
Vice & Violence

SO UH...

WHY ARE WE DOING THIS?

THE GUIDEBOOK SAYS A GOOD BARBARIAN SPENDS AT LEAST AN HOUR A DAY POSING ON A WINDY CLIFF WITH A PROMISCUOUS DAMSEL.

WHY AM I NOT THE DAMSEL?

COME ON DUDE, I'M A ***WAY*** BETTER DAMSEL.

CAN I BE DONE CONJURING HERO WIND FOR YOU IDIOTS?!

DEFIANCE

WELCOME TO VICE & VIOLENCE

Vice & Violence is a sword & sorcery, rules light, sandbox tabletop role playing game that focuses on player agency and slapstick adventure, giving game masters the tools they need to create exciting and ridiculous scenarios, and react to the bizarre antics of their players to keep the story going. For Vice & Violence, you'll need a Game Master, also known as a GM, as well as some players to act as adventurers, and some dice to roll for combat encounters and the physical and mental challenges they'll face along the way.

This book is divided into two sections. The Player Guide, that helps players create their adventurer and learn how to play the game, and the Game Master Guide, which provides tools, dungeons, maps, enemies and magic items that they can use on-the-fly to create exciting and ridiculous scenarios for their players.

THE ROLE OF THE GAME MASTER

The Game Master acts as the window into the world of Vice & Violence, describing the environment their adventurers are in, creating and commanding enemies for tense combat encounters, and arbitrating the rules of the game.

When your players are creeping through mysterious dungeons, you'll describe the creaking, rotting framework, the glint of moisture on seeping rocks, the near-imperceptible draft of wind hinting at a way out. When they come across shambling zombies, you'll inhabit their staggering husks as they try to claw and bite the embattled adventurers, and describe how their rancid brains spill from their brittle skulls with a well-aimed whack. And when they find a stolen hoard, you'll figure out exactly what's among the glittering coins and purloined treasures.

More experienced Game Masters go on to create entire campaigns for their players, preparing exciting narratives, intertwined character relationships, and even their own worlds and rules.

Being a Game Master can sound intimidating, or like a lot of responsibility, but Vice & Violence comes with a lot of pre-prepared tools novice GMs can use while they're getting the hang of their role, including dungeons, a city map to explore, Non-player characters to inhabit and roleplay as, and world maps to travel once your adventurers are ready to leave the safety of the city walls.

As a sandbox game, your players will be encouraged to make their own narrative decisions, such as where to go and what to do next, whether to run from a fight or cause one, and so on. It can be very fun to play into the strange and creative ideas players come up with, especially if it leads to hilarious or disastrous outcomes with a bad roll of the dice.

THE ROLE OF THE PLAYERS

While the Game Master acts as the storyteller and gateway into the world of Vice & Violence, players roleplay as single characters, up-and-coming adventurers looking to earn wealth and glory by delving into dungeons, completing quests and exploring the world.

In Vice & Violence, your player starts as someone with no experience as an adventurer whatsoever. You'll need to spend money to buy armour, weapons and spells, learn skills, during your downtime from more experienced trainers, all the while keeping track of your hunger, thirst, exhaustion and how long your light sources will last in the darkness of deep dungeons. You're not starting as a valiant Fighter, a sneaky Thief or a powerful Wizard, you're starting as a commoner with the ambition to become one. And, after surviving enough adventures, you will.

This might sound like a lot to a novice player of role-playing games, but Vice & Violence portions out these mechanics in such a way that you're rarely thinking of more than two things at once. Unless, of course, you find yourselves starving, thirsty, surrounded by enemies, and your lantern just went out.

In these cases it's important to remember that not every story has a happy ending.

COLLABORATIVE STORY-TELLING

Getting a group together at regular intervals throughout a given month can be a hassle, especially with real-world responsibilities and unexpected events. This can get frustrating if not handled properly, especially for a Game Master with a story to tell.

Some players also have certain topics or scenarios that they're squeamish or uncomfortable with, that a Game Master might not be aware of before the game starts.

It's often a good idea to gather together and establish when players have the free time to make it to the table, what might prevent them from doing so from time to time, and any subject material they might not be comfortable exploring with friends and players.

This is usually referred to as a Session Zero, and its a great opportunity to discuss what you're looking to get from a session of Vice & Violence. Some GMs want to tell epic, multi-session narratives, others want to engage in the freedom of the sandbox, and it's important to clarify beforehand. It's also a chance to get your characters ready for their first adventures together, making sure you've got a well-rounded party with enough equipment between them to face the dangers ahead.

If a player can't make it to a session, V&V's Game Master Guide comes with tools that lets the rest of the group have smaller, single-session adventures. That way if, say, your Warlock can't find a babysitter or your Paladin is stuck in traffic, there's still plenty of things to do.



THE LEWD LEVEL

"Can I seduce the barmaid?:

It's a question that has been asked at many a roleplaying table, but without an established consensus between players, it's one that can alter the mood and direction of a game session. To make sure everyone's on the same page, V&V sessions should start with establishing a **Lewd Level**, a simple shorthand that dictates exactly how salacious a game session is going to be. This is especially important for game sessions that take place online, or among strangers.

LEWD LEVEL: 0

For sessions that have zero eroticism whatsoever, instead focusing on honest, swashbuckling adventure. Your characters are appropriately dressed, won't stoop to seducing guards of falling into pits of suspiciously phallic fungus, and the brothels and smoking dens across the city are all closed for the day.

It is, admittedly, going to be quite hard to play a game of Vice & Violence at Lewd Level 0.

LEWD LEVEL: 1

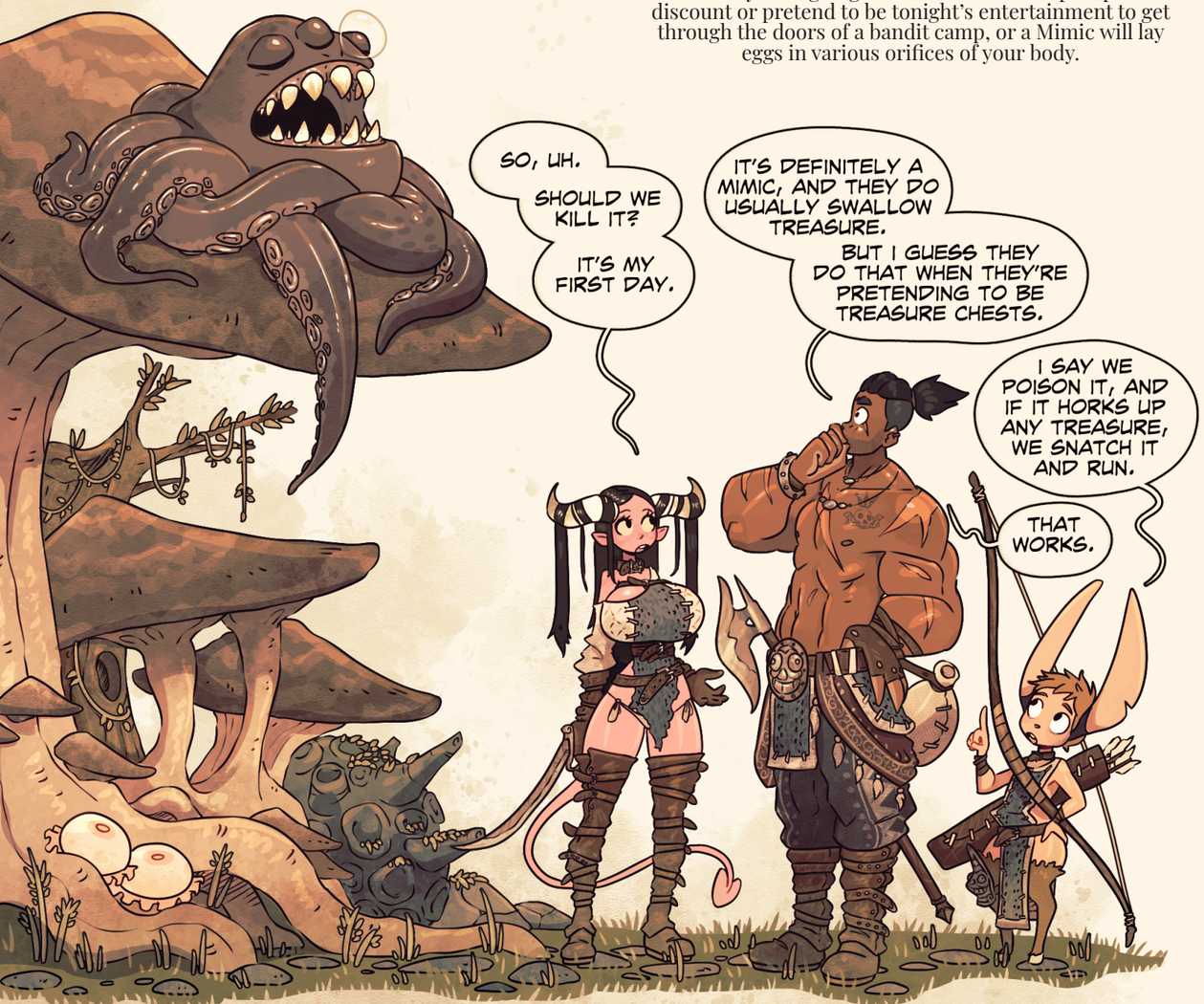
In which there are parts of the world that are sultry and erotic, but your characters aren't actively taking part in it. You might meet in a seedy brothel or wander past some naked nymphs in a swamp, but your characters are clothed, and your thoughts are purely on the quest at hand.

This Lewd Level is what you'd find in a typical role-playing game, one where libidiousness exists in the shadowy and pink-lit corners of the world, but your characters aren't actively having sex for fun and profit, or getting felt up by fungal tentacles when they fall over.

LEWD LEVEL: 2

The way Vice & Violence is designed to be played. Scantily clad adventurers using every advantage they have, including offering a quick handy to a guard while the rest of the group steal the treasure. Tentacles occasionally creep into orifices, giants temporarily swallow people, and casual sex is rife among the populace.

At this level, you'll still spend most of your time exploring, fighting, solving puzzles and delving into dungeons, but sometimes you're going to offer to blow a shopkeeper for a discount or pretend to be tonight's entertainment to get through the doors of a bandit camp, or a Mimic will lay eggs in various orifices of your body.



LEWD LEVEL: 3

At Lewd Level 3, your players are eschewing the mechanical gameplay of V&V to focus on erotic roleplay. Adventurers use sex to solve most of their problems, and most of their problems revolve around a current lack of sex. Dice rolling is occasional, if not entirely optional, and the world is choked with opportunities to orgasm.

REMEMBER:

At this level, it's important to establish any particular kinks your session might run into, that might not be palatable to every player. Use your Session Zero to have this conversation before getting started. If that sounds awkward, you might be happier with Lewd Level 2.

The world of Vice & Violence is one of fun, casual, consenting sexual partners and polycules.



MUNDAIN
CHEAT SHEET

CHEAT SHEETS

You'll find these quick reference sheets at the start of each chapter. This cheat sheet is a brief guide to the world of Vice & Violence, its inhabitants and culture.

KIN

Kin is the word used to describe the sapient, folk of Mundain. Most Kin are available as player characters.

HUMANS

Formerly quite prolific, now rare to find in large groups outside of Great Houses. Known for their weird habit of breastfeeding their young, and enhancing the milk producing capabilities of some to aid in baking.

GOBLINS

Born feral, Goblins require hallucinogenic mushrooms to self-actualise and become sapient. Feral Goblins are vicious and cruel, which leads to suspicion of Goblins in urban settings, despite their communal, hard-working nature.

ELVES

Carnivorous and incredibly fertile, so much so that if their corpses are buried enormous Wyrdwood trees sprout from their grave site. Elves bury their dead by encasing them in sap, or if none is available, eating the corpse.

DWARFS

Short, white-haired survivors of a Moonthing apocalypse, their discovery by the topsiders ended the ways of the old world. Underground Dwarfs are incredibly insular and traditionalist. Topside Dwarfs almost unanimously remove their beards.

ORCS

Relatively sensible except in large groups, wherein they will goad, dare and challenge each other to greater feats of strength and bravado until they become dangerous roaming warbands. Usually employed as labourers or guards.

DRAGONKIN

Lizardfolk from beyond the Endless Desert of Khazi. Their brains are housed in long, tail-like tendrils on their head, almost resembling hair. Come in various sub-species that affect their physique, height, and intelligence.

CENTAURS

Quadrupedal half-humans, created by the Moonthings to see how Humanity would fare without traditional livestock. Come in a wide variety of mammalian back-ends.

SATYRS

Half-Kin born from a Centaur coupling with a Human, Elf or Dwarf. Naturally charming, and fond of urban settings and occupations with lots of walking and talking. Exceptionally large sex organs for their small frames.

RELMERS

Half-Human, Half-Elf, known for their spectacles to combat their poor eyesight and use of resin stones in their teeth to aid with biting through the Elven diet. Their bookish appearance makes them seem trustworthy and educated.

ALLOYANS

Half-Human, Half-Dwarf, with the white hair and bottom-heaviness of Dwarfs and the height of Humans. Females are significantly taller and wider than males. Known to enjoy schedules and monotonous, intricate labour.

DWELLERS

Half-Dwarf, Half-Elves, as short as Dwarfs but with an Elven temperament for leisure and pleasure. Prefer using their minds over their bodies, and often found alongside Alloyans, watching them do all the manual labour.

OTHERLINGS

Born randomly from any combination of partners, or from Otherling parents. Notable for their colourful skin, horns, and thin, long tail. Tend to hyper-fixate on tasks, hobbies, and puzzles, rather than accruing a broader knowledge.

GODS

Religion is actively discouraged by the New Gods, due to its abuse during the time of the Old Gods. In its place, worship of celebrities and communal Blood Cults rise and fall in the weird corners of civilisation.

THE MOONTHINGS

Continent-sized, magic-abusing, tentacled brain monsters, responsible for creating and destroying innumerable civilisations on Mundain, watching from the planet's three moons for entertainment. When the Dwarfs were discovered to have survived one of their apocalypses, the world rebelled from their tyrannical emissaries, and in a panic they bestowed the last of their magic to four mortals, creating the New Gods, in the hopes that they would destroy the world and let magic calm down, which did not work. Currently dead.

The period of rebellion that led to the modern era is known as The Great Hootenanny.

T'HOT

One of the New Gods. Goddess of life, knowledge, magic, ethics, critical thinking, literacy and mathematics. Older twin sister of Tali Mori. Currently trying to calm down magic, and stop the Fae from spontaneously coalescing into existence. Founded the Paladin Order, roaming warrior-scholars that combat the encroaching Fae while teaching people how to read. Several bibles have been written about her teachings, with titles like "Do Your Fucking Homework and Leave Me Alone" and "For Fuck Sake I'm In The Shower." Tends to be grumpy.

TALI MORI

Goddess of death, dreaming, hope, and warm rains. The younger twin sister of T'hot, currently spending her time building escorting the souls of the dead to her various afterlives. Insists on doing this herself, and has a habit of listening to the newly dead tell stories about their lives, which is why there are so many zombies around, waiting for their turn. Much more cheerful than her sister.

GAP'R

Elven God of pleasure, fertility, fermentation, good harvests, food, the arts, mimics, and love. Assumed to have bestowed Mundainians with a natural rebelliousness and casual - if eager - approach to sex. Claimed the northernmost castle of the world and turned himself into a strangely attractive tentacle monster, for maximum pleasure. Personally invites people to his castle via delivered magic mirrors to participate in his endless orgy.

GROD

Orcish God of combat, protection, mining, armour, and adventuring. Currently wandering beyond the borders of the modern map, looking for things to punch to death. Occasionally visits T'hot upon discovering strange artefacts of prior civilisations, a new species of creature, or needing a word spelled. Enjoys having his name used as a curse word, such as "Oh for Grod's sake," or "For the love of Grod."

THE WORLD

The current map of Mundain is a small part of the greater world, slightly north of the equator. A mass migration after The Great Hootenanny occurred when magic broke and the Fae began to coalesce. Some Pirates and sea-faring explorers have spoken of new Kin beyond the borders of the modern map.

GREAT HOUSES

Wealthy matrilineal clans, constantly scheming and sabotaging rival Houses. Due to most Mundainians refusing to work for "those rich cunts", Great Houses employ family and clan members only. Daughters are duty bound to have as many children as possible while acting as stewards and planners, while sons are trained in soldiery, assassination, and labour. Thanks to expensive longevity magic, a woman can have dozens of children throughout her tenure. The largest Great Houses have about five hundred family members.

THE UNDEAD

The buried cities of prior civilisations have been rebuilt and repurposed to house the awoken Undead, but without a constant supply of blood and body parts, they lose their minds and become shambling, brain-eating zombies. the Undead use skeletal armies to mass produce complex goods like books, textiles and metalwork, using the funds to hire adventurers to clear out sections of the underground for expansion, and corpses of the urban dead, to keep themselves cognisant.

GUILDS

The working classes answer to the Great Houses and Undead industry, groups of tradesmen banding together for collective bargaining, price agreement, loans and protection from extortion, undercutting or banditry. The largest Guild is the Trader's Guild, responsible for merchant caravans and storefronts, but its large, unwieldy size is starting to invite corruption and bribery.

HOURS & DAYS

There are 24 hours in a day, and seven days in a week. The days are named as follows:

MOURNINGDAY: The day of funerals, and going back to work. Mundainians accurately believe funerals on a work day makes them less miserable.

CHEWERSDAY: The final day of eating the weekend's leftovers.

WHINESDAY: The horrible middle of the work week.

THOTSDAY: The end of the work week, used by Paladins to educate the masses and assign homework to any idiotic locals.

FRIEDDAY: A day of cooking multiple days meals, usually battered or breaded and dunked in scalding fat or oil.

SITTINGDAY: The day of indoor relaxation. Reading books, smoking pipes, having sex, and begrudgingly doing Paladin homework.

SUNNINGDAY: The day of outdoor relaxation. Shopping, drinking in tavern beer gardens, barbecues and picnics.

Not everyone can adhere to this routine, but it's a good indicator of how busy village squares, markets and towns are on a given day.

MONTHS

There are 70 days in a month, and 6 months in a year. These were governed by Mundain's planting and harvesting seasons. The months are named as follows:

HANDABERY: First and busiest planting season of the year. The 70th of Handabery is the Farmer's Festival, involving heavy drinking, dancing, and games of Face-Ball.

FANKUVERY: The first harvesting season. The 70th of Fankuvery is Paddy's Day, a Satyr holiday that involves travelling to multiple different taverns, having a sizeable drink in each.

MULTCH: First fallow season, wherein the fields are regenerated with compost and dung. Absolutely stinks.

AUGEREST: Second planting season, exclusively for quickly growing root vegetables using the leaves and leftovers of the Fankuvery harvest. Considered a relatively boring month.

COCKTOBR: Second harvesting season, producing the fruits planted years prior. The 70th of Cocktobr is Allowean, a holiday of dressing in costume and sharing sweets and baked goods.

MISSEMBER: Second fallow season, and the least busy month of the year. The 70th of Missember is Bumfire Night, a holiday involves fireworks and the burning of effigies.

YEARS

It is currently 512 W.E (Weird Era). The hundreds of thousands of years before The Great Hootenanny is known collectively as The Shit Ages.

SEASONS

With very little axial-tilt, seasons are mild across the world, and non-existent in the equatorial region of Bogwotr-Khazi. It used to snow when giants would shake the mountains during their mating seasons, until the male giants disappeared.

D'YOU EVER FEEL LIKE THERE MIGHT BE MORE TO LIFE THAN SELLING SLUG NUGGETS AND DAIRYGIRL MILK?

WELL I'M PRETTY COMMITTED TO MY PART IN THAT ARRANGEMENT.

MUM

I JUST FEEL LIKE IT MIGHT BE TIME FOR AN ADVENTURE.

YOU REMEMBER THOSE GUYS IN THE TAVERN WITH THE WEAPONS AND ARMOUR THAT KEPT BUYING ROUNDS FOR THE WHOLE PLACE?

THAT COULD BE ME, RIGHT?

THE ONES COVERED IN BLOOD AND SHAKING AND ONE GUY WAS CRYING? I REMEMBER THEM.

WELL, IF YOU'RE OFF ON AN ADVENTURE, I'M COMING TOO.

WITHOUT YOU AROUND TO SQUEEZE ME I'LL GET STUCK IN THE DOOR AGAIN.

Creating a Character

Something in you has changed. Something happened, or didn't happen, and now you want to become an adventurer. See the world, and the world under the world. Find strange treasures, help people, beat up other people, kill monsters, all of it.

Lets see what you're made of.

Seedswallow Swamp
BOGWOTR
Castle Maudlin
Castle Shagwell
Dragon Country
Thrush
The Great Gash
The First Lode
Oglin
The Fungal Forests
Cocksin
The Pearl Necklace
Weesht
Achewood
The Huge Lode
The Taint
The Thousand Thrust Forest
Bluminek
Elertencudl
Scrann
Charmenhug
Summit Orother
Ono
Awaiy'uiye
THE NITHERIN SEA
Eukyutu
Wizard's Way
Hammen-Toil, the Twin Cities
The Mud Lagoon
Wossnaym
The Glass Graves
The Ghost Lode
Doylem
Dreich
The Mimic Maze
The Hot Dog Plains
Relmer's Reach & Iylayver
Lake Kadashy
Mermaid's Moor
The Silkspider Caverns
THE AULOYN OCEAN
Ta'rra
The River Cities
Tidisquizin
The Coorie Coves
Gunawunabijay
The Last Gasp
KEAZI
UANORL
The Bone Forest
Guwon'Wilye
The Long Drop
Pubis Mons
Gimiacudl

CREATING A CHARACTER

Players can create their adventurer in a few simple steps.

Step One: Roll (or choose) a Kin from the list below:

1) Humans
2) Goblins
3) Elves
4) Dwarfs
5) Orcs
6) Dragonkin
7) Centaurs
8) Satyrs
9) Relmers
10) Alloyans
11) Dwellers
12) Otherlings

Step Two: Roll a (d20) for a Trait on your Kin's page. This will give you a small insight into your adventurer's personality or what they look like.

Step Three: Roll a (d100) for a Trinket, a small keepsake your character keeps with them.

Step Four: Roll (or choose) your adventurers four Abilities: Smarts, Brawn, Guts, and Charm. Remembering to add your Kin's innate ability bonuses. **Or choose a Background,** a small backstory that has ability scores attached to it.

It's a good idea to make at least one ability as strong as you can at this stage using your Kin's ability bonus, but it can also be fun to try and create an adventurer trying to overcome any disadvantages. There aren't many Orc mages or Half-Elf barbarians out there!

Step Five: Roll your character's Health. This determines how much they can get beaten up before they get Downed.

Step Six: Roll your Refractory Period. This will show you how much in-game time has to pass before you can have Sex again.

This might sound odd, but time management is an important part of dungeoneering, for eating, drinking, and sleeping, and Sex is a useful tool in an adventurer's arsenal.

Step Seven: Roll (or choose) for how much money you start with, then buy Gear, or an Adventuring Kit. It's a good idea to buy stuff that compliments your Abilities. If you're smart, buy a spell and Motes. If you're tough, buy good armour and make sure you take as much damage as you can, so your squishier friends don't get hurt.

And that's it! You've got your own adventurer, ready to take on your first dungeon.



A QUICK PRIMER ON THE LORE OF VICE & VIOLENCE

Feel free to read this part out loud as an introduction, if you're acting as the Game Master for your first session.

The old gods - the Moonthings - are dead. On a clear night, you can still see their corpses, splayed across the moons of Mundain. For hundreds of thousands of years, the Moonthings conjured strange peoples and vast civilisations, setting them to war for their own amusement using powerful emissary kings, and burying them in magical apocalypses when they got bored, so they could start again.

Scholars refer to this period as The Shit Ages.

The Dwarfs survived the last of these apocalypses in their mountain-homes, now buried under the strata of prior civilisations. When they were rediscovered, a world-wide uprising took place against the god-chosen tyrants, resulting in magical battles so cataclysmic that the Moonthings began to lose their control over magic.

In a desperate bid, they infused the last of their magical power into four mortals, ascending them to godhood in the hopes that ambition and greed of the new gods would cause the death of the world, and their survival. It failed. The new gods joined forces with the rebel armies, destroying all influence the Moonthings had over the world. The Moonthings died, deprived of magic, and The Shit Ages finally came to an end.

This centuries-long rebellion and victory orgy was known as The Great Hootenanny. But magic was so abused and tormented by the calamitous millennia prior, that the death of The Moonthings caused strange things to occur. Half-kin were born, the dead rose from the grave, great monsters appeared in the sea, and the Fae conjured themselves into existence.

The people of Mundain had no choice but to retreat in a vast exodus to a small, backwater part of the world, where the swampy lands of Bogwotr meet the edge of the forest of Uanorl, and endless deserts of Khazi. Here, they rebuilt.

Today, it is the 34th of Fankuvery, 512 W.E (Weird Era).

Over five hundred years have passed since The Shit Ages, and a semblance of normalcy has returned.

True, the Fae still prowl the edges of society, bored dragons fight over their golden palaces, monsters emerge from the seas, sands and swamps every now and then and the Undead are stealing our jobs, but food is plentiful, the population is booming thanks to the Half-Kin folk, and Mundainians are far too rebellious for things like "warfare" or "government".

This is where Adventurers come in.

It's a common job, and a begrudgingly necessary one. For while the average adventurer is just some tit with a sword and a couple of spells, they're the ones who'll go into the woods to kill whatever's been stealing your food, or stuff, or children. They'll chase down someone with their face on the bounty board, or tell a dragon to fuck off, or kill the bandits ambushing Trader's Guild caravans. They'll delve into the ruins under the world at the promise of treasure, or climb mountains in the bellies of giants, and fight away the Fae, all for a purse of jadecoins.

Some call them mad, others call them annoying, but all agree that without adventurers, the people of Mundain would have to rely on each other. Which is much more difficult than hiring some idiot with a sword.



Humans are noted for their impressive sex organs, a trait that has spread to the Half-Kin as the centuries have passed. Ancient carvings allude to this not always being the case, but these historical findings have been waived away as the artists being lazy.

1) HUMANS

+1 ABILITY OF YOUR CHOICE

In the old days, when god-appointed bastards ruled the world, humans had a habit of naturally sorting themselves by shape and colour, created cultures largely designed around annoying their neighbours, and spent thousands of years slaughtering each other. It was only after the rediscovery of the Dwarfs that humanity put aside their differences and united against their true enemy, the suspiciously wealthy buggers that kept telling them to kill each other, and the gods themselves.

In the modern era, humans are much more dispersed and intermingled, with so many having migrated south during The Great Hootenanny. With their penchant for shagging elves, dwarfs and centaurs, large groups of humans are a much rarer sight these days, with Relmers, Alloyans, Satyrs and Otherlings being born in their place. Only among the mausoleum cities of the Undead and the Great Houses, the wealthy families established during the second era, are humans likely to have no half-kin cousins. And that is mostly because dead people can't have babies and Great House scions are too busy trying to assassinate each other.

Human children are born loud and defenceless, much to the surprise of other Kin, who tend to wonder how Humans ever became so prolific in the presence of a baby. But, Humans have a unique ability to feed their babies from their mother's breast, which secret a nourishing fluid known as "milk", something unheard of in Mundainian nature, filled with lizards, insects and molluscs.

Such is the Human desire for milk that they often use magic to permanently transform one of their kin into a Dairygirl, a person with huge milk-filled breasts that can supply entire nurseries and bakeries with it. This magic works on either sex and any Human or Half-Human, though whether their genitals remain the same is down to the skill of the rural spellcaster.

Still, there are a few notable unique cultures among the humans. The long-established natives of Bogwotr-Khazi are noted for their rich, dark skin and penchant for curved blades, the better for mounted combat on their swift Slugraptors, while the paler migrants from the pinewood north brought bows, maces and heavy plate armour with them, the latter of which they discarded because it was too bloody hot. Rarer, but notable, are the nautical eastern folk of Awaiy'wiye, a secluded network of long-forgotten islands, their heritage easily spotted by their unique eyes and black hair, though the unusual curse currently befalling them means most eastern humans are giving birth to Otherling children.

Humans average between five to seven feet tall, have earth and sand toned skin, and varied eye colours. Males are usually broader than females, and freckles are very common throughout humanity. Humans live to about a century without magical aid.

Humans are most wary of Dragonkin, due to their shared history of warfare and empire-building, and are most friendly with Relmers and Alloyans, thanks to their common heritage and often familial ties.

TRAITS

1) I'm an avid gambler, I play Lucky Seven until my purse is empty.

2) I was born on the back of a Shagbeetle, and haven't stopped moving since.

3) I used to belong to a Slugraptor racing circuit.

4) My hair is a bright red. My grandmother was a giant.

5) I have tattoos of my family members faces on my arm.

6) I love it when it rains, and am usually outside dancing naked in it.

7) I have a gold tooth. It's not mine.

8) My eyes are gold. Pest-dragons always stare at me.

9) An elf bit a chunk out of me. You can see the bite marks.

10) I can suck my own cock.

11) I visit my grandma a lot. She's been a zombie since I was born.

12) I'm a failed dairygirl. My tits are huge, and I have cow ears, but couldn't keep quota.

13) I like to start fights with people that I know will kick my head in.

14) I'm still sad about my clan's Shagbeetle dying.

15) I have a massive sweet tooth. I pour honey on everything.

16) I'm miserable inside a city's walls.

17) My mum hunts young dragons just to bully them.

18) I lived with elves for a while, and now I only eat meat.

19) Goblins love my belly.

20) I keep my hair in a bun, like my whole clan.

NAMING CONVENTIONS

Human surnames have become muddled during the vast migration south, with familial names being replaced with pithy monikers and tradenames to allude to their skills or ideals.

These are usually poorly spelled.

For example: Darrin Battersit, Jimmi Fuchs, Erin Wobblepots, Katrin Eagermilken, Big Bylli Bollyx, Gren Jampotter, Erik Tickle, Anna Sandsit, Rezmi Soon, Alastar Guilt, Cherri Sausagefry, Ginni D'Nutkick, Betti Fatknockers



Spider silk tunics and tabards offer a surprising amount of protection against cuts and stabs, though do little for breaks and bruising.

2) GOBLINS

+1 GITS

Coming primarily from the Thousand Thrust Forest, the majority of Goblins are considered feral, bestial and animalistic clans that raid and plunder travellers and caravans that skirt the edges of their home forest, and engage in warfare against other clans with purloined and makeshift weaponry. En masse, they are cruel, vicious and deadly to outsiders and each other.

But after a single whiff of the mushroom spores of the Fungal Forest, they self-actualise, becoming sapient, able to speak and think like regular folk, and becoming productive members of society. Merchant caravans passing through the Thousand Thrust Forest bring sacks of powdered mushroom that they throw as pursuing feral goblins, causing them to stop as they experience ego death en-masse.

One can easily tell the difference between a Feral and a Sapient Goblin, as feral Goblins have entirely black eyes, their pupils widened and alert, while sensible Goblins have large, colourful irises and white sclerae.

Nevertheless, because of their formerly feral nature, many Goblins are looked on with suspicion and disdain, especially in urban areas, and Goblin Towns are a frequent feature in urban slums. This shunning has pushed Goblins into becoming a communally focused, self-reliant folk, with tight-knit communities that share knowledge and skills with each other, look after each others children, and protect each other from outside threats, somewhat similarly to their feral cousins.

As adventurers, Goblins are hardy, hard-working, and eager to protect their comrades from harm. Their softer bones are much harder to break, thought easier to bend, and their thick, soft skulls allow for repeated kicks to the head without slowing their capacity for violence. Goblins usually take up adventuring for the sake of their loved ones, to earn money to take home.

In the far-eastern ring islands of Awaiy'wiye, there is a sprawling Goblin city, built around a flourishing Wyrdwood tree. Its location is kept a secret from non-Goblins, and while it is said to allow visitors, it is one of the few places in the world purpose built for short folk, meaning a lot of bumped heads and swearing for anyone taller than a Goblin.

Goblin children are born with their ears at full size, wrapped in a cocoon of ears that unwrap to reveal the little terror inside, with a meal of mushroom soup being immediately given. Much like Orcs, anyone that gets pregnant with a Goblin will give birth to a Goblin, though traits might be inherited from the other parent. Some Goblins gain Dwarven white hair, others require Relmeran glasses, or look almost like short, big-eared Humans. While Goblin wombs can only carry one or two children, taller folk can give birth to half a dozen with ease. After mushroom soup, a Goblin baby's main meal is Beefbug Honeydew, a delicious sweet secretion used in baking.

Goblins can be three to five feet tall, ranging in skin colours of pale yellow to deep green, with males usually being taller and broader than females. Their ear size, hair colours and endowment varies wildly, and live about eighty years without magical assistance.

TRAITS

1) My ears are pretty short, and I'm kind'a tall. My mum was a Human, and Goblins can tell.

2) I've been hit in the head a lot, but I don't mind.

3) My ears were bitten a lot when I was feral. I wasn't high up in feral society.

4) I have a pouch of teeth. I don't know where my feral self got them, and don't want to find out.

5) My ears are filled with earrings, to increase floppiness.

6) I keep my hair in a bob that's bigger than my head.

7) I have a lot of teeth missing.

8) I fell asleep in a giant's stomach, and she forgot I was in there.

9) I collect books, though only ones with lots of pictures.

10) I like to start fights in Dwarf bars.

11) I used to work as a Sewer Knight, but I got scared of what's down there.

12) I'm exceptional at cunnilingus. I can't pronounce either of those words.

13) I was turned non-feral only a week ago, so everything's still new to me. I get nervous around new stuff.

14) I was self-actualised in a dungeon. I prefer it down here.

15) My home is a Dweller village. I procrastinate a lot.

16) I have a lot of scars, some of them really ugly.

17) My elbow pops when I've been working too hard.

18) I was adopted by an old Human lady who might be a witch.

19) My first sexual experience was with a Satyr. It was very illuminating.

20) I'm over five feet tall. Dwarfs call me Lurch.

NAMING CONVENTIONS

Goblins take the first word they hear after self-actualisation as a name, which usually results in normal words being used as names.

For Example: Kickum, Ouch, Peg, Grift, Scarper, Nickit, Swindle, Bite, Cheese, Gimme, Tack.

Goblins born from self-actualised parents are often gifted names similarly to Otherlings and Dwellers, though without the tradename used as a surname.

For Example, Rhyn, Denn, Darrin, Allyn, Abbi, Eryk, Renni, Yuli,



Elves that have been ill, injured, or otherwise close to death have small flowers and leaves grow in their hair, which becomes increasingly matted if not consistently cared for.

3) ELVES

+1 CHARM

The Elves of Uanorl are a strange lot. Aside from their strange beauty and alien grace, they are indescribably fertile. While their superfetational pregnancies allow nominated familial breeders to stay perpetually pregnant, the strange thing is that - if buried upon death - they will fertilise the soil, rapidly growing a miles-high Wyrdwood tree from their corpse. This is the origin of their racial home, colloquially known as The Bone Forest, and the reason for their culture of burying their dead in blocks of Wyrdwood sap, or as a last resort, eating the corpse.

This has led to Elves developing their carnivorous appetites and exceedingly strong teeth, and by extension a reverence for plants and vegetables. While more liberally minded Elves born beyond Uanorl occasionally allot themselves some sugar or spices, Elves are - to a man - meat eaters. Wardens, the cultural outriders of the Uanorl suzerain council, patrol the civilised world, making certain that all Elves maintain these important funeral rituals, sealing the dead in sap or stomach. Even the ash from an Elven cremation is enough to make flora grow wild and uncontrollable, thus Wardens are called to a grim, lifelong service of corpse consumption.

Thankfully, since the Great Hootenanny, elves are as likely to turn into zombies as the other races before the Wyrdwood takes root, their magical fertility seeping out into the aether, usually causing any nearby cognisant undead to feel extreme arousal. Undead Elves are revered by their living cousins and allowed to live side-by-side with their kin in the forest cities, rather than the underground necropolises of the Humans. But if they don't turn undead before the Wardens get to them, they won't have the chance.

Elves do not get more muscular through sustained physical exertion, their bodies retaining the lithe and graceful proportions required to slink and swing through the dense woods of their homeland. Instead, their coiled musculature gets more tightly woven, allowing for powerful limbs and greater acrobatics. If an Elf gets very sick, their hair becomes matted and branch-like, and flowers grow from their head. Sickly children often have entire bouquets of flowers in bright, pastel hair by the time they reach adulthood.

Due to their incredible fertility, one woman is often voted for among a council of several families to be the child-birther of a given decade, having dozens of children during her time as broodmother and parsing them evenly out among families. For this, she is frequently paid a healthy sum for every birth. Elven babies are similar to Humans, except for their innate ability to climb, and their tiny, sharp teeth are capable of chewing through Wyrdwood bark for the delicious sap underneath.

Elven skin colour is often dictated by how high they were born on their Wyrdwood tree. The Dark Elves, who live at the base of these miles-high trees, have pale skin, while the middle class Wood Elves born on the trunk have more flushed and bronze tones, and the wealthy High Elves in the Wyrdwood canopy have rich, dark skin. Elves rarely live beyond a hundred and fifty, when their ability to climb falters, and retain their youthful appearance well into their eighties.

TRAITS

1) I once ate a whole dude. Nobody believes me.

2) I wear leaves over my nips and genitals for some reason.

3) I speak to the trees. They are very obnoxious.

4) I was exiled from my clan for eating a carrot.

5) I was voted broodmother for my tree's families, and ran off as soon as I could. Bugger that.

6) My pure white hair touches the floor.

7) I giggle uncontrollably whenever someone is dismembered.

8) I stare up at the Moonthings at night. I've never seen them move.

9) I was the chief huntress of my clan. Lazy shits.

10) I have my brother's bite marks all over my arms.

11) I'm trying to learn ancient Elvish. It's not going well.

12) I use the term "hot diggety" far too often.

13) I love city life. Living in trees sucks balls.

14) My skin is covered in the story of my people.

15) People think I'm a former broodmother. I just have huge hips.

16) A coconut bonked me on the head as a kid, now I don't talk so good.

17) I still don't get how currency works.

18) I was sick as a child, now my pink hair is full of pink flowers.

19) I get drunk very easily. But I keep trying to get better at it.

20) I fell out of a tree. My clan thinks I'm a human spy.

NAMING CONVENTIONS

Elves, in keeping with their sing-songy language, utilise heavy use of vowels in their names. Masculine names in in "-on", while feminine names end in "-i" or "-ia." Elves have no family or clan name, but some add a second personal name when born far from their ancestral home.

For example: Alarion, Elri, Aealron, Yulia, Oliayon, Ulioni. Ooyania, Elerion, Nolia. Yuyon, Aleria,



Under-Dwarf clothing is made largely of mail and metal plate, and is quickly discarded or sold as armour pieces after a few days of constant sweating.

4) DWARFS

-1 CHARM, +2 GUTS

The only known survivors of a Scouring, the Dwarfs, known in their native tongue as The Shaw'taazis, are a stocky, industrious folk that are often torn between the quiet, stoic culture of their groundfathers, and the sordid, whimsical lifestyles of those above. As an example, the closest Dwarven word for "naked" is "Bair'bm", which means "unarmoured".

