

WHALE
TAP

Are you on a quest, haggard traveler? Scraping dirt and brickwork like a worm in the deep sea - there is no joy in what you do, but you do it because you think there's nowhere else to go.
I have to say, you truly are one of the most foolish ghosts I've met.

Below this point are depictions of self-harm, gore, empire, delusions, and the depths.

I

II

III

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VI

THIS GAME CAN BE PLAYED WITH ONE OR MORE PLAYERS. PLAYERS TAKE THE ROLE OF FATESTARVED. ON YOUR DELVES, YOU WILL USE A HEX MAP TO REPRESENT THE DUNGEON YOU'RE TRAVERSING; YOU'LL TRAVEL FROM HEX TO HEX, WITH EACH ROW REPRESENTING A LAYER OF THE CRYPT.

FATESTARVED

FATESTARVED - GHOSTS IN COMMON PARLANCE - ARE INDIVIDUALS THAT SEARCH FOR MEANING IN THE DEPTHS. UNLIKE NORMAL DUNGEONEERS, FATESTARVED DO NOT STOP WHEN THEY ARE HURT. THEY HAVE LITTLE SELF PRESERVATION, NOT WHEN THERE'S ANOTHER LAYER TO GO; SELF-MUTILATION, VIOLENCE, AND ISOLATION ARE SIMPLY TOOLS REQUIRED TO GO **DEEPER**. A GHOST'S BODY IS UNIMPORTANT, SO LONG AS THEY CONTINUE HAUNTING THE REALM.

FATESTARVED ARE REGARDED WITH DISCOMFORT IN CIVILIZATION, PARTICULARLY WHEN THEY ARRIVE WITH A "MONSTROUS FORM" THAT IS RARELY SEEN IN SUNLIGHT.

DARKNESS, DESPERATION, & DREAD DICE

THERE ARE 3 TYPES OF DICE YOU CAN CHOOSE TO USE IN THIS GAME. WHENEVER A RULE DOES NOT SPECIFY WHAT DIE TO USE, YOU'LL USE THE ONE YOU CHOSE HERE.

IF YOU WANT AN EASIER TIME WITH LESS STRAIN ON RESOURCES, YOU CAN USE A D6. FAR BELOW THE SURFACE, IN YET ANOTHER UNIMPORTANT DUNGEON, A MESSAGE THAT WILL NEVER BE READ IS SCRAWLED ON A ROCK: 6 IS FOR THE DARKNESS BECKONING YOU DEEP.

IF YOU WANT A MORE TENSE EXPERIENCE WHILE STILL NOT NEEDING TO LOSE SO MUCH LIGHT FOR EVERY ROLL, YOU CAN USE A D8. IN A COMMON SAILOR ANECDOTE, DESPERATION IS STEP 8 IN THE PROCESS OF BECOMING A SEAFARER.

IF YOU WANT TO PUT MORE STRAIN ON YOURSELF IN THE FACE OF YOUR IMPENDING FAILURES, YOU CAN USE A D12. 12 IS THE FINAL GOD IN THE NIGHT SKY, FACING THE YAWNING EXPANSE BEYOND

DUNGEON CRAWLING

LIGHT

LIGHT IS A RESOURCE YOU KEEP TRACK OF WHILE DELVING DUNGEONS. TO DETERMINE YOUR *LIGHT* AT THE START OF A DELVE, MULTIPLY YOUR *WILL* VALUE BY SIX, AND ADD YOUR *DEPTH SCORE*.

IN DUNGEONS, YOU MUST SPEND *LIGHT* TO GO DEEPER. WHEN YOU TRY TO OVERCOME A TRIAL OR CONSEQUENCE, YOU SPEND *LIGHT*. THEN, ROLL, SUBTRACT THE RELEVANT ATTRIBUTE MODIFIERS, AND COMPARE IT TO THE *LIGHT* YOU SPENT. IF YOU ROLL LOWER THAN THE *LIGHT*, YOU SUCCEED. CIRCUMSTANCES CAN ADD MODIFIERS TO THE RESULT.

