of these spells, the victim makes any saving throw with a penalty of –4.
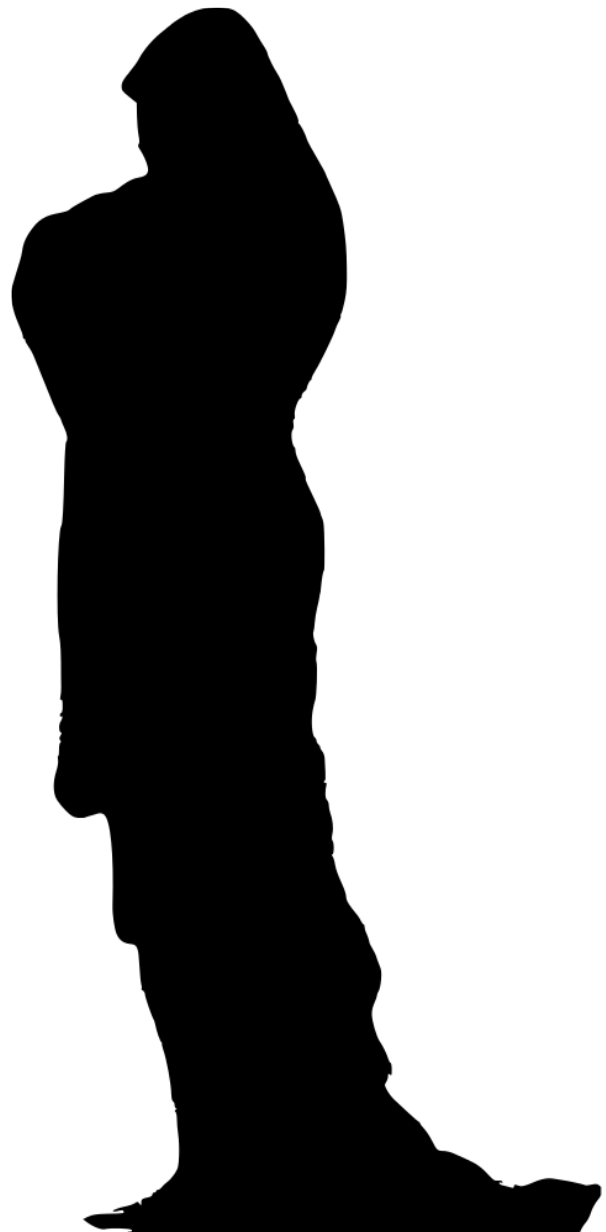
Polymorph Others

Rank; 5
Range; 60 feet
Duration; permanent

By means of this spell, one living being can be transformed into another kind of being. The creature may make a saving throw versus Magic, but if the creature is willing this roll can be forgone and the effects are automatic. If the new creature's Hit Dice totals more than twice the Hit Dice of the original creature, the spell does not work. Although the final form will retain the same number of Hit Points as the original, all other abilities of the new form will be acquired, including Intelligence level. The creature becomes the new creature in every way, including instincts, knowledge, preferences, etc. This spell cannot be used to reproduce the appearance of a specific identity. Dispel Magic negates the effects of this spell, and if the subject dies while in a different form he will revert to his natural form in death.

Polymorph Self

Rank; 4
Range; self
Duration; 1 turn per level

The magician transforms themselves into another being. A particular individual cannot be mimicked with this spell, but only a typical individual of a creature type. The new body must be of a creature with a number of Hit Dice, equal to, or less than that of the magician. The magician retains their Intelligence, Hit Points, saving throws, and ability to attack, but does gain physical abilities of the new form, including Strength or Strength-based attack forms and damage. Magical abilities or other special abilities are not gained. For example, if the magician transforms into a winged creature, they will be able to fly. If the caster takes the form of a creature with a petrifying gaze, their gaze will not petrify. The magician is unable to cast spells when transformed. Dispel Magic negates the effects of this spell, and if the magician dies while in a different form they will revert to his natural form in death.

Projected Image

Rank; 6
Range; 10 feet per level
Duration; 1 round per level

The magician creates a quasi-real, illusory version of themselves. The Projected Image looks, sounds, and smells like the magician, but is intangible. The projected image mimics the magician's actions (including speech) and any sound or spell effects will seem to come from the image. In fact, ranged spells (not touch spells) can be cast from the Projected Image rather than the magician! If the image is physically touched, either by a hand or with a weapon wielded by hand, it disappears. However, all missile weapons or spells will pass through the image or otherwise appear to do nothing to the magician.

Protection from Weapons

Rank; 4
Range; touch
Duration; 1 round per level.

The magician turns their subject's flesh into a strange, dark glittering substance, harder than stone yet supple and mobile. The subject of this spell becomes completely invulnerable to the effects of non-magical weapons. Creatures of 5 Hit Dice or greater, (not including character levels), are still able to attack as normal if not using weapons. The spell conveys no protection whatsoever against spells or indirect attacks such as falling rocks and fire.

Purify Water

Rank; 1
Duration; Instantaneous
Range 30 feet

This spell allows the magician to separate out any contaminants from a water source, leaving what's left entirely safe to drink. Any poisons, diseases or other risks in the water are removed, as is any salt, alcoholic content or similar; only pure water remains. The spell affects the entirety only a single water source at the moment it's cast, and does not affect any of that water source that is out of range.

Regenerate

Rank; 6
Range; Touch
Duration; Instantaneous

As part of casting this spell, the magician takes a mixture of clay and blood and paints it over a broken body, accelerating healing to staggering levels. It heals all damage to flesh, and all grit. In addition, any specific injuries to the subject are be healed, with broken bones mending perfectly and wounds sealing over without a scar. Any missing body parts do not re-grow on their own, but if a replacement is made from clay and placed in the correct space, the clay will turn itself to flesh to replace a severed limb, missing eye, and so forth. Regenerate also cures any ongoing conditions such as arthritis, cataracts and so on.

Remote Surveillance

Rank; 7
Range; Touch
Duration; 1 turn per level

This spell enables a magician to enchant a particular item. The first person or creature to handle that item immediately becomes a conduit for the magician, with no saving throw. The victim will not realize that they are the victim of a spell.

When this happens, the magician is immediately aware of the spell's activation. The magician can then experience all of the subject's senses. In effect, the subject of the spell becomes the magician's perfect spy. The magician can also cast spells through the subject of the spell. However, the magician cannot read the subject's mind, nor does the magician find anything out about the subject. There could be circumstances where the magician does not even know where the subject is. All that the magician becomes aware of is that the spell is active, and from that point is also aware of whatever the subject sees, hears, smells, tastes, or touches until the duration of the spell ends.

Remove Curse

Rank; 3
Duration; Instantaneous
Range; touch

Remove Curse instantaneously removes one curse or magical affliction on a creature if it makes a saving throw versus Magic. Remove Curse does not remove the curse from a cursed shield, weapon, or other item, although the spell enables the creature afflicted with any such cursed item to remove it from his person and get rid of it.

Resist Cold

Rank; 2
Range; Touch
Duration; 1 turn per level

The magician can blanket a subject with an inner warmth that wards off the worst of the winter. The subject is immune to the effects of non-magical cold entirely, or cold caused only indirectly by magic (such as a magically summoned blizzard). Against overtly magical cold, the subject gets +4 to any saving throws to resist, and reduces any damage dealt by 1 for each level the magician possesses, down to a minimum of 1.

Resist Fire

Rank; 2
Range; Touch
Duration; 1 turn per level

The magician can surround a subject with a shroud of winter that repels heat and flame. The subject is immune to the effects of non-magical heat and fire entirely, or heat caused only indirectly by magic (such as an object set alight by a magical spark); they can walk through a raging forest fire without even being singed. Against overtly magical fire, the subject gets +4 to any saving throws to resist, and reduces any damage dealt by 1 for each level the magician possesses, down to a minimum of 1.

Resurrection

Rank; 8
Range; Touch
Duration; Instantaneous

Casting this spell requires access to the corpse of a dead creature, which must be ritually prepared (requiring a magical reagent and a day's work to do so). It causes the deceased's spirit to be pulled back from the gardens of the dead in the spirit world (where the souls of the dead grow like plants), and placed back in the body. The deceased creature's body re-animates immediately as an undead being. See the section dealing with the Undead on page 127 for details on what the undead may be like.

Reverse Gravity

Rank; 7
Range; 5 feet per level
Duration; 1 round

Nature is a magician's plaything, and this spell commands the earth to throw away people and objects standing upon it. This affects a 30 foot squared area, causing all unattached objects and creatures within that area to "fall" upward 20'. If some solid object (such as a ceiling) is encountered in this fall, falling objects and creatures strike it in the same manner as they would during a normal downward fall. If an object or creature reaches the maximum height without striking anything, it remains there, oscillating slightly, until the spell ends. At the end of the spell duration, affected objects and creatures fall downward, suffering the usual falling damage when they hit the ground.

Rip Portal

Rank; 4
Range; 10 feet
Duration; Instantaneous

This is a minor version of the Teleport spell, allowing the caster to instantly transfer the subject from its current location to any other known spot within three hundred and sixty feet. The being always arrives at exactly the spot desired by the caster. Unwilling subjects may make a Save against Magic. An unknown or unseen place can be specified (for example, '100' south and 20' high' or 'on the other side of this chasm', but if the destination is already occupied by a solid body, the spell shunts the target to a random place within range.

Sacrifice

Rank; 3
Range; Touch
Duration; Instantaneous

This spell allows the magician to transfer health between themselves and another. They can donate any amount of Flesh and/or Grit points from themselves to the subject. The subject cannot gain more Flesh or Grit points than their starting value; they can only be healed.

Instead of donating health, the magician can choose to steal it. To do so, they must make a successful attack against the victim with their bare hand. They deal an extra 1d6+1 damage when they do so, gain that many lost Flesh and/or Grit points (in the same manner as when health is donated).

Secret Bag

Rank; 5
Range; see below
Duration; two months

By casting this spell, a magician can hide a sack in another dimension for as long as 56 days and can retrieve it at will. The sack can contain up to 1 cubic foot of material per caster level (regardless of the bag's actual size). If any living creatures are placed in the bag, there is a 3 in 4 chance that the spell simply fails. Once the bag is hidden, the magician can retrieve it by concentrating, and it will appear next to him.

The bag must be specially crafted from the hide of a dangerous predator. Once it is constructed, the caster must make a tiny replica (of the same materials and perfect in every detail), so that the miniature of the bag appears to be a perfect copy. The caster can have only one pair of these bags at any given time.

To hide the bag, the spell is cast while touching both the sack and the replica. The sack vanishes into the negative plane. The caster needs the replica to recall the bag. After sixty days, there is a cumulative chance of 1 in 20 per day that the bag is irretrievably lost. If the miniature of the sack is lost or destroyed, there is no way that the large sack can be summoned back.

Seven Gates

Rank; 4
Range; -
Duration; 4d6 turns

Before this spell is cast, the magician must set up seven archways, each consisting of two vertical posts and a lintel on top. The archways are normally made of stone slabs, but wood or bone will suffice (although they are more vulnerable to the weather). Each gate also requires a single magical reagent in its construction in order to be properly set up. Upon casting the spell, the gates are activated, allowing people to move between them. After entering a gate, roll d6 to determine which other gate the traveller steps out of; if several people step into the gate at once, they must all link hands if they wish to leave by the same exit.

Many magicians use this spell to quickly travel to and from their sanctums and other places of power, building six gates ahead of time and then setting up a seventh as and when they need to.

Speak with Plants

Rank; 4
Range; self
Duration; 1 round per level.

Just as animals have their own mode of speech, the plants do as well. They communicate through subtle means, with the meaning behind each rustle and creak imperceptible to the ears of moving creatures. This spell, however, allows the magician to hear and understand the languages of plants. Whilst the spell is in effect, the magician can talk with plants just like they would with other people. In addition, they may be able to persuade the plants to do things they otherwise wouldn't. Although no plant would ever willingly uproot itself (and they consider those that do to be abominations), a cunning magician can persuade them to gently move themselves, allowing clear passage or forming new shapes.

When playing plants, the GM should try to portray them as intelligent, but utterly alien to animal minds.

This spell also allows the magician to talk with plant-based creatures, although mobile plants are viewed with disgust by other vegetable life and are monsters in all senses of the word.
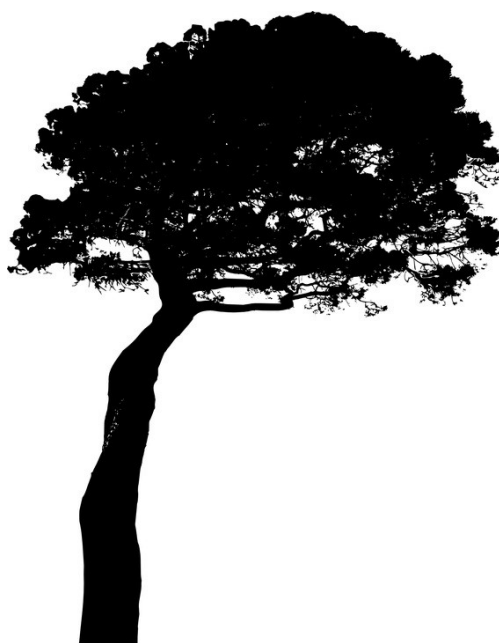
Shape Change

Rank; 8
Duration; 1 turn per level
Range; self

This spell enables the magician to assume the form of any single non-unique creature. The magician's Hit Points remain the same. The magician gains all of the extraordinary and supernatural abilities (both attacks and qualities) of the assumed form, except for any abilities relying on the knowledge or intelligence of the monster, because the magician's mind remains their own. The caster can change form once each Round for the duration of the spell.

Shape Stone

Rank; 5
Range; touch
Duration; instantaneous

This spell can form an existing piece of stone into any shape that suits the caster's purpose, to a total volume of 1' cubed per level. While it is possible to make crude coffers, doors, and so forth with stone shape, fine detail is not possible.

Shield

Rank; 1
Range: self
Duration; 3 turns

The magician creates a field of force that repels objects coming towards them. This grants the magician AC 19 against missile weapons, or AC 17 against other attacks, unless they would already have an AC better than that.
The actual force-field created is faintly visible surrounding the target, appearing like a shimmering membrane with swirling colours, similar to those that form on the surface of oil.

Shrink

Rank; 1
Range: 5 feet/level
Duration: 3 turns, + 1 turn/level

The magician causes an object or creature to reduce in size, roughly halving its height and making it far lighter. A creature affected by this spell loses 2 hit dice (down to a minimum of 1), and reduces their strength bonus by 2.

Silence

Rank; 2
Range; 60 feet
Duration; 2 rounds/level

This spell suppresses sound within an area thirty feet across, in a radius of fifteen feet around the source point. No sound can be made within the space affected, although sound from outside this area can still be dimly heard by those within it. If cast on a point, the area of silence will remain in the same place for the duration. If cast on an object or living thing, the area of silence will follow the subject until the spell ends.

Simulacrum

Rank; 7
Range; touch
Duration; Instantaneous

Simulacrum creates a pseudo-duplicate of any creature. The spell is cast over a rough snow or ice form, and some piece of the creature to be duplicated (hair, nail, or the like) must be placed inside the snow or ice. The simulacrum appears to be the same as the original, but it has only one-half of the real creature's Hit Points. The duplicate has a faulty memory of the original's life, and has a 3 in 6 chance to remember any pertinent detail. At all times, the simulacrum remains under the magician's absolute command. No special telepathic link exists, so command must be exercised in some other manner, typically speech. A simulacrum lacks a soul and so has no ability to become more powerful. It cannot increase its level or abilities. If, however, the simulacrum gains a soul somehow, then so long as the soul continues to inhabit it, it can potentially learn and grow; however when the soul leaves it, it will revert to its initial state. If reduced to 0 Hit Points or otherwise destroyed, a simulacrum reverts to snow and melts instantly into nothingness. True Seeing will reveal a simulacrum's true nature.

Sleep

Rank; 1
Range: 30 feet
Duration; Instantaneous

The magician reaches into the mind of their foes, switching their awareness off so they fall fast asleep. The creature with the lowest number of hit dice is affected first (in the event of a tie, the closest is affected), and a total of no more than 2d8 hit dice can be affected. A creature affected by Sleep must make a Save against Magic or else fall asleep; mindless or magically created beings automatically pass the save, as do beings that for whatever reason require no sleep. A sleeping creature will be woken by any loud noise, being poked, the temperature falling, and so on.

Speak with Animals

Rank; 2
Range; self
Duration; 2 rounds per level

This spell makes the caster temporarily fluent in the language spoken by a type of animal. The caster must chose a type of animal when they cast the spell that they understand, and the languages of other animals will remain unintelligible to them (although they may gain a dim sense of what closely related animals are saying; the similarities between fox and wolf speech is much like the similarities between Portuguese and Spanish). The caster also finds themselves able to vocalise like the animals they're talking with.

The spell does not make animals any more friendly towards the magician automatically, but it does allow them to use their Charm skill roll in place of Animalism if it would be better, and gives a +2 bonus to whichever skill they use.

Speak with Corpses

Rank; 3
Range; 10 feet
Duration; -

This spell draws back the spirit of a corpse from the spirit world and returns it to its body. The habitation is imperfect, and as such the spirit is only able to move the body's lips and tongue, and thus is able to answer questions.

The corpse's knowledge is limited to what the person knew during life, events that have happened to the corpse since then, and the state of the local spirit world. Answers are often brief, cryptic, or repetitive.

In the spirit world, the spirits of the dead grow like plants do here, forming a part of the landscape. Particularly mighty or famous people might be nurtured and kept by spirits in things worryingly similar to gardens, whilst the weak and inconsequential masses grow wild.

The spell allows a base of three questions. If the death occurred more than a day ago, one less question can be asked, and of more than a year, again one less question can be asked.

This spell does not affect a corpse that has been turned into an undead creature. The head of the person to be spoken with (or at least the mouth), even if it is merely a skull, must be intact and present for the spell to work.

Speak with Dead only functions on human and Neanderthal corpses.

Spider Climb

Rank; 1
Range: touch
Duration; 1 round + 1 round per level

The subject of this spell finds their fingers and toes sprout tiny sticky cilia, increasing their grip incredibly. They can walk up walls, and across ceilings just as easily as walking across the ground. For the duration of the spell, the subject will also find any normal arachnids in the area attracted to them, although the bugs do no harm to them for the duration of the spell.
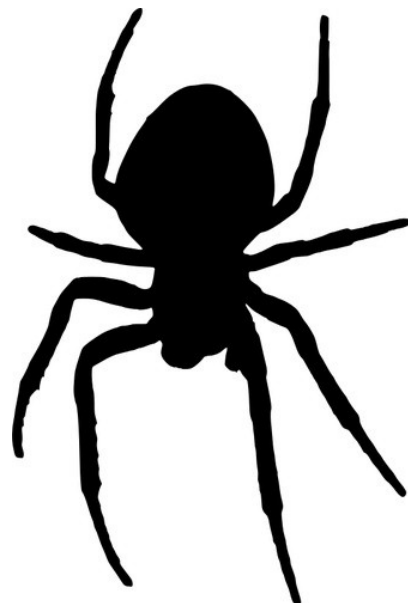
Strange Waters

Rank; 3
Range; 10 feet
Duration; variable

This spell creates a small sphere of water, filled with twenty small fish, in the air which immediately crashes to the ground. The fish immediately begin suffocating, and will all die in one Turn. If a fish is eaten before it dies, it delivers a magical effect to the one eating it. The following table shows what effect each fish delivers. Each fish from the sphere is identical to the others in all respects, except for its magical effect; there is no mundane way to know what effect each fish delivers without eating one.

Although a character can eat more than one fish at a time, the magical effects granted are not guaranteed to work in tandem or altogether. When a character eats more than one fish, roll on the table below to see what the magical effect is for each one, and then roll on table 22 for Magical Backlash once for each fish eaten after the first.

If the fish die before they are eaten, they're just fish. The water is also just water, and is perfectly safe to drink.

Table 43: Strange Waters

Roll	Result	Explanation
1	Sickness	Save against Poison or contract food poisoning. This is only to be expected when consuming raw flesh.
2	Transmutation	The consumer is transformed in some way, roll on table 29 to determine how.
3	Diminution	The consumer shrinks to one inch tall for 2d6 Turns.
4	Climbing	Gives the power of the Spider Climb spell for d6 Turns.
5	Mist Form	Turns the consumer into a gas, as per the Mist Form spell, for 1d6 Turns.
6	Transmuting Touch	The next living being the consumer's skin touches suffers a random transmutation (roll on table 29 to find out which). The effect lasts for d12 turns.
7	Fire Breath	The consumer is able to deliver one breath of fire for 2d6 damage. This attack automatically hits with no saving throw.
8	Time Stop	The consumer is able to take 1d4+1 Rounds worth of actions before anyone else can act.
9	Skin-changing	The consumer is turned into a random animal (roll on table 25 to determine which) for d6 turns.
10	Haste	The consumer gains speed as per the Haste spell for d4 Turns.
11	Invulnerability	The consumer becomes completely immune to non-magical weapons for 1d4 Turns.
12	Levitation	The consumer gains the ability to Levitate as per the spell for 1d4 Turns.
13	Enspelled	The consumer is able to cast one random 1st level spell once and once only.
14	Mirror Image	The consumer gains 1d6 mirror images for d4 Turns as per the Mirror Image spell.
15	Invisibility	The consumer becomes invisible, as per the spell, for d6 Turns.
16	Begone	The consumer is teleported d6 × 1d100 feet in a random direction. The character will appear in the open area closest to the target area.
17	Energy Blast	The consumer releases a pulse of energy which inflicts 1d8 damage to all within 20', save against Hazards for half damage.
18	Blinding Flash	All within 30' must Save against Hazards or be blinded for 3d10 Turns as the consumer's skin releases a flash of light.
19	Poison Kiss	The consumer's lips are filled with a poisonous liquid, and the consumer must kiss another living being to deliver the poison within one Turn or suffer the poison himself. The poisoned character must save versus Poison or die.
20	Unnatural Feature	The consumer's flesh distorts and warps to take on a new shape. They gain a random unnatural feature, roll on table 32 to determine what. The consumer may make a Save against Magic; is passed the feature lasts for 1d6 turns before passing away. If failed, the feature is permanent.

Summon Rain

Rank; 1
Range: 1 mile radius
Duration; d12 hours.

The magician extends their grasp into the sky, grabbing at the clouds to wring water from them. Soon after the spell is cast, heavy black clouds will gather and it will begin raining. If there is heavy cloud cover, it will rain in d6 rounds. If there is some cloud cover, it will take d6 turns. If there is no cloud cover at all, it will take d6 hours. There is a 1 in 6 chance when this spell is cast that the rain that comes down will be somehow 'wrong'. If it is, it may be bright red, black and oily, stink of rotting plants, powerfully alcoholic, or have the occasional fish falling from the sky with it.

If the weather is well below freezing, this spell instead causes it to snow.

The spell can also be cast to banish rain if it's raining already. In a light shower, this will take d6 rounds. In a downpour, this will take d6 turns. In a thunderstorm or blizzard, this will take d6 hours.

Telekinesis

Rank; 5
Range; 120 feet
Duration; 1 round per level

This spell extends the caster's reach beyond that of their physical body, allowing them to move objects without touching them. By concentrating on nothing else and taking no other actions, the caster can move objects or creatures by concentrating on them. A total of 20 pounds per caster level can be moved 20' per Round. Living beings can also be moved, but they are allowed a Save against Hazards to resist being moved by the spell by grabbing onto something. The magician can manipulate objects with as much finesse as if they were using their hands.

Time Stop

Rank; 9
Duration; See Below
Range: Touch

This spell brings all of creation (and anti-creation) to a complete halt, while allowing the caster the freedom to act in this inert universe. Because existence wants to be active, this spell cannot last long. The magician can take 1d4+2 Rounds worth of actions (the exact amount rolled by the Referee in secret) instantly, as they act within the folds of adjacent moments.

Alternatively, the spell can be used to stop time only for a single subject. The subject is placed into a state of suspended ani-mation. For the character afflicted in this way, time ceases to flow. The character does not grow older, and their body functions pause. This state persists until the magic is removed (such as with *Dispel Magic* spell). No saving throw is permitted.

Trap the Soul

Rank; 8
Range; touch
Duration; permanent

Trap the Soul forces a creature's life force (and material body) into a specially prepared container, typically a clay bottle. The container holds the trapped entity indefinitely or until it is broken and the life force is released, allowing the material body to reform. Before the actual casting of *Trap the Soul*, the magician must procure 3 magical reagents for every Hit Die possessed by the creature to be trapped, which are used to make the container. Since the magician does not know the game statistics of their victim, they will need to guess how many reagents are required. The spell can be triggered in one of three ways.

-Spell Completion: First, the spell can be com-pleted by speaking its final word as a standard action as if one were casting a regular spell at the subject. This allows the victim a Save against Magic to avoid the effect. If the save is successful, the vessel shatters.

-A Trigger Object: The second method is far more insidious, as it tricks the subject into accepting a trigger object inscribed with the final spell word, automatically placing the creature's soul in the trap. To use this method, an additional magical reagent must be used when creating the trigger object. As soon as the subject picks up or accepts the trigger object, their life force is automatically transferred to the vessel without the benefit of a saving throw.

True Sight

Rank; 5
Range; touch
Duration; 1 round per level

The caster confers on a subject the ability to ignore all of the lies told to us by our natural eyes and to see all things as they actually are. The subject sees through normal and magical darkness, notices secret doors, sees invisible creatures or objects normally, sees through illusions, and sees the true form of polymorphed, changed, or transmuted things.

Turn Flesh to Stone

Rank; 6
Range; 120 feet
Duration; permanent

This spell turns one creature into a statue, including all gear and any items currently held. A saving throw versus Magic is permitted to resist the transformation. The spell can also be cast in reverse, turning petrified creatures back into living things, or rocks into masses of living, twitching flesh.

Turn Rock to Mud

Rank; 5
Range; 120 feet
Duration; Permanent

This spell turns as much as 3,000 square feet of rock 10' deep into mud, forming a thick bog. Any beings passing through the mud have their movement reduced to one tenth of normal. The spell can be used to change an equal volume of mud, earth or sand described above into solid sedimentary rock. The alteration is permanent unless the reverse spell is cast on the altered mud or rock.