Dwarfs have lost the pigment in their skin and hair from millennia underground. Their hair grows incredibly quickly, several inches a day, resulting in traditional dwarfs using their beards as dust filtration systems when mining.

Dwarf women and newborns also have full beards, with swaddling a baby in their own beard being a traditional method of calming them. In fact, Dwarf women think all Dwarfs are women, and Dwarf men think all Dwarfs are men, and those that discover the difference keep it to themselves. The closest Dwarven word for "sex" is "Krag-Orr" which means "fortuitous mining accident".

Thanks to their underground nature, the Dwarf diet consists largely of mushrooms, though in recent centuries and thanks to the illuminating Sunfungus, Dwarven Throngs are able to cultivate some light-needing vegetables underground as well. Dwarven Mushroom Risotto, known as "Shløpp" is a staple family meal, especially when served with Night Wine (wine made from slightly hallucinogenic mushrooms) and onion rings.

In recent centuries, Dwarven society is suffering an ideological split. The underground Throngs retain their traditionalist, isolationist mantra, shunning the world above to keep to themselves and their ancient values, while Dwarfs born on the surface only have tertiary knowledge on how a Dwarf is "supposed to act", and have developed their own culture, channelling their impressive natural work ethic into drinking and fighting. The vast majority of Dwarfs have come topside from one of three mining elevators, named The First Lode, The Huge Lode, and The Ghost Lode. As a result, most Dwarfs and Half-Dwarf Alloyans live on the western side of the Pearl Necklace, in The Great Gash, the valley between the mountain ranges.

Most topside dwarfs use magic to slow the growth of their beards or remove them entirely, partially for comfort in the humid warmth of Mundain, largely to enjoy the newfound pleasures available. While this act is considered tantamount to excommunication by the Throngs, even exiled Dwarfs soon realise there's more fun and adventure to be had above ground than below it.

Dwarfs are between three and four feet tall, with males slightly taller and broader than females. Their eyes are always red, and their hair and skin is always very pale, making them somewhat hard to tell apart to untrained eyes. They're generally wary of other races, but are most fond of Dwellers and Goblins, for being of a similar, sensible height. They do seem to naturally disdain Elves for their carnivorous diets. The oldest Dwarfs have been known to live to two hundred when below ground, but none above ground has lived past a hundred and fifty.

TRAITS

1) I just came up here a week ago. I have no idea what's going on.

2) I'm so pale I get chased by vampire hunters.

3) I'm covered in pink freckles.

4) I carry a vial of iron dust in a locket, to remind me of home.

5) I have no idea why, but I really don't like elves.

6) The hair on the small of my back looks like a little tail.

7) I head butted an Orc in the nuts so hard his clan calls him Squeaky.

8) A giant sat on me the first day I got up here.

9) I'm constantly surprised the people up here still use magic.

10) I found out Shaw'Taaz sounds a lot like Short Arse, but I don't have the heart to tell the other Dwarfs.

11) I wear lots of diamond jewellery, despite diamonds being basically worthless up here.

12) My cock is short but thick. I call it my hidden fist.

13) I slowed my beard growth instead of stopping it completely, to honour my Groundfathers.

14) I love getting drunk.

15) My hair stays quite short. People think I'm rich.

16) I love it up here.

17) I was once an iron trader, but I got lost on the way home.

18) I have dozens of tiny hairy children waiting for me.

19) My first sexual experience was with a Satyr. It was very illuminating.

20) I'm over four feet tall. Dwarfs call me Lurch.

NAMING CONVENTIONS

Dwarfs are given their name during the act of childbirth, from the noises made during labour. This unusual practice is thought to encourage the baby to come out quicker. Dwarfs born underground also have a Kinsname, a combination of their parent's names with the suffix "-kin". Dwarfs born above ground do not have a Kinsname, and often use stones, gems or metals in place of a name. This is considered much more sensible.

For example: Doof Owarghkin, Kaara Angokin, Nickel, Pumice, Aragh Krakargkin, Rock, Pebble, Agarag Arankin, Owyn Oowarnkin, Caliche.



Little, lithe Orcs are as common as the bigger, burlier folk, but are often mistaken for weird, slightly unwell looking Elves. They do not appreciate this.

5) ORCS

-1 SMARTS, +2 BRAWN

For as long as there have been worlds to have them, there have been orcs. The Dwarfs of the Last Scouring claimed to have eradicated theirs, but despite the best efforts of the Moonthings, orcs always seem to make a come back.

Their stunted language skills. Unshakeable single-mindedness and complete inability to learn from their previous mistakes have made the most wisened Dragonkin scholars question whether they are actually members of the sapient races, or creatures of pure impulse, such as feral goblins.

Lone Orcs seem quite capable of living in civilised society, despite having no permanent settlements of their own, but when orcs get together, they seem solely dedicated to one-upping each other, resulting in whirlwinds of orgiastic sex, unspeakable violence, and incorrigible drinking, often spiralling out of control and become real threats to the population around them. Because of these impulses, orc tribes choose to stay at low, three digit populations, both for their own survival and to avoid drawing the ire of the rest of the world.

Orcish genetics, much like their Goblin cousins, are such that if one breeds with an orc, they give birth to an orc. This has kept their population stable, if low, as while orcs are often seen as quite attractive among the rural population, going to bed with one is seen as an act of "pelvic bravery". Orcs and Goblins particularly enjoy breeding with each other just to see what will be born. As with Goblins, Orcish children often inherit mild traits of a non-Orc parent, though much more subtly than Goblins. A Relmeran-born Orc might have slightly larger tusks or mildly fuzzy eyesight, while a Centaur-born Orc might be particularly hairy. Orc babies are born with teeth, and their first meals are usually the fatty meats found on Beefbugs and Chickenwyverns.

Orcs often attach themselves to nomad or merchant caravans, providing protection against ambushes and a light-hearted atmosphere for long journeys. They make for excellent pirates, farmhands and bouncers, anything that surrounds them with heavy things to carry and people to enjoy. They also much prefer bartering than paying with jadecoin, happy to do a day's work for a couple of meals, a place to sleep, and someone to vigorously shag of an evening.

As adventurers, Orcs tend to barge headlong into battle, and have little patience for riddles, puzzles, negotiations and other nonsense. While often positioned as leaders, they usually defer to group decisions, mainly so they don't have to think.

Orcs are between five and eight feet tall, their skin colours ranging from a vibrant yellow to a muted grey green. Their musculature varies wildly, as does their tusk size. Orc males are no taller than females, nor any more muscular. Orcs largely choose their partners based on tusk compatibility, as for all their roughhousing and rowdiness, orcs love a good kiss. They're generally enjoyed by rural folk for their rambunctious, hard-partying attitude, and live to about a hundred without magical aid.

TRAITS

1) I once punched a giant clear off the side of a mountain.

2) I invented a drink so strong, my piss is used to clean paintbrushes.

3) One day I will punch the sun.

4) I survived the cascade that destroyed a human city.

5) I've had several dozen kids. I eagerly await the day they're big enough to fight me.

6) I funded the creation of a small temple, by stealing from a much larger temple.

7) I have a human lover. They're tiny and adorable.

8) I look a lot older than I am.

9) I'm fascinated by magic, and people that use it.

10) I love elvish fashion, though it's far too tight on me.

11) My tusks are tiny, and I'm a little self conscious.

12) People say my skin is yellow. I beat up those people.

13) My grandmother's a zombie, and my enemies provide her with replacement body parts. Now she's hotter than me.

14) One of my eyes is pure white.

15) I'm missing a couple fingers.

16) I'm incredibly cheerful, even in the direst moments.

17) My mother bakes cookies. I'm incredibly fat. And happy.

18) I've never had sex with an Orc.

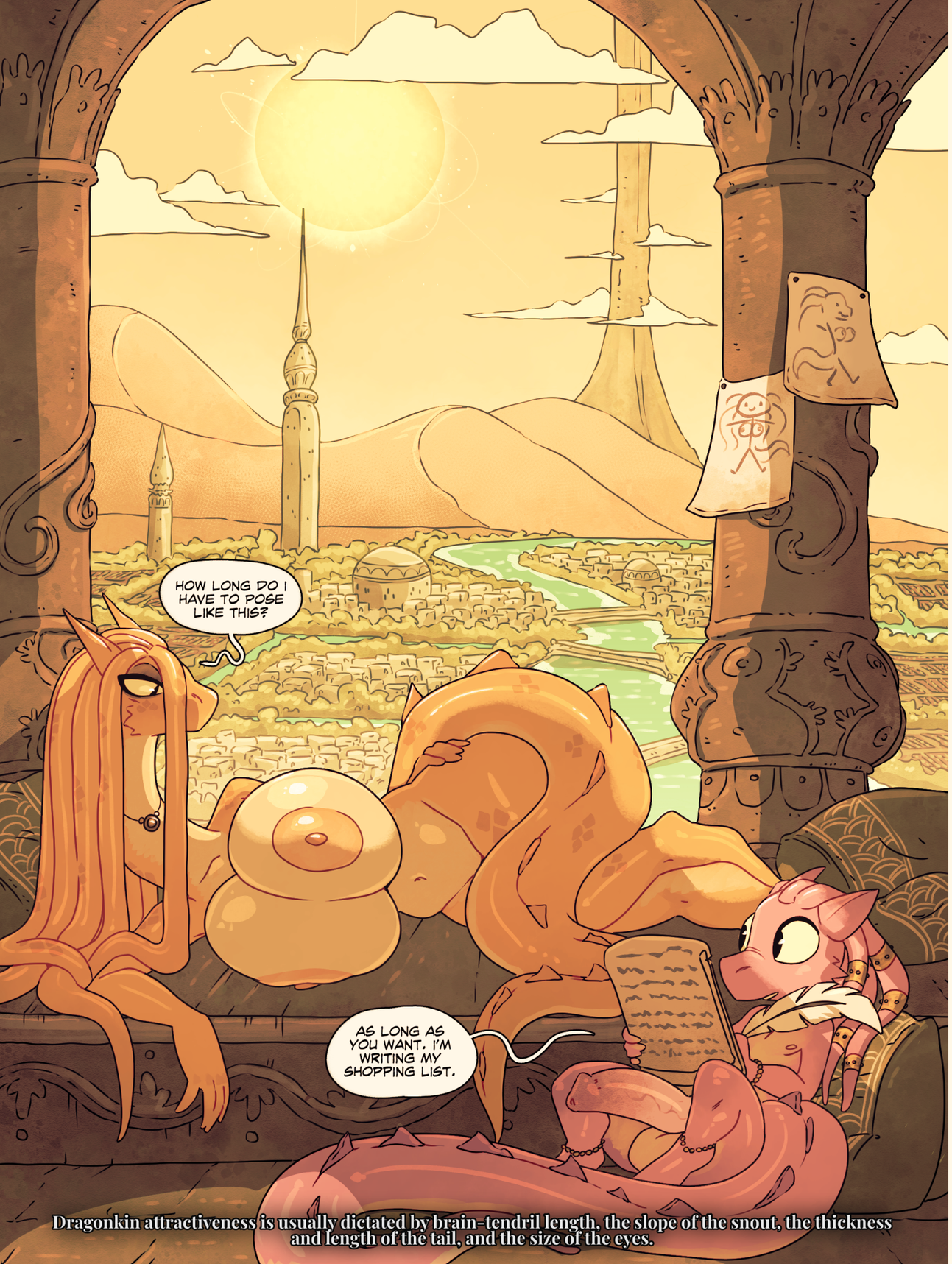
19) My hair drags along the floor, collecting twigs and leaves.

20) I'm short enough to be mistaken for a goblin.

NAMING CONVENTIONS

Orcs use a personal name, given by their parents, as well as a title given by witnesses of their deeds. Their personal name uses the Orcish language - what little there is of it - while their title is said in the common tongue. Personal names are agendered.

For example: Gaz Gutspiller, Krud Neverbather, Fuzzi the Slaughterer, Rend Longcock, Guzlin Greatbelly..



Dragonkin attractiveness is usually dictated by brain-tendril length, the slope of the snout, the thickness and length of the tail, and the size of the eyes.

6) DRAGONKIN

DEPENDANT ON SUB-RACE

A catch-all term for the various sub-races of lizardfolk, with a history as violent and bloody as that of humanity. Equally displaced by The Great Hootenanny, they built and settled the River Cities of Khazi, Originally a single species, almost uniform beyond cosmetic differences, the Dragonkin have separated into four distinct sub-species, as unique as Elves are to Humans, or Dwellers are to Alloyans.

Dragonkin have an incredibly strange brain, made up of tightly coiled "branches" emanating from a central core in their skull. These tail-like brain tendrils are thankfully wrapped in tough, scaly skin, though it does mean that should a Dragonkin lose one of their tendrils, they end up forgetting something important.

The bizarre physiology of the Dragonkin extend to their breeding processes. The males of the species carry an egg laying ovipositor, which deposits eggs into the female's fertilisation chamber, after which the female's breast-like sacs deliver sperm-like fluid and a hardening agent to the newly fertilised eggs. This means that the sexes of the Dragonkin are actually reversed, but no one has bothered to correct this mistake.

Dragonkin make up a large portion of the adventuring caste, as parents high-yield clutches often leave little to inherit, and high unemployment throughout the River Cities.

Dragonkin also make up a notable amount of the Trader's Guild, with Khazi being rich in luxurious silks, spices, exotic fruits and ancient magical artefacts. Thanks to this, Dragonkin families can be found almost all throughout Mundain, though they universally have a preference for warmth, eschewing the villages found at the base of the Pearl Necklace mountain range.

Despite their wild physical differences, Dragonkin sub-races are able to breed with each other, and the colour of their scales seems to have no direct relation to their of their parents. A newborn's first meal is the white of their egg, soon followed by mashed insect and meat medleys.

SUB-RACES

Dracolithian: 6 to 7 feet tall, muscular, big-chinned, dumb as a brick. Often hired as labourers and mercenaries.

(+1 Brawn, +1 Guts, -1 Smarts)

Quetzian: 4 to 5 feet tall, squishy, adorable, feeble but very smart. Make for excellent scholars, architects and wizards.

(+2 Smarts, -1 Guts)

Wyvernian: 5 to 6 feet tall, lithe, big-eyed, gorgeous and long-tendriled. Great dancers, sex workers and negotiators.

(+1 Charm, +1 Smarts, -1 Brawn)

Koboldian: 3 to 4 feet tall, tiny, cute but the bottom rung of Dragonkin society. Often resort to thievery or banditry in groups.

(+1 Brawn, +1 Charm, -1 Guts)

TRAITS

1) One of my brain tendrils was cut off and I forgot where I live.

2) I'm unusually short, even for my sub-race.

3) My scales shimmer like burnished gold.

4) I'm the youngest of a clutch of twelve.

5) Scars from an inter-familial feud cover my body.

6) My parents abandoned me, but none of my siblings.

7) My brain tendrils reach far lower than my tail.

8) My tail is inconveniently long, and very thick.

9) I don't snore, I growl.

10) I'm covered in bite marks from a very fun previous lover.

11) One of my horns is broken.

12) I forgot to burn my grandma, now she's a zombie.

13) My sperm-sacs jiggle at the slightest provocation, and don't stop for minutes.

14) I was adopted by humans, now Dragonkin think I'm really weird.

15) I'm quietly annoyed that none of the Demi-Gods were Dragonkin.

16) I have an annual duel with my own father.

17) I had sex with a dragon on a dare. Great guy.

18) I'm the first of my family to leave the River Cities.

19) My toe-claws are suspiciously sharp.

20) I like to tie my brain-tendrils into a slugtail, like the elves do.

NAMING CONVENTIONS

Dragonkin are given a personal, single syllable name, with a suffix number that pertains to the time of being laid, named before they hatch. Dragonkin have upwards of 80 eggs in a lifetime, and not every egg is successfully fertilised. Dragonkin names are agendered.

1) Ran. 2) Du. 3) Trei. 4) For. 5) Fi. 6) Sais. 7) En. 8) Ayt.

9) Dii. 10) Tun. 11)Ranran. 12) Randu. 13) Rantrei, 20) Rantun,

For example: Kar'ran, Ran'dii, Fen'tun, Gar'randu, Ken'trei,Kal'Dudu, Zen'Ayt, Tan'trei, Wut'for, Red'Randu.

This is considered incredibly confusing by the other Kin, and so Dragonkin have adopted a hyphenated Commontongue name, based on their personality or deeds. They invent this name soon after trying to teach someone their actual name.

For Example: Hides-His-Sausage, Barters-With-Orifice, Long-Snout, Feet-Of-Iron, Jiggles-When-Excited, Braids-Her-Tendrils, Layer-of-Dragons



There are ancient murals deep under the ground of strange creatures with the bodies of centaurs and the heads of strange animals where the human half should be. These have been classified by scholars as "mammals", and have been widely disregarded as fantasy.

7) CENTAURS

-1 CHARM, +1 BRAWN, +1 GUTS

Moments before the creation of the current world, a drunken bet was made. Bored of humanity's reliance on the typical livestock and beasts of burden of previous worlds, the Moonthings melded half of humanity to their precious domesticated animals, creating the centaur race, as well as a few more frightening races. It was assumed that without milk, wool and easy access to meat, eggs and transportation, that Humanity would implode in a social cascade of entertaining violence. Instead, it just made them very strange.

Most centaurs reside around the vast oases of Khazi, and roaming the beaches of the enormous rivers that carve through the continent acting as merchants of raw materials and sherpas for the two legged races. Many centaurs wander from their tribes as an escape from the tedium of leading idiots around the desert, becoming adventurers and mercenaries to fuel their dreams of a cozy, sedentary lifestyle. This practice is so common that the furniture throughout the River Cities has adapted to the unusual geometry of centaurs, becoming wider, longer and more like beds and futons. Dragonkin scholars have attributed the population explosion of Khazi to all the comfortable beds in practically every room.

In urban settings, Centaurs tend to prefer outdoor work, ferrying construction equipment, delivering parcels and letters, fishing at the docks, tending gardens, and other typical ground-level occupations like tanners, blacksmiths and bouncers. It's exceedingly rare for Centaurs to take up delicate or cerebral work. As adventurers, Centaurs often take a leadership role, if only because everyone else is sitting on their back. What they lack in charisma, Centaurs make up for in the ability to take a hit and dish out pain in equal measure.

Centaur martial arts primarily involves loading their backs with as many two legged sword swingers as possible, and charging headlong into their enemies. This proves extremely effective, as most foes are too busy laughing to mount a decent defence.

Centaur newborns are able to walk within moments of being born, but their Human top halves take several months before being able to hold themselves vertical, flopping around their animal lower-halves while trotting alongside their parents. To combat this hilarious problem, small, stiff harnesses are attached to newborns that act as scaffolding for their bodies, and double as a handy carrying handle should a parent want to pick them up. For those with twins or triplets, rope is attached to these harnesses as a useful leash. As with their Human cousins, Centaurs are able to breast feed, though Centaur Dairygirls are noticeably rare.

Despite centaurs having multiple styles of lower bodies, from horses to bulls and cows, goats and deer, they are collectively known as centaurs, as no one can remember all the unique terms for them. Or even what the original animals were called. Centaurs stand between Six and seven foot tall, with males generally being taller and broader than females. They're most comfortable with the Dragonkin and other Half-Humans, and most wary of those holding a map upside down. They comfortably live to around eighty, though lazier Centaurs can hit a hundred.

TRAITS

1) I have enormous antlers, my long hair drapes from them.

2) I used to guide travellers into traps to steal their stuff.

3) I'm flexible enough to sleep on my own back.

4) I moo when I orgasm.

5) My fur is turning grey. I want to go out in a blaze of glory.

6) My brother kicked me in the head and I forgot where I live.

7) I eat sugar cubes a lot more than I should.

8) I like to hide my butt behind curtains and pretend I'm a very tall satyr.

9) I once kicked a goblin clear over a restaurant.

10) Anyone that gives me a carrot I will follow to the ends of the earth.

11) I was adopted by an Orc couple. Now I can throw a good punch.

12) I once had sex with a very accommodating human.

13) I like to wear jewellery made from the bones and teeth of my enemies. It's not a custom, I just think it looks cool.

14) My eyes are two different colours. Each.

15) I dedicate my kills to a god I invented.

16) I always assume I'm gonna die during any battle.

17) My ability to read maps depends on how much I'm paid.

18) My fur is long enough for people to sleep under me.

19) My ears twitch when I'm annoyed. It's very obvious.

20) I have an ugly scar across my flank.

NAMING CONVENTIONS

Centaurs, being cousins of humans, use the same poorly spelled tradesname structure, though usually alluding to their extra quadrupedal features and desert home.

For Example: Five Legged Rhyn, Tilly Tramplehoof, Whels Cunningish, Rorri Whatswater, Miyk Oxlong, Fanni Udderly, Tommi Cantering, Feng Furnuts, Renni Silksweets



A hefty majority of Postal Knights are Satyrs, their sunny disposition and ability to weave through urban crowds making them naturals for the job. Plus they never turn down a shag.

8) SATYRS

-1 SMARTS, +2 CHARM

After the events of the Great Hootenanny and the arrival of the first half-kin, a drunken experiment led to the discovery that the magically saturated people of the world were suddenly able to "accommodate" the formerly impossible male centaurs. After this revelation, satyrs soon became a populous and thriving race.

Born of any coupling with a centaur, except that of Goblins, Orcs, and Dragonkin, satyrs are widespread throughout Khazi, as well as any trading hub that centaurs happen to wander through. Though unlike their quadrupedal progenitors, satyrs prefer the urban life, the better to cause mischief and charm their way out of trouble. They have developed a culture, or are at constantly accused of, a general delinquency that results in 'borrowed' stuff, cheeky pranks, and the occasional pregnant maidservant. Those that accept the call to adventure are usually either running away from a bounty or a long term commitment they failed to talk their way out of.

That said, when a satyr can be convinced of honest work, they make for an surprisingly efficient and forward-thinking staff. Similar to the Dwellers, who will work incredibly hard to be as lazy as possible, satyrs will work as hard and fast as possible in order to clock off early.

Satyr culture has permeated the larger zeitgeist, and many holidays once exclusive to them have become worldwide celebrations. The first holiday, Paddy's Day, is a celebration of the first born Satyr, Paddy. Born in northern Khazi to a Human mother, Paddy took it upon himself to visit every tavern across Bogwotr in a months long pub crawl. Those that celebrate Paddy's Day paint their naked skin green to emulate Paddy's drunken illness, and try to drink as much as he did.

The second holiday, Allowean, celebrates the Dairygirls, and the Human magic that created them. Partakers dress in masks and costumes, with children going door to door with a cheerful "Allo!" and receiving cakes and baked goods. Adults gather in town squares for masked, anonymous dancing, drinking alcoholic milkshakes, more sweets, and bestowing gifts and awards to the Dairygirls that provide all the milk for the occasion.

Non-Human races find this holiday exceptionally weird.

The final holiday, Bumfire Night, involves fireworks and the burning of an effigy of Knifsen Forks, who - in trying to blow up the castle of a forgotten noble house - set fire to his own arse. Bumfire Night is the most popular holiday in Mundain, due to the delicious meat buns and cold beer during the night-time fireworks, though few can remember if the effigy burning is one of Knifesen Forks, or the noble house members he was trying to explode.

If the enormous sex organs weren't enough to differentiate them, female satyrs have slightly sharper ears, while male satyrs have slightly longer legs, making them a little taller, between three and five feet tall. Satyr skin and hair colours are similar to that of humans, and their leg fur matches that of their eyebrows. The oldest Satyr lived to about ninety, though he was said to have never drank or smoked.

TRAITS

1) I have d100 children, and I've met none of them.

2) I was raised by goblins, and haven't met a person I couldn't drink under the table.

3) My cock is longer than my torso. I forget things when it gets hard.

4) I head-butted a guard to death.

5) I was born to a giant mother, my fur is red.

6) I ate the cave mushrooms that awaken Goblins . Now I call everything "groovy".

7) I have an adorable lisp.

8) I get pregnant a lot. A LOT.

9) I was the assistant to a witch, until she exploded.

10) I actually know my father.

11) My ears are incredibly ticklish. I squeak when they're touched.

12) I'm covered in tattoos.

13) I've been to Trader's Guild prison, a lot.

14) I'm in love with a centaur.

15) One of my horns broke off during a particularly frisky sexual rendezvous.

16) I was raised by elves, but exiled when I ate a carrot.

17) I'm quite happy sleeping in an alleyway. I've never had much need for stuff.

18) My tail is huge, and wags of its own accord.

19) One of my horns is longer than the other. It's a little embarrassing.

20) My boobs jiggle when I blink.

NAMING CONVENTIONS

Satyrs, similar to topside Dwarfs, name themselves after the world around them, though they do not have the mining traditions of their cousins to found a basis on. As such, they usually use flora and fauna as a moniker. Masculine names tend to end in "-y", feminine names ending in "-ie."

For example: Rosie, Daisie, Sandy, Rocky, Shroomie, Grassy, Rattie, Stoney, Foodie.



The resin stones in the teeth of Half Elves have become a cultural symbol, as even Relmers who never plan on eating the tooth-shattering nonsense Elves consider food wear them throughout adulthood.

9) RELMERS

-1 GUTS, +1 SMARTS, +1 CHARM

The oldest of the half-races, Relmers have swiftly become one of the most populous kin of Mundain. Known as half-elves to humans, and half-humans to elves, Relmers combine the intelligence and innate magical aptitude of humans with the grace and gorgeousness of elves. Though their mixed blood does come with drawbacks. Relmers born close to their elven heritage require a row of teeth reinforcing resin-stones to chew through the bark and bone of elven diets, while their eyes often develop a short-sightedness requiring Dwarfglass spectacles to see as far as the horizon-chasing humans.

Caught between two very different cultures, most Relmers adopt an urban lifestyle, becoming tradesfolk, shopkeepers, educators and child-rearers, as well as dealing in the arts, literature, prostitution and bounty hunting. Their academic look afforded by their braces and glasses often grants them access to jobs well beyond their social station, which in turn gives knowledge and insight to share among their race. One of their cultural contributions is the invention of whitecloth, a practically useless fabric that offers no insulation, turns transparent the moment it gets wet, and keeps any stain it catches. Despite – or perhaps because of – this uselessness, clean whitecloth is considered a mark of wealth and luxury, affording Relmers another societal boon above their human and elven cousins.

Relmers are the first half-kin to have claimed an entire city as the majority population, the illustrious Relmer's Reach on the border of Uanorl and the city of Iylavyer. Famed for its academic pursuits, most notably the Unspoken University, a learning centre only enterable via magic mirrors gifted to promising students, Relmers Reach acts as a hub for elven fashion and philosophy, and human trade and scholarly pursuits.

Relmers make for useful companions when adventuring, as their city-dwelling has afforded them skills in negotiating, deduction, and deception, while their education makes them apt spell casters and trap makers. That said, they're more fragile than the more rugged rural folk, and really don't enjoy being punched in the face.

Like Humans, Relmer babies are born with without teeth, though develop them much quicker than Human babies, making the Relmer breastfeeding period naturally much shorter, switching to honeydew and Wyrdwood sap after about a month. Newborns are equipped with goggle-like wraparound glasses, which stay with them until their resin-stones are attached to their teeth as teenagers.

Relmers stand between five and six feet tall, have earth and sand coloured skin, and usually have dark hair. Relmer males are only distinguishable from females by their slightly deeper voice and their impressive endowment, dwarfing that of both humans and elves, while female Relmer enjoy the larger bust sizes found on humans. This could be part of the reason behind their endless self-confidence. Relmers easily live to a hundred and fifty, and retain their youthful looks well into their seventies.

TRAITS

1) I was a nanny to a wealthy family's children.

2) My whitecloth is now pink from all the blood I've spilt on it.

3) I tuck my cock up into my belt to keep it flopping past my knees.

4) My hair reaches the floor.

5) I sleep exclusively in compromising positions.

6) I'm not smug, my eyes just don't open very far.

7) My extended family is human, so I never got braces.

8) I collect ugly tattoos.

9) I always carry a cheesy romance novel with me.

10) I'm miserable when away from the city night-life.

11) I'm so often mistaken for a female that I've started to embrace it. In several ways.

12) I keep my hair in a tight slugtail. My forehead is huge.

13) I've never bought a drink in my life. I just flirt for them.

14) I like to write books about imaginary worlds.

15) I have excellent eyesight. I just wear glasses to fit in.

16) I consider even whitecloth to be too much clothing.

17) I like to hang around bounty boards and make eyes at all the sexy vigilantes.

18) I keep my first knocked out tooth in a resin talisman around my neck.

19) I'm very well read, and very annoying about it.

20) I'm immediately, unspeakably horny at the slightest touch of my ears.

NAMING CONVENTIONS

Relmers, being born of elves and humans, use either elven or human names, depending largely on their parents. Oftentimes a combination of the two is used, a personal Elven name and the name of one of their parents as a pseudo clan name.

For example: Illaria Onili, Yuron Wolanion, Elerion Relani, Raili Unalion, Annali Onli.



Wearing a bolt of cloth-backed chainmail in front of ones genitals is a common feature among adventurers that have yet to be stabbed in the chest. While healing magic on fleshy areas is pleasant and tingly, fixing a bone with healing magic is considered more excruciating than breaking one.

10) ALLOYANS

-1 SMARTS, +1 GUTS, +1 CHARM

Taking the white hair, large ears and bottom-heaviness of the Dwarfs and spreading them over a Human frame, Alloyans are an industrious, robust half-race that integrated seamlessly into Mundanian society. Free from the strange traditions of their progenitors, Alloyans quickly took to both urban and rural life, making for excellent miners and merchants, clerks and couriers, courtesans and clothiers, and everything in between.

This love of the status quo has made Alloyans, much like their Dweller cousins, quite rare among the adventuring trade. While Dwellers are perfectly happy in their secluded villages smoking, drinking and endlessly fucking each other, Alloyans are happiest when there's work to be done, and a tight, well planned schedule to do it in. The new and the strange makes the average Alloyan nervous, which makes them particularly bad at magic, thievery and scholarly pursuits.

That said, they often carry a boundless optimism wherever they go, and their sturdy nature makes for useful adventuring companions. While they might not be quite as good at picking locks or casting spells as their Relmer and Dweller cousins, they're much better at taking an axe to the chest. Alloyans will usually join an adventuring party if a friend or loved one is in need, or to explore the world looking for some fun and fruitful work opportunities.

The largest distributor of Dwarven chainmail in Mundain is the Half-Dwarf town of Cocksin, at the entrance to the Great Gash. Here, iron is shuttled by the wagonful to Alloyan family forges that line the main road, creating a rhythmic beat of tinks and clangs that Dweller bards play jaunty music to, with tip bowls at the ready for passing merchants to throw coins in. This has made Cocksin somewhat of a tourist spot, especially for adventurers looking for lazy money guarding the slug-wagons that transport iron from the Lodes, and finished armour down to Bummol and onto Scrann via Krakenship. Novice-made chainmail is often sold in sheets, backed by thick gambeson, to those who can't afford more form-fitted hauberks and tunics. This allows adventurers to stitch the sheets together as they please, though they are usually just hung from the waist or shoulders to protect the vitals.

Alloyans have a particularly easy time giving birth, rarely requiring magical aid from a rural wizard turned midwife. Alloyan newborns look similar to Humans, albeit smaller and with a tuft of white hair. Alloyans can breastfeed, albeit less than Humans, and most defer to the local Dairygirl after a month or two.

Alloyans usually have the same pale skin as Dwarfs, largely due to the mountainous regions most Dwarfs and paler humans choose to live, though their eye colours range from red to orange to yellow. Despite having the same length torsos, Alloyan females have much longer, thicker legs than the five foot tall males, making them about a foot taller. Alloyans are extremely bottom heavy, and much like Dwarfs use their exceedingly low centre of gravity to wield large weapons and tools with ease. Male Alloyan sex organs are on par with humans, while the breasts of females are much more sensibly proportioned than the other races.

TRAITS

1) My hair has a streak of red through it. I think one of my relatives shagged a giant.

2) My butt often gets stuck in doorways.

3) I was born underground, in the Iron Kingdom. I was exiled the moment I got too tall.

4) I'm a very happy drunk.

5) I come from a long line of blacksmiths. A lot of the weird faces on bronze armour are my family members.

6) My parents abandoned me, but none of my siblings.

7) I have Dwarven tattoos all over my arms.

8) I get mistaken for Human surprisingly often.

9) My hair reaches my thighs.

10) I'm due for a quite hefty inheritance when my ghost grandfather dissipates.

11) My ears are full of iron rings and studs.

12) I'm constantly glistening with sweat.

13) My boobs are quite big for an Alloyan.

14) I fashion all my clothing out of spare belts.

15) I can press an entire barrel of funflower oil just by sitting on it.

16) I have heterochromia. When I lay on my side my eyes look like a sunset.

17) I'm happiest during boring tasks, like making chainmail.

18) I was adopted by Dwellers.

19) My former lover was a centaur. I still ache.

20) I have a sizeable bug collection at home.

NAMING CONVENTIONS

Alloyans take from their dwarven and human heritage by taking a Kinsname, though their personal names often take a similar style to Dwellers, affecting their Kinsname. Those born to a Topside Dwarf parent often take their naming structure of being named after stones and minerals.

For example: Len Rynkin, Rhod Rankin, Grit, Gerri Olankin, Tarn Pomkin, Caliche, Drej Drejkin, Lyme, Kren Yornkin, Perki Krankin, Ruby.



A common saying in Mundain: When a Dweller is happy, be happy. When a Dweller is busy, be worried. When a Dweller is running, run faster.

11) DWELLERS

-1 BRAWN, +2 SMARTS

Combining the drunken industriousness of the Dwarfs and the carnal imaginations of the Elves, Dwellers will work incredibly hard to maintain their laziness. Theres is a lifestyle of cozy cottages, sprawling farmland, quality drink, plentiful stinkleaf, and near constant shagging. This has put them at odds with both their Elven cousins, who lament their agricultural blasphemies, and their Dwarven lineage, who see sex as an accidental end to a fruitful argument.

As half-races only emerged after The Great Hootenanny, Dwellers are a relatively recent race. Once incredibly rare, due to the inherent distrust between Elves and Dwarfs, Dweller populations exploded upon taking up their sedentary, rural lifestyle. The relative proximity of the Dwarf Lodes to Uanorl means the vast majority of Dweller settlements, much like the Alloyans, exist throughout the Great Gash.

It's somewhat rare for a Dweller to accept the call to adventure, save the promise of such wealth as to retire early and spend the rest of their life under a blanket with a good pipe and someone to fondle their genitals. That said, there are a myriad of folk tales dedicated to plucky Halflings that rise to the challenge and perform great feats during grand adventures, though anyone that refers to Dwellers as Halflings tends to get head-butted in the balls.

Dwellers have inherited some of the impressive fertility of their Elven progenitors, though not so much that they turn into trees when they die. Pregnant Dwellers often give birth to twins, triplets and quadruplets regularly. Communal raising of children is common throughout Dweller villages, usually by pairing a grumble-bee apiary with a daycare centre, as honey is a staple of children's diets. Dweller newborns are able to fit in the average tavern mug, and teenagers enter puberty at about two feet tall. The desire to get away from enormous families and nosy and often related neighbours is a large part of why Dwellers can be found all across Mundain.

Dwellers make for excellent farmers and slugherds, the lush fields of The Great Gash doing the majority of the work for them. The primary meats of Mundain - Beefbugs, Chickenwyverns, Grabbits and Slugraptors - all require little more than good pasture and the occasional mealworm treats, and crops are harvested three times a year; an event that requires the whole village's begrudging participation, after which communal feasts are held, strong drink is brewed and shared, and half the village ends up pregnant.

That said, their impressively fervent desire to avoid doing any work lends them a low cunning of their own. Dwellers are remarkably apt at making plans, learning spells, lockpicking and negotiating. Perhaps it's because thinking requires less effort than fighting, or because their lifestyles of quiet luxury affords them to ruminate on ideas and philosophies, but a Dweller in an adventuring party often inadvertently gains a leadership role, especially when it comes to matters of coin, food, strategy, and sex.

Dwellers are no taller than three and a half feet, with females having slightly longer legs, making them an inch or so taller than males. Their skin and hair is earth and sand colours, and males often sport facial hair from a young age.

TRAITS

1) My ears wiggle when I'm enjoying myself.

2) I wobble excessively at the slightest poke or prod.

3) I always take advantage of being at genital height to humans.

4) I'm only here to get rich.

5) My prize possession is a pipe as tall as I am.

6) I instinctively take my trousers off when I go indoors.

7) If I'm not drunk, I'm hungover.

8) I always have a plan to get in and out of trouble.

9) No matter what I'm wearing, my tits fall out when I sneeze.

10) I giggle when I'm doing something devious.

11) I carry an ale mug that's larger than my thigh.

12) I'm always sporting a black eye.

13) I'm my village's village idiot.

14) I'm of the opinion that money is the only thing that can actually buy happiness.

15) I fiddle with a lucky coin when I'm nervous.

16) I own the world's comfiest sofa. I miss it every day.

17) My parents disapprove of my galavanting.

18) My arse is as wide as an elf's. I take up a surprising amount of space.

19) I wear red clothing in urban areas so people don't trip over me.

20) At every opportunity, I will get a tall person to carry me.

NAMING CONVENTIONS

Dwellers, largely eschewing their elven and dwarven heritage, use family monikers alluding to their familial trades. Their personal names are somewhat similar to elven names, though with fewer syllables and more hard consonants. Personal names are agendered.

For example: Den Farmer, Rett Weaver, Jym Fiddler, Karn Planter, Rhyn Tailor, Emmi Carver, Luu Buttons, Kris Brewer, Fenn Dancer, Dyn Courier



There are depictions of seemingly ancient Otherlings from prior civilisations, wreathed in fire and torturing people in strange and sadistic ways. Those that have met Otherlings know they prefer puzzles, books and complicated board games to interacting with unknown people.

12) OTHERLINGS

-1 ONE ABILITY, +2 ONE ABILITY

According to the Dwarven Superstition of Genetics, Otherlings should not exist. But after The Great Hootenanny, when the half-races started popping up, occasionally an Otherling is born. Described as being "a little bit of everything", Otherlings have the horns of Centaurs and Satyrs, the tails and skin colours of Dragonkin, the ears and frames of Elves, and the oversized sex organs of Relmers and Dwellers. Because of this, as well as their seemingly random parentage, Otherlings are embraced across all echelons of society.

This acceptance has given them an advantage in their skills and abilities, allowing Otherlings to specialise in professions far more than the other races. But with this specialisation comes a lot of naivety about the wider world. While an elven bar dancer might not be as graceful and seductive as an Otherling, they understand and appreciate the finer points of avoiding thrown beer mugs and picking up teeth. And while a Human shopkeeper might not calculate their finances as well as an Otherling, they know how to establish lasting relationships, bribe and cut deals far better.

This hyper-fixation can be incredibly helpful among parties of adventurers. It's rare than an Otherling takes a leadership role, but with the right background they can fill any combat position as well, if not better, than the other races. Otherlings are surprisingly common among the adventuring caste, usually having been talked into it,

The far eastern city of Awaiy'wiye, formerly a majority Human settlement, has become an overwhelmingly Otherling culture, due to an odd magical force in the region causing all children born there to be Otherlings. Even traders that visit the capital of Ono just once will produce Otherling offspring from then on. These strange occurrences are making Otherlings as prolific as Dwellers and Relmers throughout Mundain, and with them come the prevalence of dishes of raw fish, alcohol made from rice, and using tentacle-heavy mimics as sexual companions, a practice that has rapidly grown in popularity.