IF YOU RUN OUT OF *LIGHT*, YOU CAN CONTINUE AS NORMAL, BUT GO INTO NEGATIVES. WHILE YOU HAVE NEGATIVE *LIGHT*, YOUR SPIRIT FORM WILL NEED TO GO THAT MANY LAYERS FURTHER INTO THE DUNGEON TO FIND THE NEXT BODY THAT WILL ACCEPT YOU.

ATTRIBUTES

FOR MOST PROMPTED ROLLS IN THESE RULES, YOU'LL BE TOLD TO ROLL AN ATTRIBUTE, WHICH WILL BE *STRENGTH*, *DEXTERITY*, OR *WILL*. WHEN YOU DO THIS, YOU'LL SPEND *LIGHT*, ROLL, AND SUBTRACT YOUR ATTRIBUTE SCORE FROM THE ROLL RESULT. IF YOU HAVE A NEGATIVE SCORE IN AN ATTRIBUTE, YOU'LL ADD THE NUMBER INSTEAD.

THESE ATTRIBUTES ARE DETERMINED IN CHARACTER CREATION.

GUIDANCE

GUIDANCE IS A SITUATIONAL MODIFIER TO *LIGHT*, ADDING TO YOUR CHANCES OF A SUCCESSFUL ROLL. *GUIDANCE* CAN BE GAINED THROUGH ABILITIES, ENVIRONMENTS, OR *EQUIPMENT*, WHICH WILL SPECIFY WHAT ACTIONS IT'LL APPLY IN.

GUIDANCE WILL ALSO APPLY TO OVERWORLD DICE ROLLS.

EQUIPMENT

THE NUMBER OF INVENTORY SLOTS YOU HAVE IS BASED ON YOUR CURRENT *LIGHT* +*STRENGTH*, AS WELL AS ANY BONUS SLOTS AFFORDED BY CERTAIN ITEMS SUCH AS BAGS. ZERO OR NEGATIVE *LIGHT* IS ONE INVENTORY SLOT.

IF AN ITEM IS AROUND THE SIZE OF A TORCH, AN INVENTORY SLOT CAN HOLD UP TO 6 OF THE SAME ITEM; IF IT'S SMALLER THAN A TORCH, A SLOT CAN HOLD UP TO 12 OF THE SAME ITEM.

ADD +1 TO ALL *STRENGTH* & *DEXTERITY* ROLLS FOR EACH ITEM YOU HAVE EXCEEDING YOUR TOTAL INVENTORY SLOTS.

YOU HAVE IMMEDIATE ACCESS TO A NUMBER OF ITEMS EQUAL TO YOUR *DEXTERITY*; ANYTHING ELSE WILL REQUIRE AN ACTION TO *EQUIP*.

DELVING DUNGEONS

DUNGEONS ARE REPRESENTED WITH HEXMAPS, WITH EACH ROW OF HEXES REPRESENTING A FLOOR OF THE DUNGEON (ALSO CALLED A LEVEL OR DEPTH). YOU'LL MOVE ALONG EACH FLOOR UNTIL YOU REACH THE EDGE OF THE HEXMAP OR A WAY DOWN (USUALLY A STAIRCASE).