Unseen Servant

Rank; 1
Range: self
*Duration; 6 turns + 1 turn/level*

The magician conjures up an invisible, intangible piece of force that obeys their instructions. The servant can fetch and carry objects, mend and clean things, or similar. It has no will of its own, and will simply obey instructions until told to stop. It cannot talk, and is not very clever, however. The servant, being intangible, cannot attack or be attacked.
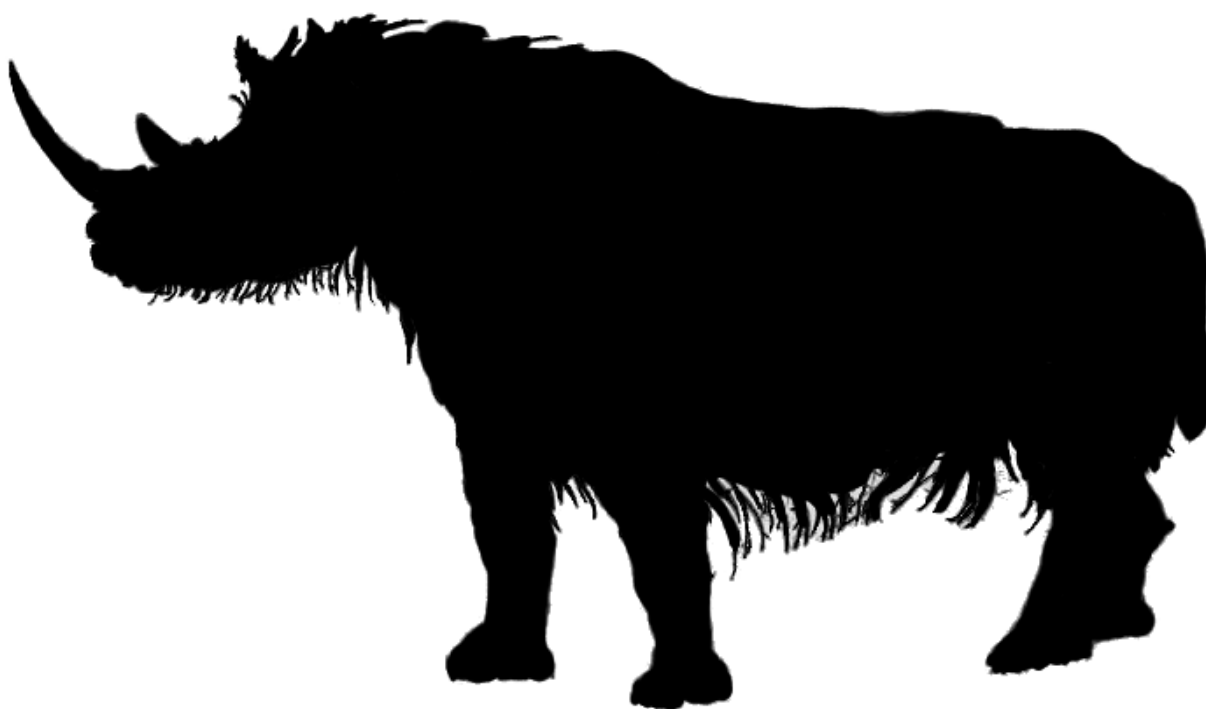
Vision

Rank; 7
Range; self
Duration; Instantaneous

This spell calls upon the exalted spirits to impart knowledge unto the caster. The caster must have a specific question in mind when casting, and if the spell is successful, the caster falls into a hallucinogenic daze as the information floods his mind.

To determine the results of the spell, roll 1d20 on the table below. Bonuses to the roll are given for the sacrifice of intelligent beings to the spirits. For each hit dice of the being sacrificed, the caster gets +1 to the roll. A roll of 1 can never be adjusted to greater than 2.

Wall of Fire

Rank; 4
Range; 80 feet or 0 feet
Duration; 1 round per level

This spell calls up a blazing inferno of flame in the shape of a wall. One side of the conflagration emits the searing heat that one would expect, but the other side merely emits a gentle warmth. Passing through the flames inflicts 2d6 damage. Creatures as far as ten feet from the hot side of the wall suffer 1d6 points of damage. Undead creatures suffer worse, taking twice the ordinary damage that the wall would inflict. The wall persists for as long as the magician concentrates upon it, or, if concentration is not maintained, will remain for 1 Round per level. The magician can evoke a wall of fire in one of two shapes, a wall or a ring. The size of a straight wall is up to 20 foot square per level. A ring has a radius of up to five feet per level (with the magician in the centre) and is 20' high. If the magician manifests the spell as a wall, the effect is stationary. The ring-shaped wall moves with the magician.

Wall of Ice

Rank; 4
Range; 120 feet
Duration; 12 turns

An immobile, translucent, wall of ice springs into existence for the duration of the spell. The wall can be as large as 1,200 square feet, and can be shaped in any manner and to any dimensions the magician desires, so that it can be a straight wall or curved into a protective circle. This wall of ice is impenetrable to monsters with less than 4 Hit Dice. Monsters with more than 4 Hit Dice suffer 1d6 points of damage when they break through the wall. The wall deals double damage to creatures that use fire or are accustomed to hot conditions. The wall cannot be evoked so that it appears where objects are, and it must rest on a solid surface.
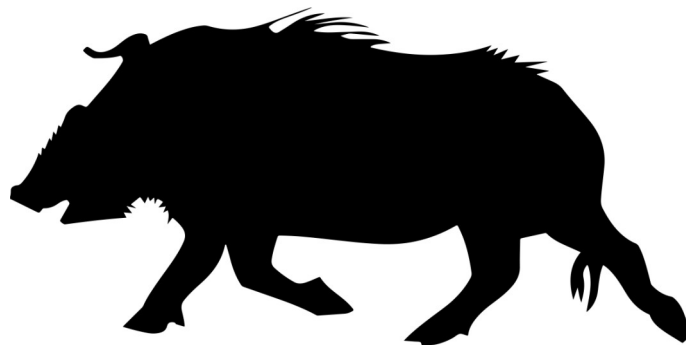
Table 44; Visions

Roll	Result
1	The magician has attracted attention at precisely the wrong time. The exalted spirit reaches out and plucks the magician from the physical world. They are devoured utterly.
2	The magician is overwhelmed by the exalted spirit's will. They are affected by the spell Geas, binding them to perform some terrible service for the spirit.
3 to 5	The magician is granted a vision, but not one in any way useful to them.
6 to 10	The vision is ambiguous and hidden in layers of symbolism. Presumably, it all makes perfect sense to other spirits, but not to mortal beings.
11 or more	The vision is accurate, clear and detailed.

Warp Flesh

Rank; 2
Range; touch
Duration; 1 turn per level

This spell turns a subject's flesh soft like wax, allowing the magician to work with it and create new features as they wish. Living flesh is, however, a temperamental subject to work with and can mutate in unpredictable ways when interfered with. When cast, the subject should make a Save against Magic; if the save is passed, they gain an Unnatural Feature of the magician's choice for the duration of the spell (see table 29 for details). The magician can pick all variables of the feature rather than randomly generating them. If the save is failed, however, the subject still gains an un-natural feature as their flesh rebels against the changes wrought on it, but the feature will be entirely randomly generated.

Water Breathing

Rank; 3
Range; touch
Duration; 6 turns per level

The subject of this spell grows gills in their neck, their skin takes on a scaly texture, and they gain the ability breathe water freely for the duration of the spell, although they can still breath air perfectly well. Creatures under the influence of the spell are not granted any additional proficiency at swimming, but will find themselves attracting small aquatic creatures like newts, leeches and crabs.

The GM has a simple job. You control the outside world to provide a suitable challenge for the players. You will determine what the layout of the environment is, what the PCs find there, and how those things behave, as well as adjudicating the rules for PC actions and tying the world together. There are a few things that you should consider as you do this.

There should be a careful balancing act of risk. If the world is too lethal, players will become frustrated as they make no progress. If the danger is too slight to be relevant, they will become bored. Rather, injury, disaster and death should be a constant threat if the players mess up or are unlucky, but not a sure thing.

There is nothing wrong with having some hazards be overwhelmingly lethal, so long as they're signposted as dangerous. Players should recognize when they are in over their heads, and focus on avoiding the danger rather than rushing blindly into it.

Similarly, players' choices should matter. They should have, or be able to find, enough clues to make reasonable decisions about what to do, and the consequences of those actions should matter. There should be room for your players to make poor choices and suffer for it, and there should be opportunities for them to make smart choices and breeze through supposedly tough challenges.

It's not your job to push players towards a specific outcome. Don't require them to realize a specific solution that you want them to use, as this will only result in players becoming frustrated. Instead, give them an open-ended situation and tools they can use, and see what they come up with.

Players will do things you aren't expecting, and the dice will make unlikely and strange things happen. You may be tempted to fudge the dice, or to steer things back onto a 'correct' path; resist this urge! If you already knew what should happen, then there was no need to roll. Sometimes, player characters get lucky or do things you weren't prepared for, and that's okay, even if it results in player characters rapidly gaining power and resources. It can also happen that things go horribly wrong, resulting in one or more player characters being horribly disadvantaged or killed. This is also perfectly okay; it's not your job to handhold your players. Be fair, and keep things moving.

Randomness

The game is written with a number of random tables built in. The purpose of this randomness is to keep things unpredictable and moving forward. If the GM wanted to simply tell a story, then there are plenty of systems better suited to it. This game, however, is designed for a more organic style of play where narratives and details emerge over time. The actions of players and random results give a jumping off point for events. Play the game to find out what happens, rather than to force things down a particular route.

Of course, you might sometimes be required to roll for a random result, and have a particular result you want to see come up. Perhaps a player magician has screwed up casting a shape-changing spell, and you want to have horrible mutations inflicted as a result.

Perhaps your characters are in the middle of spider-infested woods, and you want the next random encounter to be a swarm of hungry spiders. In cases like this, it's fine to simply pick a result (maybe even one not on the random tables) and have that be what happens; the random tables are a tool to spur your imagination, not a concrete rule that you must follow. It's okay to write up your own random tables, to alter monster stats, and so on.

This right to pick results rather than rolling mostly applies to your side of things; randomly generating details for the world. In situations where players would be required to roll, allow them that roll to do well or to mess up. Rolling to adjudicate character actions doesn't normally favour a PC, and so requiring a roll places the PC in danger of failure and possible consequences. When the results matter, the tension of a dice roll adds to the game.

Of course, for minor matters, or when there is time to do things carefully and methodically, there may be no need to roll at all; only bother with dice when it adds tension and drama, not just when it adds busy-work. A lot of the time, you can just eyeball things based on a character's stats and basic logic without needing any randomness.

The flip side of this is that relying on dice rolls takes control out of a player's hands. The ideal situation is one where a player comes up with a cunning plan to avoid being placed at the mercy of the dice, or to put them at an advantage when they roll.

A good example of this is with perception to spot hazards. Let's suppose your players are exploring a cave that contains traps designed to keep them out. If they stride blithely forward in the flickering torchlight, they'll blunder into a tripwire and set off a rigged cave-in. They get a save against hazards to avoid being pinned under the rubble (which they're likely to fail), and even if they pass the save, still take damage from the stuff falling on them.

On the other hand, if they are advancing more cautiously, you might allow them a perception roll. Ideally, they'll put somebody with high wisdom in the front (since sending the most keen-eyed member of the party first is the smart thing to do), and this character might spot a tripwire ahead of time with a successful perception roll. Of course, on a failure, they'll still blunder into it, and need to make a save as before.

Maybe they go even further than this, and are carefully exploring every foot of the cave, probing at loose rocks with a stick and examining every crack and stalactite. Here, you shouldn't even require a roll; since they're actively looking for it, they'll find the tripwire and be able to avoid setting it off. Doing this, however, will slow them down, and if they're being stalked by some predator, it could result on them risking random encounters.

In this way, 'good' game-play is a matter of mitigating risk intelligently, so the dice don't have an opportunity to screw them over. Reward them for being smart, and punish them for being reckless.

Running Scenes

The fun in most roleplaying games comes from players feeling like they have agency; that the decisions they make for their characters matter. Even fairly mundane scenes (such as setting up camp or butchering an animal carcass) can become interesting to play through if players know that exactly how they

do things matters, and there could be good or bad results from smart or daft actions. To get this going, you need a few things in place.

Firstly, players need to have a good understanding of their situation. Remember, as far as your players can tell, nothing exists in the scene unless you say it's there. They should know what the scene is like and what important features there are nearby. There are tables later in this book that give a broad overview of different landscapes, but this could only be the foundation of setting the scene. Throwing in unusual details such as fallen trees, patches of brambles, ditches, rocky outcrops and so on gives more concrete landmarks in the scene. You might want to draw a quick sketch or a rough map for players to examine and plan with. Encourage them to ask questions; this both gives them more information to work with and lets you know what they consider important. If they ask if something's present and you aren't sure, roll a dice based on how likely you think it is, between 1-in-six for mostly unlikely to 5-in-6 for pretty probable.

Detail matters. Whatever your players say they're doing, you should always be asking 'how are you doing that'? Make sure it's clear to you (and to your players) exactly how things are being done. If you assume that players can just do what they want without thinking about it, they lose the opportunity to make smart decisions; specific techniques, tools and precautions make a difference to how things work. You should be ready to screw your players over if they do something stupid, and you can't just assume that they're being stupid if it's not clear. Instead, ask questions to see which details they're taking care over, and which they're neglecting. You may also want to make sure that smart, detailed plans don't require a roll (or if they do, then the action would be impossible otherwise) and so won't fail. Don't tell your players what to do, but make sure they're aware of potential ramifications of their actions.

For example suppose your players are setting up a campsite for a few days, something they'll inevitably do when they find something interesting. There's a few things for you to consider.

Where are they camped? Is it in a gulley, and therefore at risk of flash flooding? In an elevated position and exposed to the elements? Well hidden, or easy to get to in an emergency?

How are things like fire-pits, defensive stockades, tents and storage pits arranged? Where are there choke-points in the event of an attack?

Where does a night-sentry keep watch from? Are they in the circle of firelight, with good visibility but easy to spot, or outside it where they're hidden but can't see their surroundings as easily? Are fires even lit while people sleep, since they'll scare away most natural animals but are very visible and might attract more intelligent enemies?

Where is food being kept? Is there a way to prevent the smell of blood attracting scavengers and predators? Where does drinking water come from? Where are do characters crap? Is it somewhere where the water supply might get tainted? Too far away from the camp to get help easily in the event of an emergency?

Running Campaigns

Much like in individual scenes, communication with your players is important. Keeping them informed of what they've explored, what resources they've found (and can go back to) and which NPCs and groups they've met is important; players often have less of a grasp of the 'big picture' than you do. Rather than requiring them to memorize everything (or keep written notes), maybe keep maps of where they've explored for them to refer to later.

Whilst you can expect players to track things directly involving their characters, the rest is up to you. Once you introduce something that's not static to the campaign - such as a tribe, powerful monster, infectious disease, useful NPC or whatever – you should keep in the back of your mind what they might be up to. For example, you may want to keep track of how far a particular sickness has spread, and which tribes get infected so that, if the PCs visit them, you'll be able to be consistent with who is and isn't sick.

Death and New Characters

When creating a new character above first level, broadly the same procedure is used as when generating a first level character. Generate attributes and pick a character class exactly like a starting character. Flesh and Grit are generated in the same way, but for each level above first, the character will have an extra point of flesh and an extra dice of grit. Likewise, saves may be higher than a starting character. An expert gets two more skill points to spend for each level above first. Note down the improved skills for a Neanderthal or magician, and a hunter's improved attack bonus. A magician gains a new spell known to them for each level above first; they select a rank and then randomly determine a spell from that rank. Lastly, the character picks their equipment like at first level, but for each level over first an additional possession of theirs may be a rare one.

As such, the difference between a first level character and a higher level one is not very significant until there is a massive difference in levels. Higher level characters will tend to have somewhat more survivability (from their higher grit) but flesh and saving throws only advance slowly, meaning that a high level character is still vulnerable in the event of bad luck.

Most higher-level characters will be somewhat more competent in their area of expertise than a starting character, but outside of that specialty can expect to be roughly on par. Instead, the main difference will be in terms of *stuff*. Experienced characters – even ones who haven't levelled – tend to quickly acquire possessions, contacts, social reputation, new spells and locations they're familiar with. A new player character, regardless of level, is going to be a green newcomer to the world, without any of *stuff* their companions have acquired.

New characters will, inevitably, join your game. Maybe you attract new players over time, and inevitably characters will die and be replaced. It's not unreasonable for new characters to start at first level; they are not hugely disadvantaged by their low level, and the doubling experience costs for higher levels make it easy to catch up to nearly the same level; for example, the cost to go from first to seventh level is the same as the cost to go from seventh to eighth level. The new character will likely lag behind a little, but not by a significant degree.

You may, however, decide to allow new characters to come in at a similar power level to the rest of the party. For a player new to the game, this has the slight disadvantage of being a little more complex than generating a first level character, but is perfectly doable. You might give the new character as much XP as the lowest XP total in the group (with their exact level varying depending on their class), or have them come in at the same level as the lowest levelled member of the group, with just enough XP to have that level in their chosen class.

If a character dies, then you can encourage suitable respect for the dead using the following rule; if the dead character is given a proper burial rite, then their replacement comes in with as much XP as the deceased character did. The less care is given to their funeral, the less XP is retained. If their gear is looted rather than buried with them, they might only get three-quarters of their XP. If their body is recovered, but not brought back to a proper grave-site and instead ritually buried or burned nearby, they might only get half their XP back. If the body is recovered and disposed of (maybe even cannibalized) they might only get one quarter of their XP back, and if the body is left where it fell, none of their XP is retained.

A third alternative to introducing new first level characters or higher level characters from out of the blue is to let the new player take over control of one of the party's followers, if they have any. Let the player pick a follower that they would enjoy playing, and work with them to give the character stats that roughly match the follower they were taking over; they will likely be of the same class and have a similar focus. The newly-promoted character does not get new equipment, however. Instead, they get whichever *stuff* the follower had, both in terms of social position, knowledge of the area, and possessions. This gives players a reason to treat their followers well, as they might end up playing as them.

When bringing in new player characters, try to introduce them organically. If multiple characters enter at the same time (perhaps because multiple characters just died from the same cause), it makes sense for them to be in a mini-group together. They will likely be a short way away from the group, probably come to explore the same place for similar reasons as the main group. It is also possible that, depending on the circumstances, they might be locals to the area or have arrived here before the main group of characters; in this case you may give them extra knowledge of the area or even supplies such as food and a campsite.

Unlike the rest of the time, it's perfectly appropriate to try to guide events so new characters join up with the main group rather than forging off on their own or coming into conflict. Make it clear to your players that they are *meant* to join up and if necessary, gloss over the details. If the worst comes to the worst, throw a lethal monster at characters off on their own to encourage jolly co-operation.

Exploring Caves

At its heart, a cavern is a simple thing: each chamber or tunnel contains an encounter that the players can resolve, avoid, or suffer as a result of. These encounters are linked together in simple ways- a tunnel leading from one chamber to another, for example- making the player characters' progress from encounter to encounter simple to track.

A room might contain any of the following features:

-A monster, which may or may not be hostile (but probably is).

-An environmental hazard to hurt the party or slow their progress.

-Clues about what to expect later in the caverns; the room before one with a fire-breathing monster may contain burned corpses and scorch marks, for example.

-Loot, including magical items, magician's sanctums, salvageable equipment and more.

-A safe resting point, normally an easily defended chamber without any dangers or monsters, where the players can recover.

-Nothing significant; empty rooms serve a purpose, in that they can create tension or a lull in the adventure. An empty room can still be interesting without needing to contain a threat or reward.

Hazards

A number of dangers present themselves to explorers in a cave system. Mostly, these will be natural features of the caves that modern day spelunkers would be familiar with. However, magic pools in the deep, dark places of the world, and sometimes deep caves will contain hazards that are startlingly bizarre and unnatural. A number of potential hazards are given below.

Terrain

The basic process of exploring a cave isn't easy. Most caves won't have wide, flat passageways that explorers can stroll down. Instead, larger chambers may be connected by any of the following:

-Narrow cracks in the rock that barely give room to wriggle through, and where characters risk becoming stuck.

-Deep pits that must be abseiled into.

-High chimneys that must be climbed.

-Deep chasms, with ledges along the side, so that to progress the explorers must carefully skirt the edge of a huge pit.

-Deep chasms blocking progress along an otherwise flat passage.

-Tunnels partially or completely submerged in water, so that navigating them requires swimming.

-Passages filled with rubble and detritus that must be cleared in order to progress.

Caves that were once inhabited probably had means in place to traverse these areas. Narrow tunnels may have been widened by hand, if the rock is soft enough and the people determined. Vertical areas may have pitons driven into the rock, hand- and foot-holds carved in or ropes tied on to hold. Similarly, there may be rope or wooden bridges across chasms.

Some portions of the cave may be unstable. Characters who don't move carefully risk setting off a rock-fall or cave in, or having the floor fall away beneath them. You require rolls to negotiate an unstable piece of floor, or climb up or down an unstable cliff. See the section on Dangers for the potential results of cave-ins.

Poisonous Gasses and spores

Under the ground, there is little access to fresh air, and various gasses accumulate in pockets. Sometimes, there is merely little oxygen present, but at other times foul vapours seep up from cracks leading to the deep earth. These toxic vapours can be incredibly harmful to human health if inhaled. The section on weather has details on lack of oxygen. Toxic gasses force a character breathing them in to make a Save against Poison; if failed they suffer some horrible effect such as unconsciousness, damage to flesh, attribute point loss or

simple death.

Some fungi that infest underground areas may release spores into their surroundings that have a similar effect. Any characters who die from inhaling the poisonous spores will have their bodies start sprouting similar fungi before long, forming the mulch that the fungi grow on. It is possible that, if the save is failed, rather than simple death, the mushrooms start growing over the character's body whilst they're still alive, using the mechanisms for a disease. A character affected by the spores may find their behaviour affected or their body physically mutating. A character with a veil over their face should be protected from inhaling spores.

Example Gas; The Coiling Fog of the Worms

Coiling Fog of the Worms is a gas found in some caves, seeping up from cracks in the earth. Occasionally, it drifts out of a cave entrance, onto the surface world, and strands of fog can be seen snaking across the landscape. Where it passes, animals sicken and die, leaving only swarms of hungry worms behind that feast on the sickly remains.

The coiling fog is sweet-smelling and appears as a pale yellow mist hanging in the air. Any living being that breathes it in must take a Save against Poison. Failure indicates that the Fog has got into them. A portion of the victim's skin melts away, dealing 1d8 damage to their flesh.

Underneath the liquefied meat, there are dark amber-yellow worms, as long as a finger but thin, glistening wetly against the victim's flesh. The worms will quickly wriggle away into the environment; encountering these worms is a warning sign of the Coiling Fog ahead.

Fog Worms are not aggressive and are too small to be dangerous normally. They appear to feed entirely on rotting meat, and pose little threat to characters whilst they're still alive. They do, however, create more banks of coiling fog when they gather in large numbers.

Example Gas; Calcifying Miasma

The Calcifying Miasma is a gas often found in volcanically active areas, normally trapped in pockets under the ground. It is much heavier than air, and collects in depressions where it is visible as a pearly white mist over the floor.

The Miasma calcifies anything it touches. Even slight contact with the Miasma will result in a thin crust of chalky precipitate forming over the skin. If scraped off, the flesh underneath is wet and raw; the person's skin *is* this calcified mass now. The miasma will soak through most clothing, although if the skin is sealed (with tar, for example) it is protected. If the miasma is waded through, up to the victim's neck, then they must take a Save against Poison; if passed then the same layer of lime will begin to accrue on their skin. If the save is failed, they lose 1d12 Dexterity *permanently* as their flesh begins to calcify. If the miasma extends as far as the victim's face, it will get into their soft inner body through eyes, ears, mouth and nose. A Save against Poison must again be taken, and if passed the victim again loses 1d12 dexterity from calcification. If failed, the victim dies.

Some tribes have found ways to allow full immersion into the gas; the supplicant's face is wrapped in cloth and then their entire skin is sealed over with tar, preventing the miasma from touching them. Unable to breath, speak, see or hear, the supplicant is lowered into the miasma, where they are left for a few breaths before being removed. Supplicants report that, before losing consciousness from lack of air, the Miasma shows them strange and wonderful things; if a player character attempts this, roll on Table 31 (madness) to determine how their mind is affected by the experience.

Example Spores; The Lambent Corpse-mushroom

The Lambent Corpse-mushroom is an example fungus found deep underground. It appears as a cluster of thin, tall stalks with a pointed cap at the top of each, with heavy black gills. Within the centre of each cluster there is normally a heavily decayed corpse or cluster of bones. The mushroom itself is a pale pink and glows faintly in the darkness, illuminating the cloudy air around it. Breathing in the spores causes infestation with Lambent Corpse-mushrooms. The incubation period is a turn, and saves are taken every turn after that. Each failed save deals 1d8 damage to Wisdom, as the victim begins finds their perception altered and disorienting. After the first failed save, the victim will begin to develop pink bulges, like boils, on their flesh, and after the second small, faintly luminous mushrooms will emerge from these. If the victim dies, then the mushrooms will blossom forth into another stand, rooting onto the floor and holding the victim's body up like ivy holding up a rotten tree-trunk.

Slimes

Slimes can be found growing deep under the ground; primitive forms of life with no regular form that consume everything that comes into contact with them. A slime might simply corrode anything that touches it. It will deal damage to flesh unless the location is protected (by gloves or boots for example), in which case the damage is instead soaked by grit first. The slime may or may not dissolve non-living objects they come into contact with.

More exotic slimes might have more unusual effects when touched. Like with fungi, a Save against Poison may be required to avoid some horrible thing from happening.

Example Slime; Creeping Red Rot

Creeping Red Rot is an example slime found in certain caves. Appearing like a thin, translucent red jelly that forms a film over surfaces, the Rot poses an insidious threat to explorers. Contact with the Rot deals 1d10 damage from digestive enzymes; if the location is not protected, then this damage is dealt to flesh.

In addition, if the location is not washed off, the Rot will begin to spread over the victim, slowly burning them as it feeds. After one turn, it deals 1 damage and is hardly visible except by close examination. Each turn after that, the damage increases by 1 as the Rot covers a greater area, until each turn it's dealing as much damage as the initial d10 roll. The Rot can be easily washed off with water, which dilutes it enough that it will not be a threat for the next few days (when it begins to form in the puddle left behind). Burning it with a flame will kill Creeping Red Rot.

Example Slime; Hungry Muck

Hungry Muck is another slime sometimes found in cave systems, but more often in the depths of bogs and fens. The Muck is found in a mass of rotting organic matter, and is indistinguishable from the compost around it save for the pungent, bitter smell it produces. However, due to the dangerous nature of the Muck, most growths of it have a number of visible skeletons emerging from the wet black mess.