Otherling newborns have no set instructions for rearing, since they can come from any coupling. Human and Otherling born ones breastfeed, Elven born ones drink sap and honey, Dwarf and Goblin born children can drink mushroom soup, and Orcish and Dragonkin born ones can happily chew on meat. Otherling newborns have full-length tails, bundled tightly in the womb, that unwrap on their way out in a somewhat unsettling experience. Those born in Dragonkin eggs have a separate, attached egg for their tail. Their horns grow rapidly as teenagers, reaching full size at around eighteen.

Otherlings range between four and seven feet, have pastel to rich skin and hair colours, and black eyes with yellow sclera. Their horns and ears vary wildly in size and shape, while their tails range between four and eight feet. Males are usually taller and broader than females. Otherlings live comfortably for around a hundred and fifty years, though there are some rumours that in the city of Ono live First Generation Otherlings at nearly five hundred years old.

TRAITS

1) I came from a Dragonkin egg. It was weird.

2) One of my horns broke, and grew back longer.

3) I like to tie myself up with my own tail.

4) I'm covered in little pink freckles.

5) I use my tail to tickle people in large crowds.

6) None of my parents clothes fit me so I've been practically naked for most of my life.

7) I have buck teeth and braces, like a Relmer.

8) My ears are gigantic.

9) I've spent most of my adult life in a local tavern.

10) I'm on a quest for revenge. It's going poorly.

11) I was left on the steps of a city temple, and brought up as a scholar.

12) My hair can only be described as an explosion.

13) I found a pair of gambeson leg warmers, now they're my prized possession.

14) My cock has fleshy rivets around the head. I'm told they're very fun.

15) I wink at strangers. Most of them blush.

16) I was born from a sorcerer's experiment.

17) I have strange circular scars running along my arm.

18) I have a short temper, and it gets me into trouble.

19) I'm fascinated by stuff from the ancient ages.

20) I keep a selection of herbs in a little satchel for cooking.

NAMING CONVENTIONS

Otherlings, being born from any combination of kin, can have any naming structure, depending on their parents. Culturally, Otherlings born to Otherling parents take a naming format similar to Dwellers, having grown naturally from a family moniker, though with slightly softer personal names.

For example: Renni Piper, Wyllin Cook, Yullyn Wheeler, Turia Miller, Samni Potter, Suli Sadler, Vyll Carpenter



TRINKETS

Every adventurer keeps a little something from their life before, either a memento of the past or a reminder for the future.

Roll a (d100) or choose a trinket.

1. A Tooth Faerie's I.O.U
2. A slugrubber prophylactic
3. A little book of invented profanities
4. A black dragon's scale
5. A bundled lock of pure red hair, six feet long
6. An envelope, with several shades of lipstick kisses
7. A crayon drawing of a map
8. An Anti-Houser's belt-collar
9. The head-flower of a sickly Elf
10. A trailsnail's shell
11. An unsent love letter
12. The red-cap of a Garden Gnome
13. A pair of Lucky Seven dice
14. A Scum-Rum jug, something rattling inside it
15. A Dragon-Gold coin, scratched black
16. A letter from an orphanage
17. A Gladiator's ring, dented
18. An empty vial with a skull drawn on it
19. An old pornographic magazine
20. A woman's locket, the hinge is broken
21. Some guy's ear
22. A fresh pair of socks
23. A pendant from several civilisations ago
24. A triptych of the Demigoddess T'hot
25. A handkerchief, stained in blood
26. An invitation to an annual orgy
27. A wrap of black feather quills
28. A plush doll of a Splatcat, one eye button missing
29. A subscription card to "Jugs", pottery magazine
30. A homunculus jar, empty
31. A spare pair of mens underwear
32. A sketch of a Swamp Nymph, breasts exaggerated wildly
33. A whitecloth bikini, speckled with someone else's blood
34. A steel wristband, inscribed
35. A Trogre's toenail, about the size of a human fist
36. A summons to a Blood Magic cult's headquarters
37. A wizard's kiss, won't come off your cheek
38. Dad's old mothsloth slippers
39. A pair of low-cut boots, the toes cut out to fit your feet
40. An ornately carved smoking pipe
41. A small purse of teeth, various shades of yellow-white
42. An Allowean mask, child sized
43. A glass eyeball, in a strange colour
44. A signet ring of a fallen Great House
45. A vial of ectoplasm, occasionally smiles and waves
46. A tattered Spidersilk robe, burnt at the edges
47. A set of Otherling tail rings, in various metals.
48. A tiny mimic husk, bristling with coral spikes
49. A magic amulet that used to do something, not anymore
50. A Nymph's tooth, razor sharp
51. A Faerie corpse suspended in a tube of amber
52. A centaur's cock ring, loose on an average wrist
53. A broken lute, teeth stuck in the wood
54. A pack of playing cards, about half are missing
55. A crumpled letter, starts with the words "Meet me at..."
56. A vial of blood, bubbling with magic
57. A zombie's hand, gives people the finger when shown off
58. A branch dancer's Gobfrog bikini, and a note
59. A tasseled armlet, decorated with slugraptors racing
60. A tiny mimic, the size of a fist, with one big eye
61. A wine glass, decorated with glass dragons on the stem
62. A turnip with a face grown on it
63. The tip of a Dragonkin's brain tendril
64. A Sexjester's bell-riddled hat
65. An account of one of the goddess Tali Mori's afterlifes
66. A Turnip Knight's tabard, spattered with blood
67. An Awaiy'wiye painting of vigorous tentacle shagging
68. A scullery maid's kiss, on a silk napkin
69. A wood lunchbox, with the last sandwiches Mum made
70. A pamphlet on Elvish fashion
71. A Hot Dog's bell collar, damaged
72. A charcoal sketch of a black dragon, burned at the edges
73. A Cottonbug larva, about the size of a fist. Eats slime
74. A Baker's Guild bounty, seeking the Choconomicon
75. The tip of an Otherling's horn
76. A pamphlet on Orcish customs, soaked through
77. A journal filled with wine bottle labels, almost full
78. A life-like painting of a Relmer's penis, signed
79. A Postal Knight's cap, and an unsent letter
80. The handle of a broken longsword
81. A ticket for the Scrann Arena, with undercroft access
82. A purse of pewter miniatures, Dwarfs and monsters
83. "The Unsanctioned Utterings of T'hot", Bible
84. A Dragonkin's Senate Duty letter, recently sent
85. A set of steel ear-rings, Goblin sized.
86. A wooden spoon, skulls carved into the handle
87. A wineskin, naked Satyrs burned into the leather
88. A jar of blue warpaint.
89. A plush doll of a Mothsloth, most of the fur missing
90. A chunk of gingerbread from a witch's daycare wall
91. The home address of a travelling bard
92. A Harlot's Guild rejection letter
93. A tattered pair of stripy thigh-high socks
94. A book of deliberately terrible pick-up lines
95. A red cloak and hamper, with notable claw marks
96. Shrapnel from an Alchemist's Guild explosion
97. "The Big Book of Boobs" seventy second edition
98. A martial treatise on kicking people in the bollocks
99. A masquerade ball's mask, spattered with blood
100. A weird tarot card, "The Phallus"

Trinkets offer a small window into your adventurer's former life or personality. Think about why they keep this trinket with them, if it's part of the reason they became an adventurer, or if it's a reminder of home.

Combining a Trait, a Trinket and a Background could give you a very clear, or very weird, picture of who your adventurer is.

If you're an experienced player, or have a clear vision of who your character is, feel free to invent your own Trinket.



Monster hunters prefer to armour the limbs and any extruding parts, to avoid bites and latching. The chainmail bikini is a popular choice for medium armour, covering the parts a monster is most likely to latch on to, while allowing for mobility and avoiding overheating. Allegedly.

ABILITIES

Your four ability scores determine what your character is good and bad at, abstracted to numbers which are used in Dice Challenges, various tasks in which there is a chance of failure.

Certain Kin have an innate advantage over others with some abilities, such as Goblins having +1 Guts, due to their squishy bodies being able to withstand impacts, while Relmers; having -1 Guts, but +! Smarts and Charm, are fragile, but more intelligent and attractive.

There are two ways to determine your Ability Scores.

By rolling, **start from - 4 for each ability,** then roll **(4d6)** dice, assigning each dice to a score of your choosing, then add your racial bonuses to the scores. For example, if you roll +2 Smarts, and your character is Human, your total is +3 Smarts.

Alternatively, you can choose a **Background**, with pre-assigned Ability Scores on the next pages.

Your four abilities are below.

SMARTS (SMT)

Your ability to cast spells, pick locks, disarm traps, investigate clues, and notice if something's off. In conversation, use this ability to outwit or convince someone. You'll check this ability whenever you need to cast a spell.

BRAWN (BRN)

Your ability to hurt people, carry heavy things, arm wrestle, and perform feats of strength. In conversation, interrogate or intimidate people. You'll check this ability every time you take a swing at an enemy.

GUTS (GTS)

How tough and dexterous you are. Withstand damage, avoid traps, leap over obstacles, wriggle out of being grappled and avoid getting drunk. Use this ability to impress people in conversation. You'll check this ability every time someone attacks you.

CHARM (CHM)

Your charisma and attractiveness, determines how strangers treat you and your ability to convince enemies not to fight, or distract them with sexual acts while the party sidles past. In conversation, use this to get people to like you, or seduce them into doing what you want.

Remember, your Ability Scores seem a little low, your character starts at Level Zero, no stronger or smarter than the average commoner. Your abilities will increase as you Level Up, to a **maximum of +9.**

The **lowest** your skills can get is **-6,** for example if you make a pact with a Warlock Patron.



The notorious Faerie known as Flicker Bean is infamous for recruiting orphans from the streets of Hammen-Toil, training them as capable raiders and unleashing them on unsuspecting port towns and pirate coves, stealing booze, jewels, silks and rugs, anything she suspects Kin find valuable.

BACKGROUNDS

Most adventurers are from common stock, their most fascinating stories being ahead of them, not behind.

These backgrounds provide a little bit of insight into the type of folk that become adventurers. Remember, once you choose a background to add your racial bonus to the score.

For example, an Alloyan Strumpet would have ability scores of -3 Smarts, +1 Brawn, +2 Guts, and +3 Charm.

Wizard's Assistant: Wizards need practice, and need people to practice on. You've probably forgotten what you originally looked like, but most thaumocosmetic spells are created to make folks look more attractive. Most.

SMT: +2 BRN: -2 GTS: +1 CHM: -1

Turnip Knight: An allegedly noble profession, your job was to cart the villages excess crops to the nearest town, and come back with money. As with all Knight jobs, it's called that because there was a not insignificant chance of being stabbed or eaten while on the job.

SMT: -2 BRN: +2 GTS: +1 CHM: -1

Cottonbugger: Making light and airy clothing for Mundain's swampy, humid climate, using Cottonbugs, Mothsloth fur, Elven sapweave, and Silkspider cloth. You're noticeably better dressed than your colleagues, with more intricate patterns on the cloth.

SMT: +1 BRN: +1 GTS: -2 CHM: -1

Mushroom Bride: A weird tradition among the denizens of the Great Gash, to send a village daughter off to the Fungal Forests to hold back the huge mushrooms with music and dance. You came back after your tenure was done, with weird eyes and mushrooms growing in your hair. You say "woah" a lot.

SMT: +1 BRN: -1 GTS: -2 CHM: +2

Butcher's Guild Apprentice: Beefbugs, chickenwyverns, waddledogs, grabbits, trail-snails, and porkslugs, drained, gutted, hung to dry, carved and sold. Usually to tottering old ladies who wanted a sample for every slice. You're good with a blade, and separating meat from bone and flesh from chitin.

SMT: -2 BRN: +2 GTS: +1 CHM: -1

Orphanage Work-Program: When kids come of age, they're expected to start contributing to the orphanage financially if they want to stay. After a handful of menial gigs set up by the orphanage mistress, you figured adventuring might make some cash for the little ones.

SMT: -2 BRN: -1 GTS: +2 CHM: +1

Slugherder: You moved livestock from pasture to pasture, and drove them to the abattoir when the time came. You probably learned to ride a slugraptor or waddledog from a young age, and can appreciate a nice, slimy coat. You're happiest during slow and peaceful days.

SMT: -2 BRN: +1 GTS: +2 CHM: -1

Sewer Knight: A miserable, frightening job. You patrolled the town's sewer systems with a candle helmet and an axe, chopping up shit mountains and the monsters born from bodily fluids. Well paid, but terrible.

SMT: -1 BRN: +: GTS: +2 CHM: -2

Hair Damsel: You spent your days high in a ramshackle tower in the centre of town, your hair growing rapidly so it could be cut, treated, and used for bedding, furniture, and - if your hair was good enough - clothing.

SMT: -1 BRN: -2 GTS: +1 CHM: +2

Mimic Breeder: You spent your days in an orgasmic haze, having mimic eggs implanted and released from your various orifices via thrusting tentacles. More productive for those with a womb, but anyone can make a career out of hatching these popular pets and assistants.

SMT: -1 BRN: +1 GTS: +2 CHM: -1

Stolen Child: You lost your parents, and was taken under the wing of an ambitious Faerie. After years under her vicious tutelage, training to raid the coffers of honest, hard working pirates, you found a chance to escape. You've already lived a life of combat, and won't squirm at the thought of killing a person.

SMT: -2 BRN: +2 GTS: -1 CHM: +1

Trader's Guild Caravaneer: You spent your life on the road, in great guarded caravans across land and sea. You know when you're being ripped off, but you kept to the trade routes so often you don't know much else.

SMT: +2 BRN: -2 GTS: -1 CHM: +1

Alchemist's Guild Meat Shield: You were paid quite well to stand in front of alchemists while they worked with bubbling potions and fizzing powders, and were usually revived quite quickly when they went off. You're tough.

SMT: -1 BRN: -2 GTS: +2 CHM: +1

Travelling Sexjester: Mundain's entertainment scene is obscene, puerile, and slapstick. Troupes of bards and actors performing salacious routines and impressive insertions to the braying laughter of the crowd. You have a hat with bells on and several pink wobbly things at home.

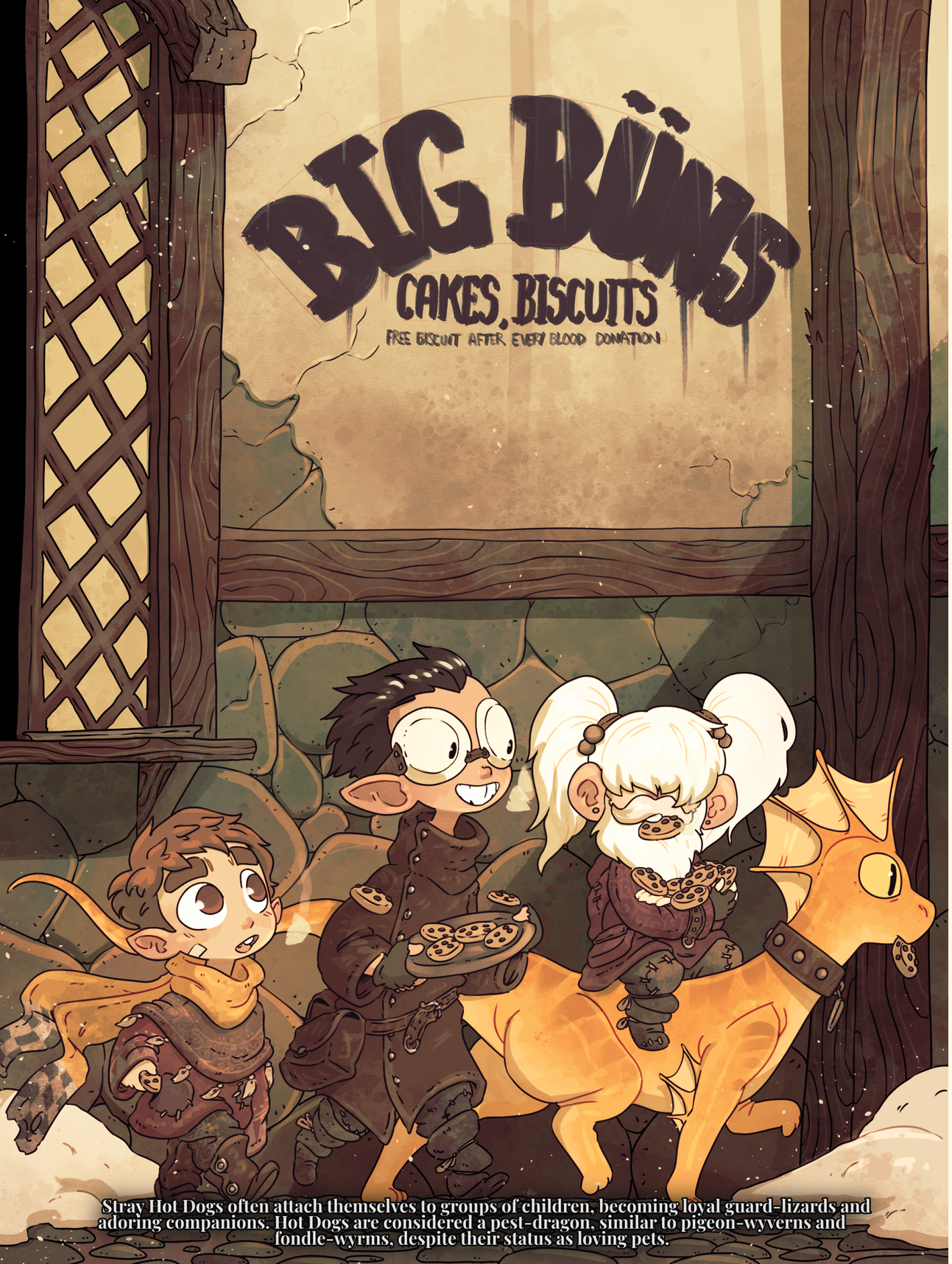
SMT: +1 BRN: -2 GTS: -1 CHM: +2

Former Scion: You absconded from the duties of your Great House - planning assassinations, strategic purchases of resources, endless pregnancies and sabotage of other Houses - for a life where you're free to earn your own money and make your own terrible choices. You're well dressed, and stick out among the plebs.

SMT: +2 BRN: -1 GTS: -2 CHM: +1

Postal Knight: Possibly the most dangerous, sordid and exciting profession one can have inside the city walls. You delivered letters and parcels to dark alleys bristling with orphan-held shivs, ran from barking, slathering Hot Dogs, and were often pulled through the doorways of salacious house-spouses for on-duty shagging.

SMT: -2 BRN: -2 GTS: +2 CHM: +1



Stray Hot Dogs often attach themselves to groups of children, becoming loyal guard-lizards and adoring companions. Hot Dogs are considered a pest-dragon, similar to pigeon-wyverns and fondle-wyrms, despite their status as loving pets.

Thieves Guild Boarding Schooler: A common practice of the Thieves Guild is to provide philanthropic services to the local community, so the locals won't turn them in. You grew up in a Guild Boarding School, where - for an additional fee - they won't teach kids how to be pocket-pinching little bastards. A fee your parents couldn't afford.

SMT: +2 BRN: +1 GTS: -1 CHM: -2

Dragon's Damsel: Abducted by a Dragon to act partly as treasure and partly as a prize for any party that could defeat them, a typical practice for bored Dragons. After years of paltry attempts by unimpressive adventurers, you were traded for someone prettier or more important.

SMT: -1 BRN: -2 GTS: +1 CHM: +1

Roadwarden's Squire: The Roadwardens are Trader's Guild Knights that ride the roads from Relmer's Reach to Hammen-Toil, making sure the trade routes are safe from Fae and Foe. You kept their armour clean, their food hot and their bedroll warm until their demise.

SMT: -1 BRN: +2 GTS: +1 CHM: -2

Kraken Tamer: Most Krakenships still use wild Krakens to build boats on the shells of, and the family business was one of harpooning and exhausting Krakens, dragging them into port and feeding them mountains of krill and shellfish until they complied with having a ship on their back. You gave it all up when a taming went wrong.

SMT: -2 BRN: +2 GTS: +1 CHM: -1

Troothsayer: The fortune tellers of Mundain don't deal in destiny or prophetic riddles, instead detailing very specific, very unimportant parts of a person's life, such as "You will run out of marmalade at three fifteen on the forty second of Maybi, and Juli's Jams will be shut." Troothsayer practices include dunking small straw dolls into bowls of tea, igniting and inhaling the smoke of tarot cards, and eating dice. You decided this was stupid.

SMT: +1 BRN: -2 GTS: -1 CHM: +2

Blood Bucket: Of the innumerable small northern villages protected by the vampires of Castle Shagwell, you were one of many selected to be the daily dessert. Stuffed with cakes and pastries, your blood was sweetened and your neck served to the Shagwells as the after-dinner mint. Dinner was also blood.

SMT: -2 BRN: -1 GTS: +2 CHM: +1

Arena Soaper: The gladiators of the arena are local celebrities, and it was your job in the arena undercroft to keep them suitably blood-free, shiny, and sexually undistracted. You picked up a few combat tips during soapy gropings, and eventually earned enough to buy some gladiatorial gear of your own, designed to make even the most feeble look heroic.

SMT: -1 BRN: -2 GTS: +1 CHM: +2

Ex-Dairygirl: You've got ears, horns, a fluffy tail, and enormous tits, whatever gender you are, so long as you're at least Half-Human. Usually travel with a **Squeezer** companion. Sometimes produces nourishing Milk.

SMT: -2 BRN: -1 GTS: +1 CHM: +2

Trader's Guild Pamphlet Knight: You spent your teens lounging around your small town in ill-fitting chainmail, propped up against a rusty halberd, and wearing a tunic that pointed to a shop having a sale. Occasionally you'd tackle a thief or help clear a burning building, but mostly it was letting passersby know where they can get a great deal on cart insurance.

SMT: -2 BRN: +1 GTS: +2 CHM: -1

Assassin's Guild Leafer: The Assassin's Guild are known for getting stoned before their missions. As well as after their missions, and usually during their missions. You were the local outpost's cultivator of Stinkleaf buds, as well as the Getter of Pizza. Haven't killed anyone yet.

SMT: -2 BRN: -1 GTS: +2 CHM: +1

Strumpet: A non-Guild sex worker, often working in one of the myriad of nameless villages smattered throughout Mundain, or hired by an adventuring party to boost morale and distract threats. Your body isn't magically altered like those of the Harlots Guild. At some point you decided swinging a sword around would be more fun or profitable.

SMT: -2 BRN: +1 GTS: +1 CHM: +2

Woodsman: Towering pillars of meat and muscle, ordained to chop back the flora and fungus that encroach on hapless villages. Local folk heroes that occasionally bury their weapon in monsters looking to sully travelling maidens, and bury their other weapon in travelling maidens looking to sully themselves on a monster. Big-chinned, big-dicked, friendly, heroic.

SMT: -2 BRN: +2 GTS: +1 CHM: -1





HEALTH

The total amount of damage you can take before you are Downed.

5 + d6 + Guts

DOWNED

When your Health reaches zero, you become Downed, and unable to act. Think of it like being unconscious, or holding your guts in.

DEAD

When you've been Downed for three of your turns without being healed or stabilised, you die. Adjacent adventurers can stabilise you with a Tactical Action, which means you're still Downed but not dying, or heal you with magic or healing potions to get you back into the fight.

REFRACTORY PERIOD

Known colloquially as "sage time", "post-nut clarity" and "immediately feeling disgusted with your life choices", the refractory period is that window of time after sex when the idea of more sex is frankly unthinkable. Don't worry, it passes quickly, but in the depths of dungeons or deep in dangerous territory, it's something all adventurers have to think about.

An adventurer's Refractory Period dictates how long they have to wait before engaging in Sex again. This can be pretty important in dangerous scenarios, like in dungeons. Roll a (d6) on the table below to determine your Refractory Period, regardless of gender.

1) 1 hour, 45 minutes
2) 1 hour, 30 minutes
3) 1 hour, 15 minutes
4) 1 hour
5) 45 minutes
6) 30 minutes



Dungeon Cleaners are often skilled swordsmen when not laden with half a ton of second hand crap.

BUYING GEAR

Having sold the vast majority of your belongings, you've scrounged up enough jade to purchase some bargain bin armour and a dead man's weapon, or if you're a little more intelligent, you've been taught a spell or two from a wandering wizard. Hopefully you've still got enough for food, water, a light source, and all the other nonsense required to go dungeon crawling.

Once you've figured out your character's abilities, it's time to buy equipment that would suit their strengths and weaknesses. You can start with **300 jade**, or if you're feeling lucky, roll a d6 and multiply the result by 100. Then, the next few pages to buy some gear.

ESSENTIALS

You'll need, at the very minimum, some **armour** and a **weapon** before jumping into a dungeon.

RECOMMENDATIONS

Below is a list of gear your party should have among you, to be prepared for any eventuality.

A light source, either torches or a lantern.

Food & Water, not just for long journeys, but to cure certain Status Effects.

Healing Potions, especially if you don't have someone among you with the Heal spell.

Lockpicks, for doors and treasure chests.

Rope. Always handy.

Keep this section in mind when you've got some extra cash after a quest or two, you'll be able to buy more gear, spells and martial skills throughout your adventure.

ADVENTURING KITS

If you'd like to jump straight into the game, you gain buy pre-made adventuring kits, that come with armour, a weapon, and some appropriate gear for a given role. You can find these on page (___)

"Who's that old feller with all the shit on his back?"

"Ah, that's Ol' Ulric. Dungeon Cleaner. Y'know how sometimes a party'll go into a dungeon and not come back out?"

"Yeah?"

"Well, Ulric'll go in, peel anything useful off of 'em, and go town to town selling second hand gear."

"Oh... "

The Dwellers lounged against the ill-made stone partition, puffing their stinkleaf pipes contemplatively and watching the old coot trudge his way to the village square.

That's a bit grim, ain't it?

"Well it's just one of the many career paths available to ex-adventurers. Y'know, the ones that don't retire to a life of luxury, or end up dead."

"What are the others?"

"Well, uh...," A thoughtful puff pinkened the elder's eyes. "Openin' a pub, that's a popular one. Usually with a stupid name and a prop to match, like The Purple Head has that trogre's head mounted on the wall. Or The Deep Thrust has that greatsword over the bar."

"Always wondered why that wizard's pub on Knobbin Lane was called the Obvious Euphemism."

"Right, right. Uh. Well wizards usually open book shops and glare at anyone that tries to buy something. Dancers 'n' Bards eventually figure out they make more money touring than dungeon crawling. Paladins tend to settle somewhere and try to teach farmers algebra." Another puff. A longer pause.

"So the main reason to become an adventurer is to earn enough money to stop being an adventurer."

"Aye."

The younger exhaled sharply, impressed by his own wit. A plume of purple smoke escaped his nostrils.

"S'pose if you don't like farming," the younger continued, "it might be worth a go."

"Aye, if you enjoy being stabbed more than bugherding beefbugs," retorted the elder. "Can't see the appeal, myself."

Ol' Ulric had stopped, accosted by a pair of young Dwellers eagerly picking over his wares. Rusting chainmail was held up to imagine the fit, and hefty swords were held limply, sparking off the cobbles at every practice swing. Giggles and excitement followed the exchange of blue-green jadecoins, and Ulric carried on.

"Bloody kids," snorted the elder. "Naught wrong with a village life. Quiet. Easy. Simple. Find yourself a trade, forgin' nails or squeezin' tits, find yourself a good woman, house, kids, repeat."

The younger squinted at the pair of newly armed youngsters.

"Ain't those your daughters?"



With warfare a thing of the past, notable battles of the last five hundred years include the Clash at Crook's Corner, the Battle of The Barber's and the Siege of Dayv's House.

WEAPONS

After millennia of global warfare, and monsters lurking throughout the dark corners of the world, practically everyone has at least one weapon on their person at all times. While there hasn't been a thousands strong war in well over a century, there's always something, or someone, that needs stabbing.

Basic weapon attacks deal the weapon's dice damage, plus its material damage, plus the wielder's Brawn stat. For example, a wood short sword wielded by someone with +2 Brawn would deal (d4+1+2) damage. If they roll a 3, that's 6 damage total. Weapons marked with **(2H)** require two hands to wield, so can't be used with a Shield or dual-wielded.

You don't need to roll to see if you hit the enemy first, except in special circumstances, such as being Blinded or using a martial skill. You'll learn about these later. **You can carry up to 3 weapons**, but switching between them requires a Tactical Action, and they're expensive when you're just starting out.

BASIC WEAPONS

Every weapon has its dice damage beside it. Roll this when making an attack.

(25j) **1. Dagger (d4)**
(35j) **2. Staff (d4)**
(40j) **3. Throwing Knives (d4) (d4 Ranged)**
(40j) **4. Sword (d6)**
(50j) **5. Mace (d6)**
(50j) **6. Throwing Axe (d6) (d6 Ranged)**
(60j) **7. Axe (d8) (2H)**
(80j) **8. Bow (d6) (d8 Ranged) (2H)**
(80j) **9. Maul (d8) (2H)**
(85j) **10. Greatsword (d10) (2H)**

NOTE: For convenience, ranged weapons have infinite ammunition in this game.

MATERIAL

Remember to add the price of the material a weapon is made of when buying or selling it. This material chart especially comes in handy when using Improvised Weapons in bar fights and other non-lethal combat encounters.

(+10j) **1. Wood.** +1
(+10j) **2. Stone.** +1
(+30j) **3. Bronze.** +2
(+30j) **4. Iron.** +2
(+70j) **5. Steel.** +3
(+70j) **6. Glass.** +3

ADVANCED WEAPONS

These weapons have special effects or attributes, so aren't recommended for your first character.

(50j) **11. Shield (d4)** (adds its Material to Armour Saves)
- Can bash enemies with it.

(90j) **12. Crossbow (d8) (2d8 Ranged) (2H)**
- Costs 1 Tactical Action to Reload

(75j) **13. Flail (d10)**
- If the user rolls a 1, they hit themselves in the groin & take d6 damage.
- If the user rolls a 10, deals double damage.

(60j) **14. Whip (d6) (2d6 Ranged)**
- If the user rolls 10 or higher, makes a humanoid target prone.

(75j) **15. Caestus (d4)**
- After using your Combat Action to attack with the Caestus, you may use your Tactical Actions to attack again, once per Tactical Action.

(100j) **16. Halberd (2d8) (2H)**
- Can attack Nearby targets, or attack past allies.

(90j) **17. Lance (d10)**
- Deals 2d10 when mounted.

(65j) **18. Sacrificial Dagger (d4)**
- Adds d4 to Blood Magic spells without losing Life, OR adds the damage dealt in an attack to a Vampire's Blood Gauge.

(100j) **19. Curved Greatsword (2d6) (2H)**
- Using this weapon grants the Cleave martial skill while in use.

(80j) **20. Bedroom Gratificator (2d4)**
- If the user rolls 8, makes a humanoid target prone.
- Adds d6 to all Sex rolls.



Mundain has a "One-size-fits-nobody" approach to clothing, seen most often in their trousers. Sewn for Orcish legs, trousers are taken home and cut vaguely to size, the extra cloth used for socks, tabards, and crop-tops.

ARMOUR

With so many shapes and sizes to attempt to conform to, only the most experienced and well-paid mercenaries and headhunters can afford sensible and form-fitting armour. For the up-and-comers, a mish-mash of inherited and purloined scraps of leather, chainmaiL and plate is the best you can afford.

Armour negates incoming damage, and determines your ability to sneak around. Whenever you get hit by an attack, roll your Armour Save and add (or subtract) your Guts to determine how much damage you negate.

Some classes require lighter armour to perform effectively. You'll learn about Classes later.

1) SKIMPY: (d2)

You're wearing less than what most people wear to work, which isn't a lot in Mundain's hot and swampy climate. Branch Dancers wear bikinis to show off, Wizards wear thin tunics so they don't sweat themselves to death when casting difficult spells . **Skimpy armour costs (30j).**

2) LIGHT: (d4)

About as much defence as the average person wears, usually with long leather waders and vague leather accoutrements strapped about the limbs to avoid thorn cuts and orphan daggers. Stupider thieves wear a hood or scarf to give their targets a sporting chance of spotting them. **Light armour costs (75j).**

3) MEDIUM: (d6)

Scatterings of chainmail and plate protect elbows, knees, or parts of the torso. There's still plenty of space to stick a knife in, but that's what healers are for, right? Some Clerics and Fighters wear medium armour, the former because money is better spent on Holy Merchandise, the latter just to show off. **Medium armour costs (150j).**

4) FULL: (d8)

You're decently covered in metal, leather and spider silk. This'll make a lot of noise, but you're not gonna get hurt as much as the guy running around naked. Many Fighters and Paladins wear Full armour, knowing that their main goal in a dungeon is to collect bruises. **Full armour costs (350j).**

FITTED ARMOUR (2d6)

Fitted armour is incredibly rare, notable only among the wealthiest of mercenaries, noblest of knights, or most cynical of paladins. Thanks to Dwarven industry, Fitted Armour is cheaper for Dwarfs, Dwellers, and Goblins, due to having similar body shapes of those from the Iron Kingdom. Buying a set of Fitted Armour requires one session of Downtime, to be properly measured. Fitted Armour can be temporarily reduced to Medium armour should the wearer end up with any sort of eggs inside them.

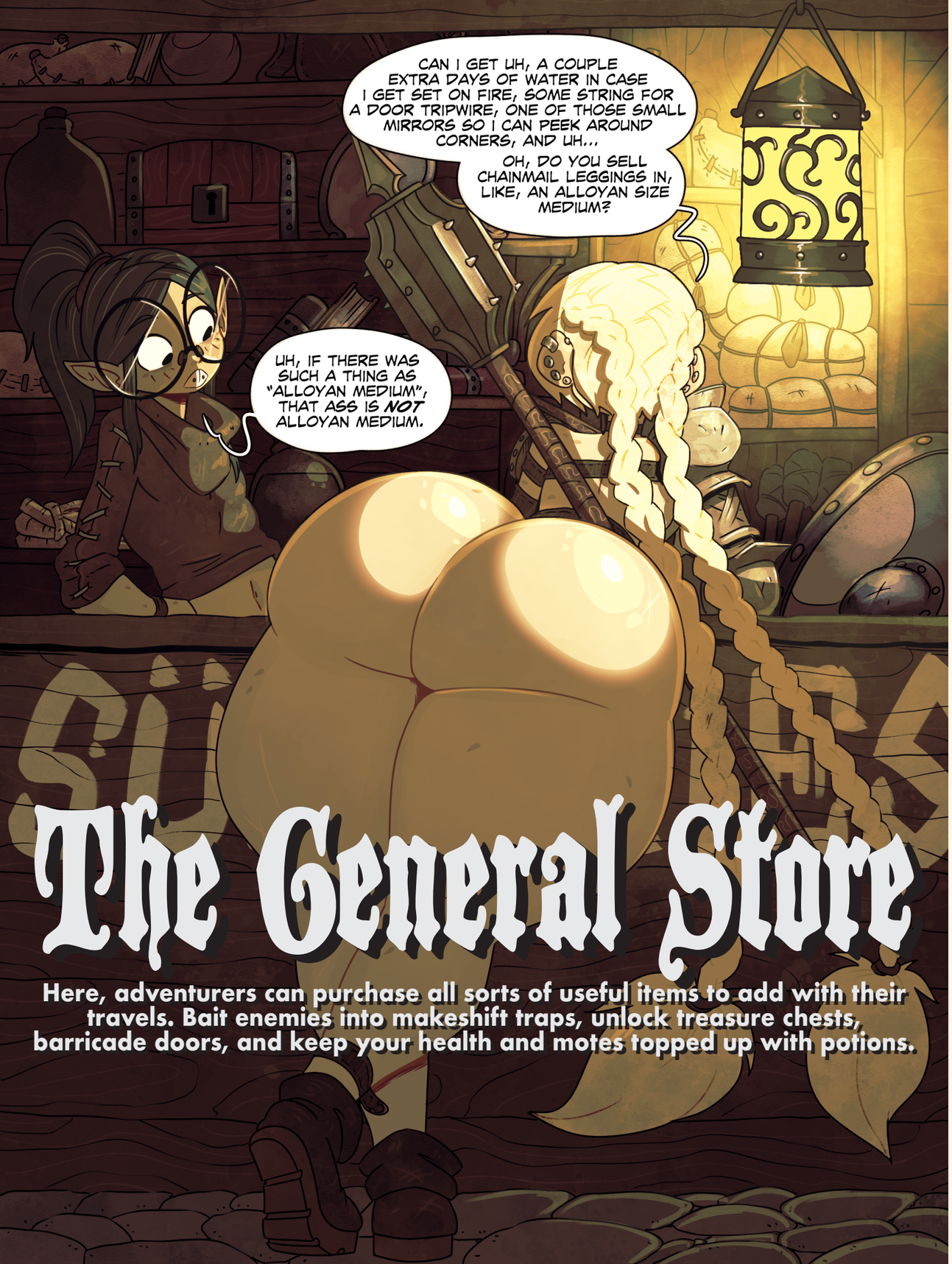
FITTED ARMOUR (2d6)

Interlocking plates of dark steel, engraved with maker's marks and the faces of the forger's family. The only gaps in this mobile fortress are at the joints, groin, and back of the legs. **Fitted armour costs (1200j) for Dwarfs, Dwellers, and Goblins, and (1500j) for everyone else. It also requires a session of Downtime to be fitted.**

ARMOUR UPGRADES (+1)

When buying or finding pieces of Armour on the Loot Table, add +1 to your Armour Save, as if you've strapped a piece a loose piece to your existing armour. You can have a maximum of 3 Armour Upgrades attached to your armour, giving a bonus of +3 to your armour save.

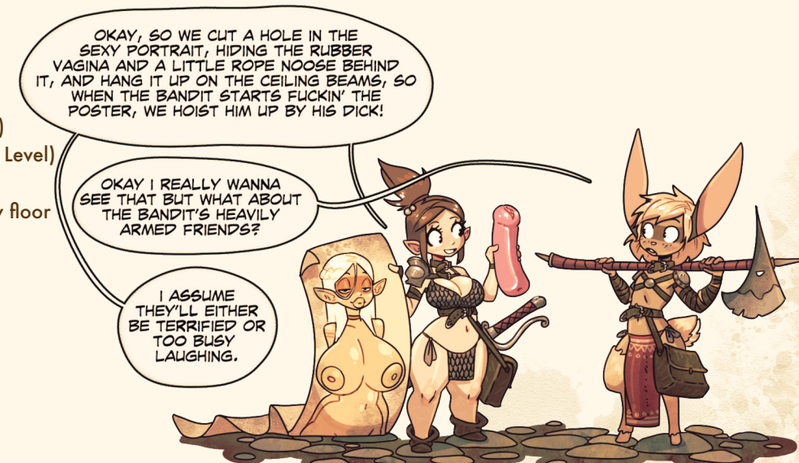
You can turn 2 pieces ofArmour Upgrades into a higher set of armour, which helps with Stealth rolls, but loses the added flat defence bonus. For example, going from **Medium Armour +3 (d6+3)** to **Full Armour+1 (d8+1)**. However, you can't downgrade into a lower tier of upgraded armour, for example going from **Full Armour +2 (d8+2)** to **Medium Armour + 4 (d6+4)**. It's as if you've altered the armour to fit yourself, rather than loosely attaching it to a vaguely appropriate body part.