PHYSICAL & SPIRITUAL FORMS

ONCE YOU GET TO A CERTAIN LEVEL IN A DUNGEON, LABELED THE *GHOST DEPTH*, YOUR SPIRIT WILL NOT PERISH. INSTEAD, YOU WILL LEAVE YOUR FORMER BODY AND ALL ITS POSSESSIONS, AND DROP DOWN A LEVEL. IF YOU HAD NEGATIVE LIGHT WHEN YOU DIED, YOU'LL DROP A NUMBER OF ADDITIONAL LEVELS EQUAL TO HOW MUCH NEGATIVE LIGHT YOU HAD. AS A SPIRIT, YOU'LL IGNORE THE DUNGEON'S USUAL MECHANICS, AND WILL ONLY BE ABLE TO EXPLORE DEEPER UNTIL YOU FIND YOUR NEXT FORM. TO DETERMINE WHAT BODY TO INHABIT NEXT, CHOOSE FROM THAT FLOOR'S CORPSE LIST. IF THE FLOOR HAS ALREADY BEEN UNSHROUDED, YOU'LL WAKE IN THE HEX WHERE THE BODY SHOWED UP, OR CHOOSE A HEX IF THE CORPSE ISN'T DESCRIBED IN THE DISCOVERY TABLE. IF THE FLOOR HASN'T BEEN UNSHROUDED, YOU'LL CHOOSE A RANDOM HEX, AND WAKE UP IN WHATEVER RESULT ON THE DISCOVERY TABLE HAS THE CORPSE, OR ROLL ON THE TABLE IF THE CORPSE ISN'T DESCRIBED. IF THERE'S NO CORPSE LIST, YOU'LL NEED TO CHECK THE LOWER FLOORS.

SPECIES ATTRIBUTE BONUSES ONLY APPLY WHILE AS THAT SPECIES; THEY DO NOT AFFECT YOUR BASE ATTRIBUTE VALUES DETERMINED DURING CHARACTER CREATION.

CORPSE LIST

EACH FLOOR HAS A CORPSE LIST, WHICH IS EXACTLY WHAT IT SOUNDS LIKE. MANY FLOORS LIKELY ALREADY HAVE A COUPLE BODIES ON THE CORPSE LIST. WHEN YOU KILL AN ENEMY, ADD THAT ENEMY TO THE CORPSE LIST.

SOLVING OPEN-ENDED PROBLEMS/PUZZLES

WHEN YOU COME ACROSS A PUZZLE IN A DUNGEON, YOU'LL NEED TO SPEND LIGHT, ADD YOUR CURRENT DISCOVERY STAT TO THE LIGHT TOTAL, AND ROLL TO DETERMINE THE SUCCESS OF EACH SOLUTION YOU COME UP WITH.

TRAPS

WHEN A TRAP IS DETAILED IN A ROOM, ROLL *WILL*, ADDING YOUR DISCOVERY STAT TO THE SPENT LIGHT. ON A FAILURE, YOU'LL SET OFF THE TRAP AND TAKE ITS EFFECTS.

SOME ROOMS MIGHT SIMPLY BE LABELED *TRAPPED*. IF THERE ISN'T A DESCRIPTION OF THE TRAP, YOU CAN TRY TO DEDUCE WHAT TRAP IT MIGHT BE; ROLL *WILL*, ADDING YOUR DISCOVERY STAT TO THE SPENT LIGHT. THEN, WHEN CROSSING THE TRAP, ROLL ON THE TRAP TABLE; IF THE TRAP RESULT IS BETWEEN YOUR *WILL* ROLL AND THE SPENT LIGHT (+DISCOVERY), WRITE DOWN THE TRAP AND FIND A WAY AROUND IT. IF YOU FAIL THE *WILL* ROLL, THE LIST RESULT IS NOT BETWEEN THE TWO NUMBERS, OR YOU DON'T CHECK FOR TRAPS AT ALL WHILE CROSSING THE ROOM, ROLL ON THE TRAP TABLE AND TAKE THE EFFECTS.

TRAP TABLE (D8):

1. PIT: DMG = 2D8; +1 DEPTH; YOU FIND YOURSELF IN A 1 HEX PIT, YOU CAN CLIMB OR YOU CAN DIE
2. DARTS: DMG = 3D6 -DEXTERITY
3. FLAME: ROLL DEXTERITY; ON A SUCCESS, TAKE 1 LEVEL OF AFLAME, ON A FAILURE, TAKE 1D6 LEVELS OF AFLAME.