Skin contact with Hungry Muck does no damage, although it produces a slight itching sensation. However, Hungry Muck tends to infest large areas, and characters may have to wade through it to progress, and the sucking, heavy quagmire of the mulch halves movement speeds in it. Each turn the character spends wading deals 1 damage to their grit. Once there is no more grit to be lost, the Muck begins to seep into the character's clothing, inflaming their skin and causing it to swell up and crack. Thereafter, each turn the character loses 1 flesh and must make a Save against Poison. On a failed roll, the Muck begins to extract nutrients from them. They must eat a meal's worth of food and every turn (not every day) in order to avoid starvation. If they can't or don't, they need to make a Save vs. Poison or else lose a point of Constitution just like if they were starving. Living things that die to the Muck collapse into it and are slowly consumed until they're fully a part of the bog.

Water

Water poses a number of threats to player characters. The most obvious is the risk of drowning. Some water will also be fast-flowing, requiring Athletics skill rolls to avoid being swept away, or turbulent, potentially dragging characters under.

Some chambers may be flash flooded periodically, by the runoff from melting glaciers or unstable rocks moving about further upstream. Again, characters risk being drowned or swept away by flash floods, and may also take damage as they're battered by flotsam. A save versus hazards may be required to avoid a flash flood.

Not all water will be completely natural, as well. Some pools of water may have magical effects, either when drunk or when touched at all. Some water might have beneficial effects (healing some, or maybe granting a minor bonus to an attribute), but more will be dangerous. Characters might be turned to crystal or wood, become intoxicated or lose their memory, or begin transforming into some monster. Mostly, these waters will allow a Save against Magic to resist the effects, although some might instead require a Save against Poison instead.

Not everything that appears to be water actually is. Some might be highly acidic (dealing a little damage every round that a character touches it, and significantly more if they're immersed in it), and some might behave like water save that it can be breathed like air.

Example Water Hazard; Echoing Azure Depths

The Echoing Azure depths are wells found deep underground, infected with magic that links them to other places. The depths are always found as water filling a deep pit; swimming to the bottom would require a successful athletics roll to hold breath long enough. At the bottom of the depths, there are a number of skeletons – animals, people and strange extinct creatures – crusted over with a deep blue precipitate that glitters in the still water.

Each such well has a counterpart on other worlds; the same worlds as those contacted by the Contact Outer Spheres spell. Anybody who immerses themselves in the water will be able to hear beings similarly bathing in the connected pools. Whilst in the pools, they can even communicate with these creatures, as if they were casting the Contact Outer Spheres spell. Such connection to the wider universe will be both life-affirming and invigorating; any being who immerses themselves will heal a single point of damage (first flesh, and then grit) each round that they bathe.

However, the experience, whilst highly pleasant, has its downsides. A Save against Magic must be taken for the bather to willingly return from the depths. If failed, they will stay where they are in blissful communion with the higher cosmos, unable to feed, defend or care for themselves until either somebody else pulls them out, or they die. Those who die slowly sink to the bottom of the Echoing Depths, their life-force absorbed into the water; in truth it is the vitality of those who died in the Depths that fuels their healing effect.

Example Water Hazard; Water That Comes From The North

Water That Comes From The North is an example of dangerous water that can be found in underground caves. Water from the North was once snow from the great icecaps trapped underground. Although the icecaps have retreated, and the snow has melted, water has a memory and this water remembers the primal, hungry cold that it came from. The Water is always unusually cold to the touch, and has a slight blue-violet tint to it that can't be explained by the surrounding rock.

Water That Comes From The North is normally found in a basin in the depths of limestone caves, where it has seeped through the rock and collected. It can be swum in, but doing so requires a Save against Magic as the cold seeps into the swimmer's skin. A failed save indicates that the swimmer is affected as if by cold weather until they get to warm up again by a fire. If somebody drinks the Water, then again they must take a Save against Magic. If failed, they are again affected as if by cold weather, and also immediately take 1d6 damage to flesh as their insides begin to freeze up.

Traps

Traps are mechanisms deliberately placed to cause harm to those who encounter them. These might be placed by human residents of the caves, or be remnants from the long-dead civilisation of serpent-folk. However, it should be clear when a cave system has had previous inhabitants who might have placed traps, since they don't just sprout in caves out of nowhere.

Typically, they have a simple trigger and cause an instant, unfortunate effect. Of course, a trigger might be more cunning than that. Pressure plates might trigger with a nice, obvious 'click' and then attack a few feet back from the trigger, in order to catch the character who steps back in panic. Another trap might target a spot ten foot behind the trigger, to catch the smart guy with a ten-foot pole.

Traps serve two purposes in the game. Firstly, they are a direct threat to the players that can be overcome through cleverness on the players' part. Secondly, they encourage a sense of healthy paranoia in the players, adding a certain degree of tension to even an empty tunnel

Most traps have a simple trigger condition. This is commonly a pressure-plate hidden in the floor or a tripwire, but making a loud noise or removing an item weighing down on a switch could all set the trap off.

Normally it's up to the players to take effective counter-measures against traps, identifying them or setting them off from a safe distance. A generous DM might allow them a perception roll to spot more obvious traps as they blunder into them.

When set off, the trap could have a number of effects. The classic is to have the floor fall away damaging the victim by having them fall some distance onto hard floor or spikes. Other pit traps might deposit the character into water (to eventually drown them), acid (to dissolve them) or quicksand (to suck them under). Some pit traps may have angry monsters or further traps waiting at the bottom. The character might be allowed a Save versus Hazards to catch onto the edge of the pit in time. Otherwise, use the rules for falling to determine damage dealt.

Another common effect is to have a weapon attack the character. Blades thrust out of slots in the wall, darts shoot from concealed tubes, needles coated in venom spring from a stone idol, and sharp spikes drop down from the ceiling. The player may get to make a Save against Hazards roll to dodge these attacks. If they pass the roll, they take no damage (or reduced damage), otherwise they take damage like if they were attacked. Of course, if the character stands around like a lemon, or doesn't see the attack coming, they may not get a roll to dodge it.

Example Trap; Fire Pits

A fire pit is a trap that is sometimes set up by paranoid magicians to protect the caves they inhabit. The pit is, effectively, a bound spell concealed in the ground. A hole is excavated and filled with tar, before being covered with a layer of clay that is allowed to dry and crack, and sprinkled with dirt and detritus. In this way, the pit is concealed under a thin, easily broken layer that superficially resembles the surrounding cave floor. When trodden on, the clay layer breaks, and the victim's foot sinks into the trap. If the victim is checking for traps as they go, they might be able to find it automatically (or at least get a perception skill roll to spot it before it's too late), otherwise they step in it automatically.

The fire pit has the spell Create Fire bound into it; when a victim triggers it by stepping into it, the spell is cast, setting alight the tar that is now stuck firmly to their foot and leg. In a matter of seconds, the whole pit will become a flaming inferno. The pit deals d8 damage a round to any victim stuck in the tar until they either die, or somehow remove the tar from themselves. If the victim is not wearing both boots and greaves, the damage will go straight to their flesh as their legs are unprotected.

Example Trap; The Idol Of The Jade Serpent

The Idol of the Jade Serpent is an example of a trap that might be found whilst exploring a formerly inhabited cave.

The idol is around the size of a human body, carved from green and black jade in the shape

of a snake coiled into a spiral, with a fronded crest emerging from the back of its head and extending most of the way down its spine. It is carved in exquisite detail, displaying an artistic skill rarely seen. Its mouth is open, and between its jaws there is a space large enough to place a human head. When encountered, the Idol will be placed coiled around a stone plinth, apparently carved from a naturally occurring stalagmite, the whole thing covered with the rotting remains of a ceremonial cloth. When the cloth is removed, the Idol is revealed.

The idol can be removed from its plinth and carried away by PCs if they want, and they'll gain 3 experience for recovering a permanent magical artefact. The Idol was taken from the temple once inhabited by the extinct race of Serpent Folk, aeons in the past, and still retains some of its power. Whenever anything made of flesh or bone touches the idol, it will suddenly burst with heat, dealing 1d4 damage (which goes to flesh if a character touches it with an unprotected location). This can be utilized as a way of lighting fires, which is what the previous owners kept it for. If anything made of flesh or bone is placed between the Idol's jaws, however, then a gout of flame will issue from the Idol's throat, dealing 2d6 damage to anything between its jaws or near its head. Any living being killed by this flame has their soul devoured by the ancient serpent-god the Idol is dedicated to. Currently, the serpent-god is asleep, but when a thousand souls have been fed to it, it will awaken. (If you want to find out how many souls the god has consumed already, roll 3d10; the first dice gives you a 'hundreds' figure, the second a 'tens' and a third a 'units', generating a number between 0 and 999. What happens when the serpent-god wakes is up to you to decide, but it probably isn't nice.)

The Inhabitants

Cave complexes often have various creatures living in them. Whilst some will be people (or beings that were once people) or natural beasts such as cave bears and lions, the deep underground is a haven for strange and unnatural creatures. Monsters might be encountered in a chamber that they make their lair.

Others, however, will be attracted when the explorers make a noise and come to find them.

Whenever the explorers make a loud noise, there is a chance they will attract attention. This ranging from 5 in 6 for particularly busy complexes, to 1 in 6 in those with few inhabitants, with the rare completely empty caves never having wandering monsters. If a monster is attracted, most cave systems will have a wandering monster table to see what turns up (if none is prepared, the sample locations given have wandering monster tables that can be used in a pinch). Of course, a monster that is encountered wandering and killed won't be encountered again later; its lair will be empty.

Creating Randomized Caves

There's a simple method for creating a randomly generated grid-based map for player characters to explore. Firstly, take a large sheet of blank paper that will form the basis of the map. Then, take a handful of dice – it doesn't matter which type, so long as there's a variety there – and drop them onto the map.

Where each dice lands will be a chamber, with the number rolled determining what's in there. More common features have lower numbers, so more dice can potentially roll them. The size of the dice indicates the depth of the cave, with d4s closest to the surface, and d20s deepest under the earth. Circle the dice, and note down the number rolled, and what size dice rolled it, on the paper.

Once this is done, connect each chamber to one or more nearby chambers with a line for the passageways. The two dice-sizes at either end of the passage determine what the passage is like. If they are the same size or only one size apart (such as a d8 and a d10), then the passage is flat, wide and easy to traverse. If the dice are two sizes apart from each other (such as a d8 and a d12), the passage is largely flat, but narrow and tortuous to navigate. If the dice are three sizes apart (like a d8 and a d20), then the passage is both steep and narrow, a diagonal crevice in the rock rather than an easy tunnel. If the dice are four or more sizes apart, then the passage is more of a vertical chimney or pit than a tunnel, and will require climbing. If both ends of the passage contain water, then so will the passage itself.

The cave entrance will be to at least one of the smallest-sized dice, typically the one closest to the edge of the map. You might include multiple cave entrances (on the smallest size dice) or possibly a passage leading into deep tunnels that connect to another cave system miles away (on the largest size dice) .

As well as this method of generation, a handy table has been provided to generate little extra details as a jumping-off point for description. If you need a little extra description, roll a d20 on table 45 to generate an extra detail for the chamber. Remember that these rolls are just a starting point for your creations, and you can alter and adapt them as you see fit to make an interesting adventure.

Table 45; random chamber features

Roll d20	Feature
1	Massive stalagmites rising up from the floor
2	Massive stalactites hanging from the ceiling
3	Many small stalagmites
4	Many small stalactites
5	Shelves of flowstone along the walls and floor, dividing the cave into many sections at different heights
6	Rubble and loose boulders from a previous cave-in
7	Wet, sticky mud underfoot and water trickling down the walls.
8	Glittering crystals studding the walls
9	Veins of valuable stone such as flint or amber.
10	A layer of frost over the rock
11	Steam issuing from geothermal vents
12	Lichen or moss growing on the rock
13	Tiny mushrooms grow everywhere
14	Fossils of strange creatures emerging from the stone walls
15	Tracks from a nearby monster
16	Dung from a nearby monster
17	Remains of a nearby monster's prey
18	The husks of dead insects
19	The corpses of dead explorers
20	The corpse of a dead monster

Table 46; random cave chambers

Roll	Feature
1	The chamber is empty and spacious, containing only damp, smooth rock and rubble.
2	The chamber has running water trickling through the floor, possibly dripping down from long stalagmites that hang from the ceiling.
3	The chamber contains a large, deep pool of water, but there is some dry space above the water level.
4	The chamber is infested with bats, or vermin, or possibly is flooded and has a large number of crabs or fish in the water.
5	The chamber shows signs it was once inhabited by people; the remains of a fire, beds, flint shards and discarded bones might give it away. There may be salvageable equipment. The chamber will have running water if any adjacent chambers do.
6	The chamber is currently inhabited by some dangerous, territorial creature, such as a bear, lion or serpent. The chamber will have running water if any adjacent chambers do.
7	The chamber is inhabited by a pack of dangerous creatures such as wolves or undead ghouls, containing signs of their presence and perhaps one or more of the predators themselves. The chamber will have running water if any adjacent chambers do.
8	The chamber was once inhabited by people, and used as a sanctum. There will be at least 3 random spells recorded on the walls, and potentially some magic items and other loot worth taking. The chamber will have running water if any adjacent chambers do.
9	The chamber has a deep pit in the centre, with narrow ledges around the edge that characters must balance on. If an adjacent chamber has water in it, it will flow into this chamber and disappear down the pit as a waterfall.
10	Some sort of dangerous fungus grows in this room, with small mushrooms across the floor and spores hanging in the air.
11	There is a deep crack in the floor, from which a dangerous gas emanates.
12	Some sort of dangerous slime infests this chamber, coating every surface.
13	Huge mushrooms the size of trees grow in this chamber, and their spores may or may not be dangerous.
14	The chamber is filled with bones and the horrible energies of undeath. There may be undead creatures or a magical effect (helpful or otherwise).
15	The chamber is subject to some permanent magical effect such as reversed gravity or a pillar of continuously burning flame.
16	The chamber contains, under layers of detritus and rubble, evidence of the ancient civilisation of Serpent Folk, and perhaps one or more of their relics.
17	The chamber is filled with sucking tar or quicksand.
18	The chamber is inhabited by some horrific, unnatural creature.
19	The chamber contains magical water with a potentially beneficial effect.
20	The chamber contains magical water with a purely dangerous effect.

Table 47: Random Loot

Corpses typically have 1d4+1 items on them. Any items found may have d4 notches on them already from use.

Metal weapons deal 2 points more damage than normal weapons. Metal armour increases AC by 1 more than equivalent leather armour.

Roll d12	Recently Inhabited	Long-abandoned	Serpent-folk ruins	Corpses
1	Preserved meat (2d6 meals worth)	Pigments such as ochre and chalk	A small statue of a serpent-folk warlord (2/6 chance of having a random bound spell)	A spear
2	Preserved fish (2d6 meals worth)	Flint that can be worked	An icon of a serpent-folk god (4/6 chance of having a random bound spell)	A bow and d12 arrows
3	Preserved fruit (2d6 meals worth)	Beautiful stones such as amber or jade	A metal weapon, obviously of inhuman design, such as a halberd or scimitar.	An axe
4	Preserved roots (2d6 meals worth)	Tar or pitch	Metal armour, such as a metal helmet or gauntlets, obviously fitted to an inhuman body.	A dagger
5	A tonic (roll one entirely randomly)	Jewellery	A twisted rod of great magical power (contains d20 charges of a random bound spell)	A club or greatclub
6	A drug (roll one entirely randomly)	Horn, bone and teeth	A sharp amulet of great magical power (contains the permanent effect of a random bound spell)	A sling and d12 bullets
7	A poison (roll one entirely randomly)	Crafting tools	The skeletal remains of one of the serpent-folk	Greaves and bracers
8	Furs	Musical instruments	A carved image depicting events during the serpent-folks' savage reign	Gloves and boots
9	Tough leather	Clothing	Strange jewellery made of metal and set with gems. (2/6 chance of having a random bound spell)	A hardened tunic
10	Flint that can be worked	Children's toys	A set of metal shackles and restraints.	Winter clothing
11	Honey (1d6 meals worth)	Oil or animal fat	A huge idol of a serpent-folk god, (2/6 chance of having a permanent random magical effect).	A torch
12	Fresh water	A map showing the location of something interesting	An elaborate stone altar, for the sacrifice of sentient beings (2/6 chance of having a random spell bound into it)	A tinder-box

The Wilderness

Travelling across the wilderness can be represented using a map divided into squares Each square is perhaps six miles across, and can be simplified to have a single dominant terrain type. Each may also have one or more unique features. These features might be a band of people living there, an unexplored cavern system, sites of magical power or unusual terrain features.

For each day of travelling, the GM should either select appropriate weather for the terrain and season, or else roll random weather conditions (on table 14) for the day. Allowing every day to be comfortable makes the business of surviving far too easy.

Parties travelling across the landscape move at the speed of the slowest member. If each square is six miles across, then it would take a severely encumbered individual a day to move from one square to the next. If the slowest member is heavily encumbered, two square can be covered in a day; if the slowest member is lightly encumbered, three squares can be covered in a day, and if the entire party are unencumbered they will be able to cross four squares in a day.

Some squares will be difficult to move across, such as swamps and mountain ranges, in which case travel takes twice as long. Likewise, if the party are foraging for food as they move, they will also take twice as long, and if the party are trying to avoid attracting attention they take twice as long to travel. If movement times are doubled twice (because the party are foraging across difficult ground, for example) then travel takes three times as long. Likewise if movement times are doubled three times, then travel takes four times as long.

When travelling across country, players need to track the amount of food and water they're carrying and consuming, bearing in mind that a single water-skin has enough water for one day, and a character needs at least 1 meal a day. It's also important to remember that each meal or water-skin carried will weigh the character down a little more and potentially result in the party travelling slower.

Travel over hazardous terrain

Certain terrain types present a challenge to travellers, slowly wearing down at character's resources or potentially putting them at risk of injury. When characters enter dangerous terrain, you should make it clear to them what danger they're in from their surroundings, and give them the chance to turn back (although if they're being followed or there are other dangers behind them, that might also be a problem). If they press ahead, then there are different dangers they might face, given below.

Avalanches and Landslides

An area prone to avalanches can be safely navigated if everybody present makes a successful Save against Hazards. If at least one person fails, then an avalanche occurs. Treat this in a similar way to a cave-in, dealing between 2d6 and 20d6 (depending on the scale of the thing) damage to those caught in the path of the landslide. 5d6 is about average damage. In addition, those caught in the path must make a Save versus Hazards, or else be buried under snow or rubble.

Moving through Swamps

Characters who are forced to wade through standing water risk their feet and gear rotting from the damp. Each hour every character makes a Save against Poison; if they pass they are fine for the day. If failed, they can either put a notch on their boots (if they are wearing any), or else become infected with Foot Rot.

Foot rot is a disease with an incubation time of an hour. The save interval is a day. A character infected with foot rot does not heal flesh by sleeping, and instead takes a point of damage to flesh every night.

Navigating Dangerous Mountains

Some mountainous areas are hazardous to move across. Use the following method to cover the entire process of a day's travel.

Each character makes an Athletics skill roll. They can make use of any of the following items to aid them in the process: a length of rope, a batch of wooden spikes, a set of stone-working tools, a pair of skis. Other than these, players can use other items only if they have a particularly smart explanation for why they'd be useful. Using an item in this way puts a notch on it. For each item used, the character gets +1 to their skill chance for the roll.

If the roll fails, there is some sort of accident. The character takes a dice of damage and must roll a for equipment breakage for every item used. The size of the dice varies, from d4 for the most safe passes to d12 for the most dangerous.

Getting Lost in the Forest

Woods, swamps, fields of jagged rock and some mountainous areas can be tricky to navigate effectively, particularly if the canopy or cloud cover hides the sky from view. In a particularly confusing area without landmarks, if the party are travelling through unfamiliar territory without a map, or similar, they risk becoming lost.

Have the party decide who's navigating; typically this will be the character with the best Tracking skill. This character should make a Tracking skill roll for the day's navigation. Success indicates that they travel as desired and move across hexes On a failure the party are lost (and know it). As they backtrack, search for landmarks, and go round in circles they remain in the same square until another attempt at finding a path can be made the next day.

Random Encounters

Each terrain type on the map should have a random encounter table written up for it. When the party moves into a new square, roll up a random encounter to see what they find there. Some squares may have different encounter tables to their neighbours if they have unusual inhabitants.

There is a chance of a random encounter shortly after sunrise and shortly before sunset, as animals are more active around these times. Similarly, when the party move to a particularly high traffic area (such as rivers, the areas around large cavern complexes and mountain passes), there is a chance of random encounters. This chance varies, from 1 in 6 for the most barren areas, to 5 in 6 for the busiest areas. If the party are travelling with care to avoid encounters, then reduce the encounter chance by 1 in 6 (like with skill rolls, a 0 in 6 chance will come up on a roll of double 1s on two dice).

At night, divide the night into three watches. There is the same chance for an encounter as during the day. Unless somebody is on watch the monsters will be able to get to the party without any resistance, which could go badly for them. If the campsite is well hidden, the chance of an encounter may be reduced by 1 again.

Adding Detail

No area of the wilderness is identical, and the world will come vividly to life if each square's terrain is described in some level of detail. You may want to plan out some key locations ahead of time, particularly those squares containing caves (and other adventure sites) or with tribes of people living in them.

However, for most squares on the map, you won't have planned things out in as much detail. To this end, there are a number of tables provided that create a little random detail for various terrain types. Work these details into your description as your players travel, and the wilderness will seem that much more immersive.

To use these tables, select the table best matching the terrain type and roll three dice; a d8 for the overall landscape, a d10 for the wildlife and a d12 for the weirdness in the area. For each, read the appropriate column to see what it results in.

The descriptions given need not be slavishly followed or read out to players word for word; they serve instead as a starting point to improvise from. You may want include special features or to alter random encounter charts based on the results.

Exploring in More Depth

Eventually, players will settle into a square and start to explore it in more detail, searching for every resource they can find. The overall terrain will be roughly homogenous, but need not be completely so, particularly if it's next to a different terrain type. You might have, for example, a square of pine woodlands with a marsh to the north. You could have the land shift from pine forest to a more wet forest, with standing water and clumps of willow trees, in the north edge of the square. This idea can be extended, with the square divided into five rough sections; a central area with terrain that is typical of the hex, and then four areas on each border with terrain that blends into that of its neighbour. If you need to randomly determine where in the square a particular resource is, roll a d6. 1 or 2 is the central section, and 3 to 6 each correspond with an edge section.

Each square is likely to contain particular features that players are likely to look for. Most importantly, there will be water sources. In marshland, the whole terrain has water, the only challenge is making it safe to drink. Other than this, you can expect a square to contain somewhere between d4 and d12 significant water sources (such as small creeks, ponds, springs and so on). The higher up the land is, the smaller the size of the dice will be. As well as these, players might be able to find smaller stagnant puddles, melt snow, or dig wells. Doing so will likely require a foraging roll, and may risk making the drinker ill.

When a player looks for resources that are likely to exist in particularly small amounts, such as uncommon rocks, plants suitable for herbalism, and so on, there will likely be limited resources available. Sometimes, the surrounding terrain is likely to simply not feature the resource being hunted for. In this case, there is a chance (ranging from 1 in 6 for very unlikely to 5 in 6 for a reasonable chance) that the local terrain includes the resource being looked for. The number rolled on the dice is how many separate sources of the resource there are; how many veins of flint of plants with alchemical properties.

Some resources will be even rarer; an area of tar pits will be a terrain feature on the map in its own right that characters will need to navigate their way towards.

As player characters explore within a square, they will likely encounter various features within it. Any of the following might be present;

-The skeletal remains of a huge dead monster.
-A pool or spring where the water has magical properties (as for unusual water in cave systems).
-Plants or mushrooms that release poisonous spores (as for spores in cave systems).
-The ruins or remnants of an abandoned camp.
-The bodies of dead humans or Neanderthals, either recently killed or left here some time ago.
-An obvious landmark such as a strange rock formation, a single huge tree, or something similar.
-Signs of some magical ritual recently performed.
-The lair of some horrible predatory monster.
-An area such as an island, thicket or raised plateaux that can be easily defended if used as a campsite.

Pick a few of these and scatter them through the square for interest, allowing the party to find them as the explore the area in more detail.

Table 48 Detail in the plains

Roll	Landscape (d8)	Wildlife (d10)	Weirdness (d12)
1	Flat grassland, dotted with skeletal birch trees and patches of gorse.	Herds of horses flitting across the landscape, skittish and wary of predators.	Huge stone monoliths, covered in moss, jutting out of the ground like grasping fingers. Swirling carvings can just about be made out on their surface.
2	Low scrub, with brambles and thickets of trees here and there.	The sound of songbirds underneath a bright, wide sky.	Skulls - both animals and people – impaled on wooden spikes. Any locals claim not to know who puts them there.
3	A desolate plain, with stony ground covered in moss and stunted grass.	Scattered herds of Bison, but only a few. There are, however, the bones of dead bison scattered everywhere; something happened here.	Gigantic bones, far bigger than any mammoth, lie in piles here and there, with ferns and weeds growing between them. Some look human (if many sizes too large), others decidedly inhuman.
4	Rolling hills, with swathes of grass waving in the breeze in the valleys and ridges covered with half-melted snow.	Flocks of birds swirling in the sky in their thousands, their chattering songs blurring together to sound like a storm.	Footprints in soft earth and snow, with too many or too few toes, that appear and disappear again seemingly without cause.
5	A flat expanse of thin snow, with moss and lichen below and tufts of grass here and there.	Huge herds of reindeer trudging across the landscape.	Tiny gemstones, no bigger than a thumbnail, scattered and lying glittering in the dirt.
6	Scattered stands of pine, birch and thorn trees, with sparse, dry grassland in between.	Hares and rabbits, and other small furry things, peering out from every bush and tuft of grass, with their little burrows everywhere.	Dead animals, their rotting bodies still moving jerkily, mingle with the living herds.
7	Rich swathes of grassland, dotted with bright wild flowers.	Snakes and lizards sunbasking on rocks, their shed skins glittering beside them.	Some huge horrible predator, maybe a scaled white wyrm with smoke belching from its gullet, makes its lair here.
8	Snow lying in the lee of scattered boulders, in a wide plain of low grass and weeds.	Flocks of butterflies hanging in the air in brilliant clouds of colour.	Inexplicable scorch marks, and swathes of ground with nothing but cinders.
9	-	The howls of wolves echoing around the plain at night.	Somewhere here, there's a single standing stone, hundreds of feet high. Birds nest on its flanks, and on the top is a flat surface stained with old blood.
10	-	Vultures and other carrion-birds circling in the sky, descending here and there to feast on a carcass.	A pack of monsters, perhaps jackals with shining red fur and burning embers for eyes, hunts here.
11	-	-	Little blue mushrooms grow everywhere here, as common as thistles in all seasons.
12	-	-	Sometimes, plants move in the breeze even when no wind is blowing.