The General Store

Here, adventurers can purchase all sorts of useful items to add with their travels. Bait enemies into makeshift traps, unlock treasure chests, barricade doors, and keep your health and motes topped up with potions.

1. Alarm Bell	15j
2. Antidote (Cures Poison)	15j, cures Poison
3. Backpack, spare	20j
4. Bag of Ball Bearings	10j
5. Bag of Broken Glass	5j
6. Bag of Coloured Chalk	5j
7. Bag of Dice	15j
8. Ball Gag	4j
9. Battering Ram	7j
10. Beads, Prayer	5j
11. Beads, Anal	10j
12. Bear Trap	25j
13. Bed Roll	15j
14. Beer, per mug	3j
15. Belt	2j
16. Book of Matches	7j
17. Blank Tome	10j
18. Bucket of Paint	5j
19. Caltrops	10j
20. Candles, 10	10j, lasts 1h each
21. Chain	15j
22. Chainmail Sheet	75j, +1 Armour
23. Chisel	2j
24. Climbing Harness	15j
25. Clothes, fancy	100j
26. Clothes, peasant	10j
27. Compass	20j
28. Cooking Gear	15j
29. Crowbar	4j
30. Dairygirl Milk	15j + 1 Brawn for 24h
31. Deck of Cards	5j
32. Disguise Kit	30j
33. Door Wedge	3j
34. Face Paint	6j
35. Fish Hook	7j
36. Fishing Bait	1j per fish
37. Fishing Rod	45j
38. Flammable Oil	10j, explosive
39. Flask of Acid	10j
40. Flint & Steel	7j
41. Glass Cutter	30j
42. Glue	3j
43. Grappling Hook	35j
44. Grease Jar	10j, slippery
45. Hammer & Nails	10j
46. Hand Mirror	65j
47. Hand Shovel	20j
48. Handful of Pitons, 10	250j (d4+2 each)
49. Health Potion	50j (Heals 2d8 + Level)
50. Incense	5j
51. Jar of Slime	15j, creates sticky floor
52. Jar of Wax	15j
53. Jar, Ceramic	10j
54. Jar, Glass	15j
55. Lantern	50j
56. Lantern Oil, 6 Hours	5j
57. Leather Longboots	15j
58. Life-sized Portrait, Scary	10j
59. Life-sized Portrait, Sexy	10j
60. Local Map	50j
61. Lockpick	4j each, break on use
62. Lubricant	15j, very slippery
63. Magnifying Glass	40j
64. Mote Potion	50j, (1d4+ Your Level Motes)
65. Metal File	2j
66. Mirror, Floor Length	100j
67. Musical Instrument	50j
68. Needle and Thread	5j
69. Nice perfume	60j, +1 Hotness for 24h
70. Padlock	20j
71. Paper, per sheet	5j
72. Parchment, Watermarked	30j
73. Pick Axe	30j
74. Piercing	5j
75. Poison Gas Glass Jar	25j, (d4+1 when thrown)
76. Poison Needles	10j each
77. Poison Vial	20j
78. Porn Tome, Living	5j (distracts living Kin)
79. Porn Tome, Undead	10j (distracts Undead)
80. Pressure Plate	25j
81. Punji Sticks, 10, (d4+1 each)	2j each, break on use
82. Quadlobster Pot	60j
83. Quill	5j
84. Ration (1 day's food)	3j
85. Rope	5j per 30 feet
86. Rubber Vagina	35j
87. Scary Mask	10j
88. Sex Toy, Tentacles	100j (+d10 to Sex rolls)
89. Sex Toy, Medium	20j (+d4 to Sex rolls)
90. Sex Toy, Large	30j (+d6 to Sex rolls)
91. Sex Toy, Centaur	60j (+d8 to Sex rolls)
92. Shackles	25j
93. Smoking Pipe	3j
94. Snare Trap	35j
95. Spyglass	75j
96. Thick Blanket	35j, opaque
97. Tinder Box	2j
98. Torch, 2 Hours	10j
99. Tripwire String	5j
100. Waterskin (1 day's water)	5j





Magic spells are cast through intricate motions of the fingers, and emanate from the wrist, evaporating a portion of the caster's blood, known as a Mote. Spell-casters train themselves to fight through the anaemia of losing blood, giving themselves more Motes to use.

BASIC SPELLS

Basic Spells are spells that anyone can learn, and are easy enough on the caster's body that they can **wear any armour** when casting. Basic Spells are widely used throughout Mundain.

Casting a spell uses a **Mote.** And requires a **Smarts Dice Challenge with a DC of 12**. The more Motes you have, the more spells you can cast before needing to rest. For more details, visit the **Casting Spells** page.

Spells cost 150j each, and Motes cost 20j each.

1) Magic Hand

Conjure a floating, spectral hand that is as strong as your own. Very useful for pulling levers, stealing keys, and swinging improvised weapons at people's heads. Lasts 15 minutes.

2) Conjure Candle

Creates a sizeable tallow fat candle from either the caster or a target. Causes (d4) damage when targeting someone other than the caster, and makes the target slightly skinnier. Can be used as a light source that lasts 1 hour. Candles are easier to blow out than torches or lanterns.

3) Gluey Goop

Creates a trickling of sticky slime from the caster's wrist or magic staff. When targeting an enemy in melee range, the glue causes them to lose a Tactical Action until they use a Tactical Action to wash it off. Usually used to leave passive aggressive notes to roommates.

4) Jet Wash

Blasts a jet of soapy water at a target, dealing (1d10) damage, causing Blindness but removing the Filthy status effect. Aim at a bucket to avoid hurting allies. Blindness can be resisted with a Guts Dice Challenge.

5) Magic Mop

Conjures a spectral mop that immediately begins sweeping the floor around the target, clearing glass, sharp rocks, or any loose debris that causes Difficult Terrain.

6) Little Illusion

Creates a harmless visual, auditory or olfactory illusion, such as making it look like someone pissed themselves or manifesting a cock on someone's head. The illusion is ethereal, not physical. Smarter individuals will know it's a spell.

7) Thaumacosmetology

A collection of spells used for various small, temporary cosmetic and physical changes to a target, Used by Thaumobeauticians in lieu of makeup, and wizard midwifes to aid in childbirth. Adds (+d6) Disposition to a target. Lasts 1 hour. If enemies become Indifferent or Friendly, they become Non-Hostile to the target.

8) Invigorate

Makes a target feel slightly better about everything. Adds (+d6) to a target's next dice roll. Can't be cast on the caster themselves.

9) Heal

Seals wounds and puts blood back in. Restores a target's Health for (2d8 + the caster's Level).

10) Fireball

Hurl a ball of flaming slop at a target. Deals (2d6) damage to a target, and causes the Burning status effect. Useful for igniting torches, fireplaces, and buildings.

11) Chat with Animals

Target an animal to give them the ability to talk like a person, and understand language. Some animals might not appreciate this sudden sapience. Last indefinitely, or until casted again. Also self-actualises Feral Goblins, causing them to become Non-Hostile.

12) Chains

Used at bedtime by exhausted parents. Conjures spectral chains that Grapple a target, holding them in place and unable to act. Being grappled can be resisted by the target with a Guts Dice Challenge. The chains hold for as long as the caster keeps casting the spell on their turns, or the target breaks free.

13) Gust

Used by real estate agents to quickly clear dusty houses. Creates a blast of wind that deals (d6) damage and can knock a target prone. Being knocked prone can be resisted by the target with a Guts Dice Challenge. Cures the Burning status effect.

14) Soothe

Heal (d6) Health to the caster or a target and remove one of the following Status Effects: Blindness, Berserk, Drunk, Horny, Poisoned, or Terrified. Requires multiple casts to cure multiple status effects.

15) Detect Life

Allows the caster to check if there are other living creatures in the immediate area, such as in a nearby room. The caster must specify where they are trying to detect life signs., and the GM must answer truthfully. Useful for mimics, ambushes, and making sure your friend hasn't drank himself to death.

16) Ward

Creates an ethereal shield in front of the caster or a target, adding (+d6) to their next Armour Save.

17) Find Faerie

Causes a nearby Faerie to be drawn inexplicably towards the caster. Faeries aren't particularly cooperative, but they enjoy gossip, mischief, and can be used as an indefinite light source, though they are quite loud.

18) Rope Trick

Cause one end of a length of rope to hang immobile in the air, able to support a party's weight. Also able to tie and loosen ropes, strings or boot laces together from a distance. Useful for thieves and pranksters.

19) Share Motes

Lay a hand on an Adjacent target to gift them one of the caster's Motes, at the cost of one of their own. Using Empower Spell allows the caster to give more Motes.

20) Empower Spell

Add to any dice effects of a spell by using more Motes. For example, Empowering Fireball to +3 uses three Motes, and deals +3 damage on top of its regular damage. Empower Spell can be used with a **Tactical Action.**



Martial Skills

The difference between wildly swinging a sword and using it properly. Martial Skills are similar to spells, most notably because they're easy to fuck up, and deadly when done right.

Casting a Martial Skill requires a **DC12 Dice Challenge** using either Brawn, Guts, or Charm, each skill denoting what it requires. Martial skills are recommended after you've got a few combats under your belt.

Martial Skills cost 150j each.

BRAWN SKILLS

1) Swift Kick in The Bollocks

Surprisingly difficult in the middle of a fight, you deliver a vicious kick to the testicles. **Deals (d6 + Brawn) damage and causes the Stunned status effect.** Requires a target with testicles.

2) Cleave

Rip your weapon through one enemy and into another. Good for warriors that find themselves outnumbered. **Deals basic attack damage to one Adjacent target. If that target is Downed, deal any remaining damage to a second Adjacent target.**

3) Lunge

Leap at an enemy with your weapon mid-swing, ready to come down on them when you land. **Move Adjacent to a Nearby enemy and make an immediate basic attack.**

4) Power Strike

Put all your effort into one massive blow. **Make a basic attack, adding your Brawn twice to the damage.**

5) Leg Sweep

Hack at a Kin's knees with your shin, causing them to buckle and fall over like an idiot. **Deals Brawn damage, and makes a humanoid target prone.**

6) Conk on The Noggin

Wind up and hurl a small improvised weapon directly at a target's head. Usually a beer mug or a rock. **Deals the improvised weapon's damage to a Nearby, Further or Far target, and causes the Stunned status effect.**

GUTS SKILLS

7) Go Nuts

Psyche yourself up into a rage, and unleash yourself on your enemies. **Deliberately gives yourself the Berserk status effect.**

8) Protect

Jump in front of a friend to guard them against an enemy attack. **Take the damage aimed at an Adjacent ally onto your own Health. Uses a Tactical Action, and is performed on an enemy's turn as a Reaction.**

9) Counter Attack

Ready yourself to dodge an attack, then deliver a retaliatory strike to the first person that tries to hit you. **Entirely negates the damage dealt to you by the first enemy that attacks you, and immediately deals a basic attack to them.**

10) Taunt

Perform a rude hand gesture and biting insult to a target, goading them to attack you instead of your squishier friends. **Forces a Nearby, Further, or Far target to attack you on their turn. Uses a Tactical Action.**

11) Grapple

Grab onto someone, pinning them in place and preventing Kin from fighting until they wriggle free. **Deals no damage, but causes the Restrained status effect until you let go or the enemy wriggles free.** Some monsters are too large to be effectively Restrained.

12) Shake it Off

Dig deep into your own spirit and cleanse yourself, physically and spiritually. Usually involves a lot of swearing. **Remove any one status effect, other than Dehydrated, Starving or Exhausted.**

CHARM SKILLS

13) Flash the Goods

Spend a moment showing off your figure to someone trying to kill you. **Increases the Disposition of an enemy by (d6 + Charm).** If they become Indifferent or Friendly, they are non-hostile to you, unless you hit them again.

14) Quick Smooch

A reassuring peck on the cheek is enough to keep even the grievously injured on their feet, if only for a few moments. **Gives an Adjacent ally Health equal to your Charm stat.** Does nothing if your Charm is zero or less, and doesn't work outside of combat.

15) Cheer On

A word of encouragement to help an ally perform something difficult or drastic. **Add your Charm stat to an ally's next Dice Challenge skill or spell. Uses a Tactical Action.**

16) Cutting Remark

Shout something unbelievably insulting to an enemy, causing them to lose all cohesion. **Causes the Berserk status effect on one target.**

Don't worry if you're unaware of some of the terms used in spells and skills just yet, the **Playing the Game** section of the book will tell you everything you need to know about Dice Challenges, Combat Actions, Tactical Actions and Status Effects.

This Buying Gear section will be handy once your first quest is completed, and you've got some money in your pocket to buy better weapons and armour and learn new skills for your next adventure.



Adventuring Kits

These pre-made kits are a great way for first time characters to jump straight in to the game, with armour, a weapon, and some useful gear to help with their adventures. These kits cost 300j, so if you happen to have any extra money, feel free to buy more gear!

Fighter's Kit

Iron Axe(d8+2)
Medium Armour (d6)
2 Torches (lasts 2 hours each)
3 Waterskins (3 days water)
3 Ration (3 days food)
Rope, 20 feet

Mage's Kit

Wood Staff d4+1)
Skimpy Armour (d2)
Fireball Spell (2d6, causes Burning)
3 Motes
1 Torch (lasts 2 hours)
1Waterskin (1 days water)

Burglar's Kit

Iron Dagger (d4+2)
Light Armour (d4)
1 Health Potion (Heals 2d8 + Your Level)
Crowbar
Grappling Hook
Rope, 20 feet
5 Lockpicks (break on use)
Glass Cutter
2 Waterskins (2 days water)
3 Rations (3 days food)

Healer's Kit

Wood Staff d4+1)
Skimpy Armour (d2)
Heal Spell (heals 2d8 + caster's level)
3 Motes
2 Waterskins (2 days water)
1 Ration (1 days food)

Hunter's Kit

Iron Bow(d4+2) (d8+2 ranged)
Light Armour (d4)
Bear Trap
Lantern
Lantern Oil (Lasts 6 hours)
Compass
2 Waterskins (2 days water)
1 Ration (1 days food)

Bard's Kit

Bronze Sword d6+2)
Light Armour (d4)
1 Health Potion (Heals 2d8 + Your Level)
1 Musical Instrument
3 Waterskins (3 days water)
3 Ration (3 days food)
Sex Toy, Large)+d6 to Sex rolls)

Protector's Kit

Iron Sword (d6+2)
Medium Armour (d6)
Wood Shield (d4+1) (+1 Armour save,)
2 Waterskins (2 days water)
3 Ration (3 days food)

Trickster's Kit

Bronze Throwing Daggers (d4+2, Ranged)
Skimpy Armour (d2)
Magic Hand Spell
2 Motes
1Waterskin (1 days water)

Deviant's Kit

Iron Sword (d4+2)
Light Armour (d4)
Lantern
Lantern Oil (Lasts 6 Hours)
3 Waterskins (3 days water)
1 Ration (1 day's food)
Porn Tome, Living (distracts living Kin)
Lubricant (creates a slippery surface)
Sex Toy, Centaur (+d8 to Sex rolls)

"Why'd you bring that?" The Half-Dwarf yanked at the hot pink slugrubber appendage in the Half-Elf's pack. As it came loose it unfurled - or rather "sproinged" -into a sizeable phallus.

"In case we need it," shrugged the Relmer.

"Wh-" the Alloyan's face momentarily paralysed, her mind awash with questions she didn't particularly want answering.

Finally, one she could stomach asking came to the surface.

"Could you describe a scenario in which an enormous pink rubber centaur cock would aid us in our future endeavours?"

"Certainly," the Relmer brightened. "Imagine a ledger, in a small vault, in the back of an unassuming bakery, the key to which is around the neck of a seemingly innocent pastry chef turned devious extortioner."

"Okay."

"Now imagine we've wandered in, purchased some delicious cinnamon rolls and coffee, and after a few flirtatious witticisms I've shagged her into a blissful sleep, allowing us to slip the key from her buxom chest, open the vault, steal the ledger and report her to the Trader's Guild."

The Alloyan was stone-faced.

"And how likely is that to ever, in a million years, actually happen?" She waggled the towering thing in her hand.

"Pays to be prepared."

WELCOME TO THE TWIN CITIES

NOW FUCK OFF

SO UH...

HAVE YOU EVER BEEN TO A CITY LIKE THIS?

THE STUFF INN FOOD! BOOZE!! GIRLS!! BOYS!!

NOPE.

MY DAD USED TO SELL SQUIDCAKES HERE, BEFORE HE GOT STABBED.

THAT'S HOW HE MET MY MUM.

SHE SAVED HIM?

SHE STABBED HIM.

MISSING BUT NOT MISSED IF YOU FIND HIM

COTTONBUGS SALE

WANTED HUGE TIDDY SKRITSTACKS

Playing the Game

Armed, armoured, and with a backpack full of nonsense, you make your way to the Twin Cities of Hammen-Toil, spurred on by rumours that the zombie necropolis of Karkus is hiring newbie adventurers for dungeon crawling work.

But first, it's time to brush up on the basics, so you don't get down there and get eaten immediately.

RULES CHEAT SHEET

DICE CHALLENGES & ABILITIES

Roll a d20 and add Smarts / Brawn / Guts / Charm to meet or beat the difficulty score. Abbreviated example: (DC12 vs Smarts)

COMBAT

INITIATIVE

Roll a d6.
1-3, enemies go first.
4-6, players go first.
Cause Surprise with Stealth to get a free turn before Initiative starts.

ACTIONS

Everyone has 3 Actions. **1 Combat Action,** (attacking, using Skills & Spells) and **2 Tactical Actions** (moving around, passing each other items, barricading doors, anything that isn't fighting.)

ATTACKING

Basic Attacks always hit. Roll:
Weapon Damage + Material + Brawn.

DEFENDING

Roll Armour Type + Guts to subtract from incoming damage.

SKILLS & SPELLS

Roll (DC12 vs Smarts/Brawn/Guts/Charm). Failing a Spell causes Weird Magic. Use a Magic Staff to turn Weird Magic into a successful cast, at the cost of the Staff's Health. Spells require Motes to cast.

STEALTH

Roll a DC and subtract Armour Type.
Asleep (DC3)
Busy (DC5)
Looking for Intruders (DC8)

OPPORTUNITY ATTACKS

Moving past or away from an Adjacent enemy gives them a free Basic Attack.

DOWNED

3 turns until Dead unless Stabilised or Healed.
Stabilised = get up with 1 Health when the fight's over.
Healed = Get up with relevant Health straight away.

DEAD

Roll a d20 when you die.
(1 - 10) You're just dead.
(11 - 15) You become a ghost.
(16 - 20) You get back up as a Zombie, with full health.

EXERTION

Players have 3 Exertion Points per Long Rest.
Using an Exertion Point, you can:

Reroll a Failed Dice Challenge.
Reroll a Failed Stealth Check.
Dodge an Enemy Attack, taking no damage.
Reroll a Healing or Mote Potion.
Remove a Status Effect.
Add d6 to a Disposition / Sex check.
Subtract 3 from a Drinking Game.
Score 1 point during Arm Wrestling.

Using an Exertion Point when you have none gives you a Vice, leaves you Dehydrated, and causes you to take 2d6 damage. **Many enemies also have Exertion.**

BRAWLING

Non-Lethal combat between Humanoid Kin. **Improvised Weapons and Fists** only. No Skills or Spells allowed. Fighters are Knocked out instead of Downed or Dead.

Punching / Kicking deals (1+Brawn Damage)

IMPROVISED WEAPONS

Improvised Weapons deal as much damage as normal weapons. Propose and agree on the damage profile of an Improvised Weapon using normal weapons. For example:

Wooden Chair = Wood Maul (d8+1)
Chair Leg = Wood Staff (d4+1)
Glass Bottle = Glass Dagger (d4+3)
Candelabra = Iron Hammer (d6+2)
Cutlery = Bronze Throwing Daggers (d4+2)

Improvised Weapons break after 1 attack.

MOUNTED COMBAT

Ride Mounts or other Adventurers into battle. Adventurers being mounted must be either **Centaurs** or have a **+2 Brawn difference** between the mount and the rider. Short kin can mount anyone regardless of Brawn, but can only carry other short kin, (Goblins / Satyrs / Dwellers / Dwarfs / Koboldian Dragonkin). Centaurs can't ride anyone.

PROS:

Only the Mount uses Tactical Actions to move.
Mount and Riders can decide who gets hit.
Mount and all Riders attack on Opportunity Attacks.

CONS:

All Riders take 2d6 damage when the Mount falls Prone or is Downed.
Incoming Spells hit Mount and all Riders. Damage shared.

RESTING

SHORT RESTS

For every half hour in a short rest, roll equal to your level (minimum 1 dice).
(d6) Health regained & (d4) Motes regained
Short Rests don't account for Sleep, but you can cure Status Effects during a Short Rest.

LONG RESTS

Adventurers need 6 hours of Sleep every 24 hours or become **Exhausted.** (-1 Smarts & -1 Brawn).
Regain full Health, Motes and Exertion with a Long Rest.
You only need a light source for a Short Rest.

FOOD & DRINK

Adventurers need to eat and drink at least once every twenty four hours. They can carry (5 x Brawn) rations and drinks. Certain status effects are cured by food or drink. (Burning/ Panicked/ Poisoned/ Drunk/ Filthy/ Berserk)

LEVELLING UP

EVERY ODD LEVEL:

Increase one Ability by +1 **then** add (1d6 or 4 + Guts) to your Health **or** (1d6 or 4 + Smarts) to your Motes.

EVERY EVEN LEVEL:

Add (1d6 or 4 + Guts) to your Health **then** Lower your Refractory Period by 15 minutes **or** (1d6 or 4 + Smarts) to your Motes.

New Adventurers are Level Zero. Max Level is Ten.

TIME

Most actions are divided into **15 minute increments**. Exploring a room. Fighting enemies. Disarming a trap. Unlocking a Door or Chest. Walking to a new point in a Settlement. Hailing a Taxi.

A torch lasts 2 Hours. A lantern lasts 6 hours.

DISTANCES

IN COMBAT

Adjacent = Right next to you.
Nearby = Within 10 feet.
Further = 10 to 30 feet.
Far = +30 feet.

Characters can move Adjacent to a **Further** enemy in 1 Tactical Action. **Far** enemies are not within melee range without using 2 Tactical Actions.

IN TOWN

Adjacent = The shop you came out of.
Nearby = Across the street.
Further = At the end of the road.
Far = One Pointcrawl distance on the settlement map.

DISPOSITION

Roll d20 + Charm to determine an NPCs attitude towards you. Being discovered trespassing gives -10 after the roll.

(1-5)
HOSTILE

(6 - 10)
ANGRY

(11 - 15)
INDIFFERENT

(16 - 20)
FRIENDLY

SEX

NPCs must be **Indifferent** or **Friendly.** Roll on four tables to engage in Sex.

EAGER?
(d10 + Charm)

(1 - 5) No.
(6 - 10) Yes.

TIME TAKEN
(d20)

(1 - 4) 15 Minutes (heal d2)
(5 - 8) 30 Minutes (heal d4)
(9 - 12) 45 Minutes (heal d6)
(13 - 16) 1 Hour (heal 2d4)
(17 - 20) 2 Hours (heal 2d6)

QUALITY
(d20 + Charm)

(1 - 4) Miserable (Gain 1 Vice)
(5 - 8) Mediocre
(9 - 12) Fine (Gain d2 Motes)
(13 - 16) Great! (Gain d4 Motes)
(17 - 20) Incredible!! (Gain 2d4 Motes) (Lose 1 Vice)

TIME RESTING
(d20)

(1 - 4) 15 Minutes
(5 - 8) 30 Minutes
(9 - 12) 45 Minutes
(13 - 16) 1 Hour (Gain 1 Exertion)
(17 - 20) 2 Hours (Gain 2 Exertion)

Time Resting can be ignored by players using Sex as a distraction. NPCs must rest.

DOWNTIME

The time **between game sessions** when Adventurers go off and train a Class, learning Skills and / or Spells.

Each class has different requirements for advancing.

Remember: **Levelling Up** happens in-game (usually after a big fight.)
Downtime happens between games.



In Mundain, underwear is something worn instead of clothing, rather than with it. Making the name somewhat of a misnomer.

DICE CHALLENGES

Abbreviated as DC's, Dice Challenges simulate the act of performing risky or difficult tasks. Dice Challenges have a required score, dictated by the Game Master, and require rolling a d20, then adding and subtracting any modifiers, such as your abilities, to meet or beat the DC score.

Dice Challenges are written as (DC___ vs "Ability"). For example, disarming a trap can be (DC12 vs Smarts), meaning you roll a d20 and add your Smarts to determine the total score, to meet or beat a 12.

If you rolled a 12, but had a Smarts of -1, your total would be 11, so you would fail the Dice Challenge.

Some examples of common Dice Challenges are:

Casting a Spell

Performing a Martial Skill

Disarming a Trap

Moving something very heavy

Seducing a Guard

Sneaking past Enemies

Picking a Lock

Playing Drinking Games

Having Sex

Remember: Dice Challenges are only required for tasks in which there's a decent likelihood of the adventurer messing up, and while it's possible to fuck up even the simplest of tasks, it's a good idea to let adventurers do simple things without the need for a Dice Challenge to keep the game moving.

DICE CHALLENGE DIFFICULTY EXAMPLES

(DC5) Really Easy

(DC10) Simple

(DC12) Normal Difficulty, Hit or Miss

(DC15) Pretty Difficult

(DC20+) Almost Impossible

"Ah for fuck shit."

The three ill-clad adventurers shared a glance, then returned their tired gaze to the hunched elf.

"I meant to say either 'Oh for fuck sake' or 'Ah shit'," the Elf grumbled without turning around.

"I like it," bubbled the Otherling, a beacon of infuriating positivity. "Oh for fuck shit. Impactful. Bold."

"I quite like going through doors," said the Satyr, "It's always been a lifelong dream to go through doors. I wonder if I'll ever achieve such a lofty goal."

The measured clicking of the lockpick paused, and the Elf's shoulders tightened for a moment. Then, deciding against murdering everyone in the world, he returned to trying to open the door.

"Let me kick the fucking thing open," remarked the Satyr, bobbing impatiently on his hooves.

"I could set fire to it," mentioned the Otherling, waving her burning torch in a gesture of obscene cheerfulness.

"The definition of 'Stealth' is achieving objectives without alerting anyone who would hinder our progress," reminded the Human. "For example, if we want to steal a bunch of purloined protection money from a criminal gang who prides themselves on their sharp axes and fondness for dismemberment, making noise and burning shit down is not the optimal way of going about unnoticed."

"Those guards are gonna wake up eventually," said the Satyr. "You should'a sliced their throats or somethin' when you were done with 'em."

"That's bad guy stuff," snapped the Otherling. "Any guard who's lackadaisical about their job enough to follow an attractive lady down an alley doesn't deserve to die during their post-nut nap."

A meaningful click from the door and an exhale from the elf.

"What exactly are we doing with this protection money once we've got it?" asked the Human.

"Giving it back to the fucking community." said the Satyr, begrudgingly. "Watch, everyone's suddenly gonna have more stolen than they initially said. Granny Grumble's bakery sells thirty thousand sausage rolls a day, I bet."

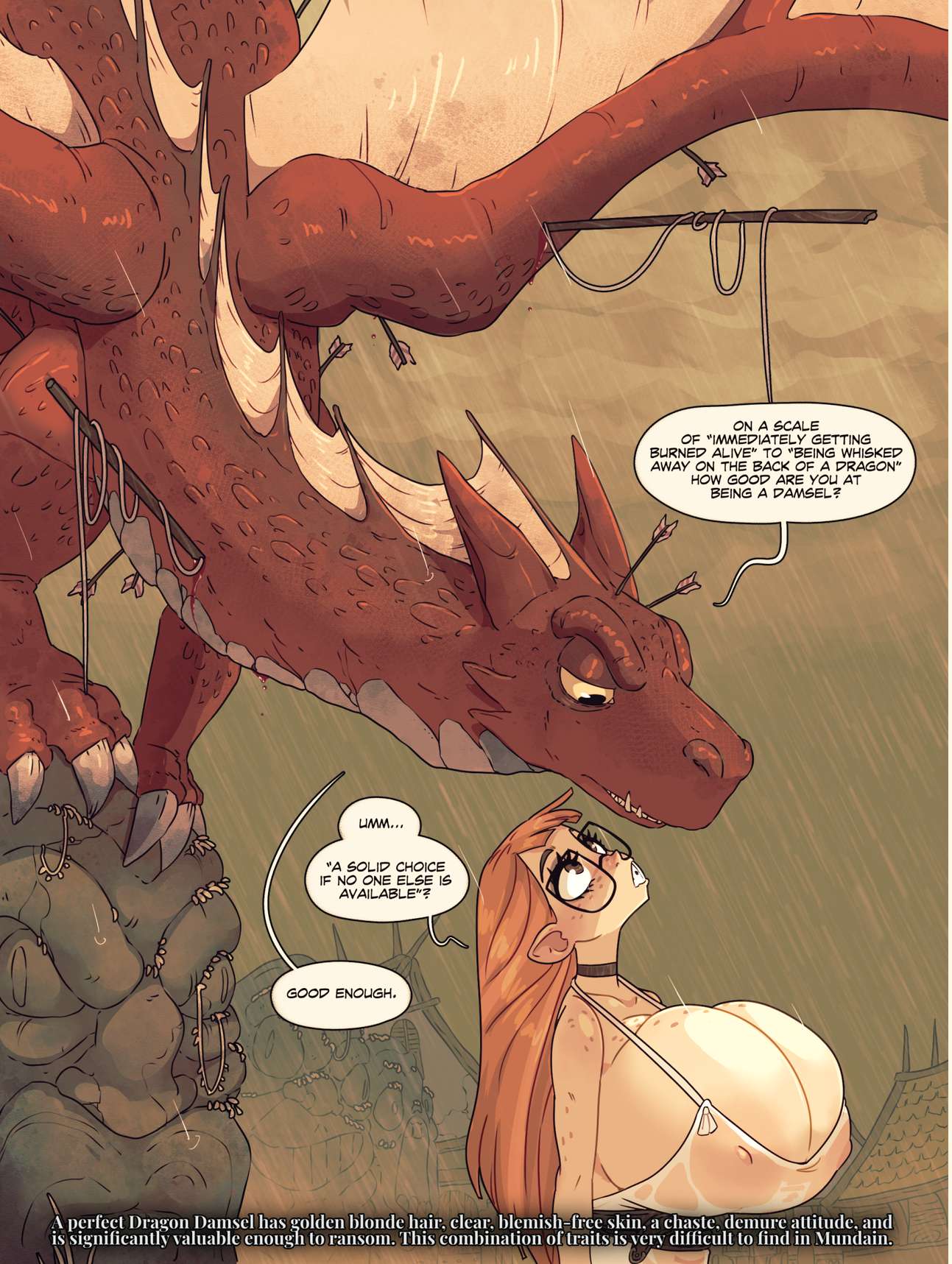
"There'll be a ledger, receipts, all that." said the Elf over his shoulder.

"Ah, yes, when I see an axe-wielding bastard in a black hood and necklaces of ears and teeth I think there's a guy with his paperwork filed."

Another click, and the Elf exhaled deeply, slowly unfolding from the front of the open door.

"FINALLY!" exclaimed the Satyr, throwing his arms up.

To the sounds of chairs clattering, swords being drawn, and the definition of Stealth immediately being forgotten.



A perfect Dragon Damsel has golden blonde hair, clear, blemish-free skin, a chaste, demure attitude, and is significantly valuable enough to ransom. This combination of traits is very difficult to find in Mundain.

DISPOSITION

Disposition determines an NPC's temperament, how they view the party and their willingness to help them. Disposition Checks should be rolled at the start of a conversation with NPCs.

A Disposition Check can be rolled for an entire group of people, for example: the patrons of a brothel, or a bandit gang. After the Disposition of an entire group has been established, the party can try and increase the Disposition of individuals, through things like bribery, flirting or other roleplay means.

It's a good idea to have the adventurer with the highest Charm act as ambassador during Disposition checks, as their Charm will count for the whole party.

Roll d20 + Charm to determine an NPCs attitude towards you. Being discovered trespassing makes NPCs Hostile.

(1-5)
HOSTILE

(6 - 10)
ANGRY

(11 - 15)
INDIFFERENT

(16 - 20)
FRIENDLY

Remember: In certain situations, NPC Dispositions will be affected - either positively or negatively - depending on the situation, even in the middle of conversations These situations will add or subtract from the initial roll.

For Example:

Found Attacking a Colleague: -15 Disposition

Caught Trespassing: -10 Disposition

Asking Annoying Questions: -5 Disposition

Said Something Funny: +3 Disposition

Recently Pleasured: +6 Disposition

Solved a Problem: +10 Disposition

Establishing lasting relationships with NPCs is a useful way to obtain Rumours and Quest Information quickly and accurately, and making yourself as charming as possible can help solve problems without the need to start cutting heads off.

Using Other Abilities in Conversation

A party member's Charm ability isn't the only useful one when determining Disposition. Players can use Smarts, Brawn or Guts to temporarily increase through Disposition of an NPC, through outsmarting, threatening or impressing them.

Be warned, this only works temporarily, and it's not a good way to establish a rapport with a potential future quest giver. But it's a great way to get bandits and bad guys to bugger off.

Roleplaying Over Rolls

For GMs: If yours is a roleplay confident table, remember that you can always determine your NPC's temperament by how your players are roleplaying during a conversation.

It's up to you to determine if an adventurer's dashing and heroic soliloquy. Seductive flirting or violent threatening impresses your NPC or completely fails.

The only thing funnier than adventurers trying to talk themselves out of trouble, is talking themselves into more trouble in the process.

The fundamental laws of magic compel creatures that otherwise have free will into behaving certain ways.

A talking frog – common throughout Mundain – will have its inevitable princely form determined by whether it was kissed, slept with, or chucked against a wall. Broken ribs and unspent erections being a common symptom of former amphibiousness.

Grandmothers will always be compelled to spend their final days in huts deep in the forest, demanding food and whiskey being delivered to them by red-cloaked granddaughters, presumably to continue their torrid affairs with local woodsmen away from the public.

Should a man and woman fall in love at an elegant gala, only for her to be spirited away by a prior obligation, the man will inevitably try to find her based on her shoe size, rather than what she actually looked like.

And those of evil intent – dark sorcerers, insidious cults, and especially dragons – will have the unshakeable urge to keep a pure-of-heart fair maiden, or nearest equivalent, at their headquarters.

For whatever reason, it is assumed that having a hostage adds an air of legitimacy to a devious plot or golden hoard. Oftentimes, these damsels are treated quite well by their captors, as one would treat well a nice lamp or inherited rug.

Their presence just adds to the general aesthetic.



Contraceptive potions and slug-rubber prophylactics are some of the highest selling items the Alchemist's Guild produce. It's a wonder how they manage to consistently blow up their headquarters creating these items.

SEX

In the world of Mundain, sex is a great way to distract guards, get discounts at stores and taverns, blackmail officials, escape from prison, prove your devotion to a cult, and occasionally express love between people.

Sex is also healing and invigorating, depending on the quality and time spent, so adventurers often engage in blood-soaked trysts to rejuvenate themselves after battle.

To engage in sex, NPCs must have a Disposition of **Indifferent** or **Friendly.** Roll on the tables below to engage in Sex.

EAGER?
(d10 + Charm)

(1 - 5) No.
(6 - 10) Yes.

Stop here if you roll No.

TIME TAKEN
(d20)

(1 - 4) 15 Minutes (heal d2)
(5 - 8) 30 Minutes (heal d4)
(9 - 12) 45 Minutes (heal d6)
(13 - 16) 1 Hour (heal 2d4)
(17 - 20) 2 Hours (heal 2d6)

QUALITY
(d20 + Charm)

(1 - 4) Miserable (Gain 1 Vice)
(5 - 8) Mediocre
(9 - 12) Fine (Gain d2 Motes)
(13 - 16) Great! (Gain d4 Motes)
(17 - 20) Incredible!! (Gain 2d4 Motes) (Lose 1 Vice)

TIME RESTING
(d20)

(1 - 4) 15 Minutes
(5 - 8) 30 Minutes
(9 - 12) 45 Minutes
(13 - 16) 1 Hour (Gain 1 Exertion)
(17 - 20) 2 Hours (Gain 2 Exertion)

Time Resting can be ignored by players using Sex as a distraction, though they have no chance of gaining Exertion if they do. NPCs must rest.

For every extra NPC participant above 1 engaged in Sex, subtract 1 from the totals of the Quality and Time Resting rolls.

Remember: Depending on the goals of your party, the main use of Sex is to have an adventurer distract NPCs while the rest of the party uses the time to accomplish other tasks. Depending on the mood of your table, Sex can be roleplayed as vaguely or as graphically as you like. "Wandering off down a side passage giggling" is enough to get the point across.

COMMON USES ADVENTURERS HAVE FOR A QUICK SHAG

Few are the mercenaries so loyal to their employers that a fifteen minute quickie down an alley is not tempting, and the clarity awarded from a high quality orgasm breathes sense into bandits and merchants alike.

Below is a handful of common scenarios in which Sex could be applied to an adventuring party's advantage.

THE DISCOUNT

Shopping can get expensive, and the constant need for more food, water, lantern oil or torches, upgrading armour, buying skills and spells and the cleansing of Vices can hamstring an adventurer's earnings. Sucking off a shopkeeper is a handy way to shave off a percentage of your expenses.

THE SLEEPY GUARDS

One adventurer can satisfy multiple potential enemies, especially ill-paid underlings standing around an innocuous entrance. Just remember, the closer they are to their boss, the less likely they are going to want to be found goofing off.

THE LONELY BANDITS

Bandit camps are often placed and hidden between settlements, to avoid notice of travelling warriors and lay ambush to merchant caravans. Wooden gates and palisades often bar their entrances, forcing seekers of justice to sneak up and climb over. Bandits are immediately suspicious of the armed and armoured, but with discreet weapons and flattering attire, they'll be eager to let in those willing to let them get a leg over.