4. **PENDULUM:** ROLL DEXTERITY; ON A SUCCESS, TAKE NO DMG, ON A FAILURE, TAKE 3D12 DMG.
5. **BOULDER:** A MASSIVE STONE SPHERE DROPS FROM THE CEILING AND ROLLS 1 HEX TOWARD YOUR POSITION AT THE END OF EACH TURN; IF YOU DON'T GET TO THE NEXT ROOM BEFORE IT HITS YOU, DMG = 8D12 -STRENGTH.
6. **ACID POOL:** TAKE 3 LEVELS OF AFLAME UNTIL YOU LEAVE THE POOL AND REMOVE ALL CLOTHING.
7. **NOTHING:** LUCKY YOU!
8. **NOTHING:** YOU THINK.

DARKNESS & DISCOVERIES

THE DARKNESS HOLDS THE UNKNOWN, THE MIASMA YOU SO DESPERATELY CRAVE. IN A DUNGEON, BLANK HEXES ARE CONSIDERED *SHROUDED*. WHEN YOU MOVE INTO A SHROUDED HEX, YOU'LL ROLL ON YOUR CURRENT DEPTH'S DISCOVERY TABLE, AND THAT HEX WILL BE UNSHROUDED WITH WHATEVER RESULT YOU ROLLED. MANY RESULTS WILL REVEAL ROOMS, WHICH ARE MADE UP OF MULTIPLE HEXES, ALL OF WHICH BECOME UNSHROUDED.

YOU HAVE A DISCOVERY STAT, AND EACH TIME YOU GET A RESULT ON THE DISCOVERY TABLE, GAIN +1 DISCOVERY. YOU'LL ADD YOUR DISCOVERY STAT TO THE FLOOR'S DISCOVERY ROLLS. EACH TIME YOU GO DOWN A LEVEL, RESET YOUR DISCOVERY.

SOME DISCOVERY TABLES HAVE (PREDETERMINED) IN PLACE OF A DIE, WHICH MEANS YOU'LL GO THROUGH THE LIST LINEARLY, ADDING TO YOUR DISCOVERY STAT FOR EACH RESULT YOU'VE REACHED.

IF YOU REACH THE FINAL AVAILABLE HEX ON THE LEVEL WITHOUT HAVING A WAY DOWN, THAT MEANS THE WAY DOWN IS HIDDEN; YOU'LL NEED TO ROLL WILL, ADDING YOUR CURRENT DISCOVERY STAT AND

DEPTH SCORE TO THE SPENT LIGHT TO DISCOVER THE WAY DOWN.

BACKTRACKING

WHENEVER YOU GO INTO AN ALREADY UNSHROUDED AREA, ON A FLOOR YOU'VE ALREADY CLEARED, ROLL A DIE. ON A 1-4, NOTHING HAS CHANGED; ON A 5-8, A CORPSE ON THE FLOOR'S CORPSE LIST STANDS IN FRONT OF YOU; ON A 9-12, A DIFFERENT ENEMY STANDS IN FRONT OF YOU, FROM THE CORPSE LIST ON THE FLOOR ABOVE OR BELOW YOU.

Keys

SMALL KEYS CAN OPEN LOCKS FOR ITEMS LIKE CHESTS OR BOXES IN THE DUNGEON. WHEN YOU USE A SMALL KEY, IT CAN'T BE USED FOR ANY OTHER LOCKS.

SKELETON KEYS CAN OPEN EVERY LOCKED DOOR IN A DUNGEON.

KEYS DO NOT WORK IN OTHER DUNGEONS.

COMBAT

TURN ORDER IS DETERMINED BY EVERYONE'S DEXTERITY ATTRIBUTE, HIGHEST GOING FIRST. ALL ENEMIES HAVE ATTRIBUTES OF 1 + SPECIES ATTRIBUTE BONUSES, UNLESS SPECIFIED OTHERWISE. ON YOUR TURN, YOU CAN MOVE A NUMBER OF HEXES EQUAL TO YOUR DEXTERITY (MINIMUM OF 1), AND PERFORM AN ACTION. ACTIONS INCLUDE MAKING AN ATTACK OR USING AN ITEM.