Table 49; Detail in the Forests

Roll	Landscape (d8)	Wildlife (d10)	Weirdness (d12)
1	Ancient masses of oak and beech, their leaves blotting out the sunlight.	Skittish red deer peering between stands of tree-trunks.	Scattered among the trees, there are stands of huge mushrooms, their stalks as thick as tree-trunks.
2	Row upon row of tall, straight pine trees, eerily neat and even in their regularity.	The twittering song of birds, and occasional flashes of colour as they flit from branch to branch	Here and there, there are places where the trees have been smashed aside by some huge beast.
3	Tangled thickets of birch and hazel, with lush growths of ferns and foliage between them.	Insects, worms and other tiny vermin in huge abundance, crawling over every surface.	A swirling fog rises from the damp earth, and strange creatures creep out to hunt under its concealment.
4	Old, half rotted oak trees, their leafless branches covered in hanging moss and vines.	At night, huge flocks of bats swirling between the trees as they hunt.	The trees here move about when nobody is watching, and paths through the woods re-arrange themselves every night.
5	Willow and poplar trees growing out of water-logged soil.	Beavers have built a dam across a small creek here, and part of the forest is flooded with shallow, fresh water.	The trees have dark crimson leaves, and when their bark is cut the sap that seeps out is red and smells like blood.
6	Ivy and other vines growing over stunted trees.	Thick spider-webs hang between the trees here.	Distant lights flit between the tree-trunks at night.
7	Verdant swathes of fruit-bearing trees, their fruit forming a sticky rotting mass where it falls to the ground.	There's bracket fungi and toadstools growing everywhere on dead wood.	Tree trunks form patterns that look oddly like faces, and branches come to resemble grasping limbs.
8	Old pine and spruce trees huddled together, with thin mist coiling around their trunks.	Tiny dead animals - the victims of hunting shrikes – skewered on thorns.	Somewhere, there is a clearing containing a circle of brightly polished standing stones. No plants grow within the circle, and no animals will approach.
9	-	The trees have papery white wasps nests nestling among their branches, and wasps flit through the air.	Some horrible creature makes its home beneath the roots of the trees, an oozing amorphous thing that slithers out at night to feed.
10	-	Herds of wild pigs, rooting through the dirt.	Here and there, animal bones are hung from the trees like charms. When the wind blows, they knock together like clacking wind-chimes.
11	-	-	There's a clearing somewhere here where, every full moon, wild beasts flock there and savagely attack one another, and their spilled blood has stained the earth red.
12	-	-	The trees here produce fruit that's somehow wrong - dark and leathery and pungent – that begins to rot whilst still on the branch.

Table 50: Detail in the wetlands

Roll	Landscape (d8)	Wildlife (d10)	Weirdness (d12)
1	A flat expanse of knee-deep water, with reed in clumps here and there.	The buzz and whine of stinging, biting insects hanging in the air.	Corpses, perfectly preserved without any sign of rot, can be glimpsed at the bottom of the water, staring blankly back.
2	A network of wriggling creeks and sandbanks that shifts with the tides.	Wriggling leeches and other horrible rubbery things lurking beneath the water's surface.	When blood is spilled on the water, the whole pool or creek slowly turns red, as if far more than just one creature was bleeding into it.
3	Thick, peaty bog with a layer of moss and weeds growing over the black muck.	Wading birds with legs like stilts stalking fish, their heads darting into the water to feed.	A creeping mist hangs over the water, and indistinct shapes move about in it.
4	An expanse of shallow lagoons, with stunted, twisted willow trees growing at the water's edge.	The croak and growl of amphibians lazily regarding explorers.	Large, black lotus flowers grow on the water here, and their scent hangs enticingly in the air. The lotuses taste even better than they smell, too.
5	Stands of tangled trees growing between expanses of still water.	Crayfish and crabs scuttling through the shallow water and occasionally venturing onto the land.	Here and there, there are the shells from shellfish bigger than horses, half buried in the mud or emerging from the water.
6	Flat expanses of sucking mud, with thickets of vegetation here and there.	The cries of gulls circling above in huge flocks.	Somewhere here, there is a single rocky island, covered in birds nests and guano. No plants grow on this island, and the birds have a vicious, evil glint in their eyes and a taste for blood.
7	Deep ditches of brackish water between islands cramped with plant life that hangs over the creeks.	Glittering shoals of fish darting past under the water's surface.	Somewhere here, a swarm of strange vermin have their colony. The husks of their victims – drained of their fluids and hollowed out – can be found in the undergrowth, crawling with insects.
8	Flat, waterlogged grassland with shallow ponds scattered about.	Huge dragonflies and other bugs flitting about in sudden flashes of colour and movement.	In some places, an iridescent sheen of swirling colours plays over the surface of the water. Animals won't go near this water, and no plants grow there.
9	-	Herds of prey animals wallowing in the swamp, with ambush predators waiting for them to come close enough to strike.	Some sort of fungus grows here in abundance. It infects animals, with tiny mushrooms growing from their flesh, and where they die, great clumps of fungi sprout from their corpse.
10	-	Eels sullenly wriggling through the mud and murky water, occasionally slithering across a wading explorer's legs.	The water is swarming with tiny parasites. If they get into the bodies of living creatures, they alter its behaviour to become incredibly aggressive, incapable of feeling pain or fear.
11	-	-	Occasionally, living things fall from the sky here, and the quiet is punctuated by the occasional 'plop' of a fish or frog landing in the water.
12	-	-	Some of the plants here are always covered with a layer of delicate frost, and cold to the touch, even in the height of summer.

Table 51: Detail in the Mountains

Roll	Landscape (d8)	Wildlife (d10)	Weirdness (d12)
1	Rugged, nearly vertical rock faces with only winding ledges and to easily travel along.	Goats and sheep scrambling across the slopes in search of food.	The mountain seems to have a cruel intelligence. Landslides, poor weather and avalanches try to block off attempts to scale the mountain.
2	Loose slopes of scree and rubble, with weeds and brambles growing between the rocks.	Circling eagles in the bright sky searching for prey.	The rock faces here show veins of glittering blue-green gems that glow faintly in the dark.
3	Stunted pine and birch stands clinging to the slopes of rocky outcrops.	The cry of wolves echoing between the peaks at night.	The snow has splattered red blood soaking into it here and there, even though there's no tracks or signs of a struggle.
4	Low, rolling hills with deep canyons and gorges carved between them.	Herds of small deer isolated in the valleys.	Small creatures sometimes fling themselves off the tops of cliffs, for no discernable reason, and plummet to their deaths.
5	Jagged, knife-blade peaks and rough valleys filled with tangled vegetation.	Great chattering flocks of birds nesting on cliff ledges.	There are seashells scattered among the rocks here, although this is far above sea level and nowhere near any body of water.
6	Large, brooding mountain ridges surrounding broad, flat glacial planes.	The cries of gulls circling above in huge flocks.	One valley here is filled with a sickly creeping yellow vine that grows over everything.
7	Softly sloping peaks, covered with deep drifts of snow and ice.	Lean, hungry jackals stalking across the rough ground as they scout for prey.	The clouds swirl constantly around one particular mountain peak, shrouding it in rain and snow. The flash of lightning and rolling rumble of thunder emanates from this permanent storm.
8	A high plateau, surrounded by cliffs and steep slopes, and capped with ice and snow.	Great horned beasts in herds, their shaggy hides protecting them from the biting wind.	Jagged spikes of ice taller than a person grow from the ground in clusters. If somehow snapped off, they could make horrific weapons until they melt away.
9	-	Bright-eyed hares skipping across the snow and stony ground.	Dead bodies can be found, huddled against the cold, their skin covered in a layer of frost.
10	-	Colonies of lemmings in the valleys, sometimes hidden and sometimes rushing out in great masses.	There are huge footprints, far bigger than anything natural, in the snow here. They've been left behind by some huge beast who's rumbling growl echoes between the peaks.
11	-	-	Stone outcrops have been carved to look like stylized heads. In their open mouths, there are the cinders from a fire and the scorched bones of a sacrifice.
12	-	-	On one of the peaks here, there is a pile of bones stacked neatly into an elaborate throne.

Creating Randomized Grid Maps

There's a simple method for creating a randomly generated grid-based map for player characters to explore. Firstly, take a sheet of paper marked with a square grid to that will form the basis of the map. Then, take a handful of dice – it doesn't matter which type, so long as there's a variety there – and drop them onto the map. Where each dice lands will be a terrain feature, with the number rolled determining what the feature is. More common features have lower numbers, so more dice can potentially roll them. Treat any area not containing a rolled feature as open tundra or grassland. It is perfectly possible to have multiple terrain features in one square; a plateaux surrounded by wetland or an area of heavily wooded highland, for example. Details of each potential roll are given in the table below.
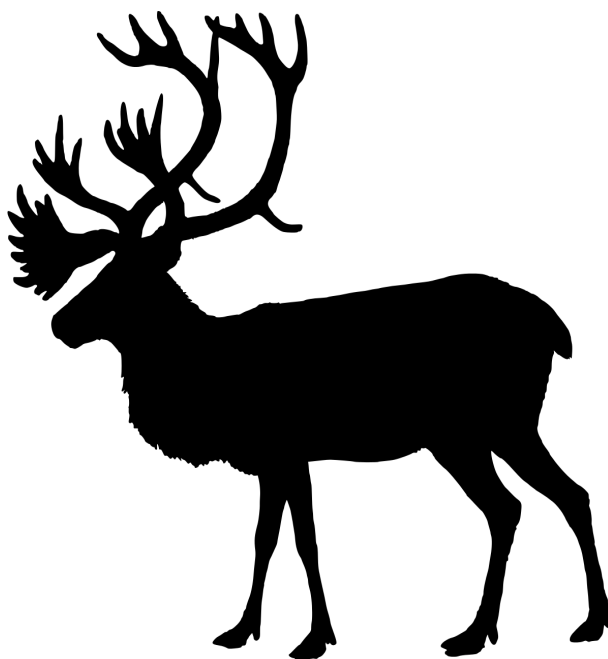
Table 52: Random Map Features

Roll	Feature
1	A marsh; the size of the dice determine the number of squares of wetland.
2	A forest; the size of the dice determine the number of squares of woodland.
3	A mountain range; the size of the dice determine the number of squares of highland.
4	A long gorge or valley; the size of the dice determines how long it extends. Terrain will likely be like the surrounding landscape.
5	A lake; the surrounding landscape will be wetlands
6	A single peak rising from the surrounding landscape; treat as highland.
7	A snowfield or glacier in a single square
8	A river connecting the edge of the map to the dice, and then ending at a terrain feature or another board edge; the size of the dice determines how large it is, with d8 being a narrow creek to d20 as a wide river.
9	A small chasm with a number of unexplored small caves.
10	A large unexplored cave.
11	A system of inhabited caves.
12	A campsite for a large tribe.
13	A floating island hovering over the land.
14	A plain of bones; mammoths come here to die.
15	An area of desolate wasteland dominated by some huge monster.
16	A pre-human stone circle, monolith, cavern or other magical site where leylines converge.
17	A huge plateaux with a strange eco-system at the top.
18	A deep trench with a strange eco-system at the bottom.
19	An area infected with some sort of parasite, fungus or disease that warps the ecosystem.
20	An area shrouded in permanent fog.

Bats	
Flesh	1d4 (3)
Grit	1d4 (3)
AC	14
Attacks	Bite (+0 bonus, damage 1d4)
Meals	6
16 vs. Weather, 14 vs. Poison, 15 vs. Hazards, 18 vs. Magic	
Skills; -	
Special; can fly, echolocation allows 'sight' in complete darkness	

Bats tend to be found in large swarms or flocks. Most are not a threat to player characters, but the larger varieties (which will tend to have above-average flesh and below-average grit) are sometimes predatory, many of them notorious for feeding on the blood of sleeping animals.

Birds of Prey (eagles, ospreys, hawks and so on)	
Flesh	1d6 (4)
Grit	2d6 (8)
AC	15
Attacks	Bite (+3 bonus, damage 1d6) and claws (+3 bonus, damage 1d6)
Meals	8
14 vs. Weather, 12 vs. Poison, 10 vs. Hazards, 13 vs. Magic	
Skills; Perception 3/6	
Special; Can fly	

Birds of prey tend to be solitary creatures. Most birds of prey won't attack people unless they look weak or injured, but the larger specimens sometimes can and do hunt humans. They tend to strike suddenly, plummeting out of the sky to attack with surprise, and may flee if their initial attack goes against them.

Bears (and other huge predators)	
Flesh	2d6 (12)
Grit	4d6 (24)
AC	12
Attacks	Bite (+8 bonus, damage 1d10+2) and 2 claws (+8 bonus, damage 1d6)
Meals	14
14 vs. Weather, 12 vs. Poison, 10 vs. Hazards, 13 vs. Magic	
Skills; Athletics 2/6	
Special;	

A bear is perhaps the largest predator characters may encounter, and has a tendency to make its lair in the same caves characters want to explore. If it gets violent, it can quite easily rip player characters apart at a rate of one each round. Thankfully, though, they are often encountered asleep, giving characters the chance to sneak past or do horrible things to the bear before it wakes up.

Boars (and other angry herbivores)	
Flesh	2d6 (8)
Grit	3d6 (12)
AC	14
Attacks	Gore (+1 bonus, damage 1d6+1) and Trample (+3 bonus, damage 1d4+1)
Meals	14
14 vs. Weather, 12 vs. Poison, 10 vs. Hazards, 13 vs. Magic	
Skills; Athletics 2/6	
Special;	

One day in the future, the wild boar will be domesticated into the various breeds of pig kept for their meat. This has not happened yet, and boars are bad-tempered, territorial animals, often found in small herds, that are as likely to inflict horrible violence as to flee.

Deer (and horses, and other flighty prey animals)

Flesh	1d6 (4)
Grit	2d6 (8)
AC	15
Attacks	Antler (+0 bonus, damage 1d6)
Meals	10
14 vs. Weather, 12 vs. Poison, 12 vs. Hazards, 16 vs. Magic	
Skills; Athletics 4/6	
Special;	

Deer, horses, goats, antelope and many others can be found easily and make excellent prey. For the most part, they tend to flee rather than fighting back when hunted, but a large herd stampeding or roused to aggression might conceivably pose a threat.

Jackals (and other small hunters)

Flesh	1d6 (4)
Grit	1d6 (4)
AC	11
Attacks	Bite (+2 bonus, damage 1d8)
Meals	6
14 vs. Weather, 12 vs. Poison, 15 vs. Hazards, 16 vs. Magic	
Skills; Tracking 3/6	
Special;	

Badgers, foxes, otters and other little blighters don't often pose a significant threat, and will mostly avoid people unless they seem vulnerable or inattentive. Some, such as jackals, form large packs however, and even though one jackal isn't much danger on its own, a whole mob of them can be a real problem. Although these creatures can be a threat or a nuisance, they have a redeeming feature in many people's eyes; with lucky Animalism rolls, some small pack animals can be made subservient and used to help track and hunt. In the future, a mix of these creatures and wolves will form the various breeds of domesticated dogs that accompany humans nearly everywhere.

Large Birds (such as herons and vultures)

Flesh	1d6 (4)
Grit	2d6 (8)
AC	17
Attacks	Bite (+2 bonus, damage 1d6)
Meals	10
14 vs. Weather, 12 vs. Poison, 15 vs. Hazards, 16 vs. Magic	
Skills;	
Special; Can Fly	

Most large birds aren't aggressive towards people, either preferring easier prey or waiting for their food to die on its own. In desperate times, though, it's not unknown for vultures to pick on badly injured or sick humans to hurry up their process of dying.
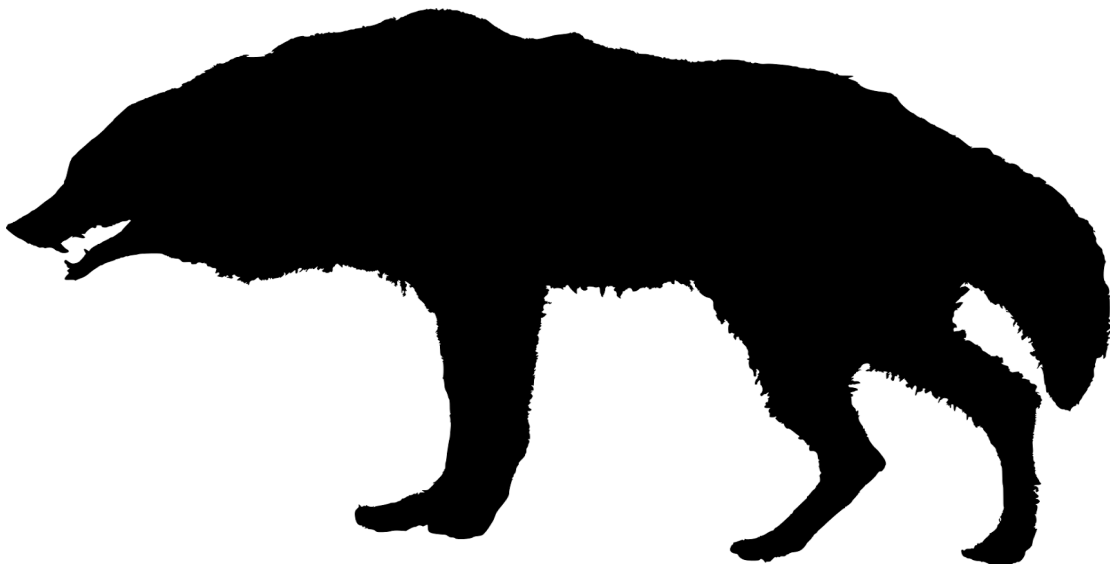
Mammoths

Mammoths	
Flesh	3d6(15)
Grit	5d6 (25)
AC	13
Attacks	Tusks (+2 bonus, damage 1d10+2), Trample (+2 bonus, damage 1d8+2), and Trunk (+2 bonus, damage 1d4+2)
Meals	25
14 vs. Weather, 12 vs. Poison, 15 vs. Hazards, 16 vs. Magic	
Skills;	
Special; Trunk gives +8 to wrestling	

The mammoth is one of the most magnificent creatures encountered at the end of the ice age. A huge slab of muscle and sinew, covered in thick shaggy fur and sporting long, curling tusks, the mammoth is a legendary beast to those who hunt it. Mammoth tusk is a prized material, and the head or other parts of the beast are a status symbol among successful warlords. Even a single young mammoth is capable of shrugging off horrible blows and can smash aside attackers with brutal strength, and whole herds can be almost impossible to combat. In order to bring down a mammoth, most hunters rely on tricks such as fire, pit traps and falling rocks rather than confronting the herd directly.

Mountain Lions (and wolverines, and other aggressive lone predators)

Mountain Lions (and wolverines, and other aggressive lone predators)	
Flesh	2d6 (8)
Grit	3d6 (12)
AC	13
Attacks	Bite (+6 bonus, damage 1d8+1) and 2 claws (+6 bonus, damage 1d4+1)
Meals	12
12 vs. Weather, 10 vs. Poison, 12 vs. Hazards, 14 vs. Magic	
Skills; Athletics 4/6, Tracking 2/6	
Special;	

Mountain lions, sabre-toothed cats, wolverines and other large predators pose a significant threat to characters. Whilst not inclined to hunt people purely for food, they may become violent if their territory is threatened or if they wish to take the character's kill for their own.
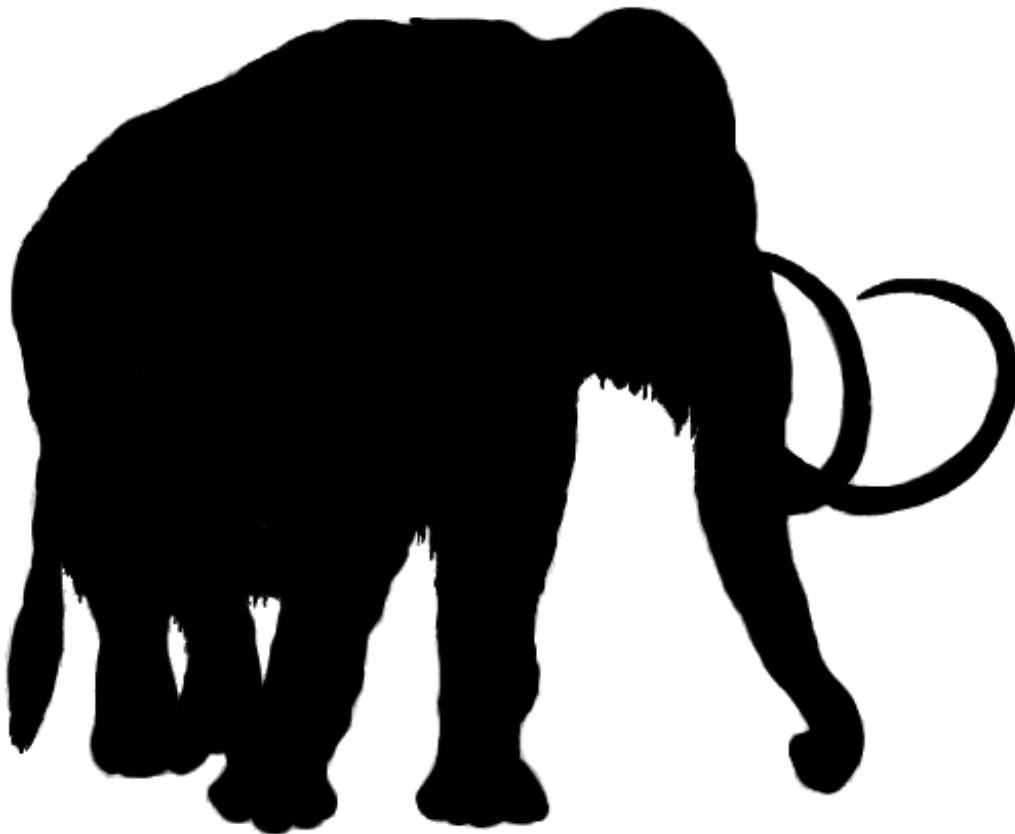
Small Birds (ptarmigan, gulls and so forth)

Flesh	1d4 (2)
Grit	1d4 (2)
AC	15
Attacks	Beak (-1 bonus, damage 1d4-2)
Meals	6
16 vs. Weather, 14 vs. Poison, 13 vs. Hazards, 18 vs. Magic	
Skills; -	
Special; can fly	

These birds, normally encountered in large flocks, tend to pose no threat at all but make a rather good source of food if several can be shot down.

Small Beasts (ferrets, beavers, hares and so forth)

Flesh	1d4 (3)
Grit	1d4 (3)
AC	11
Attacks	Bite (-1 bonus, damage 1d4-1)
Meals	6
16 vs. Weather, 14 vs. Poison, 17 vs. Hazards, 18 vs. Magic	
Skills; -	
Special; -	

Like small birds, these creatures don't normally pose a danger on their own, instead forming a convenient source of meals. Depending on the animal, they might be found in large swarms, like lemmings, or alone like weasels.

Vipers (and other venomous little creatures)

Flesh	1d6(4)
Grit	1d6 (4)
AC	14
Attacks	Bite (+1 bonus, damage 1d6 and venom)
Meals	4
14 vs. Weather, 12 vs. Poison, 15 vs. Hazards, 16 vs. Magic	
Skills; Stealth 4/6	
Special; If a bite deals damage to flesh, the victim must pass a Save against Poison or else take another 10 flat damage.	

The cliché is that most snakes are more scared of people than people are of snakes. That said, snakes are easy to miss, snappy and dangerously venomous, prone to lurking in a concealed crevice and biting at anybody who puts their hand in.
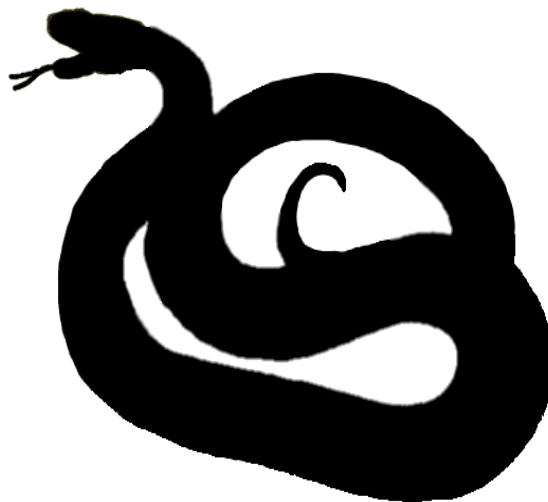
Wolves (and other pack hunters)	
Flesh	1d6 (4)
Grit	3d6 (12)
AC	13
Attacks	Bite (+4 bonus, damage 1d8)
Meals	10
12 vs. Weather, 10 vs. Poison, 11 vs. Hazards, 14 vs. Magic	
Skills; Tracking 4/6, Perception 2/6	
Special; -	

Wolves are among the more dangerous predators out there. Whilst individually not much stronger than a wild dog, and about as capable in a fight as a competent hunter, wolves are known for their pack hunting tactics. These packs display remarkable cunning and co-ordination, using careful positioning to direct their prey into traps and adapting tactics to their prey's capabilities. Unusually, wolves are capable of recognizing the benefits of co-operation with other creatures, and it is possible for a skilled animal handler to work with or even tame wolves and hunt with them. Of course, the wolves themselves have their own inhuman drives, and these alliances often end badly, but over time they will become more and more common as humankind domesticates the species.

Woolly Rhino (and bison, and other huge lone beasts)	
Flesh	3d6 (15)
Grit	4d6 (20)
AC	17
Attacks	Horn (+1 bonus, damage 1d8+1) and Trample (+1 bonus, damage 1d6+1)
Meals	18
11 vs. Weather, 9 vs. Poison, 14 vs. Hazards, 14 vs. Magic	
Skills; -	
Special; -	

The woolly rhino is not normally an aggressive beast; its size and thick hide mean it has few common predators, and it is content to trundle along without posing a threat. However, if angered – perhaps after being injured or because its young are threatened, the same solid nature works in its favour, as the beast becomes determined and hard to put down, and its attacks make it a serious threat.

To create young animals, reduce the creatures hit dice by one size (for -1 flesh or grit per dice), and likewise reduce all damage dice by one size.

To create dire beasts, pack leaders, or other particularly large and dangerous animals, do the reverse of this; increase each hit dice by one size (for +1 flesh and grit per dice) and increase all damage dice by one size.