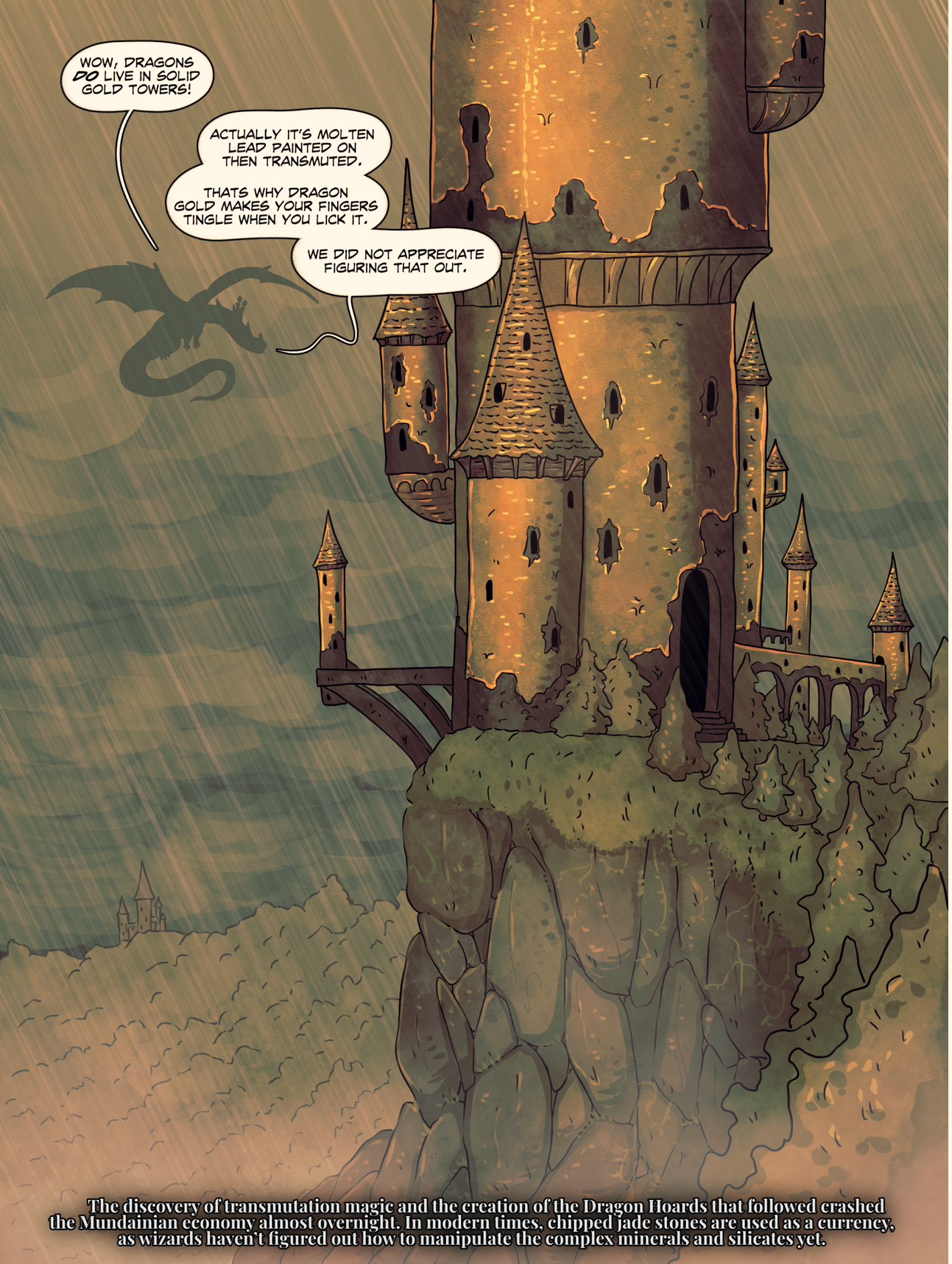
PROVING PROWESS

Adventurers are a dime a dozen, and sometimes the hooded, pipe-smoking quest giver in the corner of the tavern needs a little assurance that they're choosing the right team. While starting a brawl or pinching a purse is a useful display of might and skill, a shag in the middle of the pub is a sign that a party's willing to do what others wont.

THE ESCAPE PLAN

Occasionally, a party might get captured by bandits, cultists or guild guards, and it's customary for the sleepy jailer to wear the cell keys on a comically large hoop. While fashioning a long, delicate hook to try and snag the keys is the standard option, offering to blow the jailer lets a sneakier party member pinch the keys in the middle of the affair.

Remember: Finding creative ways to avoid combat is often as fun as fighting.



The discovery of transmutation magic and the creation of the Dragon Hoards that followed crashed the Mundainian economy almost overnight. In modern times, chipped jade stones are used as a currency, as wizards haven't figured out how to manipulate the complex minerals and silicates yet.

TIME AND DISTANCE

A single adventure can take days of travelling, and exploring the world under the world even longer. Knowing where to go, when to stop for eating, sleeping and shagging, and how long it'll take to clear a dungeon are very important skills to learn, especially when the lanterns and torches start flickering and dimming.

TIME

Most actions are divided into **15 minute increments,** and there are 24 hours in a Mundainian day. It's important to keep track of time in dungeons for the sake of light sources, the requirement for food and drink, and refractory periods.

15 minute actions include:

Carefully exploring a dungeon room
An average combat encounter
Disarming a trap
Barricading a Door
Sneaking past enemies with Stealth
Average conversations with NPCs

So, for example, if the party were to enter a room, fight a group of bandits, rescue and converse with a hostage, and check for secrets or treasures, that would take **one hour** in total.

DISTANCE

Distances are described in four terms, Adjacent, Nearby, Further, and Far. These terms can be applied in different contexts, as seen below.

IN COMBAT

Adjacent = Right next to you.
Nearby = Within 10 feet.
Further = 10 to 30 feet.
Far = +30 feet.

Characters can move Adjacent to a **Further** enemy in 1 Tactical Action. **Far** enemies are not within melee range without using 2 Tactical Actions.

IN TOWN

Adjacent = The shop you came out of.
Nearby = Across the street.
Further = At the end of the road.
Far = One Pointcrawl distance on the settlement map.

ON THE HEXCRAWL MAP

Adjacent = In the current Hex
Nearby = One Hex distance (3 miles)
Further = Within two Hex distances
Far = Three or more Hex distances

RESTING

Even the most hardened adventurers need to stop, catch their breath, lick their wounds and take a load off. But remember, the torches are still burning.

SHORT RESTS

For every half hour in a short rest, roll the following dice, the amount equal to your level (minimum 1 dice).

(d6) Health regained
(d4) Motes regained
Short Rests don't account for Sleep, but you can cure Status Effects during a Short Rest.

You need to keep a light source active while taking a Short Rest or you'll gain the Panicked status effect.

LONG RESTS

Adventurers need 6 hours of Sleep every 24 hours or become **Exhausted.** (-1 Smarts & -1 Brawn).

Regain full Health, Motes and Exertion with a Long Rest.
You do not need a light source for a Long Rest.

LIGHTING THE DARKNESS

Light sources are few and far between in the world under the world. You'll need something to illuminate the way forward, and you might panic.

Torches are branches with an end wrapped in cloth and flammable liquid. They require a source of flame to ignite them, like a match, and burn for two hours. They require being held in one hand, and can be used as an Improvised Weapon without breaking. Torches cost 10j, but can be easily crafted with a stick and a bit of cloth.
(d4+1, causes Burning)

Torches require 1 day's water to be snuffed out, and cannot be used again if they're prematurely snuffed out.

Lanterns are a protective enclosure for a wick and oil light source. They also require a source of flame to ignite them, and burn for six hours. They can be affixed to an adventurer's belt, freeing their hands, but using them as an Improvised Weapon causes them to break.
(d4+3, causes Burning, breaks)

Lanterns can be dimmed, snuffed out and reignited at will. Lanterns cost 50j, and 6 Hours of Lantern Oil costs 5j. Lanterns are recommended for stealthier and wealthier adventuring parties, while Torches are more suited to novice adventurers, and those fighting enemies susceptible to Burning, such as feral Zombies.

Remember: Only one light source is required to light the immediate area, not every adventurer in a party needs to carry one, unless they split up.



A Dairygirl produces more milk than the food they consume would enable, and feeding them quality food produces a more delicious, nourishing milk. A well-fed Dairygirl will produce over seven large kegs of milk every day, enough to furnish a village's bakeries and pantries alone.

RATIONS & WATER

Mundainian cuisine includes a wide range of insects, molluscs, shellfish and reptiles, from the delicious drumsticks of the chickenwyvern to the meaty crunch of porkslugs, to the deliciously portable beefbug burgers.

Food and water are a constant consideration for a journey, and not only for energy.

Adventurers need to eat and drink at least **once** every **twenty four** hours. They can carry (5 x Brawn) rations and drinks. Certain status effects are cured by food or drink. Curing a Status effect does **not** count towards the need for food and drink.

STATUS EFFECTS

An adventurer faces numerous physical and mental inconveniences during their quests, such as falling over, catching on fire, being stunned or getting horny. But every ailment has a cure. Well, almost every.

PRONE:
You've fallen over, like an idiot.
Prone characters can't cast spells or use martial skills until they get up.

Cure: Use a Tactical Action to stand up.

POISONED:
There's something inside you that your body really doesn't agree with.
Take 1 damage when using Combat or Tactical Actions until you're cured.

Cure: Drink an antidote or eat 1 ration, using 1 Tactical Action.

DRUNK:
You've had one too many. Happens to the best of us.
All DCs are +3, such as casting spells, using martial skills, lockpicking etc. Time Taken and Time Resting during sex multiplies by 2, but Quality is never more than Fine.

Cure: Wait d4 hours to sober up or eat 1 ration.

FILTHY:
Mud, blood, grime, semen, slime. Whatever it is, you're covered in it.
All Disposition checks are -5. If Poisoned while Filthy, take an extra 1 damage after every Combat or Tactical Action. Stealth checks are +10, due to the the sticky squelching.

Cure: Use 1 day's water to clean yourself, or find a river or Bathhouse to clean off.

BURNING:
You're on fire. This is considered a pressing issue.
Take d6 damage on your turn, 2d6 on your next turn, 3d6 on your third turn, and so on, until you put the fire out.

Cure: Use 1 day's water for every d6 of Burning damage you're taking this turn. For example, dousing 3d6 burning damage requires 3 days water.

STUNNED:
You've taken a bonk to the noggin.
Miss your next turn.

Cure: Have an ally bring you back to your senses with a Tactical Action, or successfully roll a Resist Check. You can't be stunned while already stunned.

TERRIFIED:
You're practically paralysed with fear.
You lose one Tactical Action and all of your spells, skills and attacks have half their intended effect. You also gain a Vice.

Cure: Get Drunk, or have an ally give you an encouraging hug or pat for 1 Tactical Action.

HORNY:
You are inconceivably aroused.
Temporarily lose 1 Guts or 1 Smarts every 12 hours, whichever's higher, up to a maximum of -3, until you're cured.

Cure: Have sex, or take 30 minutes to remedy yourself.

BLINDED:
All you see is light, or darkness.
Roll a successful DC10 before your Combat or Tactical Actions to perform them correctly. Otherwise, you fall Prone.

Cure: Successfully roll a Resist Check.

CHARMED:
You're being compelled to obey.
The GM takes control of your character, until you resist the spell. Roll to resist first on your turn, before the GM uses your Actions.

Cure: Successfully roll a Resist Check

RESTRAINED:
Ropes, chains, tentacles, or something's mouth, you need to wriggle to freedom.
You're unable to perform any action other than resisting.

Cure: Successfully roll a Resist Check, or have an ally use a Tactical Action to free you with a Guts DC.

BERSERK:
You've lost your marbles. You're going nuts.
You can only use Basic Attacks, but all your basic attacks deal double damage.

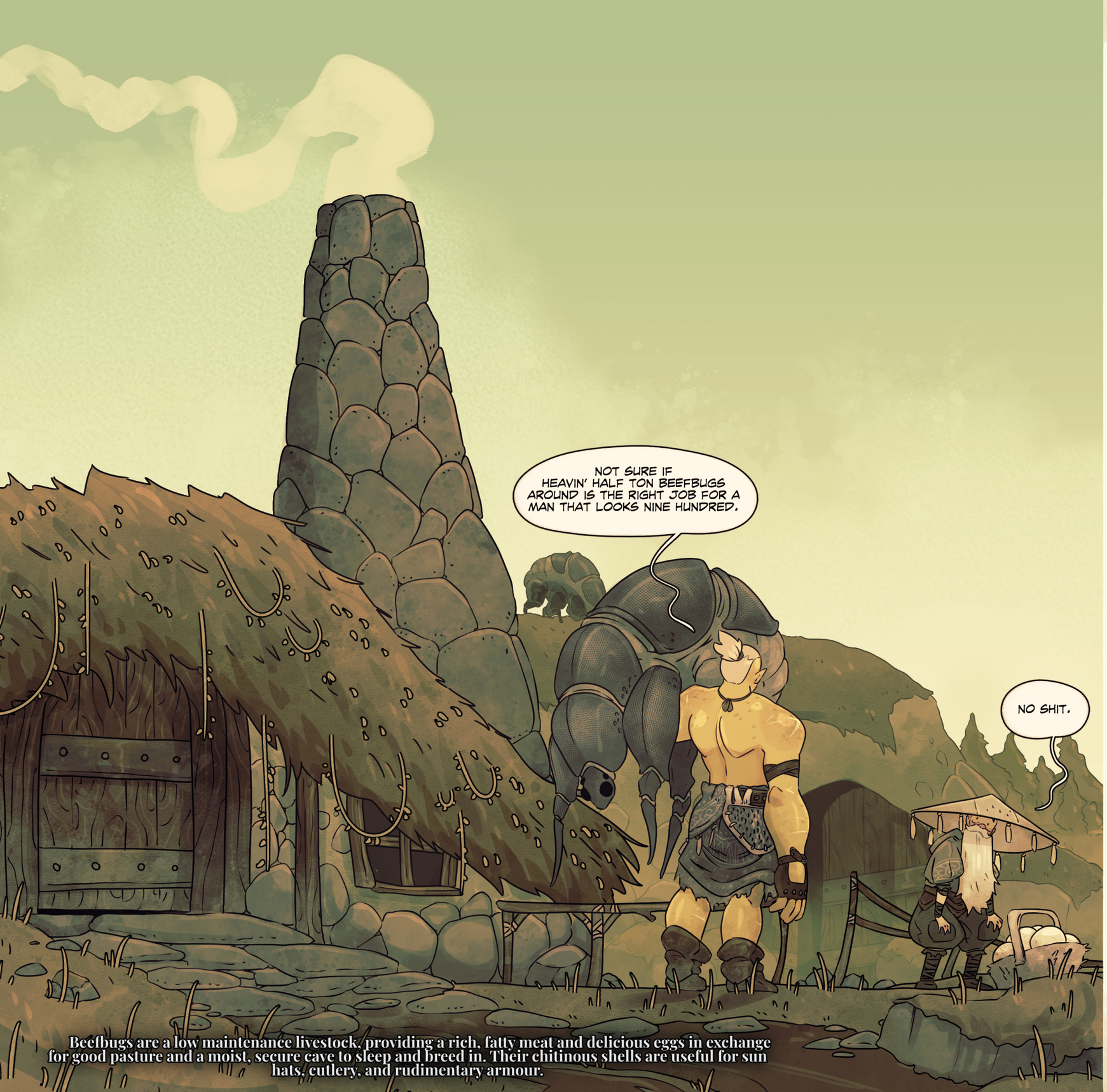
Cure: Successfully roll a Resist Check, or drink 1 water.

RESIST CHECKS

Resist Checks are DCs vs Guts, usually 12, but sometimes higher against powerful enemies.

Resist Checks take place when the Status Effect starts, usually on an enemy's turn, and cost a Tactical Action when rolled on the resister's turn.

So, if an enemy Charms an adventurer before their turn, they roll a Resist Check immediately on the enemy's turn, then again on their turn. If the Resist Check succeeds on the enemy's turn, the Status Effect stops.



Beefbugs are a low maintenance livestock, providing a rich, fatty meat and delicious eggs in exchange for good pasture and a moist, secure cave to sleep and breed in. Their chitinous shells are useful for sun hats, cutlery, and rudimentary armour.

LEVELLING UP

Through practical application of knowledge, skill, or violence, common Kin can grow into strong, hardy, intelligent and charming members of society.

Or beat people up better.

Levelling up is the process of your adventurer improving themselves, usually after a climactic battle, difficult puzzle, large haul of treasure, or impressive sexual conquest. Levelling up occurs at the GM's discretion.

Depending on whether you're levelling up to an even level or an odd level, you're able to increase different elements of your character. Check the guide below.

Remember: New adventurers start at Level Zero, no better than common folk. Their first level puts them to Level One, an odd level.

LEVELLING UP

EVERY ODD LEVEL:

Increase one Ability by +1 **then**
add (1d6 or 4 + Guts) to your Health **or**
(1d6 or 4 + Smarts) to your Motes.

EVERY EVEN LEVEL:

Add (1d6 or 4 + Guts) to your Health **then**
Lower your Refractory Period by 15 minutes **or**
(1d6 or 4 + Smarts) to your Motes.

As a general rule, your adventurers should level up to One on their first session, then level up again every couple of / few sessions after that, when it's appropriate for their journey.

MAXIMUM LEVEL & ABILITY SCORES

The maximum level for adventurers in this book is Ten. If - as the GM - you'd like your adventurers to level up further, you should treat every level up beyond Ten as an Even Level.

The maximum Ability Score an adventurer can have is +9. Your Ability Scores can be temporarily raised beyond +9 by certain means, such as Orgies / Carousing or certain magic items.



While the first designs of Kin had nasal cavities lead to the back of the throat, subsequent iterations by the Moonthings had individual tubes leading from the nose to the lungs as well as a "junction" digestive system that could bypass the stomach. The Moonthings considered choking a boring way to die.

TRAPS

A simple, devious method for telling people to fuck off, and hurting anyone that doesn't take the hint. Traps are easy to spot, the hard part is getting past them.

Mechanical traps are simple obstacles designed to deter entry to trespassers with the threat of pain and death. Mechanical traps do not require a check to see, as hidden traps usually have a dead body next to them. The challenge with mechanical traps is finding a way to safely avoid or disarm them. Adventurers can create mechanical traps with the right equipment.

Mechanical traps are an opportunity for GMs to encourage creative thinking in their players. Below is a list of examples for mechanical traps that adventurers can create using tools purchased from the General Store.

PITFALL TRAP

A hole in the floor, usually filled with sharp objects and covered by leaves, a rug, or some sort of trapdoor.

Requires a shovel and punji sticks, and an hour to dig the hole. Deals d4+1 for each punji stick in the hole, up to 10 punji sticks.

FLOOR OF PAIN

A scattering of ball bearings or caltrops among broken glass. Difficult to walk over without falling on your arse.

Requires a bag of ball bearings or caltrops, and a bag of broken glass. Creates an area of Difficult Terrain, (DC10), and deals d6+3 damage to anyone who falls prone in the area.

TRIPWIRE TRAP

Someone opens the door, springs the tripwire, which pulls the rope tied to a weapon suspended from a ceiling beam, swinging the weapon into whoever opened the door.

Requires a tripwire, rope and a spare weapon, and a 15 minutes to set up. Deals damaged based on the weapon and how far the weapon swings. (5 feet would be 2x damage, for instance.)

THE HORNY CENTAUR

The centaur sex toy, when left on the floor, creates an L-shape in the shaft and nuts. If one treads on the nuts, one is likely to have the head of the shaft hit them square in the jaw, akin to being punched in the face.

Requires a centaur sex toy. When trodden on, deals d4+1 damage and leave the victim prone, and incredibly embarrassed.

Many ancient ruins are filled with traps that involve a trigger and a catalyst. Pressure plates, trip wires and trap doors leading to adventurers getting shot at, stabbed, dropped, or gassed. Remember, they should be easy to spot, but require creative thinking to disarm.

MIMICS

Shapeshifting cephalopods that disguise themselves as common objects, with the sole goal of implanting eggs into curious Kin. In modern times they're bred as pets and sexual companions, but wild mimics still haunt dungeons and ruins, looking to breed. Largely harmless, but can be a waste of time when the clock's ticking.

SMALL MIMICS

Shape-shifts into potion bottles, jugs, kitchen cookware, shields, large books, etc. About the size of a human forearm when in its natural form. When shape-shifted, they are soft, slimy, and slightly squishy to the touch. Throwing them against the wall is enough to kill them.

Attaches to the face or butt of a target to implant eggs.

Implanting lasts 30 minutes. After 24 hours, the target receives 1 mimic egg.

MEDIUM MIMICS

Shape-shifts into treasure chests, furniture, book cases, suits of armour, life-sized statues, etc. Slightly larger than a human when in its natural form. When shape-shifted, a deep, low heartbeat can be heard from the false object. A strong stab is enough to kill them.

Temporarily swallows a target, using tentacles to implant eggs in any available orifice.

Implanting lasts 1 hour. After 24 hours, the target receives d6 mimic eggs. The target can't wear Full or Fitted armour until the eggs come out.

LARGE MIMICS

Shape-shifts their innards into entire furnished rooms. Notably, nothing will come unattached from its place, such as books from bookshelves or food from plates, and fires will not start in fireplaces. A thumping, deep heartbeat can be heard all around the room. About the size of a village hut in its natural form. Cannot be killed.

Temporarily swallows everyone inside it, using tentacles to implant eggs in every orifice.

Implanting lasts (d4) hours. After 24 hours, everyone inside receives 2d6 mimic eggs. The target can't wear Full or Fitted armour until the eggs come out.

Mimic Eggs can be sold for 10j each or eaten as rations.

Medium and Large Mimics often swallow treasure to coax in adventurers, especially those that hide as treasure chests and wardrobes.



The Assassin's Guild are known for smoking stinkleaf before the murder of a target, allegedly to dull the sense of guilt before a murder, realistically to forget who they were killing in the first place.

VICES

Vices are small inconvenient considerations that hamper an adventurer's abilities if they're not addressed every day. Vices are gained after certain traumatic events, like killing your first person, dying and being brought back to life, or becoming terrified. Vices can be cured in several ways, most easily through Downtime activities like visiting brothels, attending lectures, orgies and carousing.

Vices don't get worse if they're not addressed. For example, Blindly Optimistic doesn't give you minus -2 Smarts if you don't agree to something stupid between two long rests. But, you can have multiple Vices with cumulative effects.

When gaining a Vice, roll a (d20) on the table below.

Don't tell other adventurers what Vices you have, but let the Vices influence your roleplaying and decision making.

1) SCAREDY CAT

-2 Guts until I run away in the middle of combat.

2) WUSS

-2 Brawn until I drink a Health potion at full Health.

3) MISERABLE BASTARD

-5 Disposition until I see someone fall Prone.

4) LAZY

-3 Exertion until I take a Short Rest in a stupid place.

5) HOTHEAD

Gain Berserk after a failed DC until I Down an enemy.

6) NERVOUS

-2 Charm until I get Drunk.

7) GIGGLY

-4 to Stealth Checks until I see someone Downed.

8) LUSTFUL

Gain Horny after a failed DC until I have Sex.

9) DAYDREAMER

Start last in Combat Initiative until I succeed a Dice Challenge.

10) OPTIMISTIC

-2 Smarts until I agree to a really dumb idea.

11) PESSIMISTIC

-1 Smarts until someone disagrees with me.

12) OVERCONFIDENT

-1 Guts until I come up with a really dumb idea.

13) EXHIBITIONIST

-1 Brawn until I wear Skimpy Armour for one hour.

14) MASOCHISTIC

-1 Charm until I'm physically hurt by something.

15) AVARICIOUS

-1 Guts until I earn money somehow.

16) PROMISCUOUS

-1 Charm until I have Sex with someone.

17) GREEDY

-1 Guts until I eat three rations.

18) IDIOTIC

-1 Smarts until I succeed a Dice Challenge.

19) FORGETFUL

-1 Brawn until I ask what we're supposed to be doing.

20) CONTRARIAN

-1 Charm until I disagree with someone.

Remember: Vices are only alleviated for a day when you perform the associated action. Their effects return after a Long Rest. You'll need to cure them to stop needing to temporarily repress their effects.

Vices add some fun dysfunction to a roleplaying session, as the personalities of adventurers change after suitably frightening or uncomfortable events, and their new compulsions need to be alleviated.

DIFFICULT TERRAIN

Flat, even ground is a rarity outside the trade routes and city limits of Mundain. Shifting sands, sucking swamps, jagged rocks, lakes of mud, suspiciously phallic fungal colonies and pools of turgid water are all miserably trudged through throughout an adventurer's journey.

In combat encounters, difficult terrain requires two Tactical Actions to safely move over, OR a single Tactical Action with a Dice Challenge of 10, as if you were rushing through. Failing the Dice Challenge leaves you prone, and depending on the type of terrain, with other additional status effects. Outside of combat, Difficult Terrain takes twice as long to move through than usual terrain. Check below to see some common types of difficult terrain.

Damage taken from Difficult Terrain ignores your Armour, so be careful.

SHARP STUFF:

Sometimes jagged rocks under a perilous bridge,
usually broken glass in a perilous pub.

Failing a DC10 leaves you prone, and you take d6 damage.

SLUDGE:

Found throughout Bogwotr's marshes and swamps, and city sewers.

Failing a DC10 leaves you prone and with the Filthy and Poisoned status Effects.

BUG SWARMS:

Harmless, yet incredibly gross. A black, shiny, crunchy, carpet.

Failing a DC10 leaves you prone and with the Terrified status effect.

PHALLUNGUS / TENTACLE FIELDS:

Writhing fields of inquisitive, suspiciously phallic fungus or mimic tendrils.

Failing a DC10 leaves you prone, and with the Horny and Restrained status effects. If no hostile creatures are around, you can choose to roll on the Sex table.

ICE PLAINS / WET FLOORS:

Found throughout The Pearl Necklace mountains, and most busy pubs.

Failing a DC10 leaves you prone and sliding away from the combat encounter, from Adjacent to Distant.
You also take d6 damage from a hard landing.

HOT SPRINGS / BATH HOUSES:

Scaldingly hot pools of water, found at the base of Pearl Necklace mountains or in the nicer smelling parts of town.

Failing a DC10 leaves you prone and with the Blinded status effect.



The trees of the Thousand Thrust Forest grow so thick and intertwined that navigating them is akin to traversing the rooms of a dungeon. Scant openings in the wood act as rooms and hallways, and few make it far in without losing their nerve.

VIOLENCE

Mundainian combat is ugly, brutal, slapstick, and usually better off avoided. With time, and training, adventuring parties can become efficient and effective fighting forces, but novices should be as dirty and underhanded as they can be to avoid a fair fight..

INITIATIVE

A Combat encounter is divided into **rounds** and **turns**. Each combatant in a round gets a turn, and after all combatants have had their turn, a new round begins.

Before the first round of a combat encounter starts, a d6 must be rolled to determine who goes first, the adventuring party or their enemies. This is called Initiative.

On a 1-3, the enemies go first.
On a 4-6, the adventurers go first.

ACTIONS

Every combatant in an encounter has three actions total, **one Combat Action**, and **two Tactical Actions**.

Combat Actions involve performing attacks, casting spells, and using skills.

Tactical Actions can be anything from running towards an enemy, setting a trap, barricading a door, throwing a potion to an ally, and so on. Essentially, any action that doesn't involve directly attacking an enemy or casting a spell uses a Tactical Action. Below are some examples of using both Tactical Actions:

Running to a doorway **and** bolting the latch closed.

Catching a potion **then** drinking it.

Throwing a vial of poison gas **while** running into the next room.

You can choose to **save** your actions to use on an allied character's turn, or as a **Reaction** during an enemy's turn, allowing adventurers to work together fluidly during a combat encounter.

ATTACKING

You don't need to roll to see if you hit with a basic weapon attack, they hit automatically. Instead, you just roll for damage with the formula below.

Roll: Weapon Damage + Material + Brawn.

For example, an Iron Sword swung by someone with +2 Brawn would deal (d6 + 4) damage.

DEFENDING

Whenever a combatant in an encounter has damage inflicted on them, they roll the below formula to see how much damage is negated. This is called an Armour Save. Incoming Damage can be reduced to zero, **but an Armour Save can't be reduced to below zero.**

Roll Armour Type + Guts.

For example, someone wearing Skimpy armour with -2 Guts, would roll (d2 - 2) when attacked. If they rolled a 1, with -2 Guts, they would negate zero damage, taking the full force of the attack.



CASTING SPELLS

While magic has gotten a bit more sensible in the last few centuries, it still has a habit of lashing out violently and unpredictably if spells are mishandled. Smarter spell-casters will injure themselves with a failed spell. Stupider ones will explode.

Casting a spell requires succeeding a (DC12 vs Smarts) Dice Challenge. This is called a Casting Roll. If you fail this roll, consult the table below using your failed roll to see what happens to you.

1.
You explode in a shower of blood and guts. You die, and your allies gain a Vice. (Remember, you can only roll this if your Smarts is +0 or lower.)

2.
The spell rips out of your wrist, causing 2d4 damage to you and knocking you prone. You gain a Vice from all the blood that suddenly came out of you.

3.
You turn into a frog for 30 minutes. You can still talk, and frogs have their uses outside of combat. In combat, however, they're pretty useless.

4.
The spell backfires, causing d6 damage to you and any Adjacent Kin.

5.
You realise the spell is overloading, and spend all your effort trying to cancel it. Miss your next turn catching your breath.

6.
The spell turns into a vicious, backwards facing gust of gold-purple wind, ripping your clothes off and leaving you naked. Your target loses one turn laughing at you, and you gain a Vice.

7.
The spell refuses to release from your wrist, and circulates your blood, causing you to levitate weightlessly in the air for 15 minutes. You'll need someone to push you if you want to move, using one of their Tactical Actions, or kick off from a wall.

8.
The spell retreats up your veins and into your body, causing your sex organs to swell in size moderately. Not the worst outcome.

9.
The spell fizzles, pathetically. Luckily, no one noticed.

10.
The spell builds, violently and frighteningly, but lets out a sad fart as it fizzles. Your target loses one Tactical Action on their turn, sighing in relief.

11.
The spell goes off, but to half its intended effect, rounding down.

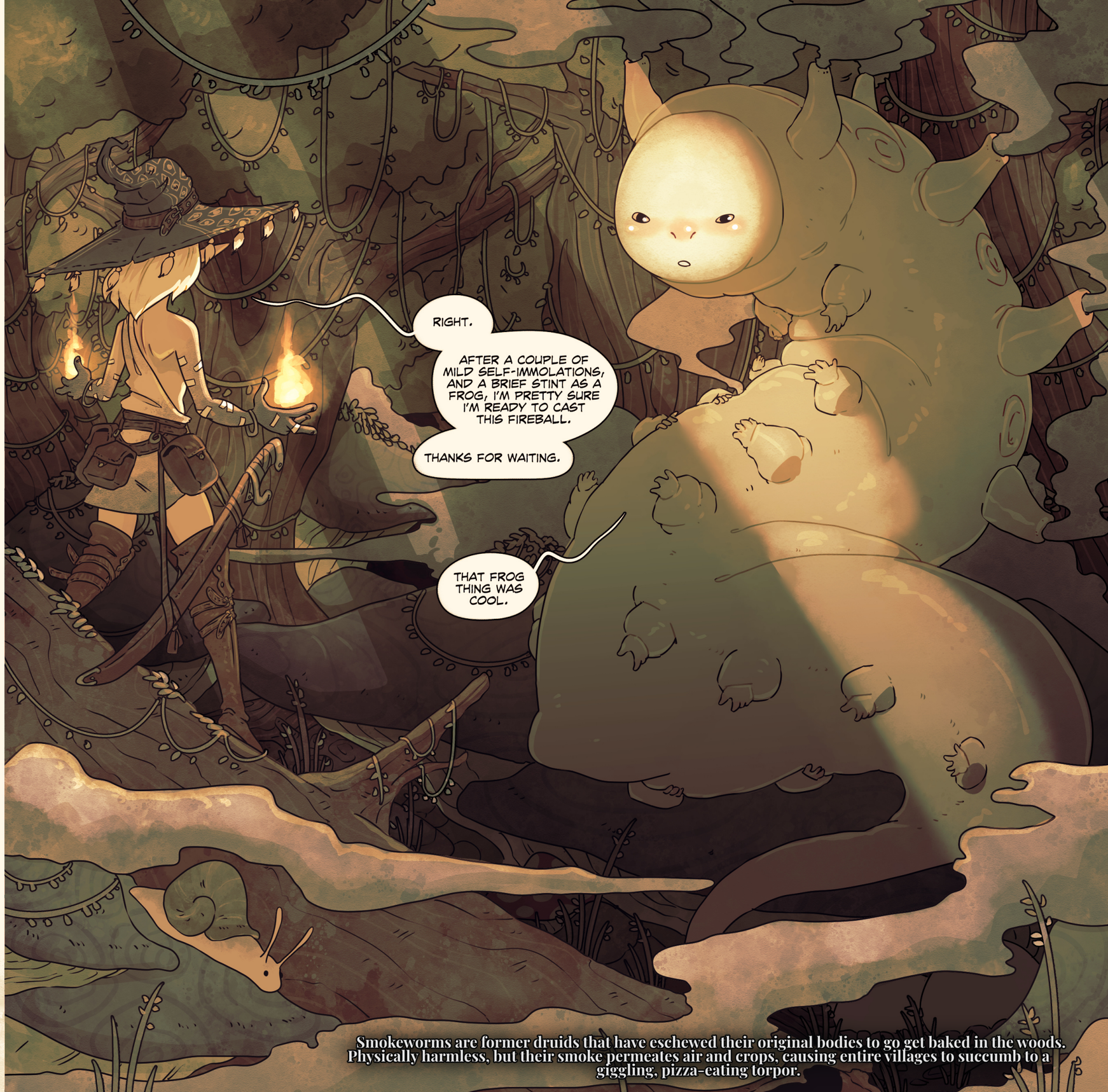
MAGIC STAFFS

Magic staffs are shaped lengths of wood with black glass orbs levitating around them, acting as compensators for poorly performed magic spells. Magic staffs have their own Health, which is damaged by one every time a Casting Roll is failed, but turns a failed Casting Roll into a successful one.

For example: If a spell-caster with a Magic Staff rolled a 3 on their Casting Roll, their Magic Staff would lose one Health, but the spell would be cast successfully.

Magic Staffs costs 10j for each point of Health. A +10 Magic Staff has 10 Health, allowing for 10 failed Casting Rolls, and costs 100j.

Remember: You don't need to be smart to use a Magic Staff, just have enough money to replace them when they break.



Smokeworms are former druids that have eschewed their original bodies to go get baked in the woods. Physically harmless, but their smoke permeates air and crops, causing entire villages to succumb to a giggling, pizza-eating torpor.

STEALTH

Sneaking up on enemies to get the drop on them is an easy way to end a fight before it begins. Then again, so is sneaking past them.

Stealth is a unique Dice Challenge, in which you roll a d20, then **subtract** your Armour Save from the initial roll. This is called a Stealth Check.

For example, if you were wearing +1 Medium Armour, you would roll a d20, then subtract (d6 +1) from that roll.

Think of it like this: the more armour you're wearing, the louder your moving around is going to be.

Typical DC scores for Stealth Checks are below.

Asleep (DC3)
Busy (DC5)
Looking for Intruders (DC8)

Successfully rolling a Stealth Check allows the person that rolled to get a free attack on an enemy **before** Initiative is rolled. This is a **Surprise Attack**. Everyone that wants a Surprise Attack has to succeed a Stealth Check first, though if someone fails, anyone that succeeded before the failed roll still gets their Surprise Attack.

After the first failed roll, no other Stealth Checks can be rolled before combat starts.

It's a good idea to have the adventurers with heavier armour roll last, after the people with lighter armour.

OPPORTUNITY ATTACKS

An Opportunity Attack is when a combatant that is **Adjacent** to an enemy tries to move **past** or **away from** that enemy, giving the enemy a free Basic Attack with their weapon.

It's important to keep the threat of Opportunity Attacks in mind when fighting in tight corridors, but more open spaces allow greater freedom of movement for those not in melee range with an attacker.

It might seem hard to remember who is liable for an Opportunity Attack in a theatre-of-the-mind game. As a general rule of thumb, if someone has attacked, or been attacked, by a melee weapon, they're vulnerable to an Opportunity Attack, until their immediate enemy is Downed.

EXERTION

Exertion Points give adventurers the ability to push their bodies to their physical limit, trying as hard to succeed where they would normally fail. Players have 3 Exertion Points per Long Rest, though with a long enough rest after Sex, they can regain one or two points.

Using an Exertion Point, you can:

Reroll a Failed Dice Challenge.
Reroll a Failed Stealth Check.
Dodge an Enemy Attack, taking no damage.
Reroll a Healing or Mote Potion.
Remove a Status Effect.
Add d6 to a Disposition / Sex check.
Ignore a target's Armour Save.

Using an Exertion Point when you have none gives you a Vice, leaves you Dehydrated, and causes you to take 2d6 damage. **Many enemies also have Exertion.**



The Hufnwulf is a particularly terrifying Fae, attracted by dilapidated housing, consistent liars, and women wearing red. It is known for repeatedly mimicking its last victim, in an attempt to draw out its next one.

DEATH

After three rounds of being Downed without being healed or stabilised, you die. Once you're dead, roll a (d20) on the table below, to find out what happens to you.

(1-12)
THE END

You take the hand of Tali Mori, the jovial goddess of death, to the land of white sands and black pyramids, to find an afterlife right for you. You tell stories, and she laughs and asks pertinent questions, until you find an eternity that suits your tastes. She waves you off, and your story - as all stories eventually do - ends with a "happily ever after."

To come back, revival magic can be cast on your body. Someone will have to carry your corpse to the nearest town Healer, and the magical procedure costs 500j. You'll gain (d6) Vices from being brought back. If you're dead for more than seven days, you're gone for good.

(13-18)
THE GHOST

You get back up, but your body doesn't follow you. The scene pauses for a moment as your colleagues stare at you, and through you. You're a ghost, and as with all ghosts, your first words are "Oh" and "Umm".

As a Ghost, you're able to communicate with your allies, move through walls and doorways, turn invisible, and give **one ally** an additional (d4) on their attacks and Dice Challenges by inhabiting their body. While you're inside an ally's body, you talk with their voice, and can control them if they're asleep or unconscious. More than one ghost can inhabit an ally.

You can't directly attack or be attacked, but there's plenty of small ways you can help your allies get out of trouble.

You won't gain any Vices from being brought back to life, since you didn't visit Tali Mori's afterlives.

(19-20)
THE ZOMBIE

You get back up, despite looking deader than usual. Usually it takes a while for a person to become Undead, but you just willed yourself back into action. Your skin's a little greyer, you gait is a little more "shambly", but for all intents and purposes, you're back up, and ready to fight.

As a zombie, you immediately gain all your Health back. Zombies have several considerations they have to keep in mind:

Because you're dead, you get a -5 Disposition penalty with all non-Zombie NPCS.

Healing potions only heal (1d8+Your Level)

Resting doesn't recover your Health or Motes. Instead, you'll need to replace a body part from a recently deceased corpse to regain Health and Motes. Thankfully, you can do this while the party is resting, but you'll need a corpse to pick parts from. The replacement procedure takes one hour to regain all Health and Motes.

You can still die as a Zombie.



Tali Mori wears corroded gold jewellery as a warning to the wealthy that their riches don't earn them special treatment when they're dead, and a leather choker that expresses her origins as a slave during the Shit Ages, an accessory that has come to express solidarity with the working folk of Mundain.



"According to its clientele, the current world's best restaurant is an infamous hole in the wall known as "Susie's", in the Twin Cities of Hammen-Toil.

Susie's signature dish "You Get What You Get" has been described as "unique", "a brave and experimental palette experience", and "alright, alright, I'll eat it, just please stop hitting me."

Susie is known worldwide for her theatrical and expressive approach to customer service, treating even the most minor complaint with immediate and extreme attention."

IMPROVISED WEAPONS

The modern world is littered with crap that an entrepreneur of violence can break over an enemy's head. For situations when weapons aren't at hand, everything from an ashtray to a dinner fork can be used to induce blood loss.

Improvised Weapons deal as much damage as normal weapons. The GM and Player should confer and agree on the damage profile of an Improvised Weapon, using normal weapon damage to compare.