WHEN YOU ATTACK, YOU'LL CHOOSE AN ENEMY WITH YOUR WEAPON'S RANGE, ROLL LIKE A NORMAL ATTRIBUTE CHECK, SPENDING LIGHT TO DETERMINE IF THE ATTACK HITS. THEN, USE THE WEAPON'S DAMAGE, USUALLY DETERMINED BY A SPECIFIC ATTRIBUTE.

WHEN SOMETHING DIES, ADD IT TO THE CORPSE LIST OF THE CURRENT DUNGEON LAYER.

ENEMY TURNS

THE ECOSYSTEM OF A DUNGEON IS AN ECHO CHAMBER; SPIRITS OF THE DEAD INHABIT THE CORPSES OF OTHER CREATURES, LEAVING NEARLY ALL THE CREATURES IN A DUNGEON WITH A PREDICTABLE SERIES OF ACTIONS AS THE INSTINCTS OF DISTINCT ORGANISMS MELD INTO EACH OTHER.

ENEMY ACTIONS:

- IF YOU SUCCEED A ROLL IN RANGE OF AN ENEMY'S ATTACK:
 - AVOID THE ATTACK
- IF YOU FAIL A ROLL IN RANGE OF AN ENEMY'S ATTACK:
 - TAKE ENEMY'S ATTACK, FULL DMG
- IF YOU DON'T MAKE A ROLL IN RANGE OF THE ENEMY'S ATTACK:
 - TAKE ENEMY'S ATTACK, REDUCE DMG BY YOUR DEXTERITY
- IF YOU ARE OUT OF RANGE OF THE ENEMY'S ATTACK:
 - ENEMY MOVES IN A DIRECTION TO PUT YOU IN RANGE OF AN ATTACK, AND MAKES THE ATTACK. ENEMY MOVEMENT WORKS THE SAME AS PLAYER MOVEMENT.

THIS LIST IS WHAT WILL GENERALLY HAPPEN AFTER A FATESTARVED'S TURN, BUT CAN CHANGE WITH CERTAIN TYPES OF ATTACKS OR ABILITIES.

WHEN AN ENEMY LANDS AN ATTACK, ROLL A D6; ON A 1-3, THE ENEMY MOVES AWAY, ON A 4-6, THE ENEMY STAYS PUT.

IF YOU HAVE TO CHOOSE BETWEEN MULTIPLE POSSIBLE ENEMY ATTACKS, CHOOSE THE ONE THAT HURTS MORE.

WEAPON RANGE

WEAPONS LIST THE HEXES THEY CAN APPLY ATTACKS TO.

- SELF: ON THE SAME HEX AS YOU
- I FORWARD: ONE HEX EITHER HORIZONTALLY IN FRONT OR BEHIND YOU
- I ANY: ONE HEX IN ANY DIRECTION AROUND YOU
- I AROUND: EACH HEX AROUND YOU

RANGED ATTACKS WILL APPLY TO THE FIRST POSSIBLE TARGET UNLESS STATED OTHERWISE; E.G. IF AN ENEMY IS I HEX IN FRONT OF YOU, THAT ENEMY IS BLOCKING ANYTHING BEHIND THEM.

SPECIFIC WEAPON RULES

- THE ATTRIBUTE YOU USE FOR ATTACKS WILL PROBABLY BE THE SAME AS WHATEVER ATTRIBUTE DETERMINES THE WEAPON'S DAMAGE, BUT IT LARGELY IS DETERMINED ON HOW YOU CHOOSE TO USE THE WEAPON.
- SHARP WEAPONS WITHOUT EXPLICIT BLEED EFFECTS CAN INFLECT I POINT OF BLEED IF YOU ROLL A I ON THE ATTACK ROLL.
- ITEMS THAT DON'T HAVE WEAPON STATS CAN BE USED AS WEAPONS, BUT THE DAMAGE WILL BE HALF (ROUNDED DOWN) OF THE ATTRIBUTE YOU USE. THEY COULD INFLECT STATUS EFFECTS IF THERE IS A CLEAR REASON FOR THEM TO (E.G. A TORCH INFLECTING AFLAME OR A BROKEN BOTTLE INFLECTING BLEED)