Some animals may be intelligent, particularly birds and wolves. Intelligent animals can reason like people, and can talk. Some may have access to one or more spells from level 1 to 6, either random or appropriate to the animal's nature. Often, intelligent animals rise to command greater numbers of their own kind, and can be dangerous enemies.

In the event that aquatic animals are encountered, use appropriate rules for a similar land animal. For example, an orca might use the rules for a bear, whilst a conga eel might use the rules for a wolf.

Some animals may be Chimeras; creatures warped or mutated by the effects of magic. Chimeras will have the base of one of the animals given here, as well as any number of unnatural features. Some features will be cosmetic, whilst others will be massive changes to the creature's physical form and capabilities.

Cosmetic features might include;
-Utter hairlessness.
-Horns or antlers that match a different species to their own.
-Exotic coloration, such as tiger stripes, spots or other bold patterns in black, white, orange, yellow or grey.
-Tufts of feathers.
-Extra eyes, perhaps on their face or at random on other parts of the body.

-Leaves growing here and there, allowing the creature to gain some degree of nutrition from sunlight.
-Teeth, claws or eyes that glow dimly in the dark.
-Long, catfish-like whiskers.
-A large crest of taut skin between spines, either along the back or at the back of the head.

As well as these, the chimerical beast may have more dramatic features, such as:
-The head of another creature instead of or in addition to their own. They probably gain the bite, horn, tusk or similar attacks from the other head.
-One or more limbs from another creature instead of their own. They might gain the creature's claw or trample attack as a result.
-One or more extra limbs, giving an extra claw or trample attack.
-A long, sinuous limbless body, giving +1 to Wrestling rolls per hit dice.
-Thick scaly skin, giving +2 AC.
-Skin replaced with nodules of stone, crystal, tree bark or bone, giving +4 AC.
-A poisonous attack (typically a bite), requiring victims taking damage to flesh to make a Save against Poison; if failed the poison typically causes them to lose 1d12 flesh or 1d12 from an attribute.
-The ability to exhale fire, corrosive gas, freezing mist or showers of sparks. When used, any potential victims should take a Save against Hazards, and suffer 2d6 damage if they fail.
-The ability to breathe water and swim, and appropriate anatomy such as gills and fins.
-A pair of wings, either bat-like, butterfly-like or feathered, and the ability to fly.
-Broad, shovel like claws, and the ability to burrow like a mole.
-A flexible, rubbery body with cartilage instead of bones and a texture similar to a squid, OR sticky slime exuded from the skin, OR a number of grasping cilia and tentacles. Whichever is the case, the creature gets +1 to wrestling rolls per hit dice.
-The monster's eyes are milky white, and it is blind.
-The monster can 'see' through echo-location, like a bat.
-Glowing eyes, and a gaze attack. Every crea-ture that looks at the creature must make a Save against Hazards to avoid meeting its gaze. If failed, they must make a Save against Magic each round or else be turned to stone, snow, crystal, wood or some other substance. Once the gaze is met, the victim will feel themselves compelled to maintain eye contact for d12 rounds until the chimera blinks.
-A body that is somehow hazardous to touch; either constantly on fire, incredibly cold, charged with static electricity, coated in corrosive slime or covered in tiny barbs (randomly determine which). The monster's attacks deal an extra 1d6 damage, and enemies grabbing or grabbed by the monster also take an automatic 1d6 damage.

Giant Spiders	
Flesh	1d8(5)
Grit	2d10 (10)
AC	12
Attacks	Bite (+3 bonus, damage 1d6 and venom)
Meals	5
14 vs. Weather, 12 vs. Poison, 15 vs. Hazards, 16 vs. Magic	
Skills; Stealth 4/6, Athletics 2/6	
Special; If a bite deals damage to flesh, the victim must pass a Save against Poison or else be paralysed for d4 rounds. Webs give +3 to wrestling attempts. Can walk over walls and ceilings (as if affected by Spider climb)	

Giant spiders can be found lurking in many of the deep, hidden parts of the world; in the depths of caves, the bottoms of canyons and the most tangled, inhospitable parts of forests. Often spiders will make a lair for themselves, digging a hidden pit they lurk in or threading webs between trees. The most dangerous of these situations have broods of spiders dwelling together, their webs covering large tracts of land.

Blundering into a spider's web effectively works like any other trap. If careful, a perception roll might prevent being caught, but otherwise the victim is stuck fast and cannot escape (although depending on where the webs are holding them they may still be able to fight). Any struggle will, of course, attract the interest of giant spiders lurking at the centre of the web. Rescuing a victim of the webs probably involves a successful Vandalism roll to disentangle them.

Giant Vermin (such as centipedes, wasps, scorpions, worms and so forth)	
Flesh	1d8(5)
Grit	3d10 (15)
AC	12
Attacks	Any out of Bite (+3 bonus, damage 1d6 and paralysing venom), sting (+3 bonus, damage 1d6 and damaging venom), 2 claws (+4 bonus, 1d8+1 damage), or spit (+2 bonus, 1d4 damage, throwing range)
Meals	4
14 vs. Weather, 12 vs. Poison, 15 vs. Hazards, 16 vs. Magic	
Skills; Stealth 2/6, Athletics 2/6	
Special; If a bite deals damage to flesh, the victim must pass a Save against Poison or else be paralysed for d4 rounds (for bites) or take 10 extra damage (for stings).	

Depending on their type, giant vermin may have any of the following properties;
-The ability to fly, which also increases their AC by 3 whilst they are airborne.
-A hard shell, giving +3 AC.
-The ability to walk up walls like spiders.
-Stealth increased to 4/6 for ambush predators.
-The ability to exude adhesive slime, giving a +4 bonus to wrestling.
-A corrosive or barbed skin, dealing 1d4 damage when touched with bare skin.
-The ability to drain blood; the vermin's bite is not poisonous, but deals +1 damage and heals the vermin for 1 point of damage on a hit that deals damage to flesh.
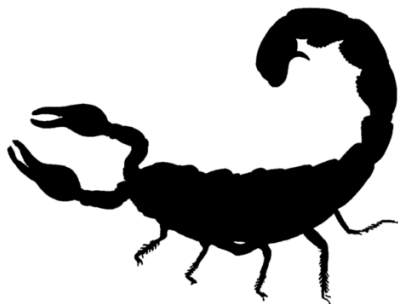
Swarms of Vermin (such as hornets, spiders, leeches, and so forth)	
Flesh	2d12(14)
Grit	0
AC	8
Attacks	Swarming (hits automatically, deals 1 point of damage).
Meals	0
14 vs. Weather, 12 vs. Poison, 19 vs. Hazards, 16 vs. Magic	
Skills; Stealth 3/6,	
Special; Single attacks only deal a maximum of 1 damage to a swarm (although area attacks such as burning pitch, fireballs and so on are not capped and deal double damage against them). Smoke from a wood fire deals 1 damage to a swarm each round as the swarm disperses.	

Depending on their type, swarms of vermin may have any of the following properties;

-The ability to fly, which also increases their AC by 3 whilst they are airborne.

-The ability to drain blood; the vermin's attack deals 1d2 damage and heals the swarm vermin for 1 point of damage on a hit that deals damage to flesh.

-Poison, which forces a victim taking damage to their flesh to make a Save against Poison or else suffer an extra 2 damage.

-A horrible tendency to burrow into a victim's nose, mouth, eyes and other soft flesh; all the swarm's damage deals damage to flesh unless the victim's face is protected with a veil.

-A tendency to lay eggs under the victim's skin; any damage to flesh forces the victim to take a Save against Poison. If failed, they are infested with parasites. Treat the infestation as a disease, with an incubation time of three days, and a save interval of an hour. Each failed save reduces the victim's strength by d8 as the eggs start hatching and the vermin start feeding on the victim's flesh. If the victim reaches 0 or less strength, they die and their corpse splits apart as a new swarm emerges.

You can generate random vermin-like creatures by rolling a d8, a d10 and a d12 on the table below. Some results may suggest particular abilities the swarm could possess.

Table 53: Random Monstrous Vermin

Roll	Appearance (d8)	Behaviour (d10)	Body Type (d12)
1	Chitinous	Aggressive	Ants
2	Fleshy	Burrowing	Centipedes
3	Rubbery	Buzzing	Crabs
4	Shelled	Crawling	Lampreys
5	Slimy	Egg-laying	Flies
6	Spiny	Hidden	Leeches
7	Transparent	Hovering	Maggots
8	Rotting	Hungry	Scorpions
9	-	Venomous	Slugs
10	-	Writhing	Spiders
11	-	-	Wasps
12	-	-	Worms

Dreadful Worms (and other huge, serpentine monsters vermin)	
Flesh	3d10(18)
Grit	5d10 (30)
AC	13
Attacks	Maw (+8 Bonus, deals 1d12+1 damage and can swallow) and Crush (+8 Bonus, deals 1d8+1 damage)
Meals	25
10 vs. Weather, 8 vs. Poison, 12 vs. Hazards, 12 vs. Magic	
Skills; Vandalism 5/6	
Special; A Dreadful Worm's sinuous body and huge size give it a +8 bonus on wrestling. Dreadful Worms can burrow through solid earth, leaving a tunnel large enough to crawl along behind them for several days. A victim hit by the Dreadful Worm's maw must make a save against hazards. Failure indicates that they are swallowed. A swallowed victim takes d4 damage a round from ripping internal teeth and digestive juices. Dealing 8 damage (which will be to flesh) is enough for the victim to tear a way out of the Worm before they are digested.	

Dreadful Worms are the largest of the vermin-like monsters, huge beasts lurking beneath the snow. They prey upon big game such as mammoths and rhinos, which they tend to ambush by bursting out of the frozen earth to latch their ringed maws onto.

-A sinuous body that coils around its victims, giving a +6 bonus on wrestling rolls.

-A venomous bite; a victim who takes any damage from the drake's bite must pass a Save against Poison or else take lose 1d6 points of dexterity, constitution or strength.

-A venomous sting on the end of its tail; the attack has a +6 bonus, and deals 1 damage. If damage is dealt to flesh, the victim must pass a Save against Poison or take an extra 10 points of damage to flesh.

-The ability to regenerate; if the drake has a severed limb, it will re-grow in 1d6 rounds (unless the stump is burned to seal it). If there are no severed appendages, the drake will re-gain 1d6 points of flesh a round until it is back to maximum flesh.

Wyrms (and drakes, great serpents and other mighty reptilian predators)	
Flesh	2d8(10)
Grit	4d8 (20)
AC	14
Attacks	Bite (+7 bonus, damage 1d8+1), and potentially either 2 claws (+7 bonus, 1d4+1 damage) or crush (+7 bonus, 1d6+1 damage)
Meals	14
12 vs. Weather, 10 vs. Poison, 13 vs. Hazards, 14 vs. Magic	
Skills; Athletics 3/6,	
Special; See below	

There are a wide number of creatures resembling great snakes and lizards. Each of them is a huge apex predator, with various unique adaptations. In more civilized times, these creatures will eventually give rise to the race of dragons.

Depending on the nature of the beast, it may have any of the abilities given below;

-Wings, allowing it to fly and giving +3 AC whilst airborne.

-Diamond-hard scales, giving +3 AC.

-The ability to talk, giving a 3 in 6 Charm roll.

-The ability to breathe fire; those in the blast area must pass a Save against Hazards or else take 2d6 damage.

Hydras (and similar beasts with many heads)	
Flesh	2d8 (10)
Grit	3d8 (15)
AC	12
Attacks	One Bite per head (+6 bonus, damage 1d8+1), and potentially either 2 claws (+6 bonus, 1d4+1 damage) or crush (+6 bonus, 1d6+1 damage)
Meals	12
12 vs. Weather, 10 vs. Poison, 13 vs. Hazards, 14 vs. Magic	
Skills;	

Special; Each hydra has 2 or more heads, and that many bite attacks. If a head is severed (by a successful called shot), then it loses one bite attack.

Hydras regenerate; if they have a severed head or limb, it will re-grow in 1d6 rounds (unless the stump is burned to seal it). If there are no severed appendages, the hydra will regain 1d6 points of flesh a round until it is back to maximum flesh.

Hydras are a variation of serpentine monster with many heads and strong regenerative abilities, typically encountered in swamps. There's no reason why they couldn't have any of the modifications normally seen on drakes.

Krakens (and other huge monsters that lurk beneath the waves)

Flesh	2d8(10)
Grit	4d8 (20)
AC	11
Attacks	1d8 Tentacles each round (+6 bonus, Damage 1d8)
Meals	15

12 vs. Weather, 10 vs. Poison, 13 vs. Hazards, 14 vs. Magic
Skills; Athletics 3/6

Special; Krakens can breath underwater without penalties. Their tentacles give them +6 to wrestling rolls.

There are any number of strange creatures that live in the sea, at the bottom of lakes and in the lightless waters in the depths of caves; giant octopi, krakens, sea serpents, aboleths and more. Some of these creatures are little more than animalistic predators (if huge and dangerous ones) whilst others are ancient, cunning creatures that potentially remember a time before the emergence of humans.

Based on the specific type of monster, some krakens may have any of the abilities below:

-Diamond-hard scales, giving +3 AC.

-The ability to talk, giving a 3 in 6 Charm roll.

-The ability to release a cloud of ink; those in the blast area must pass a Save against Hazards or else be blinded until they can wash their eyes out.

-A venomous bite, dealing 1d10 damage; a victim who takes any damage from the drake's bite must pass a Save against Poison or else take lose 1d8 points of dexterity, constitution or strength. A bite probably replaces the Kraken's tentacles.

-The ability to cast a single spell (randomly determined, of level 1 to 6) every few turns.

-The ability to regenerate; if the kraken has a severed limb, it will re-grow in 1d6 rounds (unless the stump is burned to seal it). If there are no severed appendages, the drake will regain 1d6 point of flesh a round until it is back to maximum flesh.

-The ability to drain blood; the kraken's bite or tentacles deal 1d4 extra damage and heals the Kraken for that much on a hit that deals damage to flesh.

Basilisks (and other monsters with horrible gazes)

Flesh	2d8(10)
Grit	2d8 (10)
AC	12
Attacks	Bite (+6 bonus, damage 1d8+1)
Meals	12

12 vs. Weather, 10 vs. Poison, 13 vs. Hazards, 14 vs. Magic
Skills; Stealth 2/6

Special; Every creature that looks at a basilisk must make a Save against Hazards to avoid meeting it's gaze. If failed, they must make a Save against Magic each round or else be turned to stone or a similar substance. Once the gaze is met, the victim will feel themselves compelled to maintain eye contact for d12 rounds until the Basilisk blinks.

Like hydras, basilisks are another variant on the large reptilian monster, possessing a gaze that turns the monster's prey to stone. Basilisks tend to hunt alone, using their gaze to take out some of their targets before engaging their prey alone with their bites. Like hydras, there's no reason why they wouldn't have any of the modifications available to other drakes.

Shoggoths (and other shapeless horrors)	
Flesh	4d10 (32)
Grit	0
AC	11
Attacks	Extrusion (+0 bonus, damage d12)
Meals	14
14 vs. Weather, 7 vs. Poison, 17 vs. Hazards, 13 vs. Magic	
Skills;	
Special; A shoggoth makes an Extrusion attack against every enemy next to it. A shoggoth regenerates 1d6 damage a round. Shoggoths are functionally mindless; they are immune to anything that would misdirect them or influence their mind. They take double damage from fire. They sense vibrations and heat, allowing them to detect living beings even in total darkness and silence.	

In the depths of the earth, where no human has set foot, there are horrible things from before the dawn of civilization. Amorphous black masses, flesh roiling and warping, these creatures dwell in the darkness waiting to be released back into the world. Their minds, as much as beings this alien can be said to have minds, are filled only with a hunger to consume all other life, and a deep abiding hatred for the light of fire and the sun that holds them back.

Oozes (also slimes, gelatinous cubes giant amoebas and so forth)	
Flesh	2d10 (16)
Grit	0
AC	11
Attacks	Extrusion (+0 bonus, damage d12)
Meals	14
14 vs. Weather, 7 vs. Poison, 15 vs. Hazards, 13 vs. Magic	
Skills;	
Special; Oozes are mindless; they are immune to anything that would misdirect them or influence their mind. They sense vibrations and heat, allowing them to detect living beings even in total darkness and silence. Also, see below.	

Like their more powerful cousins, the shoggoths, oozes are formless creatures capable of wriggling through the smallest gap or extending themselves over huge spaces. They don't think or reason, possessing only a basic reflexive hunger.

An Ooze might possess any of the following abilities, depending on it's nature:

-Digestive slime; a victim taking damage to their flesh must take a save versus Poison or lose 1d12 damage to Constitution.

-Completely see-through anatomy, giving a 3 in 6 stealth chance.

-The ability to produce an extrusion to attack every enemy next to it.

-The ability to regenerate, healing 1d6 flesh a round.

-The ability to drain blood; on a hit that deals damage to flesh, the ooze heals as much damage as they dealt.

-Infectious slime; any damage to flesh forces the victim to take a Save against Poison. If failed, they have the Ooze growing within them. Treat the infection as a disease, with an incubation time of one turn, and a save interval of a round. Each failed save reduces the victim's constitution by d8 as their flesh starts to liquefy. If the victim reaches 0 or less constitution, they die and their body collapses into a fresh new ooze.

Carnivorous Plants

Flesh	2d8 (10)
Grit	1d8 (5)
AC	11
Attacks	Any out of; 1d4 branches (+1 bonus, damage 1d6) , 1d6 vines (+1 bonus, damage 1d4, long reach) or maw (+2 bonus, 1d8+1 damage)
Meals	6
4 vs. Weather, 7 vs. Poison, 17 vs. Hazards, 13 vs. Magic	
Skills; Stealth 3/6	
Special; Plants are mindless; they are immune to anything that would misdirect them or influence their mind. They sense vibrations and heat, allowing them to detect living beings even in total darkness and silence. Also, see below.	

As any conversation with most plants will tell you, those plants that move on their own are as much an abomination as corpses that move of their own volition or the unquiet spirits of the dead. Nevertheless, some plants do rip themselves free from the natural order of things, developing a craving for warm flesh and wriggling across the landscape in search of it.

Depending on the type of plant in question, carnivorous plants might have any of the following properties:

-Digestive slime; a victim taking damage to their flesh must take a save versus Poison or lose 1d12 damage to Constitution.

-The ability to drain blood; on a hit that deals damage to flesh, the plant heals as much flesh as they dealt damage.

-Roots preventing them from moving from the spot.

-A cloud of spores or pollen around them that intoxicate those breathing them in. Each round that they spend in the area, characters must make a Save against Poison or else lose 1d4 Dexterity, Intelligence or Wisdom (depending on the plant). Characters wearing a veil over their face are protected from inhaling the spores.

-Be much larger, gaining an extra each d8 (5) of flesh and grit, +2 damage and a Vandalism

chance of 3 in 6.

-A tendency to implant spores in the victim's soft tissues; any damage to flesh forces the victim to take a Save against Poison. If failed, they are infested with saplings. Treat the infestation as a disease, with an incubation time of three days, and a save interval of an hour. Each failed save reduces the victim's dexterity by d8 as the plant starts to grow under the victim's skin, slowly turning them green and stiff. If the victim reaches 0 or less dexterity, they die and their flesh peels away to reveal a new plant underneath.

You can generate random carnivorous plants by rolling a d8, a d10 and a d12 on the table below. Some results may suggest particular abilities the plant could possess.

Table 54: Random Plant Monsters

Roll	Appearance (d8)	Behaviour (d10)	Plant Type (d12)
1	Flowering	Aquatic	Briars
2	Fruitful	Creeping	Bushes
3	Leafy	Gibbering	Flytraps
4	Rotten	Lurking	Fungi
5	Rubbery	Parasitic	Honeydews
6	Slimy	Shrieking	Ivy
7	Sticky	Stinking	Mushrooms
8	Thorny	Strangling	Oak Trees
9	-	Thirsty	Orchids
10	-	Thrashing	Pine Trees
11	-	-	Vines
12	-	-	Weeds

People

People (both human and Neanderthal) follow the same rules as player characters. Unique individuals, or those who will take on a particularly important role in the players' adventures, can be generated in the same way as player characters. However sometimes, particularly when player characters attract a tribe, you'll need a quick NPC or five right away. To do that there are a number of pre-made characters below. In particular, there are rules for non-combatants; effectively level 0 characters with no class benefits and no grit at all.

Also included are quick rules for randomly generating tribes that players might encounter, and their quirks and customs.

These aren't a strict list of everybody players might encounter, and particularly for unusual or pivotal individuals you should feel free to custom-build your NPCs to match what you want them to be capable of.

Child (a non-combatant)

Flesh	1d6 (3)
Grit	0
AC	12
Attacks	Hands (-1 bonus, 1d2-1 damage)

Strength +0, Dexterity +1, Constitution -1, Intelligence -1, Wisdom +0, Charisma +1

17 vs. Weather, 17 vs. Poison, 15 vs. Hazards, 16 vs. Magic

Skills; -

Equipment; Doll made of hide and straw, clay figures

Adjectives; Wailing, Fidgety, Wriggling, Curious, Babbling, Shrinking, Meddling

Tribal elder (a non-combatant)

Flesh	1d6 (3)
Grit	0
AC	10
Attacks	Knife (-1 bonus, 1d4-1 damage)

Strength -1, Dexterity -1, Constitution -1, Intelligence +1, Wisdom +1, Charisma +1

17 vs. Weather, 17 vs. Poison, 17 vs. Hazards, 15 vs. Magic

Skills; -

Equipment; Knife

Adjectives; Piercing, Weary, Grey, Lined, Creaking, Rattling, Crumpled, Garrulous

Mammoth Hunter (a 1st level hunter)

Flesh	1d8 (6)
Grit	1d8 (6)
AC	15
Attacks	Bow (+2 bonus, 1d8+2 damage) or stone axe (+2 bonus, 1d10+2 damage)

Strength +1, Dexterity +1, Constitution +1, Intelligence -1, Wisdom -1, Charisma -1

13 vs. Weather, 11 vs. Poison, 14 vs. Hazards, 17 vs. Magic

Skills; -

Equipment; Stone Axe, Bow, 10 Stone Arrows, Leather Tunic, Bracers, Skull Helm

Adjectives; Burly, Violent, Aggressive, Proud, Loud, Celebratory, Bloodstained

Stalker (a 1st level hunter)

Flesh	1d8 (4)
Grit	1d8 (4)
AC	17
Attacks	Bow (+4 bonus, 1d8+1 damage) or knife (+1 bonus, 1d4 damage)
Strength +0, Dexterity +3, Constitution -1, Intelligence -1, Wisdom -1, Charisma -1	
15 vs. Weather, 13 vs. Poison, 12 vs. hazards, 17 vs. Magic	
Skills; -	
Equipment; Bow, 10 Arrows, Leather Tunic, Gloves, Cord	
Adjectives; Wiry, Taciturn, Twitchy, Quiet, Subtle, Shady, Underhanded, Unsociable	

Fisher (a 1st level hunter)

Flesh	1d8 (5)
Grit	1d8 (5)
AC	14
Attacks	Spear (+2 bonus, 1d6 damage) or Net (use to wrestle at throwing range)
Strength +1, Dexterity -1, Constitution +0, Intelligence -1, Wisdom +2, Charisma -1	
14 vs. Weather, 12 vs. Poison, 16 vs. hazards, 14 vs. Magic	
Skills; -	
Equipment; Leather Tunic, Net, Spear, Fishing Gear, Boots, Greaves	
Adjectives; Patient, Grubby, Contemplative, Thorough, Thoughtful, Smokey, Grizzled	

Gatherer (a 1st level expert)

Flesh	1d6 (4)
Grit	1d6 (4)
AC	13
Attacks	Sling (+1 bonus, 1d4-1 damage) or Net (use to wrestle at throwing range)
Strength -1, Dexterity +1, Constitution +0, Intelligence +0, Wisdom +1, Charisma -1	
14 vs. Weather, 16 vs. Poison, 14 vs. hazards, 13 vs. Magic	
Skills; Foraging 4/6 (2 points), Tracking 3/6 (1 point), Animalism 3/6 (3 points)	
Equipment; Gloves, Sling, 20 Sling-stones, Sack.	
Adjectives; Careful, Bright-eyed, Graceful, Well-fed, Chatty Suspicious, Conservative	

Crafter (a 1st level expert)

Flesh	1d6 (4)
Grit	1d6 (4)
AC	13
Attacks	Knife (-1 bonus, 1d4-1 damage)
Strength -1, Dexterity +0, Constitution +0, Intelligence +2, Wisdom +0, Charisma -1	
14 vs. Weather, 16 vs. Poison, 16 vs. hazards, 14 vs. Magic	
Skills; Crafting 5/6 (2 points), Art 4/6 (1 point), Foraging 2/6 (1 point), Charm 2/6 (2 points)	
Equipment; Wood-working tools, Knife, Pigments	
Adjectives; Wrinkled, Visionary, Stained, Expressive, Sharp, Delicate, Snappy, Apart	

Animal Herder (a 1st level expert)

Flesh	1d6 (4)
Grit	1d6 (4)
AC	14
Attacks	Bow (+0 bonus, 1d6+1 damage) or Net (use to wrestle at throwing range)
Strength +1, Dexterity +0, Constitution -1, Intelligence -1, Wisdom +1, Charisma +0	
15 vs. Weather, 17 vs. Poison, 15 vs. hazards, 13 vs. Magic	
Skills; Stealth 3/6 (2 points), Tracking 3/6 (1 point), Perception 3/6 (1 point), Animalism 3/6 (2 points)	
Equipment; Net, Bow, 10 Arrows, Leather Tunic, Bracers, Whistle	
Adjectives; Weather-beaten, Hairy, Curt, Grizzled, Tender, Alert, Musical, Forlorn	

Fighter (a 1st level Neanderthal)

Flesh	1d10 (6)
Grit	1d10 (6)
AC	16
Attacks	Axe (+1 bonus, 1d10+1 damage)
Strength +1, Dexterity +0, Constitution +0, Intelligence -1, Wisdom +0, Charisma +0	
10 vs. Weather, 8 vs. Poison, 13 vs. hazards, 12 vs. Magic	
Skills; Athletics 3/6, Tracking 3/6, Foraging 3/6	
Equipment; Axe, Greaves, Bracers, Skull Helmet, Shield, Winter Clothing	
Adjectives; Solid, Brutal, Stoic, Grumbling, Pessimistic, Hacking, Scarred, Restless	

Hermit (a 1st level magician)