For example:

Wooden Chair = Wood Maul (d8+1)
Chair Leg = Wood Staff (d4+1)
Glass Bottle = Glass Dagger (d4+3)
Candelabra = Iron Hammer (d6+2)
Cutlery = Bronze Throwing Daggers (d4+2)

Improvised Weapons break after 1 attack.

BRAWLING

Brawling is the inevitable result of a spirited yet inconclusive debate, where words are replaced with amicable violence to decide important philosophical questions, such as who's beer that was. Everyone in Mundain is willing to throw hands, so long as glass bottles, bar stools and frying pans don't become swords, crossbows and spells.

Brawling is a form of non-lethal combat, when armour and weapons are temporarily discarded in favour of fists, feet and furniture. The goal of a Brawl - like regular combat - is to reduce an opponent's Life to zero, but instead of being Downed, dying after 3 turns without help, they are Knocked Out, able to wake up and return to full Life after 15 minutes, albeit with a 24 hour penalty known as a Konk.

After a Brawl, players return to full Life after a 15 minute rest, allowing anyone Knocked Out to regain consciousness.

KONKS TABLE: (d6)

Should an adventurer be Knocked Out, they should roll on the table below to discover their Konk. Konks last 24 hours, and can stack, should they be Knocked Out more than once in a 24 hour period.

1. Black Eye (-1 Charm)

2. Bump on the Noggin (-1 Smarts)

3. Tenderised Head (-1 Guts)

4. Gammy Elbow (-1 Brawn)

5. Dodgy Knee (-1 Exertion)

6. Humiliated (+1 Vice)

BRAWLING SKILLS:

Brawling Skills revolve around using nearby furniture and items in unusual ways for great effect. All Kin, adventurers and humanoid enemies, have these skills, as it's an innate part of solving arguments that Mundainian folk learn from a young age. Brawling skills are designed to encourage fun and creative combat, beyond simple swords and spells, and GMs should encourage players to propose unique ways of using furniture in brawling and combat. Brawling Skills can be used in real combat, and are divided below by the environments in which the furniture required to perform the skill is most likely to be found.

GENERAL ENVIRONMENT:

Punch/Kick:- Deals (1+Brawn) damage, with a minimum of 1 damage.

Bite:- Deals (d6) damage.

Targeted Attack:- Roll a (DC10-15) to punch, bite, or generally harass a specific body part. It's up to the GM to determine what the effect of a Targeted Attack does, but below are a few ideas.

Poke Eyeball:- Causes Blindness

Punch Boob:- Extra damage, causes Berserk

Bite Cock:- Lots of Extra damage, causes Terrified

Kick Balls:- Extra damage, causes Stunned

Throw Improvised Weapon:- Throws whatever object you're holding, dealing damage from range and breaking the object.

Sneaky Kinesis:- Spends a Mote to surreptitiously throw a small improvised weapon at a target from somewhere in the room, without anyone noticing. The improvised weapon can't be in someone's hand, or they'll consider it cheating, and might draw a real weapon.

Grapple:- An attempt to grab and hold an opponent. Requires the opponent to roll a DC against the grappler's Brawn to escape, (DC6+Brawn). Failing the DC leaves the opponent Restrained until their next turn, when they must attempt again.

From the Top Rope:- Climbing up high and jumping down onto an opponent is an effective way to deal extra damage, set up an ambush, and leave the opponent prone. GMs should use their discretion as to the size of the jumper and how much extra damage the jump deals. A Dweller probably does less damage than a Centaur, for example.

INDOOR ENVIRONMENT:

Bars, brothels, bathhouses, homes, hovels & hideaways. Anywhere people congregate, people argue.

Upend Table:- Hiding behind a table gives cover against ranged attacks, requiring a (DC10) to hit the hider. Melee attacks are unaffected.

Smash Glass:- Smashed glass causes Difficult Terrain, dealing (d6) damage to anyone that falls prone.

Throw Ashtray:- The glass ashtray deals (d4+3) damage, creates smashed glass difficult terrain, and the ash causes Blindness for the target.

Throw through Window:- Throw a Restrained opponent out of a window, causing (d8+3) damage and falling damage, depending on how high up they are.

Roll Barrel:- Roll a barrel in a straight line, dealing (d4+1) damage to anyone in the way and knocking them prone.

Splash Booze:- Splashes a target in potent, flammable alcohol, making them susceptible to Burning from the smallest sources of flame, such as candles.

DUNGEON ENVIRONMENT:

It's rare, but not unheard of, to have a gentlemanly dust up in the bowels of the earth.

Coffin Lid:- Uses a rotting coffin lid to negate (d6) damage from the next incoming attack, then shattering afterwards.

Rock Toss:- Rocks are always available in crumbling ruins, but they come in many sizes. Larger rocks deal more damage, but require more Brawn to throw.

Fist sized:- (d4+1)

Two Hander:- (d8+1) Requires +1 Brawn

Boulder:- (d10+1) Requires +2 Brawn

OUTDOOR ENVIRONMENT:

Forests, deserts, swamps, mountains, and all the roads between.

Swamp Water Splash:- Leaves the target Filthy and Blinded, but deals no damage.

Sand/Dust Kick:- - Leaves the target Blinded, but deals no damage.

Mud Toss:- Leaves the target Filthy. Hide a rock in the mud to deal (d4+1) damage.

Snow in the Underwear:- Causes the target to spend their turn trying desperately to get the cold out. Might also cause Berserk.

DECLARING A BRAWL:

GMs should use roleplaying cues to indicate when NPCs wish to Brawl, rather than fight to the death. It's important to remember that most normal people really don't want to die, and even in real swords & spells combat, many would rather concede and surrender than lose their life.

- An opponent putting their fists up, or smashing a glass bottle, rather than reaching for a sword, is a sure sign they wish to Brawl.

- Despite the general lawlessness of Mundain, murder in the streets surrounded by witnesses is bound to raise questions. Unless, of course, the victim is a well known bastard.

- Occasionally elevating to real combat, by having an opponent grab an actual weapon, is a fun way to raise the stakes, both mechanically and narratively.

- A stint in the dungeon is a way to punish adventurers that consistently turn Brawls to a fight to the death.

WINKLEWHIPS AND NIPPLEFLICKS,
PAST-ER-IES AND CHEESES.
TINGLETITS AND BOOBIE-BITS,
AND SUGAR CHOCOLATE FREEZES.

SALTED SWEETS AND COOK-ED MEATS,
SOCKS AND HEARTY WHEEZES,
FLOCKS OF COCKS AND GOLDEN LOCKS,
I PROMISE YOU ALL THESE'S.

UMM.

THAT SOUNDS GREAT!

LET ME, UH.

LET ME GO GET
MY FIVE HUNDRED
BIG-TITTED SEXY MONSTER
FUCKING GIRLFRIENDS.

AND WE'LL, UH,
MEET YOU BACK HERE.

PROB'BLY.

STAT BLOCKS

Much like the character sheets of your adventurers, the men and monsters of Mundain have stat blocks of their own. These detail what the creature is capable of, and what it takes to kill them. Let's look at the stat block of a Horny Devil, a common but powerful fae found in the swamps of the west.

- First, we see the name and a description of the creature. This gives adventurers a vague idea of what they're facing.

- Next, we see their Abilities. We can see that the Horny Devil is pretty strong, very very charming, and smart enough to probably cast its spell quite easily, but it's low Guts means it'll be hurt quite easily.

- Here, we see important stats like Health, Armour, their basic attack, Exertion, and Disposition. For their Armour and Attack, the Horny Devil's Ability scores have been added already. They have 2 Exertion Points, meaning they can reroll any of their dice twice, like resisting being grappled, or a crappy attack. Their Disposition is +0, so it might be possible to get the creature to be non-hostile.

- In Actions, we can see special powers the Horny Devil has.

Actions marked with **(C)** require a Combat Action to use, meaning that if the Horny Devil wants to use Dark Promise, they can't do a Basic Attack in the same turn. Some Actions marked with **(C)** are also marked with **(S)**, meaning they are spells that need to be successfully cast. Since Dark Promise causes Charmed, you can see that it is marked with a Resist Check, meaning those it targets can resist its effects.

Actions marked with **(T)** require a Tactical Action to use, so using Agree with Me leaves the Horny Devil with only one Tactical Action left to move, push down trees, splash swamp water, and so on.

Actions marked with **(P)** are passive, meaning the Horny Devil doesn't need to use any actions. These are usually lingering effects, like being scary or averse to sunlight, and sometimes ways of placating the creature. In this case, a quick shag is enough to get the Horny Devil to go away.

- Finally, there's the Loot you can get by killing the creature, and its Traits, which gives the GM an idea on how to inhabit and roleplay the enemy. Many enemies, such as bandits and zombies, have simpler stat blocks and fewer abilities.

HORNY DEVIL

The thing has four arms, enormous horns, and towers over the tallest Kin. Conjured by the casual hedonism of modern Mundain.

SMT:	BRN:	GTS:	CHM:
+4	+3	+1	+4

HEALTH: 36

ARMOUR: (naked) +1

ATTACK: (d6) + 3

EXERTION: 2

DISPOSITION: +0

ACTIONS:

Dark Promise (S) (C): Causes Charmed. Can be cast twice per combat. If only Charmed characters are still standing, not Downed or Dead, they are stolen away. *(Resist Check)*

Agree with Me (T): The Horny Devil makes twisted statements and strange promises. Every time someone disagrees with the Horny Devil, add +1 damage to all future attacks made by the Horny Devil.

(Targets just have to agree with the Horny Devil, not actually do what they ask.)

Horny (P): The Horny Devil is made non-hostile by watching or engaging in Sex. It will leave afterwards.

LOOT: Horns (50j x 2)

TRAITS: Fae, Talkative, Swamp Lover, Horny

MOUNTED COMBAT

What Mundain's steeds lack in nobility or grace, they more than make up for in sliminess. And for those without the cash for a mount of their own, they can hitch a ride on a friend.

Adventurers can ride Mounts or other Adventurers into battle. Adventurers being mounted must be either **Centaurs** or have a **+2 Brawn difference** between the mount and the rider.

Short Kin can mount anyone regardless of Brawn, but can only carry other short Kin, (Goblins / Satyrs / Dwellers / Dwarfs / Koboldian Dragonkin). **Centaurs can't ride any Kin.**

PROS:

Only the Mount uses Tactical Actions to move.
The Mount and Riders can decide who gets hit when being attacked.
The Mount and all Riders attack during Opportunity Attacks.

CONS:

All Riders take 2d6 damage when the Mount falls Prone or is Downed. Incoming Spells hit Mount and all Riders. Damage is shared evenly among the Mount and all Riders.

Below are the stats for common Mounts, available to buy in any town.

SLUGRAPTOR

The primary mode of personal transport for Mundain, bipedal molluscs with long tails, tall antennae, and a bounding gait. ***Price: 250j***

SMT: -1 BRN: +1 GTS: +2 CHM: +0

HEALTH: 12 ARMOUR: (naked) +1 ATTACK: (d4) + 1

EXERTION: 2 DISPOSITION: +5 CARRY CAPACITY: 1

TRAITS: Mount, Bipedal, Nervous

WADDLEDOG

A lumbering quadrupedal snail, capable of pulling wagons or carrying up to three riders on its shell. ***Price: 750j***

SMT: -3 BRN: +3 GTS: +3 CHM: +1

HEALTH: 18 ARMOUR: (naked) +3 ATTACK: (d4) + 3

EXERTION: 0 DISPOSITION: +10 CARRY CAPACITY: 3

TRAITS: Mount, Quadrupedal, Cheerful



SWAMP STRIDER

A bizarre, quadrupedal fluff-ball, walking on stilts of chitin and lapping at flowers with its lengthy tongue. Useful for crossing marshes and bogs. ***Price: 350j***

SMT: -2 BRN: -1 GTS: +2 CHM: +0

HEALTH: 15 ARMOUR: (naked) +2 ATTACK: (d4) - 1

EXERTION: 0 DISPOSITION: +5 CARRY CAPACITY: 1

ACTIONS:

Long-Legged (P): The Swamp Strider is immune to Difficult Terrain.

TRAITS: Mount, Quadrupedal

SHAGBEETLE

An enormous, yet oddly adorable beetle, able to transport vast amounts of cargo and up to ten passengers on their shell. ***Price: 2000j***

SMT: -3 BRN: +2 GTS: +6 CHM: +1

HEALTH: 72 ARMOUR: (naked) +6 ATTACK: (d4) + 2

EXERTION: 0 DISPOSITION: +10 CARRY CAPACITY: 10

ACTIONS:

Mobile-Home (P): The Shagbeetle can continue to travel during a party's Long Rests.

TRAITS: Mount, Quadrupedal, Cheerful

IN COMBAT:

Creature mounts act on the same turn as their owner. They understand simple commands, like fighting and fetching items. Owners often give their mounts cute or fearsome names.

WHEN TRAVELLING:

If the entire party is mounted, adventurers can travel twice as fast as usual when travelling on the Hexcrawl or Pointcrawl maps, both in settlements and the wilderness.

Shagbeetles are considered the most luxurious form of land transport in Mundain, able to carry huge loads of cargo, or a well appointed home on their backs. Their top-heavy waddling often causes passengers to fall into each others arms, which is where Shagbeetles get their name.



"The Cobblenock Brothers have fundamentally different ideas about what makes for an attractive and competent retainer. Both are correct."

RETAINERS

Retainers are able to perform various services on behalf of the party, freeing up their Downtime and Dungeon Crawling time. Retainers are a great way to avoid focusing on the minutia of adventuring, and a sound investment. Below are various Retainers the party can employ, usually found in Taverns, Halfway Houses and Brothels throughout the world.

Each adventurer can hire one Retainer. It's often fun to have another player roleplay as a player's retainer, but it's entirely optional. Keep in mind that retainers are rarely willing to die for a handful of coins. Retainers are paid for the full day if they work at all that day.

TORCHBEARER: SMT: +2 BRN: -3 GTS: -2 CHM: -1

A remarkably lazy failed wizard that somehow learned the Illuminate spell. They'll follow the party around any dark areas or dungeons with a well-lit staff, allowing the party to forget the need for sources of light. They wont fight, and will run if they're threatened or everyone's dead, so keep that in mind.

Wage:- 40j per day on duty.

THIEF: SMT: +2 BRN: -1 GTS: +1 CHM: -2

A sneaky little shit, equipped with lockpicks, a grapple hook, and a glass cutter. Useful for opening chests, doors, cages, and general breaking and entering. Won't fight, might help the party escape.

Wage:- 10% of the value of all earnings while on duty.

FORAGER: SMT: +1 BRN: +1 GTS: +2 CHM: -3

A bearded wildsman, their clothing sprouting moss and mushrooms, filthy enough to pass for a tree stump when stationary. But he knows the wilderness, and if you know what you want, he'll find it for you. Allows the party to choose on the Foraging table, rather than roll.

Wage:- 25j per foraged item.

ALMOST DAIRYGIRL: SMT: -2 BRN: +1 GTS: -1 CHM: +1

Occasionally the spell fails, and the young man or woman is left partially transformed, unable to match the output of their fully morphed counterparts. Still, enormously buxom, just a less reliable source of empowering milk. Provides (d6) portions of (+1 Brawn for 24 hours) milk every day.

Wage:- 20j per milk

STRUMPET: SMT: +1 BRN: -3 GTS: -1 CHM: +4

An unlicensed sex worker, willing to sell their time and various orifices. Refused or expelled from the Harlot's Guild, these men and women make themselves useful among the adventuring caste by using sex as a dangerous distraction. They might fight if it all goes wrong.

Wage:- Will have Sex with up to four Kin, or the party for (100j), or deliberately attract Mimics to themselves for (50j), being implanted with eggs instead of any party members. Will also add +10 to an Orgy for (100j).

Weapon:- Iron Sword (d6+2) Health:- 12 Armour:- (d2)

MERCENARY: SMT: -4 BRN: +3 GTS: +3 CHM: -4

A mountain of ugly muscle, encased in mail and dented plate. Just like their poorly written plaque says, they'll kill stuff for money,

Wage:- 250j per day when on duty.

Weapon:- Steel Maul (d8+6) Health:- 20 Armour:- (d8 +3)



DOWNTIME

An adventurer's life isn't one of constant peril, especially those that have yet to make a name for themselves. In the interim between quests, one can hone and improve their skills, gather useful ingredients, share knowledge, or even spend all day shagging for a boost to morale.

Downtime is the period between real-life game sessions, where players stop controlling their characters until the next session. During this period, it's assumed the characters go off to do various activities to improve themselves or bolster their equipment for the next adventure.

In mechanical terms, this is resolved with a simple declaration and - if needed - a dice roll at the end of the session. Players declare how they spent their Downtime, roll the appropriate dice, and see the results.

Downtime is how new skills and spells are learned, so having Downtime be decided at the end of a session does well to get players naturally excited for the next one.

Below is a list of Downtime activities players can choose to engage in. Players can choose up to **two options per Downtime**, but can't pick the same one twice.

FORAGING

Going out into the wilderness to forage for ingredients and materials, to be used during adventures or sold for a profit.

GO SHOPPING

Allows the opportunity to buy new gear, basic spells and martial skills from a nearby settlement.

SPARRING

Lets one adventurer teach a spell or skill to another, without having to pay a trainer. Requires both adventurers to choose Sparring for a Downtime session.

BARD PRACTICE

Allows Bards to practice with their instrument to increase their Bard Proficiency, without performing at a venue.

ATTEND A LECTURE

Gives adventurers the opportunity to gain more Motes and learn certain spells without paying for them.

VISIT A BROTHEL

Remove Vices with a professional shagging.

ORGIES / CAROUSING

Spend quality time with your party, temporarily increasing their Ability Scores and Health. Requires at least two adventurers to participate.

TRAINING A CLASS

Learn to specialise into a certain Class, gaining new skills and abilities. The Classes available are:

BARD

A consummate performer that sings songs and plays music to aid their allies and harm their foes.

BLOOD MAGE

A dark spell-caster that uses their own life force to perform brutal, rudimentary magic.

CLERIC

A strange fanatic that collects holy merchandise to gain miraculous abilities.

DANCER

A seductive martial artist that uses pole-arms and music to deliver deadly, rhythmic blows.

DRUID

An imbiber of the not-blood of mimics or the spores of fungus to gain transformative powers.

FAE KNIGHT

A gallant and chivalric warrior pledged to the Lady of The Lake, and imbued with her power.

FIGHTER

A vicious and versatile front line warrior dedicated to keeping their allies safe and their enemies dead.

PALADIN

A warrior-scholar, backed by the Temple of T'hot to spread knowledge and cull the ignorant.

RANGER

A solitary outdoorsman, deadly with a bow and flanked by a loyal companion.

THIEF

A stealthy rogue, devious with daggers and throwing knives, and adept at opening locks.

WIZARD

A master of the arcane arts, able to perform intricate, powerful spells and rituals.

WARLOCK

A fey-touched wanderer, slowly being adapted to fit their patron's twisted needs.

The humble Slimeweasel is used for the popular mud-sport "Face-ball". It involves two teams of up to thirty attempting to touch each other's equidistant goal-stake with an inflated Slimeweasel while rolling around in the mud, usually resorting to violence and sexual distraction.

FORAGING

Foraging during Downtime allows an adventurer to gather up useful ingredients for future endeavours.

When foraging, roll d20 equal to your Smarts to determine what you find in the wilderness.

---

1. Desperately scrabbling around in the mud, you gain the Filthy status effect.

2. A handful (d4) of Cave Mushrooms. Causes Feral Goblins to become non-hostile.

3. You bundle some sticks and apply globs of snotwax to the ends, crafting (d6) torches.

4. You gather up (d4) rocks you could throw at enemies. (d4+1 damage).

5. A fistful of Soothsalt. Enough to make (d4) Antidotes.

6. You find enough ivy to make 30ft of rope.

7. A handful (d4) of Coomshrooms, potent aphrodisiacs. You taste one and gain the Horny status effect. Add d6 to your next Sex rolls by eating one.

8. You find a patch of Phallungus. Add +5 to your next Orgy.

9. A spoonful of Slimeweasel goo. Add +1 Smarts for 24 Hours.

10. A shearing of Grumblebee honeycomb. Add +1 Moxie for 24 Hours.

11. A smear of Hellpepper juice. Add +1 Hotness for 24 Hours.

12. A small pool of Beefbug saliva. Add +1 Brawn for 24 Hours.

13. You find an orchard of delicious wild crapples! Add (2d6) to your rations, or share them among your allies.

14. You discover a stream of crystal clear water! Add (2d6) to your Water, or share it among your allies.

15. You happen upon a skeletal hand gripping a weapon. Roll on the Weapon Loot Table.

16. You find a corpse with a scrap of armour still attached. Add +1 to yours or an ally's armour.

17. You discover enough wyrdwood sap and fun-fungus to make (d4) Mote Potions!

18. A cup of skizzard shedskin and some wyrdwood sap, enough for (d4) Healing Potions!

19. You catch a pigeon-wyvern, a tiny pest-dragon that can light torches and lanterns with its little flame.

20. You find a hidden treasure chest! Roll (d4) times on the Loot Table!

SHOPPING

Adventuring seems to cost as much as it earns, but the expenses are a necessary evil when searching for that one big pay day.

Shopping during Downtime is a useful way to keep the pace of the game up during a game session. That said, sometimes random shopkeepers have pertinent information during a quest, or little stories and tribulations of their own, that could lead to adventures.

Adventurers can purchase weapons, armour, rations, water, and anything from the General Store, found in the Character Creation section of the book.

As a reminder, here are the usual prices of some of the basics adventurers will need a constant supply of.

Water: 5j per day's worth.

Rations: 3j per day's worth.

Torch: 10j for 2 hours light.

Lantern: 50j

Lantern Oil: 5j for 6 hours light.

Health Potion: 50j (Heals 2d8 + Level)

Mote Potion: 50j, (1d4+ Your Level Motes)

Lockpick: 4j each, break on use.

Rope: 5j per 30 feet.

You might notice that a lot of things that can be bought can also be foraged. Adventurers will have to make a deliberate choice between buying and trying to find stuff.



SPARRING

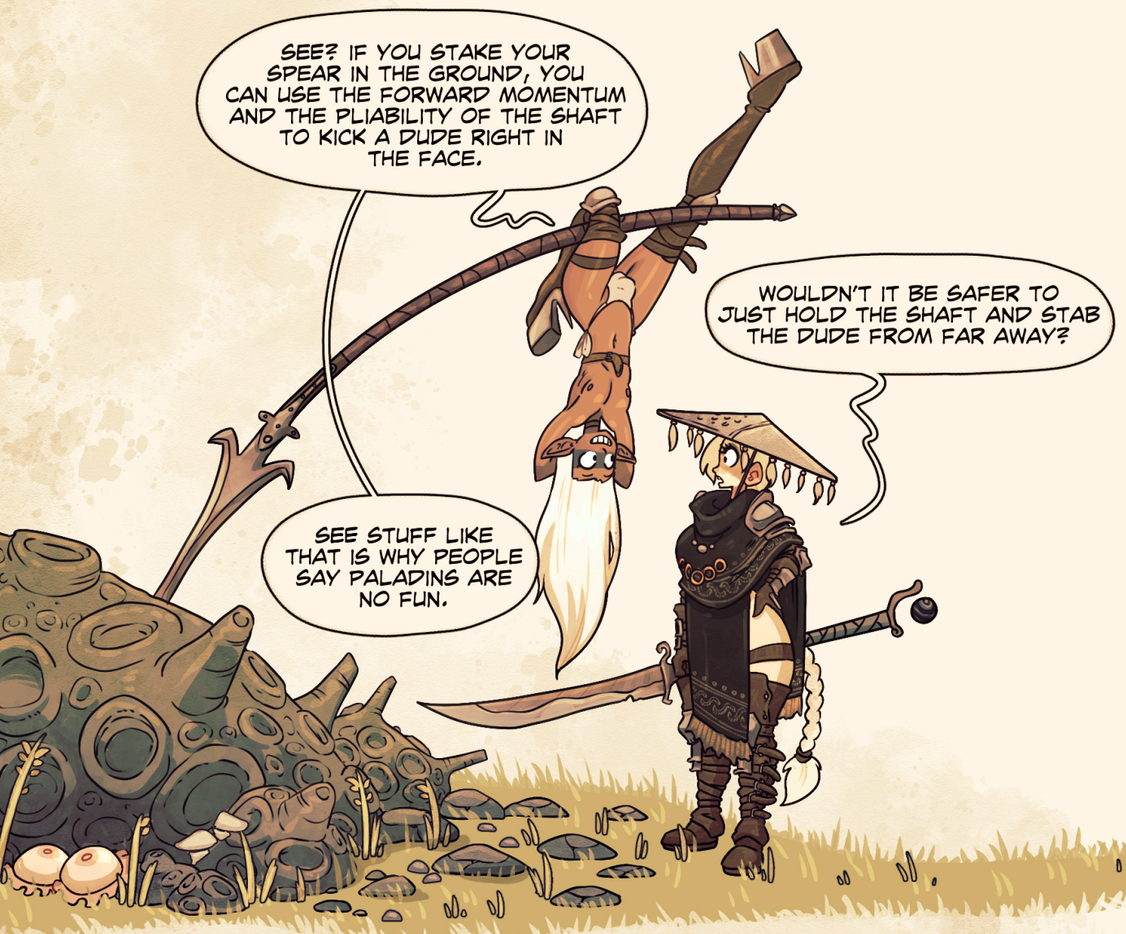
Sparring is a useful way for adventurers to teach each other some of the useful tricks and little spells they've learned on their journeys.

Sparring allows one adventurer to teach a Martial Skill or Basic Spell to another adventurer, allowing them both to use it. Sparring requires the teacher and the student to both use part of their Downtime.

There are prerequisites to being able to learn some spells and skills, however.

In order to learn a **Basic Spell,** the student must already have a Mote to cast spells with.

Class Skills and **Advanced Spells**, such as the Dancer's Dagger Heels skill or the Fae Knight's Clarity skill, cannot be shared, except to those of the same class. Martial Skills, however, can be taught freely.



BARD PRACTICE

Foraging, fighting or fucking, spirits are always lifted by a musical accompaniment. And out in the wilds, you're slightly less slightly to have a mug thrown at your head.

Bard Practice allows bards to increase their Bard Proficiency without needing to perform in a tavern using their Charm skill. Bard Proficiency increases by 3 for every Downtime session. and the music practiced gives a small buff to the bard and their party. **Roll a d6 to determine what kind of music the bard plays during their practice.**

1. You play a solemn tune about humanity's great exodus south, with fluttering melodies that allude to the new call to adventure. **Your party gains +3 Health for 24 hours.**

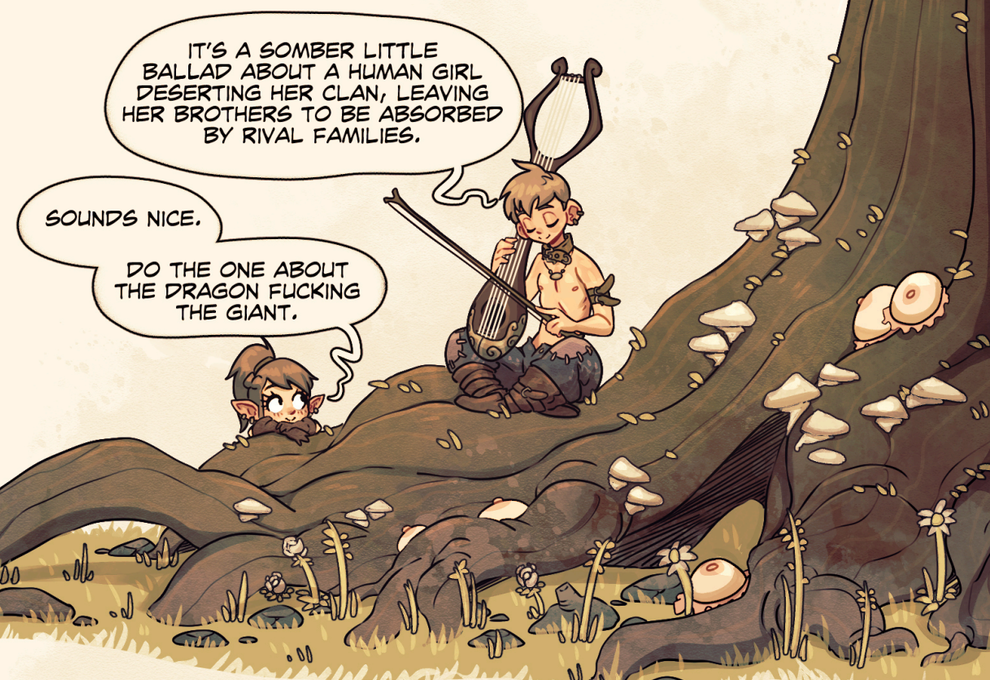
2. You play the tavern ballad about a Dweller that falls in love with a Centaur, and through impressive acrobatics, enjoys his whole member. **Your party gains +1 Charm for 24 hours.**

3. You play a marching, upbeat tune about a mythical dungeon filled with treasure, tits, and easy to murder monsters that bleed gloriously. **Your party gains +1 Guts for 24 hours.**

4. You play a saucy traditional dwarfish serenade, usually performed after a particularly erotic argument. **Your party gains +1 Brawn for 24 hours.**

5. You perform an exhaustingly intricate melody that details the many strange and wonderful teachings of T'hot, the goddess of life. **Your party gains +1 Smarts for 24 hours.**

6. You play a soothing ambience that seems to harmonise with the sounds of nature around you. It's an absolutely divine experience. **Your party loses 1 Vice each.**





Harlots Guild workers are morphed from client to client, configuring their faces, hair colours and lengths, sex organs and personalities to the needs of the latest entrant. Musculature, however, is something the on-site wizards have yet to get the hang of, requiring specific workers for brawny trysts.

VISITING A BROTHEL

While there are innumerable unsanctioned titty-houses tucked away in the edges of society, a Harlot's Guild brothel is the centrepiece of Mundainian civilisation. Bustling with conversation and squelching with activity, Harlot's Guilders are magically altered to fit the needs of their clients, with trainees flitting around holding clipboards to gather preferences and distribute customer satisfaction surveys. A trip to a Harlot's Guild brothel is a purifying, transformative experience, and the clarity achieved after a couple hours with a few perfected specimens can permanently cleanse a damaged mind.

Visiting a Brothel during Downtime is an effective way of losing Vices and temporarily gaining Charm and sexual ability for your next adventure. A night in the Brothel costs 150j.

Roll a d6 on the table below to determine how your visit to the brothel went.

1.
You take the offer to pair up with a trainee. They're nervous, but eager, and while their body has the blemishes and imperfections of one yet to be moulded by the brothel's thaumocosmetician, you have an enjoyable time. **You are refunded 50j.**

2.
A slow start folds into a sensual night, your partner an effective wielder of tension and release. Strong drink adds to the warmth, lush pillows and silk blankets aid the comfort. **You lose a Vice.**

3.
You're eager, and are paired with a harlot that matches your energy. Giggling swigs of Scum Rum interlude the playful slaps and pinches of a night well spent with good company. **You lose a Vice.**

4.
You launch through the doorway and gather up any vaguely attractive specimen not currently engaged, then drink and hump your way through an evening of raucous enjoyment. One or two of your conquests were actually customers just caught in your wake. **You lose up to two Vices.**

5.
A quiet night at the brothel becomes a whirlwind of sweat and sex fluid the moment you make your presence known. Any attempts to curtail your momentum are fruitless, and soon other patrons seek to match your inextinguishable enthusiasm. You made a quiet night loud.**You lose up to two Vices, and gain an additional (d6) in all Disposition and Sex rolls for 24 hours**.

6.
A night for the ages, cacophonous sounds of flesh on flesh backed by orgasmic roars and ecstatic screams, with a melody of giggles and shouted encouragement from neighbouring chambers. You will be remembered in this establishment. **You lose up to three Vices, and gain an additional (d6) in all Disposition and Sex rolls for 24 hours**.

Remember: Brothels are also a way to gain information and rumours while adventuring. Check the Civilisation chapter for more details.



The demigoddess T'hot repurposed the old, oppressive religious temples into rudimentary colleges, that offer lectures on mathematics, alchemy, anatomy, food preparation, assumed history, entomology, cunnilingus and learning to read. T'hot's Paladins are based in these colleges.

ATTENDING A LECTURE

Attending a Lecture costs **50j** and part of your Downtime. There are two types of lectures available,Academic and Magical. Academic lectures are better for removing Vices, while Magical lectures offer Motes and Basic Spells.

Roll a d12 and add your Smarts to determine the result of your lecture.

ACADEMIC:

1 OR LESS.
Your lecturer is far too hot to concentrate on whatever they're talking about. **You gain the Horny status effect.**

2.
You forgot to bring a drink to the lecture, and it's debilitatingly humid in here. **You gain the Dehydrated status effect.**

3.
You immediately fall asleep at the start of the lecture. You didn't even catch the subject matter.

4.
You learn a fun trick that helps with your 7 times tables. **You lose a Vice.**

5.
You learn an interesting fact about vinegar and the weird creature that makes it. **You lose a Vice.**

6.
You learn how remarkably easy it is to turn lead into gold. **You lose a Vice.**

7.
You learn the latest theories regarding the ocean tides. Kraken mating seasons. **You lose a Vice.**

8.
You learn useful techniques in the fields of beefbug and slugraptor husbandry. **You lose a Vice.**

9.
You learn an interesting titbit about Dragonkin anatomy, and how their genders were reversed for social convenience. Y**ou lose a Vice.**

10.
You spend the lecture learning how to make delicious baked treats. **You lose a Vice and gain 4 Rations**.

11.
You learn the oral traditions of the giants, as well as their spoken-word historical customs. **You lose a Vice and gain +1 Guts.**

12 OR MORE.
You learn to question and verify sources of information, to think critically, and seek advice on subjects from those that spend their lives learning about them. Suddenly the world doesn't seem like a big pile of conspiracies. **You lose up to two Vices and gain +1 Smarts (Up to +9).**

MAGICAL:

1 OR LESS.
You fall asleep immediately, until the lecturer claps you around the ear with a yardstick. **You gain a Vice.**

2.
The lecture is conducted by a gold clad temple novice, almost nude save their loincloth and jewellery. **You gain the Horny Status Effect.**

3.
Your eyes glaze over at the hypnotic lights and swirls of the magic being practiced on the stage.

4.
Through exhausting concentration, you almost actually learn something.

5.
Your attention phases in and out, but mostly in. You gain **+1 Motes.**

6.
You learn the crucial art of maintaining an interest in other people talking. **You gain +1 Motes.**

7.
You sit up straight, take notes, and walk away from the temple satisfied and smarter than before. **You gain +2 Motes.**

8.
You ask a question to the lecturer, who compliments a pertinent query! Y**ou gain +2 Motes**.

9.
You learn how all magic is ostensibly blood magic, evaporating through your wrist. **You gain +2 Motes**.

10.
You perfectly mimic the complex weaves and motions of the lecturer's fingers. **You gain a Basic Spell of your choice and +3 Motes.**

11.
You learn the intricacies of knitting flesh and bone back together. It's strangely simple. **You gain a Basic Spell of your choice and +4 Motes.**

12 OR MORE.
The knowledge flows freely into you, and you feel like the realm of magic makes more sense than your own. **You gain two Basic Spells of your choice and +4 Motes.**



The current heads of the Hammen-Toil Assassin's Guild are the centaur swordsman Ummdave Yeahdave and the human poison master Giggly Buns. They often forget they are not adventurers.

ORGIES

Beings of peak physical fitness and mental alacrity, plunging themselves into adrenaline fuelled life-or-death situations. It's inevitable that they're eventually going to want to fuck each other's brains out.

Orgies use Downtime to bolster participants Health and abilities for their next session. Their effectiveness increases with the adventurer's Level, so Orgies are especially useful for higher level parties that have learned all the spells and skills they need, and have little else to accomplish in their Downtime otherwise.

ORGY RULES:-

When having an orgy, every participant rolls a d20 and adds their highest Ability score, then divides by the number of participants, rounding up. Things like foraged Phallungus and Strumpet Retainers also add to an Orgy Score, so it's a good idea to invest in those beforehand.

Once the Orgy Score has been determined, use the table below to discover the effects. The effects of an Orgy are additive, so for example if the participants have a Great Orgy, they also gain the effects of a Fun and Awkward Orgy. Because all orgies are a little awkward.

1-5) AWKWARD:-

All knees, elbows and giggling, but everyone got their rocks off.

Every participant loses a Vice.

6-10) FUN:-

A wholesome evening of using orifices on other orifices.

Every participant gains Health equal to their Level for 24 hours.

11-15) GREAT:-

Sweaty, empty adventurers litter the ground, sighing contentedly after a job well done. Multiple jobs, in fact.

Every participant gains +1 Exertion for 24 hours.

16-20+) PHENOMENAL:-

Bards get thrown out of bars for singing songs about last night's filthiness.

Every participant increases an ability of their choice equal to half their level for 24 hours, rounding down.

For example, if a participant is level 7, they can add +3 to their Smarts, Brawn, Guts or Charm.

CAROUSING

For those suspicious adventurers that aren't consistently molesting each other, an evening of bonding, a night on the town, and a quality sleep are the cheerful alternatives to a full day of relentlessly shagging.

Carousing is the Low Lewd Level equivalent of Orgies, using the same rules and results but without the sex.

Carousing still requires at least two adventurers, rolling a d20 and dividing by the number of participants to determine their Carousing Score, and the effects of Carousing are also additive.

1-5) AWKWARD:-

A quiet night of polite coughs and small talk in the tavern, but you learn something interesting about each other. **Every participant loses a Vice.**

6-10) FUN:-

Drinks turn into more drinks, and a surprisingly high quality late night bugburger from the kind of hole-in-the-wall slop shop that goes unnoticed to the sober.

Every participant gains Health equal to their Level for 24 hours.

11-15) GREAT:-

The night stumbles along, and you find a small bar that sells invigoratingly colourful cocktails in potion bottles that claim to avoid hangovers. They're wrong, but you choose to pretend they're right.

Every participant gains +1 Exertion for 24 hours.

16-20+) PHENOMENAL:-

A night to remember, if anyone was capable of remembering it. You wake up in the gutter with a grin from ear to ear.

Every participant increases an ability of their choice equal to half their level for 24 hours, rounding down.

For example, if a participant is level 7, they can add +3 to their Smarts, Brawn, Guts or Charm.

DID YA HEAR THE ONE ABOUT THE DANCER, THE PALADIN AND THE THREE-LEGGED BARD IN THE TAVERN?

IF IT'S ANYTHING LIKE THE ONE WITH THE DANCER, THE PALADIN AND THREE LEGGED BARD IN THE BROTHEL, I'M CUTTING YOUR THIRD LEG OFF.

HEH.

I LOVE THAT ONE.

Classes

Many adventurers use their time between quests to hone their skills and specialise into a certain role in their parties, bolstering each others strengths and covering their weaknesses.



A NOTE ON CLASSES

Classes are specialised fighting styles that integrate various combinations of weapons, armour, magic, and useful skills to specialise in certain roles in an adventuring party. In many games, your character starts as one of these classes, usually at Level One, meaning they know the basics of their class, and will advance their training throughout their campaign.

In V&V, classes work slightly differently. Since your characters start at Level Zero, they know practically nothing about fighting, and if they want to learn to fight in a particular way, they'll need to devote time and money to learn from a trainer in their spare time.