STATUS EFFECTS

ADVENTURERS CAN BE INFLECTED WITH CERTAIN DANGEROUS STATUS EFFECTS, PARTICULARLY WHEN DUNGEON DIVING. STATUS EFFECTS DO NOT TRANSFER BETWEEN BODIES.

STATUS EFFECTS:

- HUNGER: GAIN +1 HUNGER AFTER EVERY COMBAT ENCOUNTER
 - ADD EVERY POINT OF HUNGER THAT YOU HAVE ABOVE YOUR CURRENT LIGHT TOTAL TO STRENGTH AND WILL DICE RESULTS
- BLEED: INFLECTED BY SHARP OBJECTS.
 - TAKE DAMAGE EQUAL TO EACH POINT OF BLEED YOU HAVE FOR EACH HEX MOVED.
 - HAVING THE BLEED CONDITION IN CERTAIN SITUATIONS CAN ALSO INFLECT INFECTION.
 - ARMOR ALLOWS YOU TO IGNORE BLEED EFFECTS FROM NONMAGIC ATTACKS.
 - OPEN WOUNDS CAN BE PATCHED UP WITH CERTAIN ITEMS.
- INFECTION: INFLECTED BY VARIOUS WEAPONS OR CURSES.
 - INFECTION EFFECTS ARE BASED ON THE THING INFECTING YOU.
 - BURNS CAN CURE INFECTIONS.
- AFLAME: INFLECTED BY HIGH LEVELS OF HEAT.
 - INFLECTS 2 BASE HARM FOR EACH ACTION TAKEN. THE HARM INCREASES BY +1 ON EACH ACTION BEFORE PUTTING THE FIRE OUT, SO THE DAMAGE WILL STACK UP QUICKLY.
- FIRE CAN BE PUT OUT BY DOUSING IT WITH WATER (WHICH IS CONSIDERED AN ACTION), OR DROPPING TO THE GROUND AND ROLLING (WHICH IS CONSIDERED TWO ACTIONS)
- COLD: INFLECTED BY HAVING LESS THAN 10 LIGHT THROUGHOUT 3 DUNGEON LAYERS, OR FROM CERTAIN ENVIRONMENTS. THIS CONDITION STACKS.
 - REDUCE ALL ATTRIBUTES BY 1 FOR EACH LAYER YOU DELVE
 - EACH STACK OF COLD CAN BE HEALED BY RESTING IN A WARM SPACE FOR AN HOUR
- BLINDNESS: INFLECTED BY CERTAIN ENVIRONMENTS.
 - FAIL ANY SIGHT-BASED ACTIONS
 - IF YOU MOVE WHILE BLIND AND ALONE, ALL HEXES ON THE FLOOR BECOME SHROUDED AGAIN. YOU MUST CURE BLINDNESS TO UNSHROUD HEXES.

DEATH

WHEN YOU LOSE ALL HP, YOUR PHYSICAL FORM GIVES WAY.

DEATH SAVES:

IF YOU WANT TO KEEP THIS FORM, SPEND LIGHT AND ROLL WILL; ON A SUCCESS, YOU'LL RETURN WITH HP EQUAL TO THE NUMBER ROLLED. WHEN YOU RETURN, YOUR FORM WILL HAVE A SCAR.

IF YOU LOSE ALL YOUR HP IN THE OVERWORLD, YOU MUST ROLL A DEATH SAVE. TO MAKE A DEATH SAVE IN THE OVERWORLD, ROLL WILL USING THE OVERWORLD DICE PROCEDURE; ON A SUCCESS, YOU'LL RETURN WITH HP EQUAL TO THE NUMBER ROLLED. WHEN YOU RETURN, YOUR FORM WILL HAVE A SCAR.