Flesh	1d4 (3)
Grit	1d4 (3)
AC	11
Attacks	Bone Club (-1 bonus, 1d8-1 damage)
Strength-1, Dexterity +0, Constitution -1, Intelligence +1, Wisdom +2, Charisma -1	
14 vs. Weather, 14 vs. Poison, 16 vs. hazards, 12 vs. Magic	
Skills; Art 3/6	
Spells; Coat with Frost, Darkness, Water Breathing (memorized dangerously),	
Equipment; Club, Bag of Ashes with bound Darkness	
Adjectives; Wild-eyed, Messy, Furtive, Driven, Shy, Stammering, Tense, Aloof	

Survivor (a 1st level Neanderthal)

Flesh	1d10 (7)
Grit	1d10 (7)
AC	14
Attacks	Spear (+1 bonus, 1d6+1 damage)
Strength +0, Dexterity +1, Constitution +1, Intelligence -1, Wisdom +1, Charisma -1	
9 vs. Weather, 7 vs. Poison, 12 vs. hazards, 11 vs. Magic	
Skills; Athletics 2/6, Tracking 4/6, Foraging 4/6	
Equipment; Spear, Greaves, Bracers, Gloves, Veil, Winter Clothing	
Adjectives; Gritty, Wary, Practical, Cynical, Matted, Trudging, Lazy, Loyal, Fair	

Cultist (a 1st level magician)

Flesh	1d4 (3)
Grit	1d4 (3)
AC	11
Attacks	Ritual Knife (-1 bonus, 1d4-1 damage)
Strength-1, Dexterity +1, Constitution -1, Intelligence +2, Wisdom +1, Charisma -1	
14 vs. Weather, 14 vs. Poison, 16 vs. hazards, 13 vs. Magic	
Skills; Art 4/6	
Spells; Create Fire (memorized), Message, Fireball,	
Equipment; Knife, Bone wand with bound Fireball	
Adjectives; Solemn, Attentive, Withdrawn, Certain, Fiery, Sonorous, Neat, Callous,	

Warlord (a 4th level hunter)

Flesh	1d8 (7)
Grit	3d8 (12)
AC	17
Attacks	Stone axe (+5 bonus, 1d10+2 damage)
Strength +1, Dexterity +1, Constitution -1, Intelligence -1, Wisdom -1, Charisma +1	
13 vs. Weather, 11 vs. Poison, 12 vs. Hazards, 15 vs. Magic	
Skills; -	
Equipment; Stone Axe, Shield, Leather Tunic, Bracers, Skull Helm, Jewellery	
Adjectives; Brash, Optimistic, Rugged, Ambitious, Territorial, Determined, Athletic	

Neanderthal Chieftain (a 4th level Neanderthal)

Flesh	1d10 (9)
Grit	3d10 (18)
AC	15
Attacks	Stone Axe (+1 bonus, 1d10+2 damage)
Strength +1, Dexterity -1, Constitution +0, Intelligence -1, Wisdom +0, Charisma +1	
6 vs. Weather, 4 vs. Poison, 8 vs. hazards, 8 vs. Magic	
Skills; Athletics 3/6, Tracking 3/6, Foraging 3/6	
Equipment; Axe, Greaves, Bracers, Skull Helmet, Shield, Winter Clothing	
Adjectives; Protective, Mighty, Jovial, Warm, Grizzled, Impulsive, Brash, Forceful	

Visionary (a 4th level expert)

Flesh	1d6 (7)
Grit	3d6 (12)
AC	10
Attacks	Stone Spear (+0 bonus, 1d6+1 damage)
Strength +0, Dexterity -1, Constitution -1, Intelligence +1, Wisdom +1, Charisma +1	
15 vs. Weather, 17 vs. Poison, 15 vs. hazards, 13 vs. Magic	
Skills; Crafting 5/6 (3 points), Art 5/6 (3 points), Charm 5/6 (3 points), Medicine 4/6 (2 points), Perception 3/6 (1 point)	
Equipment; Jewellery, Pigments, Healing Kit, Stone Working Tools	
Adjectives; Outgoing, Talkative, Grand, Generous, Elegant, Inventive, Shaky	

Cult Leader (a 4th level magician)

Flesh	1d4 (6)
Grit	3d4 (9)
AC	12
Attacks	Ceremonial Mace (-1 bonus, 1d8-1 damage)
Strength -1, Dexterity +0, Constitution -1, Intelligence +1, Wisdom +2, Charisma -1	
12 vs. Weather, 12 vs. Poison, 14 vs. hazards, 10 vs. Magic	
Skills; Art 5/6	
Spells; Command (memorized twice), Unseen Servant, Resist Fire (memorized), Wall of Fire (memorized dangerously), Mist Form, Regenerate	
Equipment; Ceremonial Mace, Tiny statuette with Mist Form bound, Necklace of bone-shards and amber with Unseen Servant bound, Beast-skull helmet, Veil	
Adjectives; Willowy, Fiery, Ruthless, Rich, Fanatical, Bloodstained, Howling, Inspired	

Settlements of people are a large feature of the landscape, and many will be plotted out on the map if the campaign uses one. They can be generated quickly using the following methods.

Firstly, roll a d20, a d4, 4d6, a d8, 2d10 and a d12 on the table below to determine the type of community and who's in it. The d20 tells you which type of community it is, and then the d6s, d8, d10s and d12 give you the number of people of various types (each matching one of the sets of rules above) in the community. Read across from the community type to see what each roll gives you. The d4 indicates how many unusual traditions the community has

Neanderthal clans are smaller than other communities; halve the numbers of Fighters and Survivors generated (rounded down).

Nomadic Clans, Cave Dwellers, Trading Settlements, and Hunting Settlements all have a number of non-combatants with them. There will be half as many Elders as the 3d6 roll (rounded up) and half as many Children as the 2d10 roll (rounded up).

Predatory Warbands are made up only of fighting adults. Treat 'slaves' as non-combatants, using the same rules as tribal elders.

Cannibal cult 'head hunters' are treated like mammoth hunters. Cannibal cults also keep slaves.

Mystery Cults will have half as many children with them as the 2d10 result for Elders, rounded down.

If you are running a game without magic, cannibals will be led by a warlord, and mystery cults by a visionary. Instead of cultists, a mystery cult instead contains d8 crafters.

Most communities will have a number of quirks that make them unique. A randomly rolled up community has 1d4 of these. Roll a d20 for each tradition on table 56 see what sets the community apart; if there are multiple quirks, it may be possible to combine them into a cohesive theme.

Similarly, most communities will have some supplies in abundance, and others they desperately need. You may choose certain goods to be plentiful or valued based on their surroundings and culture, or else roll on table 57 to determine what the tribe is likely to trade.

Finally, a table has been provided to generate random details about an NPC encountered. Roll one each of a d4, d6, d8, d10, d12 and d20 to come up with traits on the fly, or pick what seems appropriate.

Table 55; Random Communities and their leaders

Roll 1d20	Community	Leader (1)	4d6	2d10	1d8	1d12
1 to 4	Neanderthal clan	Neanderthal Chieftain	Survivors	Fighters	Elders	Children
5 to 7	Nomadic Clan	Visionary	Herders	Gatherers	Fishers	Stalkers
9 to 12	Cave Dwellers	Warlord	Gatherers	Fishers	Crafters	Mammoth Hunters
13 or 14	Trading Settlement	Visionary	Gatherers	Crafter	Herders	Fishers
15 or 16	Hunting Settlement	Warlord	Fishers	Herders	Crafters	Herders
17 or 18	Predatory Warband	Warlord	Mammoth Hunters	Stalker	Slaves	Herders
19	Cannibals	Cult Leader	Head Hunters	Neanderthal Fighters	Children	Slaves
20	Mystery Cult	Cult Leader	Stalkers	Elders	Cultists	Herders

Table 56: Random Community Quirks

Roll	Result
1	The community has a magical tradition; there are 1d4 hermits living nearby
2	The community are slave-keepers; they are accompanied by 2d6 slaves.
3	No children; any children born are abandoned, given away or killed.
4	No elders; the elderly either leave the community or are sacrificed when they become infirm.
5	The community keep dogs. 2d6 dogs (use the rules for jackals) accompany the community.
6	The community have unusually friendly relations with local Neanderthals (if human) or humans (if Neanderthal). There will be 2d6 of the other race (roll on table 17 or 19 in the player's book for who) with the community currently. A lot of the community will have ancestry that is a mix of both races.
7	The community ritually cannibalise their own dead, and most members are a little bit strange as a result.
8	The community have a large supply of some luxury good (such as amber or honey, for example), and as such are rather wealthy.
9	The community consider some animal (roll on table 22) to be evil and unclean. They will kill them at any opportunity, but never willingly eat them.
10	The community venerate their ancestors, and keep their bones on display in small shrines around their dwelling.
11	The community venerates the polar ice. Youths from the tribe trek onto the ice sheets seeking enlightenment as a ritual to mark their transition to adulthood. Many die; there are d6 less children as a result.
12	The community believe that some organ (roll 1d12 on table 27) contains their people's souls, and preserve these organs after death.
13	The community is notorious for its use of poison in hunting and warfare.
14	The community is highly expansionistic, and will try to recruit or conquer smaller communities that they encounter. Double the population.
15	The community have no leader; instead, decisions are made by consensus. This is good for morale, but not very efficient.
16	The community makes heavy use of mind-affecting herbs, both in spiritual rites and to psych themselves up before hunting and warfare.
17	The community have some herd of prey animals they manage, protecting the flock from predators and weeding out the weakest so strong specimens breed.
18	The community believe that gazing into another's eyes allows part of the soul to escape, and all wear veils as a result.
19	The community harbour some disease among them that just won't go away, no matter what they try. At any one time, there will be 3d6 of the group sick and non-combatant as a result (use the rules for tribal elders)
20	The Community are vassals to another, stronger body nearby. Halve the community's population, rounding all numbers up. They offer regular tribute to this body to avoid terrible things happening to them.

Table 57; Random Trade Goods

Roll d20	Trade Goods
1	Pigments such as ochre and chalk
2	Flint
3	Amber
4	Soft, easily carved stones such as jade
5	Tar or pitch
6	Jewellery, and works of art
7	Clay that can be baked in a kiln
8	Poisons and drugs.
9	Wood in large slabs for building
10	Straight, thin wooden branches
11	Horn, bone and teeth
12	Leather and furs
13	Honey and beeswax
14	Dried meat from big game
15	Smoked fish or shellfish
16	Dried meat from small game and birds
17	Nuts and berries
18	Edible roots, tubers and bulbs
19	Seeds and grain ground down into flour
20	Mushrooms

Table 58; Random NPC traits (roll a d6, a d8 & d12, a d4 & d10 and a d20)

Roll	Age (d6)	Appearance		Personality		Agenda (d20)
		Distinction (d8)	Body Part (d12)	Distinction (d4)	Mannerism (d10)	
1	Teens	Is missing one or more ...	Eyes	Displays incredible ...	Pride	Is ill and seeks a cure.
2	Early Twenties	Has smaller ...	Ears	Tries to hide their ...	Courage	Is wounded and seeks treatment.
3	Late Twenties	Has larger ...	Nose	Displays little sign of ...	Curiosity	Is traumatized and seeks comfort.
4	Thirties	Has marked ...	Mouth	Tries to show off their ...	Loyalty	Is hungry and seeks food.
5	Forties	Has scarred or damaged ...	Teeth	-	Diligence	Is insecure and seeks glory.
6	Fifties or older	Has decorated or ornamented ...	Lips	-	Hunger	Is lonely and seeks company.
7	-	Has crooked or broken ...	Arm/arms	-	Hedonism	Mistrusts strangers.
8	-	Has strikingly beautiful ...	Leg/legs	-	Independence	Is looking for missing relatives.
9	-	-	Hand/hands	-	Talkativeness	Has been rejected by their people.
10	-	-	Foot/feet	-	Cleanliness	Is lost and scared.
11	-	-	Fingers	-	-	Wants to take advantage of strangers.
12	-	-	Hair	-	-	Is charitable.
13	-	-	-	-	-	Is looking for a fight.
14	-	-	-	-	-	Is looking for romance.
15	-	-	-	-	-	Is looking for wealth.
16	-	-	-	-	-	Is deluded.
17	-	-	-	-	-	Wants to share rumours.
18	-	-	-	-	-	Wants to hear rumours.
19	-	-	-	-	-	Is happy and carefree.
20	-	-	-	-	-	Is cynical and pessimistic.

The Undead

Not everything that dies stays that way. Creatures can return as undead beings due to deliberate magical intervention, or rise spontaneously in areas of high magic or as a result of horrible events.

Feral Undead

The most common undead will be mindless animated corpses, like those that can be created with the Animate Dead spell. They go by various names, depending on their appearance and behaviour; corpse-puppets, skeletons, zombies, ghouls, wights, draugr and so on. These creatures have only very dim instincts to hunt and kill living creatures. If created, they will obey their creators instructions unflinchingly, but if left to their own devices will prowl the countryside in search of prey. Sometimes, these creatures are created deliberately by a magician, but just as often they resurrect on their own. Magically tainted places can cause corpses to re-animate in packs, and often creatures killed by the undead rise as undead themselves. It's also not unknown for the corpse of a person who did not receive proper burial to rise again.

To create a feral animated corpse, use the following method;

-The creature loses all Grit dice. Their Flesh Dice becomes a d12 (average roll 7).

-Saves and AC remain the same as they were in life. The creature has an attack bonus of +1 per dice of flesh.

-Like all undead creatures, they become immune to the effects of non-magical cold, to all poisons and diseases and to any sensation of pain. They do not require air, food or water.

-Their mind is reduced to a dim awareness of their surroundings; if you are tracking their attribute values, reduce their intelligence, wisdom and charisma each to 3.

-Physical properties such as the ability to fly, tough skin and so on are retained.

-If they relied on weapons to attack in life, they instead attack with their teeth and claws, for d4 damage.

In addition, the undead creature may have special abilities. Each ability from the following list 'counts as' an extra hit dice when these beings are made with the 'Animate Dead' spell. The creature may have:

-Stealth increased to 4/6 for ambush predators.

-The ability to exude adhesive slime, giving a +4 bonus to wrestling.

-The ability to drain blood; the corpse's bite deals +1 damage and heals the corpse for that much damage on a hit that deals damage to flesh.

-The ability to make more of its kind; anybody killed by the corpse must make a Save against Magic before dying. If failed, they will rise again in a turn's time as a similar monster.

-A layer of frost over its skin; unarmed attacks deal an extra d4 cold damage as a result.

-A venomous bite, dealing 1d6 damage; a victim who takes any damage to flesh from the corpse's bite must pass a Save against Poison or else take lose 1d8 points of dexterity, constitution or strength.

-The ability to regenerate; if the corpse has a severed limb, it will re-grow in 1d6 rounds (unless the stump is burned to seal it). If there are no severed appendages, the corpse will regain 1d6 points of flesh a round until it is back to maximum flesh.

-Greater co-ordination, resulting in d12 (an average of 7) grit points and an extra +1 to hit.

-A touch that causes paralysis; if the creature's attack deals damage to flesh, the victim must pass a Save versus Magic or be paralyzed for 1d4 rounds.

-A more passive and controllable nature, preventing them from hunting or attacking unless instructed to by their creator.

-The ability to automatically re-animate any corpses they touch as creatures like themselves.

-The ability to walk up walls like spiders.

-The ability to walk over water like it was

solid ground.

-The ability to sense heat and vibrations rather than seeing. The creature is unaffected by cover, invisibility and so on.

-The ability to become invisible for a round, as with the spell invisibility. The ability refreshes once the monster has caused an injury that draws blood, or after a full turn.

-The ability to step completely through a solid object if they want to.

-A shared hive-mind with others of their kind.

-An area of ground they are bound to, and a dim awareness of events that take place there.

Example animated corpses

Skeletal Slaves (re-animated hunters)	
Flesh	1d12 (7)
Grit	0
AC	10
Attacks	Claws (+1 bonus, 1d4 damage)
14 vs. Weather, 12 vs. Poison, 15 vs. Hazards, 19 vs. Magic	
Skills; -	
Special abilities; Undead immunities.	

Ghouls (re-animated hunters)	
Flesh	1d12 (7)
Grit	0
AC	10
Attacks	Claws (+1 bonus, 1d4 damage)
14 vs. Weather, 12 vs. Poison, 15 vs. Hazards, 19 vs. Magic	
Skills; -	
Special abilities; Undead immunities, Paralysing touch, creates more ghouls	

Wolves of the Ice Sheet (re-animated wolves)	
Flesh	1d12 (7)
Grit	1d12 (7)
AC	13
Attacks	Bite (+2 bonus, damage 1d8+1d4 cold)
12 vs. Weather, 10 vs. Poison, 11 vs. Hazards, 14 vs. Magic	
Skills; Tracking 4/6, Perception 2/6	
Special; Undead immunities, frost deals d4 extra damage	

Flesh Hulks (re-animated mammoths)

Flesh	3d12 (21)
Grit	0
AC	20
Attacks	Tusks (+1 bonus, damage 1d10+2), Trample (+1 bonus, damage 1d8+2), and Trunk (+1 bonus, damage 1d4+2)
14 vs. Weather, 12 vs. Poison, 15 vs. Hazards, 16 vs. Magic	
Skills;	
Special; Undead immunities, Trunk gives +8 to wrestling	

Resurrected Undead

Far less common than animated corpses are those creatures that are resurrected fully, retaining their minds. A resurrected creature is still undead, but far closer to the being it was in life; it is not a feral monster, but may well have a strange and alien outlook following the brush with the afterlife.

A resurrected creature is altered in the following ways from how it was in life:

-The creature converts all Grit dice to Flesh dice. Their Flesh Dice becomes a d8 (average roll 5).

-Saves, skills, attack bonus and AC remain the same as they were in life.

-Their body does not rot or age. It does not, however, return to its appearance as it was in life; any injuries, signs of decay or modifications made before it was resurrected are retained. Many resurrected creatures are effectively mummified.

-Like all undead creatures, they become immune to the effects of non-magical cold, to all poisons and diseases and to any sensation of pain. They do not require air, food or water, but will instead be compelled to consume some other substance to remain active.

-Physical and mental properties such as the ability to fly, cast spells and so on are retained.

-The creature can continue to gain levels, but the experience cost to gain each new level is doubled.

All resurrected creatures are addicted to some substance, such as one from the list below;

-The fresh blood, bile, spinal fluid, amniotic liquid or other fluids taken from living creatures (which may be people or animals).

-Some sort of live bug.

-Rotted meat, which may be human or animal, but which must be too badly decayed to be eaten by the living.

-Snow or ice.

-Teeth, fingers, eyes or some other body part, which must be fresh.

-Dirt or earth from places that were important to them when they were alive.

The creature must consume at least a small bit of this substance each day. Each day they fail they must make a Save against Weather; failure indicates that their body begins to crumble away. Reduce their maximum flesh points by 1 permanently.

In addition, the undead creature may have special abilities. Each ability from the following list replaces one of the creature's flesh dice. If a player character becomes undead, they should work with the GM to come up with a combination of abilities that make sense for their character. The creature may have:

-The ability to exude adhesive slime, giving a +4 bonus to wrestling.

-The ability to drain blood; the corpse's bite deals 1d4 damage and heals the corpse for that much damage on a hit that deals damage to flesh.

-The ability to make more of its kind; anybody killed by the creature must make a Save against Magic before dying. If failed, they will rise again in a turn's time as a similar monster.

-A layer of frost over its skin; unarmed attacks deal an extra d4 cold damage as a result.

-A venomous bite, dealing 1d6 damage; a victim who takes any damage to flesh from the corpse's bite must pass a Save against Poison or else take lose 1d8 points of dexterity, constitution or strength.

-The ability to regenerate; if the corpse has a severed limb, it will re-grow in 1d6 rounds (unless the stump is burned to seal it). If there are no severed appendages, the corpse will

regain 1d6 points of flesh a round until it is back to maximum flesh.

-Greater co-ordination at the cost of resilience; the creature's hit dice is not changed, it gains an extra dice of flesh and its grit dice remain as grit dice instead of flesh dice. This ability (and any other abilities the creature has) cost it a flesh dice rather than a grit dice.

-A touch that causes paralysis; if the creature's attack deals damage to flesh, the victim must pass a Save versus Magic or be paralyzed for 1d4 rounds.

-The ability to automatically re-animate any corpses they touch as mindless undead husks.

-An affinity for the darkness. The creature can see perfectly well in the dark, without any need for illumination. Treat all their attribute modifiers as two points higher in the dark, but reduce them by two in the sunlight.

-The ability to walk up walls like spiders.

-The ability to walk over water like it was solid ground.

-The ability to sense heat and vibrations rather than seeing. The creature is unaffected by cover, invisibility and so on.

-The ability to become invisible for a round, as with the spell invisibility. The ability refreshes once the monster has caused an injury that draws blood, or after a full turn.

-An Unnatural Feature (in addition to any they might already have, or have gained if they became undead as part of a magical mishap).

-Claws that deal 1d6 damage.

You can generate random undead creatures by rolling a d8, a d10 and a d12 on the table below.

Table 59: Random Undead Creatures

Roll	Appearance (d12)	Behaviour (d10)	Body type (d8)
1	Skeletal	Aggressive	Children
2	Oozing	Gibbering	Humans
3	Flayed	Skittering	Soldiers
4	Bloated	Crawling	Giants
5	Mummified	Obedient	Animals
6	Desiccated	Shambling	Puppets
7	Half-eaten	Sobbing	Husks
8	Rotting	Hungry	Body-parts
9	Petrified	Moaning	-
10	Patchwork	Jealous	-
11	Crumbling	-	-
12	Withered	-	-

The Vampire (a resurrected 4th level expert)

Flesh	2d8 (8)
Grit	0
AC	12
Attacks	Stone Axe (+1 bonus, 1d10+3 damage) or Bite (+1 bonus, 1d4 damage and blood drain)

Strength +2, Dexterity +1, Constitution -1, Intelligence +0, Wisdom +1, Charisma +0

15 vs. Weather, 17 vs. Poison, 13 vs. hazards, 13 vs. Magic

Skills; Stealth 6/6 (4 points), Perception 4/6 (2 points), Animalism 5/6 (4 points), Athletics 5/6 (2 points)

Equipment; Jewellery, Stone Axe, Skull Helmet, Veil,

Special; Undead Immunities, Blood Sucking, Creature of the Darkness

The Lich (a resurrected 4th level magician)

Flesh	3d8(12)
Grit	0
AC	12
Attacks	Spear (-1 bonus, 1d6-1 damage)

Strength-1, Dexterity +0, Constitution -1, Intelligence +1, Wisdom +2, Charisma -1

12 vs. Weather, 12 vs. Poison, 14 vs. hazards, 10 vs. Magic

Skills; Art 5/6

Spells; Shield (memorized), Darkness (memorized), Invisibility (memorized), Cloudkill (memorized dangerously), Contingency, Resurrection

Equipment; Ceremonial Mace, Stone Eyes with Invisibility bound, Spider-silk Veil with Cloudkill bound, Beast-skull helmet, Gloves

Special; Undead immunities, animate corpses

Spiritual Activity

Other Worlds

Adjacent to the physical world inhabited by player characters, there exist a multitude of other worlds hanging in non-space. These places, states of being or reflections are not quite 'real' in the same way as the physical world. They are not separated by time or space, but rather on a conceptual level, and lie in some strange way perpendicular to the physical world. In the late ice-age, few beyond the most talented magicians even have the conceptual framework to properly understand the relationships between different worlds, and even in the modern day their study falls into the fields of abstract mathematics and metaphysics, rather than any scientific reality.

Some act as distorted copies of the real world, like shadows or reflections whose nature both feeds on and echoes back into the physical world. Others are strange conceptual realms, consisting only of some raw fundamental monads such as salt, flame, grief or contracts, and filled with endless permutations on this theme. Others still seem like their own worlds entirely, following their own laws of nature and with their own inhabitants. In these infinite worlds can be found reflections of the many heavens and hells of human imagination, realms too alien for the mind to fully comprehend. They lie, clustered together in a void without distance or time, spreading out from the real world infinitely.

Of these worlds, only a few have any bearing on the activities of player characters. There are the cold, dead worlds inhabited by ancient, hungry beings, which once glutted themselves on sacrifices offered by their serpentine worshippers. There are the gardens of the dead, an endless expanse of orchards and gardens where the souls of the dead are grown like plants, tended to by spiritual gardeners. There are also the homes of the exalted spirits, each a unique, grandiose expression of its master's power.

Haunted Locations

Spirits - which is to say any being that isn't native to the physical world - can't physically cross over to the real world, any more than physical beings can travel to their semi-real realms. The void of non-existence forms an impassable barrier to them. However, they are capable of reaching across the gaps, extending their power through the cracks in the world and spreading their influence.

Although in some rare cases, these cracks appear bound to objects or even within the minds of sapient beings, for the most part they are tied to a location. The rift itself is imperceptible, not existing in any physical sense, but its existence can be seen with divinatory magic. The area around this fissure is essentially haunted, and local tribes likely know to avoid it.

An area of spiritual activity will fall under the influence of a particular spiritual entity, which has its own agenda it pursues. The entity in question might be;
-an elemental being, composed perhaps of pure fire, chlorine or chalk.
-the restless soul of a dead person, unwilling to relinquish the physical world and sleep with other dead souls.
-the spiteful animus of an extinct race.
-a forgotten godling that hungers for worship.
-an ancient primordial being from before reality came together in its current shape.
-an artificial mind created by powerful magic.
-or some other being. Regardless, it's worth putting some thought into its nature and desires.

The being will possess a number of powers it can use to affect the world. It might be able to do any of the following;
-set objects on fire.
-create areas of perfect darkness and silence.
-summon and roughly control vermin and minor animals.
-hurl objects about, dealing between d4 and

D12 damage based on the size of the object thrown.

-manipulate objects as if with invisible hands.

-cause people to hallucinate vividly, although this can be resisted with a save against magic. What it chooses to show them will depend wildly on the being in question.

-cause people to contract some disease.

-cause objects, corpses and plants to animate themselves as servitors.

-alter weather conditions, creating dramatic storms, fog, droughts and so on.

-can create ghostly sounds and images to appear. A successful perception skill roll will recognize them as illusions.

-can draw on surfaces as if using invisible tools.

-some other effects.

Pick a few of these that make sense for the being in question; resist the temptation to grant the haunter more abilities on the fly. Of course, the creature responsible for a haunting probably won't use all of the powers at their disposal. Indeed, they may go dormant for great lengths of time, only flaring into activity if player characters do something to attract attention.

Dealing with Hauntings

As mentioned, a haunting can only function whilst a crack between worlds remains open. In almost all cases, this relies on some physical aspect of the location, which can be referred to as the haunting's source. Alter the physical world so that the source is gone, and the metaphysical cracks seal up and the haunting stops.