If you want to become a sneaky Thief, you'll need to spend your Downtime at the Thieves Guild, paying money to learn the trade, but if you'd like to become a vainglorious Bard, you'll need to spend your Downtime performing at Taverns, improving your ability with your instrument, and so on.

While classes give adventurers new tools, spells and skills to work with, they also slowly funnel the adventurer into a niche that requires synergy with their party to perform at their best.

Remember: Classes are encouraged, but optional. The Basic Spells and Martial Skills you saw during the creation of your character have no weapon or armour requirements, just ability score recommendations. You can create a well-rounded, capable adventurer without needing to use your Downtime learning class abilities.

It's important to remember that an Adventurer is always more than their character sheet. Creative problem-solving and roleplay are as fulfilling as character abilities, and often more so.

STARTING AT LEVEL 1

If your table are fans of the traditional tabletop approach to classes and want to start a campaign with a class, consider starting at Level One. To do this, give each adventurer an additional 300j to spend on spells and skills, a free session of Downtime, and Level them up to One with the following rules:

Increase one Ability by +1 **then**
add (1d6 + Guts) to your Health **or**
(1d6 + Smarts) to your Motes.

This is not recommended for your very first characters, as it'll take a while for some classes to decide what to learn, but it can be a great way to jump into the action on your next campaign, and gives players a bit more creative freedom for their next adventurer's backstory.

MULTI-CLASSING

Multi-classing is the art of combining the benefits of two classes to increase an adventurer's abilities and options in combat. This is a great way to keep an adventurer's progression advancing once they've maxed out their first class, but there are some considerations to be aware of.

Firstly, an adventurer can only combine **two** classes when multi-classing.

Secondly, Many classes have skills that require a certain amount of armour to be worn:

Clerics require Medium or Full armour, depending on their chosen god.

Dancers & Wizards require Skimpy armour.

Fae Knights & Paladins require Full or Fitted armour for many of their abilities.

Fighters can specialise into Skimpy, Light, Medium, or Full / Fitted armour.

Thieves require Light or Skimpy armour.

Bards, Blood Mages, Druids, Rangers and Warlocks have no armour requirement, so if you're planning on multi-classing, it's a good idea to combine classes that have the same armour requirement, or combine one class that has an armour requirement with one that doesn't.

Below are a handful of examples of Multi-Classes.

The Bard-Dancer: With the ability to provide their own music to dance to, the Bard-Dancer becomes a whirling dervish of damage while aiding their allies.

The Thief-Wizard: Combining two high-utility classes to have a solution to every problem, and being sneaky enough to pull of massive magical surprise attacks.

The Fae Knight-Fighter: The Fae Knight's ability to use Charm to defend themselves instead of Guts paired with the Fighter's versatility allows for a front-line warrior that's as charming as they are deadly.

The Paladin-Ranger: A heavily armoured Paladin and their heavily armoured companion provides a massive and effective front-line defence, while offering plenty of damage and utility when fighting and travelling.

The Dancer-Wizard: The Dancer's ability to dance with Magic Staffs allows them to escape dangerous situations while aiding their allies with Charm-powered spells.



Becoming a Bard

You're perfect. The crowd loves you. You ooze charisma, and the ballads of your adventures make taverns thump and brothels writhe. The jade earned by your performances can keep an entire party armoured, fed and fucked, and your prowess with charming verbosity can trick and seduce anyone that stands in your way.

You're an ambassador. A sexual deviant. A soothing symphonist, and a gods-damned warrior poet.

To be a Bard, you'll need an instrument, a venue, and a performance. If your party is performing as a band or troupe, you'll need to add your performance rolls together and divide them by the number of members to find the average, rounding down. Bard performances require a session of Downtime for everyone performing.

BARD PROFICIENCY:

Your Bard Proficiency starts at zero, and is increased equal to your Charm skill, every time you complete a performance during Downtime. You can also increase your Bard Proficiency by using Bard Practice. Your Bard Proficiency also unlocks and buffs various abilities in and out of combat, as seen on the next page.

Having a Dancer perform with you increases your Bard Proficiency by an additional +1 with every performance, as well as earning additional jade. Dancers do not receive Bard Proficiency when Dancing. Dancers are encouraged but not required to sexually gratify the bard.

VENUE:

The venue describes both the location quality of your performance, and the number of people watching. The venue acts as a multiplier for the effects described in your Performance roll, adding to the number of dice used in the effect. You can either roll a (d4) on the Venue list, or choose to perform in a Dive Bar venue. The Venue multiplier is represented by **V** in the Performance table.

1) Dive Bar

A rundown old tavern with rundown old patrons.

(x1 multiplier)

2) Hole in The Wall

A tiny pub, but full to bursting with drunks.

(x2 multiplier)

3) Decent Inn

A good sized inn, with plenty of ears to play for.

(x3 multiplier)

4) Packed Tent

An outdoor venue filled with listeners and booze.

(x4 multiplier)

PERFORMANCE:

Roll d20 on the performance table and add your Bard Proficiency, then use the multiplier of your Venue to determine the effects of your performance. Natural 1s are always Calamitous., no matter how many of your party are performing.

1-2) Calamitous.

It wasn't even music. What the fuck was that? You were dragged off stage by the crowd and punched and kicked, fleeing the venue. You each suffer (d6xV) damage, earn nothing, and gain a Vice each.

3-4) Well that was shit.

Not even a cough of embarrassment at the end of your performance. Eyes followed you out of the venue as you shuffle away in humiliation. You earn nothing, and gain a Vice each.

5-6) Theydies and Gentlethem, uh... These guys.

A smattering of polite applause, but the host of the event looks pissed. You earn nothing.

7-8) Not great, not terrible.

Vaguely acceptable. No one will remember this, but hey, a gig's a gig. You earn (10xV) jade each.

9-10) A half-decent show.

One guy actually clapped! Like, genuinely! You earn (30xV) jade each.

11-12) That was pretty alright!

Applause! Actual applause! You might actually be good at this! You earn (50xV) jade each!

13-14) A great show!

Dancing, drinking, clapping along, you turned this shithole into a party palace! You were completely in sync, and never missed a beat!

You earn (75xV) jade each!

15-16) Theydies and Gentlethem, These guys!!

The crowd cheers as you enter the stage, boosting your confidence immeasurably, and you channel that into a phenomenal performance. You earn (100xV) jade each!

17-18) A night to remember!!

It was absolutely incredible. When the crowd eventually dispersed, patrons and listeners spread the word and bragged about being there when you tore it up. You earn (150xV) jade each and gain an additional (d4) Bard Proficiency.

19-20) A Transcendent Performance

Magic filled the air, as if the gods themselves were watching. The dance floor was awash with booze, sex, fighting, naked dancers. Unbelievable show.You earn (250xV) jade each and gain an additional (d4+2) Bard Proficiency.

Bard Combat Songs can be found on the next page.



BARD PROFICIENCY MODIFIER

The effectiveness of a Bard's Songs are influenced by their Bard Proficiency Modifier. The Proficiency Modifier is determined on the table below.

Bard Proficiency 1-3:

+1

Bard Proficiency 4-6:

+2

Bard Proficiency 7-9:

+3

Bard Proficiency 10-12:

+4

Bard Proficiency 13-15:

+5

Bard Proficiency 16-18:

+6

Bard Proficiency 19-20:

+7

For example: If the Bard has a Proficiency of 11, and sings The One About the Fucking Dumbass, their target would receive 4 Damage every round while the song is being sung.

BARD SONGS

Throughout the course of their career, Bards learn songs that can ensnare victims in dance, deafen them to sneaking allies, soothe allies wounds, charm the knickers off a fan, and more.

As a Bard's Proficiency increases, they learn new songs, and their effectiveness increases with their Proficiency Modifier. **Singing a Bard's song requires a Tactical Action**, and their effects can be maintained indefinitely so long as the bard keeps spending a Tactical Action on their turn.

Multiple Bards can sing the same song, even at the same time, for a stacking or repeated effect, but a Bard can only sing one song during their turn.

The One About the Three Legged Bard:

A jaunty tune about how all bards are incredibly well endowed. (Requires Bard Proficiency 1)

In combat: A single target suffers the Charmed status effect, with the Resist Check being 10+Proficiency Modifier.

Outside of combat: The Bard increases their Disposition with the target equal to their Proficiency Modifier.

The One About the Fucking Dumbass:

A vicious, mocking tirade about the target's ineptitude in all things. (Requires Bard Proficiency 4)

In combat: The Bard deals damage equal to their Proficiency Modifier to one target. The target must succeed a (DC10+Proficiency Modifier) roll to successfully attack the Bard and shut them up, after which the target is immune to the effects of this song for the rest of the combat encounter.

The One About the Fair Maiden:

A joyous melody about how great elves are at fellatio. (Requires Bard Proficiency 7)

In combat: The Bard heals one allied target's Life equal to their Proficiency Modifier, or several allied targets, splitting their Proficiency Modifier among them.

Outside of combat: For every half hour of a Short Rest, the Bard adds their Proficiency Modifier to the results of every member's Health and Motes dice roll.

The One About Fucking the Dragon:

A thumping ballad about the tenacity of the human vagina. (Requires Bard Proficiency 10)

In combat: An allied target receives a bonus to their Guts equal to the Bard's Proficiency Modifier for one round. The target can only receive this bonus once per combat encounter.

Outside of combat: The Bard increases all Sex rolls for themselves or a nearby ally equal to their Proficiency Modifier.

The One About Stubbing Your Toe:

A screeching, deafening cacophony of noise, screaming and obscenities.(Requires Bard Proficiency 13)

In combat: A single target suffers the Berserk status effect, with the Resist Check being 10+Proficiency Modifier.

Outside of Combat: The Bard increases the Stealth roll of all allies in the area equal to their Proficiency Modifier. Enemies in the area are both blinded and deafened while the song is being played, holding their heads and ears in agony. Should all allies pass their Stealth checks and sneak past their enemies, any enemies in the area are now actively searching for whoever made that godawful noise.

The One About the Deadly Dancer:

A hearty, thumping jaunt about the bard's partner in deviancy, the dancer. (Requires Bard Proficiency 16)

In combat: The Bard adds their Proficiency Modifier to the damage of an allied Dancer.

Outside of combat: the Bard adds their Proficiency Modifier to any Charm checks made by allies of any class.

The One About Getting Knocked Down:

An ancient yet ridiculously catchy ballad about getting back up again. (Requires Bard Proficiency 19)

In combat: The Bard can heal a Downed target equal to double their Proficiency Modifier, once per combat encounter. If used on a previously hostile target, the target becomes non-hostile, and gains Disposition equal to double the bard's Proficiency Modifier.



Becoming a Blood Mage

So you can't cast a fireball. Slightly too dumb, or impatient. Who cares? You're gonna let those nerdy wizards and uptight paladins have all the fun? Screw that. They call it improper, unethical, or just bad, but it turns out the magic was inside you all along.

Open a vein, and lets get freaky.

Casting Blood Magic does **not** require **Motes** or a **Casting Roll.** Instead, the adventurer damages their Health using a (d6), which also add to the power of the Blood Magic Spell.

Learning a Blood Magic spell requires a session of Downtime and 200j per spell .

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1) Blood Bolt

A magical ranged attack that manifests as a wet glob of hot blood. Deals (2d4 + Health Lost)

2) Blood Boost

Adds your (Health Lost) to an allies next attack, skill or spell.

3) Blood Heal

Heals an allied target (d10 + Health Lost).

4) Blood Trap

Creates a boiling bubble of blood on the floor, wall, ceiling or object. When an enemy passes by or interacts with the Blood Trap, it deals (2d6 + Health Lost) and leaves the target Prone.

Only one Blood Trap can be active at a time, per Blood Mage. Regardless of where the Blood Trap is set, the Blood Mage knows when it has been triggered.

5) Blood Blush

After a successful Stealth Check, increases the Disposition of a target by (d6 + Health Lost) for one hour. Once the spell wears off, the target will have -10 Disposition towards the caster.

6) Blood Whip

Creates a sharp lashing weapon emanating from the wielder's wrist, which deals (d10 + Health Lost) and can hit Further targets.

The Health Lost dice only needs to be rolled once, to conjure the Blood Whip, after which it persists for the entire combat encounter, or 15 minutes.

7) Blood Transfer

Similar to the Blood Heal spell, except in lieu of a Health Lost roll, the Blood Mage gives all their Health except 1 to a target, healing them for the amount of Life lost, and leaving the Blood Mage with 1 Health.

8) Blood Burst

Requires a fresh corpse. The Blood Mage makes the corpse explode, dealing (3d6 + Health Lost) to everyone Nearby the corpse.

The first time the Blood Mage and their Allies see this spell used, they gain a Vice, because it's gross.

9) Blood Sight

Roll (Health Lost) to pop one of the Blood Mage's eyeballs out, still attached by a 30 feet strand of blood. The eyeball floats in the air, and is fully controllable by the Blood Mage. An eyeball can squeeze under the average door.

The Blood Mage and Allies gain a Vice when this is used for the first time.

10) Blood Bondage

Roll (Health Lost) to create an intricate web of blood around a single target, restraining them until they roll a Resist Check.

11) Blood Suck

Bite hard into a Restrained target's neck, dealing (d10) damage and restoring the Blood Mage's Health for the same amount.

12) Blood Sense

Roll (Health Lost) to sense if there are any other living creatures in the immediate area, to about the size of a large room or small hall.

13) Blood Bath

Requires a fresh corpse. The Blood Mage makes the corpse explode, healing (2d6 + Health Lost) Health for everyone in the immediate area.

Also makes those affected by Blood Bath look about two years younger.

The first time the Blood Mage and their Allies see this spell used, they gain a Vice.

14) Blood Revive

Requires four fresh corpses. The Blood Mage rolls (Health Lost) twice, and revives one dead target, healing them for the same health lost by the Blood Mage.

The target can't be dead for more than a week.

Blood Revive costs 500j to learn

15) Blood Summon

Requires four fresh corpses. The Blood Mage summons a Warlock Patron of their choice, giving themselves or one ally the ability to choose which sort of Warlock to become.

Blood Summon costs 1000j to learn.

Remember: Blood Magic is considered quite evil among the populace. Performing Blood Magic is likely to have your enemies want to fight to the death, knowing that surrendering might have them used in your dark rituals.

That said, there are many Blood Cults hidden throughout Mundain, largely among the urban middle classes, looking to keep themselves looking young and granting themselves the power of the Fae.

Blood Magic is antithetical to the ethics of the Paladin Order, so having a Blood Mage and a Paladin in the same party could cause a lot of friction.

Consult your party before learning any Blood Magic.



Becoming a Cleric

Your parents called you "passionate". The healers called you "fixated". Your friends call you "a nutcase", but you understand the power of belief. Or at least you believe in the power of belief. Even if the tentacle monsters that created your world are dead, and the new gods are constantly telling people to stop making religions, you know that the vials of hair and slime and gift-shop tat you adorn yourself with holds divine energy.

But is it the demigods imbuing this crap with power, or is it you?

To become a Cleric, adventurers devote themselves to one of the demigods, after which they can purchase Holy Relics during their Downtime. Holy Relics only work in the possession of a Cleric; no one else believes in this crap.

CLERIC OF T'HOT:
Human Goddess of Life, Knowledge, Reason, Healing Magic, Mathematics and Literacy. Formed the Paladin Order to teach the commonfolk critical thinking and so people would leave her the fuck alone.

Latest Testament: "For Fuck Sake I'm In The Shower, and Other Shoutings" (50j):

- When wearing Medium Armour, adds +2 to all Healing spells casted by the Cleric.

Semi-Genuine Dragon-gold Earrings (150j):

- Provides +2 Smarts for the Cleric.

Official Replica Unisex Bikini Gold Armour of T'hot" (300j):

- Medium armour styled after T'hot's signature attire. Provides (d6+1) Armour Save and gives +2 Motes to the Cleric.

Allegedly Actual Hair Strand of T'hot, encased in Glass Necklace (500j):

- When wearing Medium Armour, allows the Cleric to cast Heal or Soothe as a Tactical Action.

Additional Holy Relics (30j each):

Add +1 to the effect of Healing Spells.

CLERIC OF TALI MORI:
Human Goddess of Death, Dreams,Peace, Beauty and Bountiful Harvests. Insists on escorting every soul to one of her afterlives, listening to their stories and hanging out with them. Which is why there are so many zombies and ghosts about.

Interview with A Formally Dead Guy: "Heaven is Other People." (50j):

- On their turn, Allows the Cleric to get back up from Downed, once per combat encounter, with 1 Life, and no longer Prone.

Somewhat Blessed Bell (150j):

- Provides additional Spell Uses for the Cleric, equal to their level.

Visions of Dreaming Death Chainmail Tabard" (400j):

- Full armour and hooded cloth tabard depicting images of confirmed afterlives. (d8) Armour Save. When wearing this armour, the Cleric can cast the " Revive" Advanced Spell, using 8 Spell Uses.

Obsidian Greatsword of Definite Death (400j):

- A Glass Greatsword (10+3). When a humanoid enemy is brought to 0 Life, they immediately die.

Additional Holy Relics (10j each):

Add +1 Motes.

A Cleric can only worship one demigod. Clerics are encouraged to describe their Additional Holy Relics. Plush toys, trading cards, jewellery, key chains and all sorts of merchandise are the sorts of things Clerics believe have divine power.

CLERIC OF GROD:
Orc God of Combat, Challenge, Poetry, Gambling, and Introspection. Came to believe that working the fields and tending to children requires more strength than punching dragons.

"Da Book ov Gud Werds in Da Right Order" Hand-made Poetry & Sonnet Collection (200j):

- While wearing Full Armour, gain +1 Tactical Actions in a turn.

Vial of Supposedly Genuine Grod Combat Sweat (250j):

- While wearing Full Armour, dealing damage to an enemy heals either the user or an ally for 1 point.

"Grod's Chosen" Brass Bangles, Anklets and Poetic Loin Cloth (250j):

- A collection of wrist and ankle jewellery that is considered Full Armour, yet only offers a (d4) Armour Save. Useful for those that want to get hurt.

Sacred Soggy Towel of Battle Moisture (300j):

- When the Cleric takes damage (losing at least 1 Health) in combat, heal an ally for (d4) points.

Additional Holy Relics (75j each):

Add +1 to Melee Attack damage.

CLERIC OF GAP'R:
Elven God of Lust, Love, Fertility, Fermenting, Tentacles, and Bodily Fluids. Currently dwelling in the northernmost human fortress of Shagahol, far beyond the borders of civilisation, with several thousand concubines. Transformed himself into a tentacle monster for maximum shagging.

Fondle-Me-Gap'r Plush Toy (200j):

- Provides +2 Charm for the Cleric.

Magic Mirror of Shagahol (200j):

- Allows the Cleric to cast the Summon Tentacles Advanced Spell without a Cast Roll, which emanates from the mirror. The Cleric doesn't have to be holding the mirror.

Finger Bone of Gap'r's Former Body (400j):

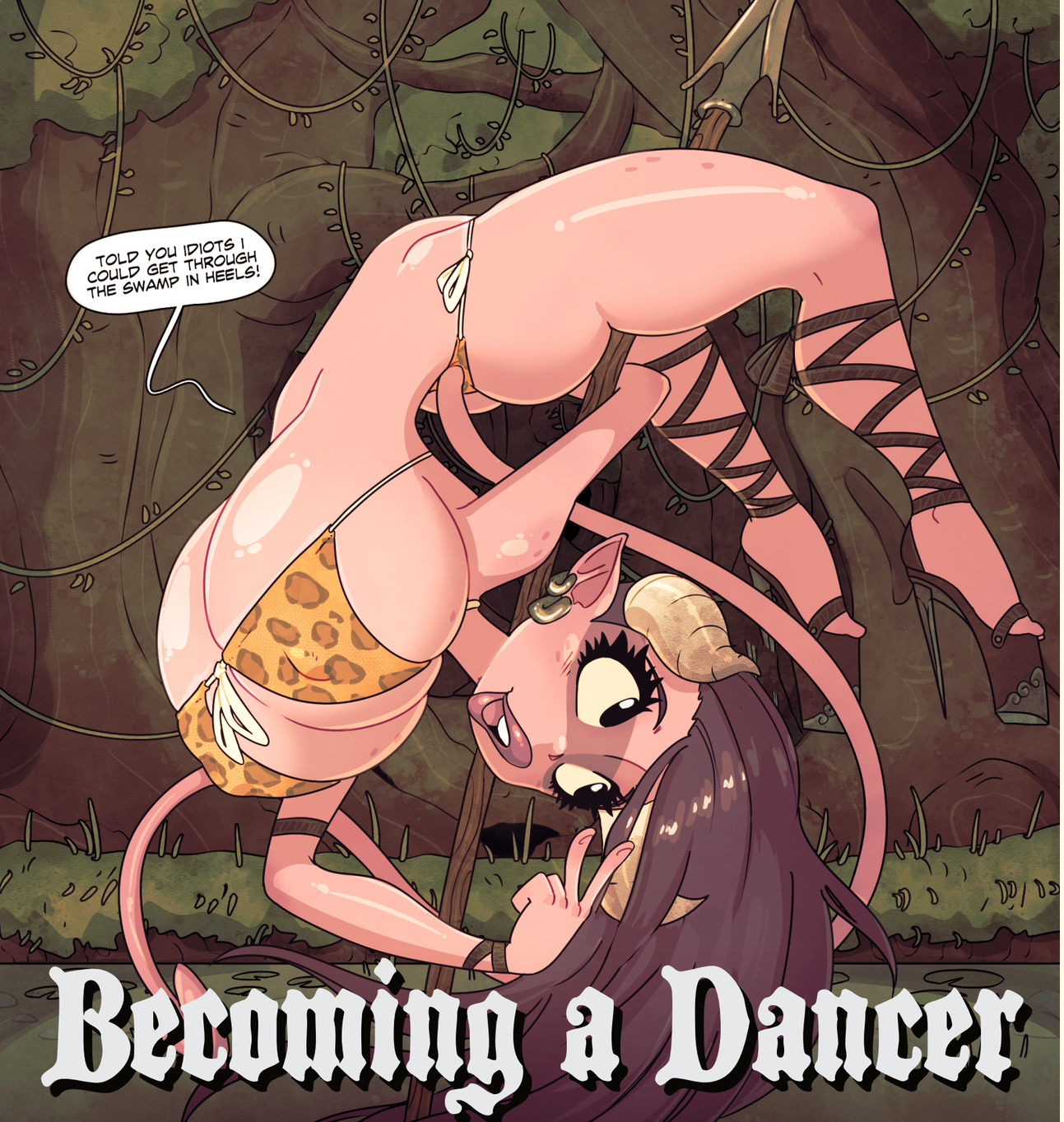
- When wearing Medium Armour, allows the Cleric to cast Basic Spells using their Charm instead of their Smarts.

Holy Vial of On-Site Fuck Slime (500j):

- When wearing Medium Armour, allows the Cleric to cast Heal as a Tactical Action. Also gives the Cleric the ability to cast "Chat with Animals" spells without the need to roll. Chat with Animals will allow the Cleric to make Mimics talk.

Additional Holy Relics (10j each):

Add +1 Motes.



Becoming a Dancer

You've always had an appreciation for the ancient ways. A student of history. A purveyor of culture. That your enthusiasm manifests most around Branch Dancers, near naked specimens of taut flesh and incredible flexibility, twirling around their polearms in local taverns to the thumping beat of their musical accompaniment in erotic displays of ethereal lust and choreographed violence...

Sorry, what was I saying?

Anyway. you're hot, your friend's a Bard, and you don't like wearing armour. Time to learn how to walk in heels.

Becoming a Dancer requires at least +2 Charm, and requires the adventurer to spend their Downtime in Dancing Sessions. Each session grants 2 skills, divided into "With Music", i.e, when an allied Bard is playing a song, or in a musical environment, such as a tavern or theatre, and "Without Music".

These skills are divided into the columns below. "Without Music" skills are still available when there's music playing.

WITHOUT MUSIC:

DANCER IN TRAINING:

One Session

You can dance alongside a Bard during their Downtime Performance to increase their earnings by 2d100j.

GORGEOUS:

Two Sessions

While wearing Skimpy armour, you can use your Charm stat to your attacks, instead of Brawn.

NIMBLE:

Three Sessions

While wearing Skimpy armour, subtract (-d6) falling damage when falling prone or from a height, including Difficult Terrain.

DAGGER HEELS:

Four Sessions

While wearing Skimpy Armour, you can add (+d4) damage to any melee attack you perform, using a Tactical Action, once per turn.

HIMBO / BIMBO:

Five Sessions

While wearing Skimpy armour, you can use your Charm stat to cast Spells and perform Martial Skills.

You also gain +1 Exertion.

SURE-FOOTED:

Six Sessions

While wearing Skimpy armour, you are immune to all forms of Difficult Terrain.

WITH MUSIC:

GROOVING:

One Session

While wearing Skimpy armour and using a Staff, Magic Staff, Spear or Halberd, add +1 to all melee damage you inflict.

DANCE PARTNER:

Two Sessions

You and an allied Bard can use each other as Mounts, regardless of each other's Brawn stat.

TWIRL:

Three Sessions

While wearing Skimpy armour and using a Staff, Magic Staff, Spear or Halberd, you can move away from one Adjacent enemy without incurring an Opportunity Attack, using 2 Tactical Actions.

Against 2 or more enemies, subtract 1 Opportunity Attack from the incoming total.

SPIN:

Four Sessions

While wearing Skimpy armour and using a Staff, Magic Staff, Spear or Halberd, you can use the Cleave Martial Skill as a Tactical Action, once per turn.

WHIRLING DERVISH:

Five Sessions

While wearing Skimpy armour and using a Staff, Magic Staff, Spear or Halberd, when you use Exertion to dodge a melee attack, you can immediately make a basic melee attack against the enemy that attacked you.

SPINNING LEG SWEEP:

Six Sessions

While wearing Skimpy armour, the Leg Sweep martial skill no longer requires a Dice Challenge to perform on Kin-sized targets.



Becoming a Druid

Animals - as everyone knows - are horrible. Anything that isn't actively trying to sting, strangle, digest, molest, or trample you is either incredibly poisonous or extremely ugly. Only with the power of domestication can a handful of these vicious bastards be brought to heel or safely eaten.

As a Druid, you've always respected the casual evil of the common carnivore, and the intricate defence mechanisms of their prey that say "If I'm going down, I'm taking you with me." By ingesting several gallons of the notblood of mimics, you're able to replicate some of the weapons and abilities of various spiteful little fuckers.

Druids use an Exertion to transform into an animal, using (4d4) to decide a Shape, Attack, Ability and Feature.

Upon rolling a Shape, Attack, Ability and Feature, Druids permanently unlock what they rolled, allowing to use those unlocked forms. For example, after unlocking Drake-Shape, the Druid can use an Exertion and choose to use Drake-Shape without needing to roll.

SHAPES: (d4 or d8)

Shapes determine what sort of animal the Druid looks vaguely like, the effect of that shape, and their Health and number of Attack Dice.

When a Druid transforms, they gain the Health of the animal they morph into. When their morphed Health reaches Zero, they transform back into their usual shape, with the health they had upon morphing.

1) SPLATCAT SHAPED:
A six-legged mollusc with large eyes, long antennae, and a thick tail. Common house pets with lots of strays.

HEALTH: (d4 X Your Level) ATTACK DICE: 1

All enemies are Non-Hostile to you, unless attacked fist.

2) DRAKE SHAPED:
Quadrupedal lizards that stand at the height of a human waist, colloquially known as Hot Dogs. Usually very friendly.

HEALTH: (d6 X Your Level) ATTACK DICE: 1

Kin enemies are Non-Hostile to you, unless attacked first.

3) KIN SHAPED:
You maintain your current shape, but with weird extra bits poking out of you.

HEALTH: (Your Health is unaffected by the transformation, so if you're Downed, you don't morph back, you just go down.) ATTACK DICE: 1

You're able to continue to use weapons, skills and spells, but not your Armour.

4) GOB-FROG SHAPED:
A large yellow frog, standing as high as a human waist, with a mouth full of vicious teeth and a whip-like tongue.Its patterned hide is used in the bikinis of branch dancers.

HEALTH: (d8 X Your Level) ATTACK DICE: 2

Your tongue is a ranged attack that deals (2d6 + Brawn), which you can use in lieu of your rolled Attack.

5) MIMIC SHAPED:
The shape-shifting tentacle creatures that enjoy pretending to be treasure chests and furniture to implant eggs in nosy folk.

HEALTH: (2d8 x Your Level) ATTACK DICE: 2

You can disguise yourself as common household furniture to automatically succeed a Stealth Check.

When disguised, an ally can use you as an Improvised Weapon.

Druids can use their Downtime to either Train their Shape, Attack, Ability or Feature, giving them the ability to roll a (d8) instead of a (d4), or unlock a specific Shape, Attack, Ability or Feature.

Druids have to remove their armour with a Tactical Action to transform, and put it back on once they're done. Upon turning back into a Kin, they're naked.

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6) PEST-DRAGON SHAPED:
A large variant of the lesser dragons, quadrupedal and winged, sitting about as tall as a Dwarf on its haunches. Similar to a Hot Dog, but spends its time shitting on statues.

HEALTH: (2d10 x Your Level) ATTACK DICE: 2

You can fly, and carry one person on your back. You wont suffer Opportunity Attacks when moving away from enemies, and if you stay in the air, can't be hurt by melee attacks.

7) SNAKE SHAPED:
Long, limbless reptiles known for binding and suffocating their prey, before swallowing them whole.

HEALTH: (2d8 x Your Level) ATTACK DICE: 3

You can try to Restrain a Kin-sized enemy as a Tactical Action. If you successfully Restrain them for 3 turns, you can swallow them whole.

Note that if they're not Downed when swallowed, they'll still be alive inside you, even in your original shape. You'll be unable to wear Full Armour until they're out. Morph into Snake Shape to release them again.

8) OGRE SHAPED:
Gigantic humanoid creatures, incredibly strong, dumb and ugly. Known for attacking farms and carrying off livestock.

HEALTH: (3d8 x Your Level) ATTACK DICE: 3

Add +2 to your Brawn when in this shape, and -2 to your Charm. People that didn't watch you transform into this shape will consider you very threatening. You can carry your entire party with ease.

ATTACKS: (d4 or d8)

Attacks determine what your main method of damage is, and what dice to roll. The number of Attack Dice you got in your Shape roll determines how many dice you roll when attacking.

1) CLAWS: (d2+ BRAWN)

2) FISTS: (d4 + BRAWN)

3) STINGER: (d4 + BRAWN, causes Poison)

4) BITE: (d6 + BRAWN)

5) TAIL: (d6 + BRAWN)

6) SPIT: (d4 + BRAWN, ranged)

7) SPIKES: (d8 + BRAWN)

8) TENTACLES (d6 + BRAWN, ranged)

ABILITY: (d4 or d8)

Abilities are a secondary element to your Form, that could either be another attack or defensive armour.

Remember, if you have no armour, your Armour Save is just your Guts Stat.

1) TOUGH SKIN: (d4 + GUTS Armour)

2) WHIPPING TAIL: (d6 + Brawn, causes Prone)

3) FART SAC: (d4 + Brawn, causes Berserk and Poisoned)

4) SNAIL SHELL: (d6 + GUTS Armour)

5) SPIKY SPINES: (Deal 1 + Brawn upon being attacked, without spending an action)

6) CHITINOUS PLATES (d8 + GUTS Armour)

7) FIRE BREATH: (d6 + BRAWN, ranged, causes Burning)

8) ACID SPIT: (2d4 + Brawn, causes Blindness)

FEATURE: (d4 or d8)

Features are an additional trait that helps in certain situations.

1) EXTRA LEGS:
You are immune to Difficult Terrain, and cannot fall Prone. You can climb without needing to roll a Guts DC.

2) SUPER SLIMY
Add +1 to your Armour Save, and you're immune to being Restrained. You can squeeze through tiny openings, leaving any armour behind until you retrieve it.

3) SQUEAKY BODY
You squeak like a chew toy whenever you're poked or squeezed. Add +5 Disposition in and out of combat.

4) CALMING PRESENCE
You can use the Soothe Basic Spell as a Tactical Action and without rolling, once per turn.

5) WINGS
You can fly, and carry one person while flying. If you're Pest Dragon shaped, you can carry up to three people.

6) EMPTY-HEADED
You are immune to the Charmed, Horny, Terrified, Berserk or Stunned status effects.

7) ENORMOUS
You gain +10 Health, and an additional Attack Dice.

8) TERRIFYING PRESENCE
At the start of a combat encounter, all enemies begin Terrified.

With a lot of outside-the-box thinking, Druids can provide a very high amount of creative utility when travelling and dungeoneering.

Druids were instrumental during the creation of the Golden Palaces that stopped dragons from hoarding the wealth of the populace, pretending to lay claim over the palaces to trick real dragons into thinking the transmuted lead paint was coveted gold.



Becoming a Fae Knight

In any sufficiently large body of water, there is The Lady of The Lake, handing out boons and blades to those that pledge their service to her. And while it's been firmly established that watery tarts giving out swords is no basis for a system of government, The Lady has been suspiciously helpful in helping clear up Mundain's Fae problem.

Fae Knights are chivalric, honourable and empty-headed servants of justice, armed and armoured to fight the forces of evil and look good doing it.

Becoming a Fae Knight requires using your Downtime to commune with the Lady of The Lake, unlocking new abilities with each session.

Fae Knights also gain small changes to their appearance and abilities as they defeat Fae enemies.

COMMUNING ABILITIES:

VALIANT:

One Session

While wearing Full or Fitted armour, add (d6) to all Disposition Checks.

PRINCE / PRINCESS CHARMING:

Two Sessions

You can cast Quick Smooch as a Tactical Action, once per turn. Add (d6) to all Sex rolls.

KNIGHT ERRANT

Three Sessions

While wearing Full or Fitted armour, you can use your Charm to make Armour Saves, instead of Guts.

SWORD & BOARD:

Four Sessions

While wearing Full or Fitted Armour and using a Shield, you can add your Shield's Material to the damage of your basic attacks.

HEROIC:

Five Sessions

You can use the Protect, Taunt, and Shake it Off Martial Skills using your Charm instead of Guts.

CLARITY:

Six Sessions

After a session of Sex, the first spell or martial skill you perform does not need a Casting Roll or Dice Challenge to succeed.

FAE KILLING BOONS:

BOUNTIFUL:

First Fae Kill

Your sex organs swell to a significantly more impressive size, pushing your armour to its limit.
Add (d4) to all Sex checks.

ELOQUENT:

Three Fae Kills

You start to talk like a noble knight of a time that never existed. It's a little weird, since no one talks like that, but it's charming.
Add +1 to Disposition Checks.

BLESSED:

Five Fae Kills

Your hair / scales/ fur turns the same pink as The Lady's.
Gain +1 Charm.

TAKEN:

Seven Fae Kills

Your eyes turn pink, with white swirls in lieu of black pupils. You can cast the Hypnotise Advanced Spell, using your Charm instead of Smarts.

(Hypnotise: Causes the Charmed status effect.)

FAE-TOUCHED:

Nine Fae Kills

Little Dragonfly wings appear in a place on your body, usually the lower back, ankles, or back of the head. If you're a Dragonkin, these look like tiny dragon wings.

You have -5 Disposition with all Fae, and cause the Terrified status effect to them at the start of a combat encounter.



Becoming a Fighter

They say you're basic. Obvious. Too simple-minded for spells or the fancier, graceful martial arts. But at the end of the day, the first thing they do when trouble starts brewing is hide behind the one in the armour with the big fucking sword.

Throw the first punch. Throw the last punch. Never miss the opportunity to turn a minor disagreement into life-altering violence. Bring the hurt closer.

PERK ONE
(Two Martial Skills)

HEAVE:

While acting as a Mount, you can use a Tactical Action to throw your rider or riders, up to about 30 feet.

IMPROVISER:

Your Improvised Weapons no longer break after being used.

STICK AND MOVE:

After Downing an enemy, your Tactical Actions are replenished to full, allowing you to use more in the same turn.

PERK TWO
(Four Martial Skills)

BREACH AND CLEAR:

While wielding a Shield, you can bash through wooden or weak doors without making a Brawn check. If there are enemies on the other side, they start the combat encounter Surprised.

TWO-HANDED STROKE:

While wielding a two-handed weapon, you can add the Material Damage twice to your weapon attacks.

LOOSEY GOOSEY:

While wielding a Ranged weapon, you can deal the Ranged damage to targets in melee range, Adjacent.

PERK THREE
(Six Martial Skills)

RETALIATE:

While wearing Full or Fitted Armour, if an enemy attack deals zero damage after your Armour Save subtracts the damage, you can make a free Basic Attack immediately.

DOUBLE TAP:

While wearing Medium armour, if an enemy triggers an Opportunity attack by moving away from you, you can roll two Basic Attacks, and use the higher roll.

BARBARIAN:

While wearing Light armour, you can wield a (2H) weapon in each hand. The weapon in your off-hand deals half its damage, rounding down. Both weapons are used in your weapon attacks.

MUSCLE WIZARD:

While wearing Skimpy armour, you can add your Brawn to your Smarts when casting Spells. Casting spells still requires adding your Smarts, or subtracting if your Smarts is in the negative.

PERK FOUR
(Eight Martial Skills)

LEAPING LUNGE:

The Lunge martial skill no longer requires a Dice Challenge to successfully perform.

IRON-SKIN:

The Protect martial skill no longer requires a Dice Challenge to successfully perform.

BERSERKER:

The Go Nuts martial skill no longer requires a Dice Challenge to successfully perform.

PERK FIVE
(Ten Martial Skills)

SHIELD BASH:

If you are wielding a shield, you can add the shield's Material to your attack, or spend a Tactical Action to add its entire damage (d4+Material) to your attack.

DUELLIST:

If you are holding a weapon in each hand, you can target up to two Adjacent enemies with one Basic Attack. The weapon in your off-hand deals half damage, rounding down.

PACK MULE:

Adjacent adventurers can take things from your gear without using a Tactical Action in combat. Additionally, you can throw items to adventurers without using a Tactical Action. (Using items still requires a Tactical Action, just not transferring items between you and allies while in combat.)

INEXHAUSTIBLE:

Gain an additional Exertion.

PERK SIX
(Twelve Martial Skills)

AGGRESSION:

Gain an additional Combat Action.

Fighters gain one Fighter Perk for every two Martial Skills they learn. Each Perk has three options for the Fighter to choose from, allowing them to specialise their style of fighting.



Becoming a Ranger

You took one look at the flourishing, expanding city states of the world, with all their small luxuries and simple conveniences, and said "Bugger That". The wilderness is your true home, the forest is your buffet table, and your pet Hot Dog all the companionship and stimulating conversation you need.

Grab a bow, a colourful cloak, and a waterskin full of piss, because it's time to enjoy the great outdoors.

Becoming a Ranger first requires a pet Hot Dog, a small drake that acts as your pet and companion. Hot Dogs cost 300j from any sizeable town.

Level 0 Hot Dogs have the following stat block:

HOT DOG

A wingless draconid, noted for their playfulness and loyalty. Brightly coloured, with a hefty tail, large eyes, and a fan of skin attached to their skull.