Various potential sources for a haunting might be;

-sunlight shining on a glittering stone.

- a set of sealed clay jars beneath the water of a pond.

-an altar that keeps the crack sealed as long as it's stained with blood.

-a human corpse that hasn't received a proper burial.

-the webs of a colony of spiders formed into strange geometries.

-a serpent-folk idol that really ought to be smashed and desecrated.

-a deep pit, at the bottom of which is a skele-

ton that needs to be kept exposed to the light.

-a dead fox frozen into a chunk of clear ice.

-or something similar.

Whilst the exact source of the haunting might not be initially clear (although it might be; if a giant horrible statue is weeping tears of blood, it's fairly obvious where the problem is), it should be possible for the players to work it out. It may be possible to communicate with the haunting entity, to use a matter of trial-and-error and logical deduction, or to check with magical divination. Once this is done, stopping the haunting is just a matter of making the right physical changes. A haunting is, in many ways, a sort of dangerous puzzle for players to solve.

Of course, the haunting entity may try to prevent its opening into the physical world from being shut, meaning that surviving its assaults to actually close the breach might be difficult and dangerous. And, of course, some powerful spirits have access to more than one breach, and might have their own agents - possibly even mystics (as detailed on page 146) - they can use to re-open the breach given time.

Creating and Using Hauntings

No common spells (those listed in this book) deal directly with creating the fissure in reality required for a haunting, however such magic is known to be possible and various pre-human races were able to open up cracks in this way. Spells that deal with the fabric of space-time (such as Rip Portal and Time Stop), affect the flow of magic into or out of the world (such as Dispel Magic) or access alternate worlds (such as Vision) make good starting points for this sort of spell research.

Once the fissure is created, a magician still needs to have an entity to produce the haunting effects. They might be able to reach through to one of the other worlds, much like a haunting entity reaching into the physical world, and make pacts and bargains with these entities for their service. However, this is quite powerful magic, and is likely to be the end goal of a particularly successful and inventive magician - on the same level as a character uniting dozens of tribes to conquer the land around them.

Fabricated Beings

Statistics for Fabricated Beings

Fabricated beings use d8s as their hit dice (defaulting to 4 flesh/grit per hit dice). The larger and heavier the being is the more flesh dice it will have, and the elegantly-crafted its form is, the more grit dice it will have. Typically, there will be between one and five flesh dice, and up to another five dice of grit.

If the fabricated being is made with combat in mind, it will have a +1 attack bonus for each hit dice. Otherwise, it has no attack bonus. By default, the being deals d4 damage with its attacks, but its form may suggest or incorporate weapons; large blades in place of fists may approximate axes, for examples.

The being has an armour class of 10 if it is made of flesh, leather, straw or similar; 13 if it's made of clay or ice; 16 if it's made of wood or bone; or 19 if it's made of stone.

The being likely has a 1 in 6 chance at all skills. Those particularly efficient at certain tasks might instead have a 3 in 6 chance; a being made of dirt and leaves might have an improved chance at Stealth, and animated crafting tools might have an improved chance at Crafts.

Table 60: Saving Throws for Constructs

Hit Dice	Saving throws			
	Weather	Poison	Hazards	Magic
1	14	12	15	16
2	14	12	15	16
3	14	12	15	16
4	12	10	13	14
5	12	10	13	14
6	12	10	13	14
7	10	8	9	12
8	10	8	9	12
9	10	8	9	12
10	8	6	7	10
11+	6	6	7	10

The table below shows the saves a fabricated being will have, based on their number of hit dice.

No constructs are alive and so all are immune to the effects of non-magical cold, to all poisons and diseases and to any sensation of pain. They do not require air, food or water.

Depending on the material it is made of, a fabricated being may also be immune to the effects of fire, or else vulnerable to melting (taking double damage from it).

Some fabricated beings will have additional abilities. They might;
-Be able to talk
-Be on fire but never take damage from burning
-Be capable of walking on water
-Be able to change their form like an ooze, squeezing through any gap
-Be able to mend themselves by incorporating materials from their surroundings into their body
-Possess the ability to think like a person
-Be surrounded by a cloud of concealing smog
-Be capable of mimicking some spell
Or any other ability that seems appropriate.

Crafting Fabricated Beings

It is possible for a skilled magician to create artificial beings, such as homunculi and golems, in much the same way as when creating a magical item.

The construct first requires a body that must be made using the Crafts skill, although the magician can have another character with a better chance at Crafts do this for them. Record the number shown on the dice if the roll succeeds. Once the body is roughly shaped, it needs to be prepared into a form that is receptive to animating. This requires an Art skill roll, and as before the magician can have another character make the roll for them, and if the roll succeeds, record the number shown on the dice.

With the being's body prepared, it must be magically animated. To do this, a number of spells need to be bound into it, each of which grants the construct certain capabilities. None of these spells are required, but if no spells at all are bound into the construct then it has no magic to animate it and so remains inert.

-Unseen Servant is required for the construct to be able to move about. Without this spell, the construct will be immobile (although it may be capable of speech and so forth if other spells are bound into it).

-False Sounds is required if the construct is to be capable of speech or other vocalization.

-Command is required if the construct is to obey its creator's instructions. Without this spell it will do as it wishes.

-Message is required if the construct is to be able to understand the speech of others, although if it has Command bound into it, it will still understand and unflinchingly obey commands by its creator.

-Mending is required if it is to be able to recover flesh and grit normally. Without this spell it will only ever acquire more damage until it breaks apart.

-Heroism gives it a +1 attack bonus for each hit dice. Without Heroism, the construct has a no attack bonus.

-Clairvoyance is required if it is to be able to see its surroundings properly. Without this, it will be blind, and reduced to groping about and navigating by touch.

-Contingency or Bestow Spell Ability are required if it is to have any unusual supernatural capabilities; another spell is bound into the construct, and it gains an ability based on that spell.

-Magic Jar or Mind Switch is required if the magician wants to be able to take control of the construct and directly pilot it.

-Clone or Simulacrum are required if the construct is to mimic an existing being.

-Trap the Soul, and a trapped soul to implant in the construct, is required if the construct is to be sentient and self-aware. Without an implanted soul, the construct is little more than a dumb automaton, less intelligent even than an animated corpse.

-Permanency is required for the construct to be able to power itself indefinitely. Without this spell, it will require some sort of fuel (such as burnt charcoal or raw meet) or upkeep (such as a minor magical ceremony) once a month, without which it will fall dormant until it receives this requirement.

The construct has a number of flesh dice equal to the number shown on the Crafts roll, and a number of Grit dice equal to the number shown on the Art roll. Each spell that is to be bound into the construct to power it uses up a hit dice (of either flesh or grit). It can have less flesh and grit dice than this if desired (if making a smaller construct, or with limited time and resources).

A construct deals a base of d4 damage when it attacks, but can incorporate any weapon the creator can provide.

A construct's armour class depends on the materials it is made of. A construct made of flesh, cloth, straw or similar has AC 10; one made from mud, clay or ice has AC 13; one made of wood or bone has AC 16; one made from stone has AC 19.

Skill chances are 1 in 6. A hit dice may be discarded to increase any skill's chance to 3 in 6. The construct requires two magical reagents for every spell bound into it, plus another magical reagent for each flesh and grit dice. Binding the magic into it takes one day for each spell to be included and each hit dice. At the end of this period, an art roll should be made to see if the process was successful. If the roll fails, the enchantments dissipate and do nothing, but the body is not damaged. In addition, the magic must still go *somewhere*, so a save against magic must be made; if failed, the magician suffers magical backlash.

If successful, the construct animates itself. Its actions at this point depend entirely on its nature and intended purpose, and how its creator treats it.

It's worth noting that, whilst the typical construct will be a vaguely humanoid servitor, perhaps a little animated clay figure that fetches and carries for its master. This need not be the case, though. A construct might be a huge, immobile stone head that surveys its surroundings and makes booming pronouncements, an animated shovel that digs on command, or a host of tiny, insect-like scouts.

Example Fabricated Beings

Homunculus made of Fat and Sinew

Flesh	1d8 (4)
Grit	0
AC	10
Attacks	Tiny Head butt (+0 bonus, 1d4 damage)
14 vs. Weather, 12 vs. Poison, 15 vs. Hazards, 16 vs. Magic	
Skills; Medicine 3/6	
Special abilities; Construct immunities.	

Beast made of Ice and Snow

Flesh	2d8 (4)
Grit	1d8 (4)
AC	13
Attacks	Massive Fists (+0 bonus, 1d8 damage)
14 vs. Weather, 12 vs. Poison, 15 vs. Hazards, 16 vs. Magic	
Skills; -	
Special abilities; Construct immunities, vulnerable to fire.	

Animated Compost-heap

Flesh	3d8 (12)
Grit	0
AC	10
Attacks	Wallop (+0 bonus, 1d4 damage)
14 vs. Weather, 12 vs. Poison, 15 vs. Hazards, 16 vs. Magic	
Skills; Camouflage 3/6	
Special abilities; Construct immunities, squishy form can squeeze through gaps.	

Stone Guardian

Flesh	2d8 (8)
Grit	3d8 (12)
AC	19
Attacks	Stone Blades (+5 bonus, 1d10 damage)
12 vs. Weather, 10 vs. Poison, 13 vs. Hazards, 14 vs. Magic	
Skills; -	
Special abilities; Construct immunities, big booming voice, can cast Shape Stone on self.	

Bronze Servitor of the Serpent-Folk

Flesh	2d8 (8)
Grit	5d8 (20)
AC	19
Attacks	Panoply of War (+7 bonus, 1d10 damage)
10 vs. Weather, 8 vs. Poison, 11 vs. Hazards, 12 vs. Magic	
Skills; Athletics 3/6, Vandalism 3/6	
Special abilities; Construct immunities, sentient, can cast Cloudkill once a turn by exhaling poison gas.	

Random Encounter Tables

Table 60; Encounters in the Plains

Roll	Encounter
1	A family of 2d6 mammoths
2	A herd of 2d8 horses
3	A herd of 2d6 bison
4	A herd of 2d10 reindeer
5	A herd of 2d4 woolly rhino
6	A pack of 2d4 wolves
7	A pack of d6 hyenas
8	A pack of d6 jackals
9	A flock of d6 vultures
10	A flock of 2d6 small birds
11	A burrow of 2d10 rabbits
12	A family of d4 lynxes
13	People (roll on table 66 and 67
14	Talking Animals (roll d12 for what)
15	Chimeras (roll d12 for the base animal and modify with features from page 111-112)
16	D4 Giant Vermin (See page 113, and generate random features from table 53)
17	D4 Vermin Swarms (See page 113, and generate random features from table 53)
18	A pack of feral undead monsters (see page 127 for details)
19	A basilisk or drake of some kind
20	A giant serpent, and d4 smaller snakes that are her young.

Table 61; Encounters in Woodland

Roll	Encounter
1	A flock of 2d6 antelope
2	A herd of 2d8 deer
3	A herd of 2d6 bison
4	A herd of 2d10 reindeer
5	A herd of 2d4 boars
6	A pack of 2d4 wolves
7	A pack of d6 hyenas
8	A bear
9	A flock of d6 owls
10	A flock of 2d6 small birds
11	A swarm of 2d10 rats
12	A family of d4 foxes
13	People (roll on table 66 and 67)
14	Talking Animals (roll d12 for what)
15	Chimeras (roll d12 for the base animal and modify with features from page 111-112)
16	A brood of D4 Giant Spiders, and their webs.
17	D4 Spider Swarms (See page 113, and generate random features from table 53)
18	A pack of feral undead monsters (see page 127 for details)
19	A carnivorous plant (see page 118, and generate random features from table 54).
20	An ooze of some kind.

Table 62; Encounters in the Mountains

Roll	Encounter
1	A family of 2d6 mammoths
2	A herd of 2d8 elk
3	A herd of 2d6 bison
4	A herd of 2d10 goats
5	A herd of 2d4 woolly rhino
6	A pack of 2d4 wolves
7	A bear
8	A pride of d4 lions
9	A flock of d6 vultures
10	A flock of 2d6 small birds
11	A burrow of 2d10 lemmings
12	A family of d4 wild cats
13	People (roll on table 66 and 67)
14	Talking Animals (roll d12 for what)
15	Chimeras (roll d12 for the base animal and modify with features from page 111-112)
16	A brood of D4 Giant Spiders, and their webs
17	A crude animated statue (see page 135 for details)
18	A pack of feral undead monsters (see page 127 for details)
19	A cave-dwelling wyrm
20	A beast of ice and snow (see page 135 for details)

Table 63; Encounters in Wetland

Roll	Encounter
1	A flock of 2d6 wading birds
2	A herd of 2d8 deer
3	A herd of 2d6 hippos
4	A herd of 2d10 antelopes
5	A herd of 2d4 boars
6	A pack of 2d4 wolves
7	A school of aquatic predators, such as eels.
8	A huge aquatic predator, such as a vast pike.
9	A flock of d6 vultures
10	A flock of 2d6 small birds
11	A swarm of 2d10 newts or frogs.
12	A family of d4 turtles
13	People (roll on table 66 and 67)
14	Talking Animals (roll d12 for what)
15	Chimeras (roll d12 for the base animal and modify with features from page 111-112)
16	D4 Vermin Swarms (See page 113, and generate random features from table 53)
17	A kraken
18	A pack of feral undead monsters (see page 127 for details)
19	A carnivorous plant (see page 118, and generate random features from table 54)
20	An ooze of some kind.

Table 64; Encounters Underground

Roll	Encounter
1	A cave bear
2	A mountain lion
3	A pack of 2d4 wolves
4	A pack of d6 hyenas
5	A swarm of 2d12 rats
6	A flock of 2d8 bats
7	A nest of d6 vipers
8	A pack of 2d6 jackals
9	Chimeras (roll d10 for the base animal and modify with features from page 111-112)
10	D4 Vermin Swarms (See page 113, and generate random features from table 53)
11	D4 Giant Vermin (See page 113, and generate random features from table 53)
12	A brood of d4 giant spiders, and their webs
13	A giant mother vermin, and d4 swarms of her young (see page 113, and generate random features from table 53)
14	An ooze
15	A shoggoth
16	A fungal monster (as plant monsters on page 118)
17	A kraken and its undead slaves.
18	A pack of feral undead monsters (see page 127 for details)
19	A dreadful worm
20	A dormant bronze servitor of the lizard-folk, and its gaggle of homunculus attendants. (see page 136 for details)

Table 65; Encounters on the Ice Sheets

Roll	Encounter
1	A flock of d6 small birds
2	A family of d6 hares
3	A swarm of d8 lemmings
4	A fox
5	A family of 2d12 reindeer
6	A herd of 2d10 mammoths
7	A pack of 2d10 wolves
8	A polar bear
9	Talking Animals (roll d8 for what)
10	Chimeras (roll d8 for the base animal, and modify with features from page 111-112)
11	A dreadful worm
12	A pack of feral undead monsters (see page 127 for details)

Table 66; Encounters with People

Roll d12	Encounter	Numbers
1	A hunting party	D6 stalkers and d4 herders
2	Scouts	D4 scouts and d4 herders
3	Gatherers	D6 gatherers, d4 fishers, and d4 crafters
4	A war-party	A warlord, 1d8 mammoth hunters, and 2d6 stalkers
5	A family	A crafter, a mammoth hunter, d4 elders and d4 children
6	A Neanderthal hunting party	D4 Neanderthal survivors, d4 Neanderthal fighters
7	A Neanderthal family	A Neanderthal survivor, a Neanderthal fighter, and d4 children
8	A hermit	A hermit or Elder
9	A strange cult	1d4 cultists
10	Cannibals	D4 mammoth hunters and d4 fishers.
11	Lost Children	1d6 Children
12	Pilgrims	A cultist, d4 crafters and d4 children

Table 67; What are the people doing?

Roll d12	Encounter
1	Preparing for a hunt or skirmish
2	Recovering from an attack where some were injured
3	Butchering a dead animal for meat and parts
4	Taking a dead companion to be buried
5	Fleeing some horrible danger
6	Preparing for a religious ceremony
7	In the middle of some ominous rite
8	Setting up camp
9	Breaking camp
10	Eating and chatting around a campfire
11	Scavenging for equipment
12	In the middle of a furious argument
13	Lost and confused
14	Trying to lie low after doing something they shouldn't
15	Looking to trade valuable items
16	Dangerously ill
17	Returning home after a long journey
18	Looking for a lost companion
19	Celebrating a recent victory, and probably intoxicated
20	Looking for a stable community to call home

As well as the four core classes listed at the beginning of the book, a few more have been created. Each of these has its own individual quirks, and plays somewhat differently to the core classes. Whilst each of the core classes has a particular focus (non-combat challenges for experts, combat for hunters, limited yet strong powers for magicians and survivability for Neanderthals), these classes blur the lines between them.

Some straddle the areas of two different classes (such as aberrants, who behave similarly to both experts and hunters), whilst others are essentially variants of a core class (such as morlocks, who behave similarly to magicians). This can detract from the strongly delineated roles of the core classes, and introduce unnecessary complexity into the game. For this reason, the use of these classes (like any other facet of the rules, actually) is at the GM's discretion. They are not allowed for PCs by default, unless the GM wants to include them.

Whilst they may not be an option as starting player characters, it may be possible to 'unlock' these classes in play. For example, your GM might not let players create aberrant PCs initially. When the party have found and opened trade with a hidden aberrant village the GM placed on the map, then new PCs could have the option of being aberrants.

Magic

Many of these classes have some access to spells. All use the same core spell-list as magicians, with no restrictions on which spells they can learn. At this stage in pre-history, magic is still in its infancy, and has not diversified into its multiple schools of study, each focussed on one small facet of magic.

Instead, the different spell-casting classes access the same spells in different ways to the Magician class. Where the rules refer to 'a magician' or 'the magician', assume that unless otherwise noted, one of these classes counts as a magician for these purposes. For example, when managing the running of a tribe, "*if a magician with relevant spells takes on a role, you can place the d6 with any number you wish facing up*". In this case, any other class able to cast spells is treated in the same way.

How alternate spell-casting classes work differently to default magicians is detailed individually in their rules.

Stunning Originality

You may notice that morlocks - with their pointy ears, d6 hit-dice, sharp senses, innate use of magic and history stretching back before that of humans - bear a striking resemblance to elves in some other games. Rest assured that the two are honestly totally different. The main difference is that, while elves are beautiful, graceful beings whom everybody loves, morlocks are by contrast ugly, gibbering freaks who everybody picks on. Still, if you have a player who absolutely insists on playing an elf, point them at this class.

On this note, you may also notice that Neanderthals - being a squat, hairy dying race with loads of hitpoints and great saves - have some resemblance to dwarves in other games. Thankfully, Neanderthals don't have daft accents or an unhealthy obsession with beer and gold.

The Aberrant

Whether by inbreeding, slow exposure to mutagens, or magical accidents, some individuals end up physically mutated, their forms warping in odd, unnatural ways. Often, these people will group together, either because their whole family tree is similarly altered, or from seeking out other people afflicted with the same condition. The property of being mutated can be passed down from parent to child, although the unnatural features a mutant child displays may be completely different to those of their parents. It's not unusual for these tribes to develop elaborate systems of taboos around their mutations, hiding them beneath veils and draped clothing, only revealing their nature to their own kind or in dire need.

Most of these people, in the end, resort to the same basic lifestyle. They recluse themselves in small clans in the hidden cracks and corners of the world. Here, they hunt by ambush or laying cunning traps, and mark their the boundaries of their territory with wicked snares and impaled carcasses. When outsiders might find them, the most physically odd are hidden away whilst the more normal-looking members of the clan attempt to hurry them away. In the event that this doesn't work (and it often doesn't), the remainder of the clan have plenty of ways to dispose of unwanted guests with jagged stone knives and strangling-cords.

As suits their skulking, furtive nature, Aberrants start off with a basic Stealth skill chance of 3 in 6, which slowly improves as they gain levels. They will be either a human or a Neanderthal; if they are human they have the same chance at Animalism, while if they are a Neanderthal they have the same chance in Tracking.

An Aberrant deals extra damage when they make a surprise attack against an enemy; if the damage would be dealt straight to the enemy's flesh, the Aberrant deals extra damage. In addition, an Aberrant can use the 'aim', 'fight defensively', 'fight recklessly' and 'go for the kill' combat options without a penalty. On top of this, all Aberrants have somewhere between one and four unnatural features. When you create your character, choose how many unnatural features you want your Aberrant to have and generate that many random unnatural features for them. If your GM allows non-random character creation (such as letting a Magician pick their spells rather than rolling), you can instead pick a single unnatural feature, and any related details.

Should an Aberrant try to attract a tribe, use table 70 below to determine which followers they might attract. Other than this, their tribes use all the normal rules.

Table 69; The Aberrant

Level	XP	Flesh and Grit Points	Saving Throws				Skill Chance	Bonus Damage
			Weather	Poison	Hazards	Magic		
1	0	1d6 Flesh and 1d6 grit	14	16	15	14	3/6	+1
2	15	+1 Flesh and +1d6 grit	14	16	15	14	3/6	+2
3	30	+1 Flesh and +1d6 grit	14	16	15	14	3/6	+3
4	60	+1 Flesh and +1d6 grit	14	16	15	14	3/6	+4
5	120	+1 Flesh and +1d6 grit	11	12	14	12	4/6	+5
6	240	+1 Flesh and +1d6 grit	11	12	14	12	4/6	+6
7	480	+1 Flesh and +1d6 grit	11	12	14	12	4/6	+7
8	960	+1 Flesh and +1d6 grit	11	12	14	12	4/6	+8
9	1920	+1 Flesh and +1d6 grit	9	10	12	10	5/6	+9
10	2880	+2 grit	9	10	12	10	5/6	+10
11	3840	+2 grit	9	10	12	10	5/6	+10
12	4800	+2 grit	9	10	12	10	5/6	+10
13	5760	+2 grit	7	8	10	8	6/6	+10
14	6720	+2 grit	7	8	10	8	6/6	+10
15+	+960	+2 grit	7	8	10	8	6/6	+10

Table 70; Aberrant Tribes

Roll d6	Follower
1 or 2	Human mutant (equal chance of being male or female)
3 or 4	Neanderthal mutant (equal chance of being male or female)
5	Child (equal chance of being male or female)
6	A dog (use the rules for jackals)

Human mutant (a 1st level Aberrant)

Flesh	1d6 (4)
Grit	1d6 (4)
AC	13
Attacks	Sling (+1 bonus, 1d4-1 damage) or Spear (-1 bonus, 1d6-1 damage)

Strength -1, Dexterity +1, Constitution +0, Intelligence +0, Wisdom +0, Charisma +0

14 vs. Weather, 16 vs. Poison, 14 vs. hazards, 14 vs. Magic

Skills; Stealth 4/6, Animalism 3/6

Equipment; Gloves, Sling, 20 Sling-stones, Spear, veil.

Abilities; +1 damage on sneak attacks.
Rubbery flesh gives +1 to wrestling rolls and can squeeze through small gaps.

Adjectives; Wriggling, Slinking, Peering, Foetid, Emaciated, Grasping, Wiry, Pallid, Asymmetric

Neanderthal mutant (a 1st level Aberrant)

Flesh	1d6 (4)
Grit	1d6 (4)
AC	13
Attacks	Club (+0 bonus, 1d8 damage) or Net (use to wrestle at throwing range)

Strength +0, Dexterity +1, Constitution +0, Intelligence-1, Wisdom +1, Charisma -1

14 vs. Weather, 16 vs. Poison, 14 vs. hazards, 13 vs. Magic

Skills; Stealth 4/6, Tracking 4/6

Equipment; Gloves, Club, Veil, Sack, Net.

Abilities; +1 damage on sneak attacks.
Thorny skin deals 1d6 damage on a successful unarmed attack or to enemies grappling the mutant.

Adjectives; Gnarled, Shady, Shrouded, Brutish, Shambling, Scarred, Ragged, Furtive, Odd

The Morlock

Hundreds of millennia ago, the lightless depths of the earth were ruled by the now-extinct race of serpent-folk. These beings built huge cities carved from the living rock, lit by pools of glowing magma next to which the serpents basked. Great stone altars marked the centre of each such city, upon-which the priest-kings sacrificed dozens of living victims a day to their horrible gods. Now, though, these cities are empty, the caverns flooded or filled with rubble, with only crumbling ruins and scattered reptilian bones to show that they were inhabited. Although their civilization came to an end, as their society tore itself apart in blood-soaked fury, one remnant of their culture remains.

The serpent-folk bred the slave race known as morlocks from the same ancient apes that went on to become modern humans and Neanderthals. These creatures were artificially raised to full sapience, and altered by the serpent-folk's strange arts to be better suited to servitude. They were made strong and dextrous enough for labour, but not so powerful as to ever pose a threat to their masters if they chose to revolt. Finely-honed senses, to better cope with life in the dark underground, were developed, and the race were made long-lived and resilient to cope with their difficult existence. The morlocks were given a demure, easily-swayed nature, and a few minor magical gifts to better serve their masters. In particular, they had bred into them a peculiar suitability as live sacrifices, and vast numbers of slaves were cut open so that their hearts' blood could be offered to the serpent-folk's hungry gods.

Following the fall of the serpent-folk civilization, a few scattered morlocks survived in the deep underground. Over the millennia, they have adapted themselves to a subterranean existence. These people are now lanky, pale people, lacking any pigmentation in their marble-white skin and hair. Their ears have grown large and pointed, like those of a bat, and their eyes are wide staring things, completely black since their pupils take up the whole eye. They are fragile, with long limbs and delicate, spider-like fingers, and their diet is adapted to the crawling insects and fungal slimes that can be harvested in the depths.

Being magically created beings, the whole race possess some level of talent with magic. The morlocks record their magic by scarring it into one another's flesh with flint knives or hot brands, and each morlock learns to 'read' these marks by running their fingers over the rough scars. Even in pitch darkness, a morlock is never without their magic. However, the morlock race have little in the way of inventiveness. The entirety of their magic consists of remnants of the serpent-folk's practices, now mostly forgotten and degraded to the level of mere parlour tricks.

Morlock technology is primitive, even compared to that of the surface-dwellers, as they have regressed massively since their time as slaves. They remember nothing of their creators, and have little knowledge of the surface world. They live a simple life, small families of their kind crawling through the lightless passages of the earth in search of food and supplies that they can scavenge.

Occasionally, a band will find their way to the surface world, where the bright daylight and empty void of the sky is initially terrifying to these simple creatures. Those that remain above ground might become acclimatized, but their docile, easily startled nature doesn't prepare them well for encounters with humans and Neanderthals. These strange people are often savagely driven back underground, or else conquered and subjugated by other races. Indeed, many magicians have heard rumours of a subterranean race of magical simpletons, and dearly wish to acquire one as their own slave.

As beings of the deep underground, morlocks start with a basic 2 in 6 chance at Perception, which slowly improves as they gain levels.

A morlock can cast spells similarly to a magician. Unlike magicians, morlocks do not use sanctums, and instead use scarification to record their spells on their own flesh. Carving a spell into a morlock's flesh works much like a magician painting the spell onto their sanctum's walls, with the exception that it takes only one turn per spell rank, and rather than requiring magical reagents, the morlock deals 1 damage to their flesh for each rank of spell being recorded. A morlock can translate spells from sanctums or bound into items just like a magician. A morlock's flesh is essentially a small sanctum, so a morlock or Magician able to study it can translate spells from it.

A morlock can make magic items like a human magician, but they cannot use spells in unusual ways or develop spells of their own. Morlocks seem to be largely placid beings that lack the ambition and curiosity of human Magicians, and whilst they can learn new spells from others, they don't really have the mindset to develop them for themselves.
The fresh heart of a morlock can always be used in place of any required magical reagent; morlocks are innately magical beings and were bred for the purpose of ritual sacrifice.
Unlike Magicians, morlocks start of knowing only a single random first-rank spell.

Table 71; The Morlock

Level	XP	Flesh and Grit Points	Saving Throws				Perception Skill
			Weather	Poison	Hazards	Magic	
1	0	1d6 Flesh and 1d6 grit	13	12	15	15	2/6
2	30	+1 Flesh and +1d6 grit	13	12	15	15	3/6
3	60	+1 Flesh and +1d6 grit	13	12	15	15	3/6
4	120	+1 Flesh and +1d6 grit	11	10	13	13	4/6
5	240	+1 Flesh and +1d6 grit	11	10	13	13	4/6
6	480	+1 Flesh and +1d6 grit	11	10	13	13	4/6
7	960	+1 Flesh and +1d6 grit	9	8	9	11	5/6
8	1920	+1 Flesh and +1d6 grit	9	8	9	11	5/6
9	3840	+1 Flesh and +1d6 grit	9	8	9	11	5/6
10	5760	+2 grit	7	6	7	9	5/6
11	7680	+2 grit	7	6	7	9	6/6
12	9600	+2 grit	7	6	7	9	6/6
13	11520	+2 grit	5	4	5	7	6/6
14	13440	+2 grit	5	4	5	7	6/6
15+	+1920	+2 grit	5	4	5	7	6/6

Table 72; Spells a Morlock can memorize at one time

Level	Rank 1	Rank 2	Rank 3	Rank 4	Rank 5	Rank 6	Rank 7	Rank 8
1	1	0	0	0	0	0	0	0
2	2	0	0	0	0	0	0	0
3	3	0	0	0	0	0	0	0
4	3	1	0	0	0	0	0	0
5	3	2	0	0	0	0	0	0
6	3	3	0	0	0	0	0	0
7	3	3	1	0	0	0	0	0
8	3	3	2	0	0	0	0	0
9	3	3	3	1	0	0	0	0
10	3	3	3	2	0	0	0	0
11	3	3	3	2	1	0	0	0
12	3	3	3	2	2	0	0	0
13	3	3	3	2	2	1	0	0
14	3	3	3	2	2	1	1	0
15+	3	3	3	2	2	1	1	1

The Mystic

Humans and their related races (Neanderthals and Morlocks) are not alone in the world. There are other beings, old and alien, that live in the lightless depths of the earth and in the voids between planets. These entities take many forms, from amorphous shapeless horrors, to beings of pure intellect, to creatures that should have perished millions of years ago yet cling on to existence.

These various beings are not, in the strictest sense of the term, gods, but they dearly wish to be, and they crave the sensations of worship and sacrifice. As such, the rise of cultured beings on the earth's surface has attracted their attention, and they blindly grope out with what influence they have, worming their way into the minds of susceptible beings. This, then, is how the various mystics in the world came to be. Each has the tendril of some strange entity lodged in their mind like roots penetrating rock. Each mystic is promised fantastic power if they just open themselves up to the worship of their patron, and those that do are suitably rewarded. And, of course, the more the mystic is rewarded, the more their patron coils itself around their mind.

Over time, the patron will warp its followers to better suit its nature. Bizarre codes of behaviour appear, which slowly become requirements to sustain the mystic's supernatural gifts. In truth, any would-be divinity requires these things, as veneration quickly becomes addictive, and without it the patron would wither and fade back into obscurity.

Mystics start with a basic 1 in 6 chance at Charm, which slowly improves as they gain levels. A mystic can cast spells, too, but in a very different fashion to a magician. A mystic has a set number of spells known to them. These are all that their patron is willing to grant them, and they may not learn any more by translating a magician's work or researching them for themselves. Similarly, they may not create magical items. They can still, however, use a spell for novel effects (with an Art skill roll and a save against Magic) just like a magician would.

A mystic has no limit on how often they can cast a spell. Instead, they must spend a round in supplication to their patron, and make a Charm roll to see if the being answers their pleas. If the Charm roll is successful, the spell is cast successfully. If the roll Charm roll fails then roll a d20 on Table 74 to determine what has gone wrong. For any result on Table 74 that requires a sacrifice or offering, the fresh heart of a Morlock can be offered instead.

A mystic starts off knowing two random Rank 1 spells. Based off these rolls, a mystic's player should work with the GM come up with a very rough picture of their patron's nature. As they mystic gains levels, they will learn additional spells; table 73 states which rank spell is learned at each level; a random spell of this level is learned. As more spells are learned (and results on table 74 are rolled), a better picture of the Patron will emerge.

Table 73; The Mystic

Level	XP	Flesh and Grit Points	Saving Throws				Charm	Spell Gained
			Weather	Poison	Hazards	Magic		
1	0	1d6 Flesh and 1d6 grit	14	11	16	15	1/6	2 1st rank
2	18	+1 Flesh and +1d6 grit	14	11	16	15	2/6	1st rank
3	35	+1 Flesh and +1d6 grit	14	11	16	15	3/6	1st rank
4	70	+1 Flesh and +1d6 grit	14	11	16	15	3/6	2nd rank
5	140	+1 Flesh and +1d6 grit	12	9	14	12	3/6	2nd rank
6	280	+1 Flesh and +1d6 grit	12	9	14	12	3/6	2nd rank
7	560	+1 Flesh and +1d6 grit	12	9	14	12	4/6	3rd rank
8	1120	+1 Flesh and +1d6 grit	12	9	14	12	4/6	3rd rank
9	2240	+1 Flesh and +1d6 grit	10	7	12	9	4/6	4th rank
10	3360	+2 grit	10	7	12	9	4/6	4th rank
11	5600	+2 grit	10	7	12	9	5/6	5th rank
12	6720	+2 grit	10	7	12	9	5/6	5th rank
13	7840	+2 grit	8	3	8	6	5/6	6th rank
14	8960	+2 grit	8	3	8	6	5/6	7th rank
15+	+1120	+2 grit	8	3	8	6	6/6	8th rank
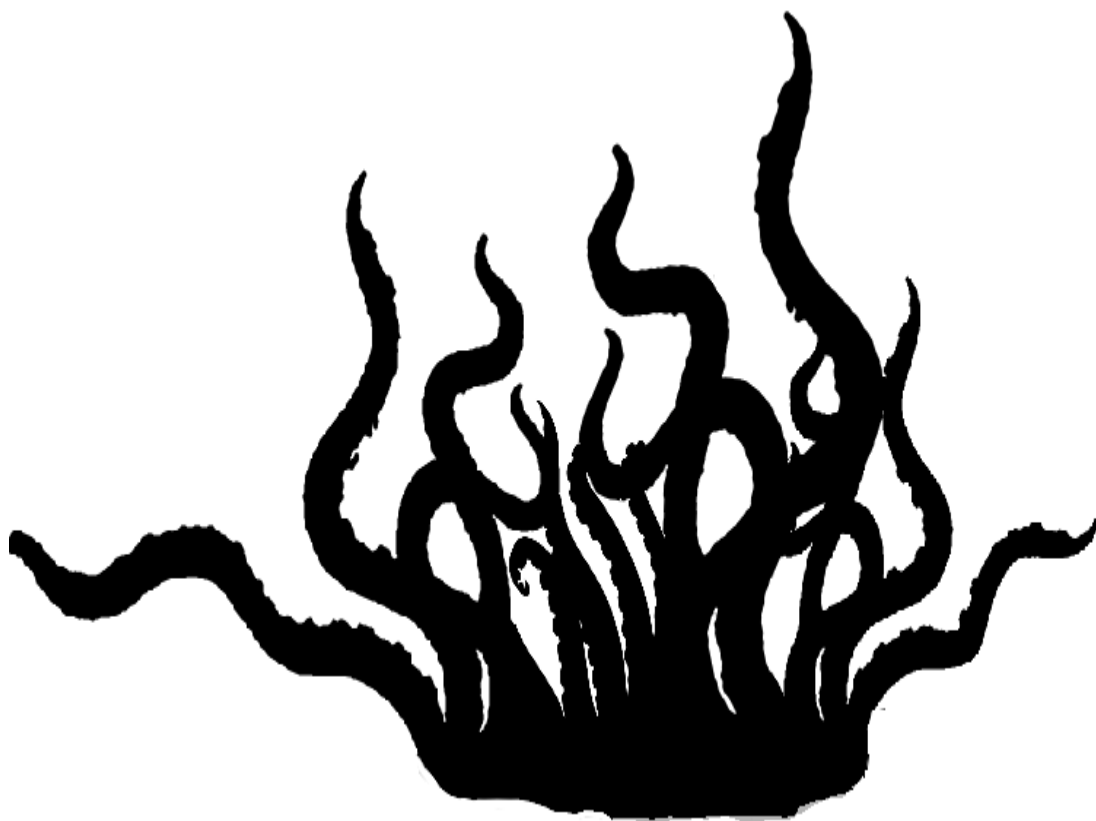
Table 74; Fickle Whims of the Divine

d20	Result
1	The patron demands a sacrifice of blood; d4 flesh points either from the Mystic or other willing supplicants. The blood does not need to be drawn out all at once. When the sacrifice has been offered, the spell will take effect.
2	The patron demands a sacrifice of a particular animal. The animal will always be one in some way significant to the patron's nature. The patron will always demand the same animal sacrifice. When the sacrifice has been offered, the spell will take effect.
3	The patron demands a sacrifice of five days' worth of food. When the sacrifice has been offered, the spell will take effect.
4	The patron demands that the mystic destroy either a magical item or else a shrine or idol of a rival being. When this has been done, the spell will take effect.
5	The patron demands the sacrifice of either an eye, tooth, tongue or finger taken from a Human, Neanderthal or Morlock victim. When the sacrifice has been offered, the spell will take effect.
6	The patron requires adulation. After a total of 2d6 rounds have been spent singing the patron's praises, the spell will take effect.
7	The patron requires an idol of it be made; an image representing it will be burned into the mystics mind. When an idol has been made and consecrated, the spell will take effect. The mystic can cast no other spells until this is done.
8	The patron requires a show of faith from the mystic; they must travel to some nearby site appropriate to the patron's nature, such as a mountain-peak, deep cave or tar pit, and remain there in meditation for a full day. When this is done, the spell will take effect. The mystic can cast no other spells until this is done.
9	A mark or likeness of the patron is permanently burnt into the mystic's flesh somewhere prominent, appearing as a scar or birthmark. The spell does not take effect.
10	The patron places a restriction upon the mystic. From now on, some activity antithetical to their patron's nature is forbidden. Should the mystic perform such an act, they immediately take d12 damage from a bolt of lightning from the sky, sudden bleeding from the eyes, or similar. The spell does not take effect.
11	The patron requires a daily ceremony from the mystic. Either at sunrise, midday, sunset or midnight, the mystic must perform some small rite of thanks to their patron. Failure to do so will result in the mystic losing the ability to cast spells at all for a full day, and d4 damage. If this result is rolled a further time, the penalty for missing this supplication increases by a day and a dice-size. The spell does not take effect.
12	The patron requires a ceremony from the mystic every time they would perform some everyday activity such as eating, sleeping, preparing food or dressing. Failure to do so will result in the mystic losing the ability to cast spells at all for a full day, and d4 damage. If this result is rolled a further time, the penalty for missing this supplication increases by a day and a dice-size. The spell does not take effect.
13	The patron requires daily sacrifice. Roll a d6 on this table to determine what is required. Each day, either at sunrise, midday, sunset or midnight, the mystic must offer this sacrifice. Failure to do so will result in the mystic losing the ability to cast spells at all for a full day. If this result is rolled a further time, the penalty for missing this supplication increases by a day. The spell takes effect normally.
14	The patron decides to mould their mystic's capabilities. The mystic loses a point from a randomly chosen attribute, and gains a point of another random attribute. The spell does not take effect.
15	The patron decides to grant their mystic new gifts. The mystic forgets the spell they just tried to cast, which does not take effect, and instead learns a new random spell of the same level.
16	The patron decides to shape their mystic to better suit their taste. The mystic gains a random unnatural feature. The spell does not take effect.
17	The mystic is knocked unconscious for d4 rounds, during which they experience strange hallucinatory visions of their patron. When they awaken, the spell takes effect, along with magical backlash due to their lapse in concentration.
18	The spell takes effect normally, but the mystic is unable to use any more spells for the remainder of the day as their patron grows briefly bored of them. The mystic also suffers magical backlash as their connection to their patron is withdrawn.
19	The spell has no effect, and the mystic cannot use that spell again for the remainder of the day as the patron grows irritated with them. They can, however, use any other spell normally. The mystic also suffers magical backlash as their connection to their patron is withdrawn.
20	The spell takes effect normally. For 2d6 rounds, the mystic is filled with the their patron's power, and may show signs such as glowing eyes, feet not touching the ground as they walk, a coating of frost, and so forth. During this time, they *must* cast a spell they know each round, without needing a Charm skill roll. However, their mortal body is not suited to such exertion, and each spell they cast in this way deals a point of damage to their flesh when the power finally leaves them.

The Orphan

The world is not a nice place, and horrible things frequently happen to people's families. Deaths from sickness or deprivation, by being eaten by large nasty predators or murdered by warlike rival tribes or even fluke accidents are fairly common, and as a result many children are left as orphans.

Many don't survive, and those that do are often left completely alone in the wilderness, forced to rely on their own wits to survive. Often, they become somewhat feral and wild, abandoning any pretence of civilization and hunting with crude weapons, living day-to-day. However, whilst savage, any feral orphans that survive for very long are honed to a certain brutal competency, and a group which find them and take them in often find them valuable assets.

Orphans are skilled at avoiding attention, and start out with a 5 in 6 chance at Stealth, which does not improve as they gain levels. All orphans are either human or Neanderthal. If they are human children, they have an improved Animalism skill chance, which increases slowly as they level. If they are Neanderthals, they have an improved Foraging skill chance, which increases in the same way.

All orphans also gain certain benefits from being children. Since they are small targets, they treat their Armour Class as one point higher. However, their small frames reduce their ability to carry heavy loads; reduce all their carrying capacities by 2.

Orphans don't attract tribes like normal people, since their young age and feral nature prevents them really attracting followers. Instead, they roll with Animalism instead of Charm, and can attract animals as their companions. Rather than attracting a number of followers based on the roll and the character's charisma modifier, instead the orphan rolls d6 plus their charisma modifier. This is how many animals they attract. Roll on table 25 for each animal attracted to see what it is.

These animal companions follow all the usual rules for a tribe, and an orphan with animal companions can tame further animals normally, adding them to their pack.

Although Orphans don't have the ability to cast spells, they can communicate in a rudimentary form with their animal companions, as if Speak With Animals had been cast. They have no ability to communicate in this way with other animals, only their loyal pack.

Table 75; The Orphan

Level	XP	Flesh and Grit Points	Saving Throws				Skill Chance
			Weather	Poison	Hazards	Magic	
1	0	1d4 Flesh and 1d4 grit	12	10	15	14	3/6
2	20	+1 Flesh and +1d4 grit	10	8	13	12	3/6
3	40	+1 Flesh and +1d4 grit	8	6	13	10	3/6
4	80	+1 Flesh and +1d4 grit	8	6	10	10	3/6
5	160	+1 Flesh and +1d4 grit	6	4	10	8	4/6
6	320	+1 Flesh and +1d4 grit	6	4	7	8	4/6
7	640	+1 Flesh and +1d4 grit	4	2	7	6	4/6
8	1280	+1 Flesh and +1d4 grit	4	2	4	6	4/6
9	2560	+1 Flesh and +1d4 grit	2	2	4	4	5/6
10	3840	+2 grit	2	2	2	4	5/6
11	5120	+2 grit	2	2	2	4	5/6
12	6400	+2 grit	2	2	2	4	5/6
13	7680	+2 grit	2	2	2	2	6/6
14	8960	+2 grit	2	2	2	2	6/6
15+	+1280	+2 grit	2	2	2	2	6/6

The Wendigo

People sometimes eat each other; in the ice age this is an unfortunate fact of life. Mostly, it's something distasteful, done in an emergency, or else the blood-soaked, revelling excess after a successful inter-tribal skirmish. A few individuals, though, know that there are more possibilities to it than that. By eating another person's flesh, you absorb some measure of their power. In truth, this is a temperamental process. A certain ruthless, ravenous frame of mind is required, and the Wendigo must be entirely deliberate in their actions; there are no 'accidental' Wendigos. Generally, a Wendigo is taught the power of cannibalism early in their life, and isolate themselves as they research the possibilities Those few individuals who pursue this route find themselves gaining supernatural vigour, and quite quickly display other unnatural abilities as well.

Like a hunter, a Wendigo can use the 'aim', 'fight defensively', 'fight recklessly' and 'go for the kill' combat options without a penalty.
A Wendigo of any level can regain hit points by eating the flesh of another person. They don't need to consume the whole body (multiple Wendigos can even share a kill) but only get the benefit once; after the first meal, the only benefit of subsequent meals is a full belly. When they feed in this way, the Wendigo gets back all their lost flesh and grit, purges any normal poisons or diseases from their system, and fixes any injuries, no matter how serious. A Wendigo consuming a person's flesh never has to worry about food poisoning or being driven mad.
Starting at 2nd level, the Wendigo gains the ability to cast a limited number of spells. Unlike other spell-casters, Wendigos are innately familiar with their magic; it is as much a part of their being as their ability to breathe or walk. The Wendigo knows a set number of spells, and can't learn more from studying sanctums or similar. Each level, they will gain a new spell of the Wendigo's player's choice at a set rank. There is no limit to how often the Wendigo can cast a spell they know, but doing so drains the Wendigo's vitality. They take damage equal to the rank of the spell they cast. When a Wendigo has taken damage from casting a spell, they can't be healed by spells or medicine (even other damage they might have taken). The only way for the Wendigo to regain their lost vitality is from sleeping, or else by consuming a person's flesh.
Casting a spell takes the Wendigo a round, as if they had it memorized.
A Wendigo is not a magician. They do not need a sanctum, cannot memorize spells, develop new spells, bind spells into magic items, or similar. They can still, however, use a spell for novel effects (with an Art skill roll and a save against Magic) just like a magician would.

Table 76; The Wendigo

Level	XP	Flesh and Grit Points	Saving Throws				Spell Gained
			Weather	Poison	Hazards	Magic	
1	0	1d6 Flesh and 1d6 grit	14	12	15	16	-
2	20	+1 Flesh and +1d6 grit	14	12	15	16	1st rank
3	40	+1 Flesh and +1d6 grit	14	12	15	16	1st rank
4	80	+1 Flesh and +1d6 grit	12	10	13	14	1st rank
5	160	+1 Flesh and +1d6 grit	12	10	13	14	1st or 2nd rank
6	320	+1 Flesh and +1d6 grit	12	10	13	14	1st or 2nd rank
7	640	+1 Flesh and +1d6 grit	10	8	9	12	1st or 2nd rank
8	1280	+1 Flesh and +1d6 grit	10	8	9	12	3rd rank or less
9	2560	+1 Flesh and +1d6 grit	10	8	9	12	3rd rank or less
10	3840	+2 grit	8	6	7	10	3rd rank or less
11	5120	+2 grit	8	6	7	10	4th rank or less
12	6400	+2 grit	8	6	7	10	4th rank or less
13	7680	+2 grit	6	4	5	8	5th rank or less
14	8960	+2 grit	6	4	5	8	5th rank or less
15+	+1280	+2 grit	6	4	5	8	6th rank or less

Other OSR Games

This game is part of a long tradition of games known as the Old School Revival, which share a style of game-play and rules structure based around the old D&D games of the 70s and 80s. One of the notable features of this style is that, since they all share a very similar framework, they are all more or less cross-compatible with one another. This page, then, contains a few notes on how to convert this game for use with other, similar games. Wolf-packs and Winter Snow was built around a framework taken from Lamentations of the Flame Princess (itself based around a framework of Basic/Expert DnD), so this is where the strongest parallels lie.

Experience costs are roughly analogous to those of LotFP, but reduced by a factor of one-hundred to keep the numbers small and manageable.

Classes, whilst given a unique spin for WP&WS, are largely based on similar ones in other games. In particular, the Expert, Hunter, Magician and Neanderthal are based on the Thief (or specialist, or rogue, or potentially ranger), Fighter, Magic User (or wizard) and Dwarf respectively. Of the optional classes, the Orphan is roughly the same as the Halfling (with some Druid thrown in for flavour), the Aberrant is an Assassin with mutations, the Morlock is basically an Elf, and the Mystic is a particularly unreliable Cleric. If you want to adapt modules for this game, or use this game's characters in other systems, those would be the recommended conversions. The Wendigo, however, has no real equivalent in other games, and the Bard, Monk and Paladin all lack an equivalent in WP&WS.

A character in this game starts a little stronger than those in most other games; most notably they start out with two hit dice, rather than only one.

Armour Class is functionally the same as in other 'ascending' systems such as LotFP; although this game has an un-armoured human be AC 10 rather than AC 12 as in LOTFP. For 'descending' or 'THACO' AC, it's not hard to 'flip' values; AC 11 becomes AC 9, AC 12 becomes AC 8, and so on. Characters start with THACO of 10, save for hunters who have a THACO of 9, which decreases by 1 each level.

Flesh and Grit points are analogous to hit-points in other systems; when converting a character to WP&WS from another system, their first Hit Dice produces flesh, the remainder grit. Monsters probably have a little under half their hit dice giving flesh, the rest grit.

Of the saves used, Saves against Magic and Poison are roughly the same as they are in other systems with the five traditional saves. Saves against Hazards are likewise equivalent to saves versus Breath Weapons (which tend to be used whenever a character needs to dodge something). Saves against Paralysis have been subsumed into saves versus poison or magic, mostly, and the value instead been used to give Saves against Weather a value. Lastly, Saves against Devices have been removed altogether; in the stone age, there simply aren't enough magical items, traps and machines about for this to be worth bothering tracking; you can extrapolate values by comparing to classes in other games.

Skills are roughly the same as in other D6 systems. To roughly convert to a percentile skill system, each point in a skill is worth about 15%. Similarly, you can divide a percentile skill chance by 15 and round off to get the chance on a d6.

Equipment is a little different to other games; in particular full leather armour gives AC 17 (or 3 in descending systems), and some weapons do a higher dice of damage than elsewhere.

Finally, there are a number of subsystems used by WP&WS; for cross-overs with other systems, you'll need to determine which takes precedent. For example, it's up to you if you have cross-over magicians memorizing spells per day from a spell-book normally, or convert them to the sanctums and bound spells used here.

Where to Find Tables

Glossary

Aberrant: a heavily mutated person who hides from the company of others.

Art: a skill used to produce beautiful things, or when dealing with magic.

Attribute: a measure of a character's basic talents–strength, dexterity, constitution, intelligence, wisdom and charisma.

Bound Spell: a spell trapped in a physical object for later use.

Charisma: a measure of a creature's charm and attractiveness.

Crafting: a skill used when making mundane things.

Constitution: a measure of a creature's physical health.

Dexterity: a measure of a creature's speed, agility and hand-to-hand co-ordination.

Expert: a class of humans specializing in various skills away from the hunt or battlefield.

Fabricated Being: a creature made by artificial means and animated by magic.

Flesh Dice: a dice rolled to see how many Flesh Points a creature has.

Flesh Points: a measure of a creature's ability to withstand serious injuries.

Followers: characters that obey a player character.

GM: Game's Master, the player who controls the wider world and adjudicates events.

Grit Dice: a dice rolled to see how many Grit Points a creature has.

Grit Points: a measure of a creature's ability to minimize and avoid serious injury, largely a matter of luck, combat experience and toughness.

Hit Dice: a catch-all term for Flesh and Grit dice.

Human: a member of the hominid race that dominates the modern day.

Hunter: a class of humans focussed on committing violence on animals they want to eat.

Ice Age: a time period ending roughly twelve thousand years before the modern day, when this game is set.

Intelligence: a measure of a creature's ability with logical thought, memory and education.

Magical Backlash: dangerous, unpredictable magical accidents that occur when a magician does something overly ambitious.

Magician: an individual who learns to cast spells through individual experimentation and study.

Medicine: a skill used to heal the sick and injured, or produce potions and poisons.

Monster: a large, dangerous creature that poses a threat to people, typically supernatural.

Modifier: A number between –3 and +3 derived from a character's attribute.

Morlock: a race of lanky, pale, subterranean hominids bred as slaves in the distant past, distantly related to humans. Also a character class for typical members of this race.

Mystic: a human who is granted magical power by an alien being that wants to be worshipped as a god.

Neanderthal: a race of squat, heavily-built arctic-dwelling hominids closely related to humans, now extinct. Also a character class for typical members of this race.

Orphan: a human or Neanderthal child without parents who raises themselfves in the wild.

Person: a human, morlock or Neanderthal, and perhaps other sentient beings closely related to them.

PC: Player Character, a character controlled by one of the players as their representative in the game world.

Sanctum: a ritual space where a magician records their spells in the form of symbolic cave-art.

Save: a roll made on a d20 to avoid something bad happening.

Serpent-folk: an extinct race of reptiles that preceded the stone age people the game focuses on. They were, by all accounts, deeply horrible beings who possessed incredible power.

Skill roll: a roll made on a d6 to achieve something a character has training in.

Spell: a single well-understood magical trick that accomplishes a known task.

Strength: a measure of a creature's physical might.

Undead: a creature that was once dead but isn't inanimate yet. Only a few retain sentience and might still count as people.

Wendigo: a human who gains magical power through cannibalism.

Wisdom: a measure of a creature's intuition and awareness of their surroundings.

Shanidar Cave Neanderthal, by Awanda 737