SMT:	BRN:	GTS:	CHM:
+0	+1	+1	+1

HEALTH: 8

ARMOUR: (naked) + Guts

ATTACK: (d6) + Brawn

EXERTION: 2

DISPOSITION: +5

ACTIONS:

Little Fire (C): A small flame that deals (d4+Brawn) and causes Burning.

Bark (T): Attracts the attention of one enemy target, forcing them to attack the Hot Dog.

LOOT: Claws (10j x 12)

TRAITS: Animal, Loyal, Friendly

A Ranger's Hot Dog acts on their turn, performing actions as if it were another adventurer in combat. As with all creatures, it has one Combat Action and two Tactical actions.

Hot Dogs level up alongside their Ranger, gaining Health and ability increases like an adventurer would. Brawn and Guts are the most important abilities for a Hot Dog.

Hot Dogs can follow the commands of their Ranger, performing acts like fetching items, distracting and leading away enemies, and hiding. Hot Dogs can be healed, die, and be revived like any adventurer.

Hot Dogs can wear armour, which costs the same as adventurer armour, and purchased in the same stores. It also affects their Stealth like regular armour.

When a Ranger buys a Hot Dog, level them up equal to the Ranger's level, adding Health and Ability increases as you would an adventurer.

Once they own a Hot Dog, Rangers gain abilities through sessions of Downtime. View the table below to see what abilities the Ranger gains:

WANDERING FORAGER:

One Session

Once a day, while travelling on the hexcrawl map, you can roll on the Foraging Table a number of times equal to your Smarts.

RAPID FIRE:

Two Sessions

While wielding a bow, you can fire additional arrows with your Tactical actions, dealing (d6 + Brawn) damage with the first Tactical Action, and (d4 + Brawn) with the second Tactical Action.

Reloading a Crossbow no longer requires a Tactical Action.

GOLDEN ELIXIR:

Three Sessions

On your turn, you can use a Tactical Action to cure a Status Effect on yourself, using your own urine. You can also cure a Status Effect on an Adjacent ally, though the first time they do this, your ally gains a Vice.

MASTER BAITER:

Four Sessions

While wielding a bow or crossbow, you can use a Tactical Action to convince a target you shot at that an ally was the one that damaged them, causing the target to attack your ally instead of you. The ally can be your own Hot Dog.

ANIMALESE:

Five Sessions

You can communicate with animals as if they were people, without casting Chat with Animals on them and altering their consciousness.

NATURAL BOUNTY:

Six Sessions

If you use your Downtime for Foraging, you can choose the specific ingredients and items you'd like to find, rather than rolling.

You'll still need to roll for the amount you find, for example (d4) cave mushrooms, but you can choose to deliberately find cave mushrooms.

You can choose to find the same ingredients multiple times in one session of Foraging.



Becoming a Paladin

You were born with a terrible curse, an immutable sense of right and wrong. And like everyone with an unerring moral compass, you combine the unending cynicism of a healer with the explosive temper of a fighter. Clad in the black and gold robes of the Temple Colleges of T'hot, you're part paramedic, part substitute teacher, and part wandering lawman, and as cheerful as those jobs would suggest.

The Trader's Guild is not The Law.

You are The Law.

Paladins take on Oaths, divine promises to the goddess T'hot in exchange for slivers of her power in the form of golden rings.

Each Oath comes with a code of conduct that - if broken - reneges all of the powers bestowed upon the Paladin, making them an Oathbreaker. It's recommended to take on one or two Oath's per Downtime, to get used to the new codes of conduct.

A Paladin can always take on more Oaths, but cannot retract their Oaths without becoming an Oath Breaker.

Taking on new Oaths requires a session of Downtime.

OATHS:

OATH OF JUSTICE:
The Paladin vows to take Bounty Targets alive, to the nearest gaol, for rehabilitation and educational homework.

Effect: While wearing Full or Fitted armour, the Paladin can Restrain Kin-sized targets with a Tactical Action.

Broken: The Paladin's Party kills a Bounty Target.

OATH OF ATTENTION:
The Paladin vows to announce their arrival when entering the premises of an enemy camp or hideout.

Effect: While wearing Full or Fitted armour, the Paladin gains one additional Exertion.

Broken: The Paladin forgets to announce themselves at the entrance of a Bandit Camp or Cultist Hideout.

OATH OF INTEGRITY:
The Paladin vows to keep all influence of the Fae from their mind, body and spirit.

Effect: While wearing Full or Fitted armour, the Paladin can cast Soothe without needing to roll a Casting Roll, and as a Tactical Action, once per turn.

Broken: The Paladin becomes a Warlock or a Fae Knight.

OATH OF BETTERMENT:
The Paladin vows to increase their knowledge and worldliness.

Effect: The Paladin gains (d4) additional Motes every time they use their Downtime to visit a Temple College or Attend a Lecture.

Broken: The Paladin fails to visit a Temple College or Attend a Lecture on their Downtime.

(Not recommended to take with Oath of Tutelage.)

OATH OF MERCY:
The Paladin vows never to kill those that have been seriously injured, or surrendered.

Effect: While wearing Full or Fitted armour, the Paladin can cast Heal without a Casting Roll.

Broken: The Paladin kills a Kin that has been Downed or Surrendered.

OATH OF SANCTITY:
The Paladin vows never to engage in Blood Magic, or treat with its practitioners.

Effect: The Paladin learns Swift Kick in The Bollocks, and doubles the amount of Brawn damage it deals.

Broken: The Paladin learns a Blood Magic spell, or knowingly accepts a quest from a Blood Cult.

OATH OF TUTELAGE:
The Paladin vows to spend time educating the salacious masses, at the most common place of their gathering.

Effect: The Paladin gains +2 Health every time they use their Downtime to visit a Brothel or engage in an Orgy / Carousing.

Broken: The Paladin fails to visit a Brothel or engage in an Orgy / Carousing on their Downtime.

(Not recommended to take with Oath of Betterment.)

OATH OF SOLEMNITY:
The Paladin vows to refuse healing from others in combat, and act as a conduit of T'hot herself.

Effect: While wearing Full or Fitted armour, the Paladin adds an additional (d4) to the effects of Heal or Soothe.

Broken: The Paladin is healed by a member of their Party in a combat encounter.

OATH OF CHARITY:
The Paladin refuses to own or spend extravagant wealth, beyond meagre amounts for their continued health.

Effect: Add (d10) to all Disposition Checks.

Broken: The Paladin holds more than 200j for 24 hours.

Temple Colleges sponsor Paladins with Endowments, depending on the number of Oaths they take.

See the next page, College Endowments, for details.

ENDOWMENTS

Paladins are sponsored by their local Temple College to quest in the name of sense and reason. The more Oaths they take, the more Endowments they receive.

SPONSORED: *Three Oaths Total*

The Paladin is paid 200j per Downtime for expenses when travelling.

SENSE MAGIC: *Four Oaths Total*

The Paladin is given a small crystal that glows when magic or fae creatures are nearby. (The player asks the GM, to which the GM must answer truthfully. Fae Knights cause the crystal to glow.)

VALET: *Five Oaths Total*

A temple novice accompanies the Paladin, acting as a Retainer. The novice can act as a Torchbearer, Strumpet or Mercenary, switching roles whenever needed, and is paid by the Temple College.

HOLY ARMOUR: *Six Oaths Total*

The Paladin is given a suit of Fitted Armour (2d6 armour save.)

SACRED SPELLSABER: *Seven Oaths Total*

The Paladin gains a Spellsaber, akin to the one used by T'hot herself. It deals (d10+3) damage, and can be used to cast Advanced Spells in Full or Fitted Armour. The Spellsaber is not damaged on failed casts, the spell simply fizzles. The Paladin also gains two Advanced Spells of their choice. (see Becoming a Wizard for Advanced Spells.)



BECOMING AN OATH BREAKER

You're not a bad person. But you are kind of a fuck up. The Temple College is a flickering candle in the darkness of ignorance, superstition and fear, and by breaking your vows, you made the Temple look bad. You will be ostracised, stricken from history, and stripped of any power and authority the rank of Paladin bestows. But it's not all bad. Now you can do things your way.

When you break one of your Oaths, the following things occur:

- Your Oath rings shatter, and you lose any abilities and benefits conferred by your Vows.

- You are permanently banned from the Temple College.

- You have a -5 penalty on Disposition Checks with any Temple affiliated people, including your Temple Valet.

- Your 200j a week sponsorship stops.

- You must immediately roll a Disposition check for the loyalty of your Temple Valet. If your Valet is Indifferent or Friendly, they remain loyal to you, abandon the Temple with you, and allow you to keep your Endowments, aside from the sponsorship.

If your Valet is anything less than Indifferent, they will make every effort to take your Endowments from you and return to the Temple. It would be a very wise decision to let them do so, as Oath Breakers that murder their Valets are hunted to the ends of the earth.

Consult with your party before setting the entire Paladin Order against you.



Oath Breakers often take on a vigilante role in areas of high crime, though their sense of justice often bleeds over into tackling corruption and treachery among the Guilds and Great Houses.



Becoming a Thief

It's not your fault. You're the inevitable byproduct of a society that values material possessions over communal cooperation. As civilisation advanced, eat or be eaten became steal or be stolen from, and you're an apex fucking predator. There's a bunch of shiny shit out there that wants to go in your pockets. Go get it. And if you need to shiv the occasional guy in the kidneys, well that's just natural selection.

Adventurers can spend a session of Downtime purchasing Thief Skills from the list below.

Each skill costs a donation of 150j to the local Thieves Guild, found in any decent sized town. You can buy multiple skills in a single session.

SNEAKY:

While wearing Skimpy or Light armour, you do not subtract your armour during any Stealth Checks.

SHANK:

When attacking an enemy that attacked someone other than you this round, daggers & throwing knives deal double damage when attacking with your Combat Action.

PEEKY:

While wearing Skimpy or Light armour, You can peek through normal doors without the use of a Stealth Check.

ACROBAT:

While wearing Skimpy or Light armour, Climbing man-made surfaces does not require the use of a rope or a Moxie check.

DOUBLE DAGGERS:

While wearing Skimpy or Light armour, you can use throwing knives with Combat Actions and Tactical Actions.

SKILFUL FINGERS:

While wearing Skimpy or Light armour, Add +8 to any lock-picking challenge, and when disarming mechanical traps.

THIEVES SLANG:

You're able to communicate with fellow thieves about topics such as fencing stolen goods, opportunities for theft, building schematics and weak spots, and similar topics without raising suspicion.

Used to be called Thieves Cant until one too many people said "Can't what?"

WRIGGLY:

While wearing Skimpy or Light armour, Add +5 when trying to escape from being Restrained.

PICKPOCKET:

While wearing Skimpy or Light armour, Add +5 when attempting to pickpocket using a Stealth check.

ALERT:

Add +10 to Smarts checks when listening out unusual noises, searching for specific objects in a room, or looking out for ambushes.

HIDE:

While wearing Skimpy or Light Armour, You can hide and move around silently in areas of darkness without a Stealth Check. Actions like interacting with objects or ambushing enemies still requires a Stealth Check.

MIMIC MASTER:

You can immediately tell when a treasure chest is actually a Mimic, and can tickle them in such a way that they vomit up any valuables.

UNDERWORLD CONTACTS:

You can hire one Thief, Strumpet or Mercenary without having to pay for their services.

TRUSTED FENCE:

Add (d50) jade to the sell value of every individual Treasure or Magic Item you sell at a Pawn Shop.



Becoming a Wizard

Any idiot can cast a couple spells, but you're a full fledged wizard, a chain-smoking, tattoo-drawing, hat-donning, socially awkward conduit of thaumaturgical nonsense. You've got a solution to every problem, a great big hat for avoiding eye contact, and you're more than happy to stay at the back and let your friends get cut apart. Let the meatheads do all the sword-fighting and swashbuckling, you've got a reality to warp.

Just remember, any wizard that doesn't have the body of a twenty one year old, a two foot cock and a harem of clone-wives is not the master of the arcane they claim to be.

Wizards gain Ranks from learning Basic Spells. Each Rank bestows an Advanced Spell, extra Motes, and occasionally new abilities, and requires part of your Downtime to advance from one rank to the next.

WIZARD RANKS

NOVICE: (Three Basic Spells)

You gain one Advanced Spell, and 4 Motes. You are formally allowed to wear the wide-brimmed Wizard's Hat.

APPRENTICE: (Five Basic Spells)

You gain one Advanced Spell, and 4 Motes. You are allowed to decorate and repair your Wizard's Hat.

JOURNEYMAN: (Seven Basic Spells)

You gain one Advanced Spell, and 4 Motes. You now succeed Casting Rolls on a 10 or higher. You are allowed to question the purpose of the Wizard's Hat.

ADEPT: (Nine Basic Spells)

You gain one Advanced Spell, and 4 Motes. You now succeed Casting Rolls on an 8 or higher. You are told the secret of the Wizard's Hat. It's just for keeping the sun off your increasingly pallid skin and avoiding eye-contact.

MAGE: (Eleven Basic Spells)

You gain one Advanced Spell, and 4 Motes. You now succeed Casting Rolls on an 6 or higher. You are encouraged to widen the brim of your Wizard's Hat.

MASTER: (Thirteen Basic Spells)

You gain one Advanced Spell, and 4 Motes. You now no longer need to roll Casting Rolls for Basic or Advanced Spells. You still require a Magic Staff, but it won't break.

Advanced Spells require Skimpy armour and a Magic Staff to cast, as well as multiple Motes. Advanced spells are incredibly taxing on the mind and body, which is why wizards are all anaemic and weird.

Advanced spells cost 300j, though Wizards gain one of their choice for free each time they rank up.

ADVANCED SPELLS

ARCANE ARROW: (Three to Six Motes)

Fires three to six arrows of arcane energy, dealing (d4 + Smarts) damage. Can target multiple enemies.

BLINK: (Three Motes)

Teleport the caster or a willing target to a place the caster can see, up to 30 feet away. Does not incur Opportunity Attacks.

CHILL: (Three Motes)

Makes an object the caster is touching icy cold, or a 10 x 10 area of floor into slippery Difficult Terrain. Deals (1d4) damage to a living target. Good for serving wine & lager at wizard pubs.

BRAIN TWEAK: (Four Motes)

Causes one of the following status effects to one target. Berserk / Terrified / Charmed / Horny.

IDENTIFY: (Four Motes)

Casted on a magical object to determine its properties, what it does, and whether it is cursed.

LIGHTNING BOLT: (Five Motes)

Deals (d10) damage to up to four targets. Deals (2d10) to any wet targets.

BONDAGE: (Five Motes)

Restrains a target's arms and legs in soft, ethereal ropes. Adds (d6) to all Sex rolls if cast on yourself or an agreeing partner. Lasts until recast or the target succeeds a Resist Check.

SNEAKY PERSUASION: (Five Motes)

A stealthy, but less effective form of Charmed. Suggest a course of action to a single target, and - so long as the suggestion would not involve harming themselves or others - the target will attempt to perform the action. Lasts 1 hour. If the target is injured, the spell wears off. The target will not know that a spell has been cast on them, unless they actively watched the Wizard cast it.

PRIVATE POCKET: (Five Motes)

Hide an object in the extra-dimensional space in your Wizard's Hat. The object disappears into the Hat, with no one other than yourself able to notice the object or retrieve it. The object can be about the size of a human head. The object does not increase the weight of the Hat.

SCARPER: (Six Motes)

The caster and any Nearby allies gain the ability to run twice as fast as usual. Anyone that runs while affected by Scarper will become Dehydrated. Lasts 30 minutes.

VENTRILOQUISM: (Six Motes)

Allows the caster to telepathically talk through the mouth of a target they can see. The target can be alive or dead, but has to have a mouth. If the target is alive, they can also continue to talk, interjecting the words they're being forced to say. This will make them incredibly angry. Lasts 1 hour.

ALARM: (Six Motes)

Creates a ward around an area of intrusion, such as a window, doorway, or 10 foot zone, that sounds an alarm bell in your mind when it is passed by any creatures. Lasts until recast.

LUBE: (Six Motes)

Creates a 10 x 10 area of incredibly slippery surface on the floor, causing an area of Difficult Terrain, or aim at a single target to cause them to suffer Difficult Terrain on all surfaces, and be immune to being Restrained. Lasts 1 hour.

STRONGER THAUMACOSMETOLOGY: (Six Motes)

A longer lasting version of Thaumacosmetology. Lasts one week. Used by the Harlots Guild to create physically idealised sex workers, and various cosmetic wizards to tighten and rejuvenate skin, change hair and eye colours, etc. Useful for disguises.



HYPNOTISE: (Seven Motes)

Change the opinions, disposition, or memories of a target. Lasts six hours, after which the target will remember that they had been hypnotised.

PURLOIN: (Seven Motes)

An object the caster can see is magically attracted into their hands. If the object is being held by someone else, they can roll a Resist Check to keep hold of it.

SPEAK WITH DEAD: (Seven Motes)

Allows the caster to speak with corpses that have died within the last month. They will be annoyed that you're calling them while they're trying to enjoy their afterlife.

Casting on an Undead does nothing but annoy them.

BIG FIREBALL: (Seven Motes)

Deals (2d6) damage and causes Burning to the target and **all** Adjacent targets, friend or foe.

ALTER FUN BITS: (Seven Motes)

The caster changes the characteristics and dimensions of a target's sex organs. Doesn't affect their Charm stat, but could immobilise them if grown large enough. Lasts until the target succeeds a Resist Check or dispelled, if they want to revert the changes, of course.

INVISIBILITY: (Eight Motes)

The caster or a target turns entirely invisible. Lasts one hour or until damage is taken by the target or the caster.

CONJURE WEAPON: (Eight Motes)

Creates an ethereal weapon in the caster or a target's hand, of the caster's choice. Lasts one hour.

NOTICE BULLSHIT: (Eight Motes)

Allows the caster to notice when something's out of place in a room, if an object is a mimic or magically altered or when someone's lying. Lasts 15 minutes.

READ THOUGHTS: (Eight Motes)

Listen to the internal monologue of a target, if they have one.

DISPEL: (Nine Motes)

Remove the magical properties of an object, or remove the curse from an object or target.

SEEING DOUBLE: (Nine Motes)

Conjure an illusion of yourself that mimics your actions. When being attacked, enemies must first roll a (DC11) to hit you instead of the illusion. Lasts 15 minutes.

ANIMATE CORPSE: (Nine Motes)

Creates an undead servant from the corpse of a Kin. The corpse has 20 Health, and deals (d4+1) damage with its fists. The corpse can't be healed, and disintegrates once it is Downed.

DODGY ENCHANTMENT: (Nine Motes)

Allows the caster or an allied target to roll their Weapon damage twice and choose their preferred result. If either roll is a one, the enchantment wears off immediately. Lasts one hour.

CONJURE CANDLE KID: (Ten Motes)

Sucks the fat out of a target, dealing (1d6) damage, and transfers it into a pot or suitable container. Then, morphs little arms and legs on the container, creating a small, light-carrying golem. The golem's candle lasts 12 hours, is about the size of a human newborn, and has 4 Health. Its attacks deal one damage, because it's a pot. Candle Kids follow their creator's commands.

BRAIN BLAST: (Ten Motes)

Deals (2d10) damage and causes one of the following status effects to one target.
Berserk / Terrified / Charmed / Horny.

STRONG BONDAGE: (Ten Motes)

Restrains a target's arms and legs in ever-tightening, ethereal ropes. Deals (2d6) damage when cast, and again every time the target fails their Resist Check. Adds (2d6) to all Sex rolls if cast on yourself or an agreeing partner. Lasts until recast or the target succeeds a Resist Check.

DUPLICATION: (Eleven Motes)

Choose an object no larger than a human, and create an exact duplicate of it using a material of your choice.

MINIATURISE: (Eleven Motes)

The caster and any Nearby targets shrink down to about the size of a beer bottle. Their clothing, gear and weapons do not shrink. Can be Resisted upon casting, but once shrunk the spell lasts 2 hours.

MAGIC MOUTH: (Eleven Motes)

Conjures a fully functioning mouth, throat and stomach onto an object. The mouth can recite a message or make noise under circumstances of the caster's choice. Its bite attack deals as if the object was an improvised weapon, without breaking.
Lasts until dispelled.

PHILIAMORPH: (Twelve Motes)

Turns a living target into an inanimate, sentient sex toy. The caster describes the type of toy, and whether it can hear, see, feel, and talk. Upon taking damage or succeeding a Resist Check, the target turns back to normal. Lasts indefinitely.

DAIRYGIRLIFICATION: (Twelve Motes)

Morphs a Human or Half-Human into a Dairygirl, giving them enormous lactating breasts and bovine ears and tail. Dairygirls produce (d6) portions of Milk after eating 3 rations. Dairygirls can only wear Medium or lower armour, anything higher pops off and lowers to Medium. Drinking Milk gives +1 Brawn until a Long Rest. Can only be Resisted once, when initially cast.

HUGE HEAL: (Twelve Motes)

Heals the caster and up to 6 targets for (6d6) Health each.

REVIVE: (Thirteen Motes)

Resurrects a corpse that has been dead for no longer than a week, giving them one Health. If the target was not a Ghost, the target receives (d6) Vices.

LITTLE DEATH: (Fourteen Motes)

Deals (6d6) damage to one target. If the target is Downed, they die immediately. If the target is not Downed, the caster is Downed, but doesn't die immediately.

WARD: (Fifteen Motes)

Conjures a magical dome around the caster and any Adjacent targets. Nothing physical or magical can pass into or out of the dome. Lasts 15 minutes or until dispelled.

HIMBO/BIMBOFICATION: (Fifteen Motes)

Reduces a target's Smarts stat to -3, but increases their Charm stat by the amount removed from Smarts, up to +9. If there are any remaining stat points, add them to Brawn, up to +9. Lasts indefinitely, or until dispelled.

STORM: (Sixteen Motes)

Deals (3d10) damage to up to four targets. Deals (6d10) to any wet targets.

MASS MIND MELT: (Sixteen Motes)

Deals (2d10) damage to up to four targets and causes one of the following status effects to one target.
Berserk / Terrified / Charmed / Horny.

CONJURE CANDLE KING: (Seventeen Motes)

Sucks the fat out of up to four targets, dealing (d10) damage, and transfers it to a coffin, wine barrel or large container to create a larger Candle Kid. The Candle King's candle lasts 48 hours, has 30 health, and its attacks deal (d10+2) damage. Candle Kings follow their creator's commands.

MAKE MAGIC MIRRORS: (Eighteen Motes)

Using two normal mirrors, create magic mirrors that act as a portal between each mirror, able to move objects between one or the other. The mirrors can be any size, but both have to be the same size.

POWER WORD: CUM: (Nineteen Motes)

Causes 1 target to orgasm uncontrollably, able to do nothing else on their turn. Lasts indefinitely, or until dispelled or resisted. A Resist Check of 18 or more is required to Resist. Increases the target's Disposition by (2d10) if dispelled by the caster.

YOUTHANISE: (Twenty Motes)

Revert's an adult target's age, to a minimum of 18 years old.

CLONE: (Twenty five Motes)

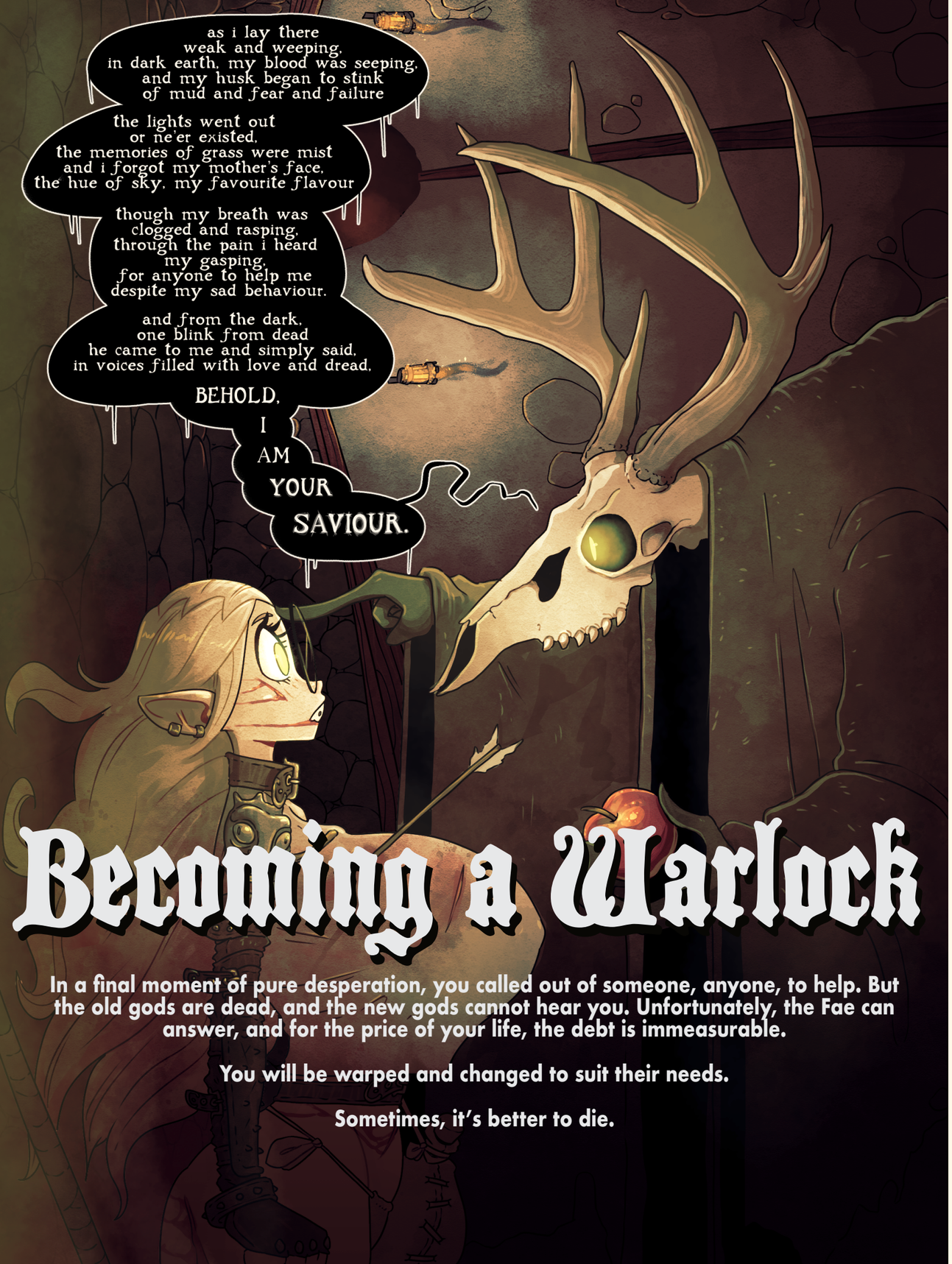
Creates a living, breathing, but soulless copy of the caster, via a process that looks like magical mitosis. The clone has the same Ability stats as the caster, but none of the personality, spells or skills. Will follow the caster's instructions as best they can, and can be willingly possessed and controlled by the Ghosts of adventurers.

SUMMON 'CUBUS: (Twenty five Motes)

Conjures a 'Cubus, a seductive Lesser Fae from the aether. The 'Cubus can act as a Strumpet and Mercenary Retainer without needing to be paid. This is considered a very unethical spell.

'CUBUS: SMT: -0 BRN: +3 GTS: +3 CHM: +6

|Weapon:- Vicious Claws (d8+6) Health:- 30 Armour:- (d8 +3)



Becoming a Warlock

In a final moment of pure desperation, you called out of someone, anyone, to help. But the old gods are dead, and the new gods cannot hear you. Unfortunately, the Fae can answer, and for the price of your life, the debt is immeasurable.

You will be warped and changed to suit their needs.

Sometimes, it's better to die.

Adventurers can only choose to become Warlocks on the third turn of being Downed, just before they're about to die. Upon becoming a Warlock, they revive with full Health, Motes, and Exertion, and **must roll** for a Warlock Patron.

Remember: Becoming a Warlock can drastically alter your play style. When a Warlock reaches the maximum of +9 or minimum of -6 in a stat, their Patron's Boons and Banes stop.

Warlocks do not count as one of the two Classes an adventurer can use when Multi-Classing.

WARLOCK PATRONS

Every Patron offers a Boon and a Bane that comes into effect when Levelling Up. These slowly warp the Warlock into their Patron's ideal form, but can alter their role in their party.

In addition to Boons and Banes, Warlocks suffer a cumulative -1 Disposition every time they level up, as they slowly become more strange. Patrons also bestow abilities to their Warlock as their bestowed stats increase. Check each Patron's section for details.

Roll a (d6) on the table below when becoming a Warlock to decide your Patron.

1) THE ANTLER MAN

Boon: +1 Smarts every Level Up
Bane: -1 Guts every Level Up

2) THE RED HOOD

Boon: +1 Brawn every Level Up
Bane: -1 Charm every Level Up

3) THE FAERIE QUEENE

Boon: +1 Charm every Level Up
Bane: -1 Smarts every Level Up

4) THE JOVIAL FELLOW

Boon: +1 Guts every Level Up
Bane: -1 Smarts every Level Up

5) JACK

Boon: +1 Smarts every Level Up
Bane: -1 Brawn every Level Up

6) THE MAD STRAY

Boon: +6 Spell Uses every Level Up
Bane: Roll a (d4) and subtract 1 from the resulting Ability:

1) Smarts
2) Brawn
3) Guts
4) Charm

1) THE ANTLER MAN

A cloaked figure with an endless hunger for fresh knowledge, arcane rituals and forgotten secrets, The Antler Man stalks the depths of Karkus. Carrying some alien fruit and wearing the skull of an imaginary animal, The Antler Man is clearly not of this world, but his motives are reliably simple.

Warlocks of The Antler Man grow gaunt and sleepy, and their ever expanding intelligence makes them sardonic and nihilistic. Small horns grow randomly from their head, and they quickly grow bored when away from a good book.

Warlocks of The Antler Man gain +1 Smarts, but lose 1 Guts every time they Level Up. Antler Man Warlocks unlock new abilities based on their Smarts stat.

ENDLESSLY INQUISITIVE: +2 Smarts

The Warlock can reroll any out-of-combat Smarts requiring Dice Challenges, such as lock-picking.

UNFINISHED BUSINESS: +4 Smarts

Once per 24 hours, the Warlock can get back up with 1 Life after being Downed.

DERISIVE DUELLIST: +6 Smarts

The Warlock can use their Smarts when attacking or defending, instead of Brawn or Guts.

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2) THE RED HOOD

She is terrifying. Prowling the sodden, burnt forests of The Taint, The Red Hood is a mangled husk, riddled with scar tissue from innumerable cuts, burns and bites. Warriors see themselves in her broken visage, what unquenchable rage and unbridled violence does to a person. And the truly desperate will beseech her aid anyway.

Warlocks of The Red Hood become frighteningly strong, but increasingly covered in ugly, misshapen battle scars. They are sullen and depressing to interact with, but come alive in battle, whirling through enemies with a petrifying ferocity.

Warlocks of The Red Hood gain +1 Brawn, but lose 1 Charm every time they Level Up. Cowled Lady Warlocks unlock new abilities based on their Brawn stat.

ENDLESSLY INQUISITIVE: +2 Brawn

If the Warlock downs an enemy, they can choose to immediately kill them, without using a Combat Action.

UNFINISHED BUSINESS: +4 Brawn

The Warlock becomes immune to the Berserk status effect. Instead, the Warlock can choose to become Berserk at any time during combat, and remove the Berserk status effect at any time.

DERISIVE DUELLIST: +6 Brawnl

f the Warlock downs an enemy, they regain their Combat Action, which they can use immediately.



The Faerie Queene is the most publicly well-known of the Fae, and often considered the least malevolent, despite her strange desire to rewrite the world to being more "fantastical." She often appears to solitary adventurers, especially those that look lonely.

3) THE FAERIE QUEENE

Unlike her cryptic colleagues, the Faerie Queene does not speak in rhymes and riddles. Instead, she tells stories of her world, a world of chivalric knights and noble lords, rolling plains and magical forests, all of which she corrupted and destroyed for the fun of it.

Now, deep inside Seedswallow Swamp, she has returned to corrupt the world anew.

Warlocks of The Faerie Queene act like these Arthurian Legends, behaving with a sense of chivalry, honour and loyalty to their king in a world where these concepts never existed. All the while being morphed into beautiful, gullible, pastel-haired and pink-eyed idiots.

Warlocks of The Faerie Queene gain +1 Charm, but lose 1 Smarts every time they Level Up. Faerie Queene Warlocks gain new abilities based on their Charm stat.

NOBLE STEED: +2 Charm

While mounted on either a Mount or a fellow adventurer, all the Warlock's melee attacks deal an additional (d6) damage.

FOR THE LADY: +4 Charm

The Warlock learns the Lunge and Power Strike Martial Skills, and can use their Charm instead of their Guts when rolling the Dice Challenge.

DERISIVE DUELLIST: +6 Charm

The Warlock can use their Charm instead of their Guts when making an Armour Save.

Note: If a Fae Knight chooses to become a Warlock, they'll automatically become Faerie Queene Warlocks, instead of rolling to choose a Patron.

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4) THE JOVIAL FELLOW

You can hear his uproarious guffawing from across Seedswallow Swamp, the ethereal laughter of The Jovial Fellow. His motives seem simple, to eat, drink and be merry, and his warlocks reflect that, slowly turning green, fat, and black-eyed, and meeting death and danger with a hearty laugh.

Warlocks of The Jovial Fellow are exceptionally tough, but increasingly lazy, and would much rather be leading a drunken chorus at the local tavern then out adventuring. They're a cheerful lot, even in the most dire of circumstances, but their green skin and black eyes make people wary all the same.

Warlocks of The Jovial Fellow gain +1 Guts, but lose 1 Smarts every time they Level Up. Jovial Fellow Warlocks gain new abilities based on their Guts stat.

DRUNKEN GENIUS: +2 Guts

Being Drunk no longer increases Dice Challenges by +3. Instead, being Drunk **lowers** all Dice Challenges by -3.

HEFTY: +4 Guts

Any attack from an enemy that would cause the Warlock to move still does damage, but the Warlock remains in place.

HEALING SPONGE: +6 Guts

Add (d6) Life to all sources of Healing when the Warlock is being healed, including potions, magic spells, and sex.

5) JACK

The trickster of the Fae, and constant foil of the Faerie Queene. Jack is the Fae of thieves, urchins and con-artists, his simple motives of wanting more stuff being the easiest to understand among the ethereal manifestations.

Manifesting as a dirty-faced lad in an over-sized coat, Jack always has a plan to get into and out of trouble, and seems to want the world to stay as it is, so he can pinch as much of It as possible.

Warlocks of Jack find themselves with grubby fingers, oversized sleeves and the occasional missing tooth, common among street urchins.

Warlocks of Jack gain +1 Smarts, but lose 1 Brawn every time they Level Up. Jack Warlocks gain new abilities based on their Smarts stat.

BE NIMBLE: +2 Smarts

The Warlock no longer triggers Opportunity Attacks. The Warlock can also see in the dark, without any light source.

BE QUICK: +4 Smarts

The Warlock gets a Surprise Attack turn before a combat encounter begins.

JUMP OVER THE CANDLE STICK: +6 Smarts

The Warlock is immune to Difficult Terrain, and automatically succeeds Dice Challenges involving climbing.

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6) THE MAD STRAY

A bizarre creature with a wicked grin, The Mad Stray flutters around Seedswallow Swamp at night, posing riddles and playing games with hapless wanderers. His arms are riddled with astral charts of a similar sky, but his mannerisms and puzzles allude to a world too unusual to describe or decipher, and his Warlocks reflect this.
Warlocks of The Mad Stray gain the same glowing green eyes and astral charts along their arms, slowly losing their minds and bodies to their patron's mad whims. They tend to smile a broad, toothy grin, often when all seems lost.

Warlocks of The Mad Stray gain +4 Motes, but lose -1 on an ability every time they Level Up, determined by a d4 roll.

1) Smarts 2) Brawn 3) Guts 4) Charm

Mad Stray Warlocks gain new abilities based on their Motes.

GLOWING GREEN EYES: 12 Motes

The Warlock gains glowing green eyes, that act as a light source similar to a lantern or torch. When the Warlock's eyes are open, this negatively affects any Stealth rolls for the party, similarly to other light sources.

MAGICALLY INCLINED: 18 Motes

The Warlock can choose one Advanced Spell to learn, and halve the amount of Motes required to cast it (rounding up.)

DISTORTED DESTINY: 24 Motes

The Warlock can use two Motes to add +2 to the result of a Dice Challenge roll that they perform, once per roll.

Sss-sssh-ss-sweet thing.

Pretty. With a pretty weapon.

Make-ssss-sh his mother proud, she says.

Won't last a week, I reckon.

I...I'M...
I AM JORYN BUTTERSBREAD, SEVENTH SON OF SINI BUTTERSBREAD. MY CLAN RIDES TO RAID THE HOLDINGS OF CLAN HORNSHEAD, AND...
I NEED THE STRENGTH OF THE RED HOOD.

Kkkkkhhck...k-k-khik...

Killed her grandma's killer first.

Cut his guts out, slug herder.

Take my scars upon ye'self,

and I'll make you

a murderer.

The Red Hood is rumoured to be the Patron of many notable folk heroes and fae hunters. Travelling while wearing a red cloak is a common way of beseeching her protection in dangerous forests.

What makes a fighter fight their fights, mastering blade an' blunt?
Is it oaths, an songs and desire t' smite, the thrill of a dangerous hunt?

Nay, s'what comes after matters most, if I can be upfront!
Good food, strong leaf, and wine to toast, and a great big, sopping wet cunt!

GAH-HAHA-HAAAA!!

GOOD GODS...
HE'S GLORIOUS...

Many a Jovial Fellow Warlock has soon retired a life of adventure to open enchanted taverns, brothels and bathhouses across Mundain. Time seems to slow in these establishments, where weeks of drinking and sex can be accomplished in a single night.

DUDE, YOU ***GOTTA*** ADMIT, THIS IS GETTING A LITTLE OLD.

YOU KNOW THE SCHEDULE, ALISSA.

TEN TILL SIX, YOU'RE IN THE THRONE ROOM LOCKED TO THE DAMSEL POLE.

SIX ONWARDS YOU'RE POLISHING BEDPOSTS IN THE TALLEST TOWER.

WE'LL BREAK FOR DONUTS IN AN HOUR.

IT'S BEEN ***FIVE YEARS.*** I KEEP TELLING YOU, MAN. YOU NEED A ***HUMAN*** DAMSEL. THEY GET RESCUED ***ALL THE TIME.***

THE ONLY REASON TO RESCUE A RELMER IS IF YOU WANT A GOOD DEAL ON YOUR ***CART INSURANCE.***

THAT WOULD EXPLAIN THE QUALITY OF THE LAST FEW ADVENTURING PARTIES...

Y'KNOW, A COUPLE WORLDS AGO, A BUXOM HALF-ELF WOULD BE ***PRIME*** DAMSEL MATERIAL.

PROBABLY A PRINCESS, OR AT LEAST THE SHAMEFUL BASTARD CHILD OF AN ELVEN KING.

WELL, ***THIS*** BUXOM HALF ELF IS A ***CASHIER*** AT A ***CABBAGE DEALERSHIP.***

EXOTIC, HUH?

DAMSEL DISTRESS GUIDE