SCARS:

1. A BROKEN BONE THAT WILL NEVER HEAL. PAIN WEATHERS YOUR NERVES WHEN YOU USE IT. TAKE ONE TO EFFECT:
 - A. LOSE 3 LIGHT WHEN MAKING AN ATTACK, TAKE 1 DMG FOR EACH ATTACK IN THE OVERWORLD.
 - B. LOSE 1 LIGHT WHEN MOVING A HEX IN A DUNGEON, YOU CANNOT MOVE IN THE OVERWORLD WITHOUT SOME FORM OF VEHICLE OR AID.
2. A FACIAL DEFORMITY THAT WILL BREAK OUT IN HIVES WHEN CUT WITH GLASS, AND IS EASY TO INFECT
3. A MASSIVE GASH ACROSS YOUR SKIN
4. A BLOODLESS WOUND LEFT OPEN TO INFECTION, NEVER HEALING
5. TRAUMA-INDUCED HEMOPHILIA.
 - A. BLEED POINTS CANNOT BE REDUCED. IF YOU PATCH A WOUND, THE BLEED DAMAGE WILL STOP BUT WILL RETURN IF YOU TAKE DAMAGE.
6. MISSING TEETH
7. PART OF SKULL CAVED IN
8. LOST SENSE
 - A. LOSE YOUR SENSE OF SIGHT, SMELL, SOUND, TASTE, OR TOUCH
9. YOU CAN'T STOP SHAKING
10. SKIN PEELS OFF
11. YOU WAKE UP, GROGGY. MANY, MANY YEARS HAVE PASSED.
12. CUTS IN YOUR SKIN FORM BLEEDING GILLS. YOU CAN NO LONGER BREATHE AIR.

CRYPT WORMS

THESE ARE THE DUNGEON BOSSES, RESIDING IN PITS
EXTENDING TO UNKNOWABLE DEPTHS. THERE IS NO FLOOR
TO FIGHT ON, YOU SIMPLY MUST **FALL**.

AFTER EACH TURN IN THE FIGHT, YOU'LL FALL 1 LEVEL.

YOU CAN'T MOVE LIKE USUAL, BUT YOU CAN USE YOUR
MOVE TO CHANGE THE DIRECTION OF WHERE YOU FALL AS
LONG AS YOU CAN PUSH OFF OF SOMETHING.

ATTACKS CAN GO IN ANY DIRECTION, AND USING A MELEE
ATTACK AGAINST AN ENEMY WILL PUSH YOU 1 HEX AWAY.

IF YOU DIE WHILE FIGHTING A CRYPT WORM, YOUR SPIRIT
FINDS A TRUE HOME. YOUR CHARACTER IS LOST TO THE
DEPTHS, MAKE A NEW ONE, START A NEW ADVENTURE.

IF YOU KILL THE WORM, YOU HAVE A CHOICE; STAY IN THE
DEPTHS, TRULY BECOMING A WORM, OR CLIMB YOUR WAY
OUT. IF YOU STAY, CREATE THE STATS OF YOUR CRYPT
WORM, OR DISCARD YOUR BODY AND USE THE WORM CORPSE
YOU JUST CREATED. IF YOU CLIMB YOUR WAY OUT, YOU
MUST ROLL ATTRIBUTE CHECKS FOR EACH LEVEL YOU
CLIMB; ON A FAILURE, YOU STUMBLE DOWN A NUMBER OF
LEVELS EQUAL TO HOW MUCH HIGHER YOU ROLLED OVER
YOUR SPENT LIGHT. YOU'LL NEED TO CLIMB UP TO THE
LAST FLOOR OF THE DUNGEON, BEFORE THE DROP.

UPON REACHING THE FLOOR, GAIN A SPIRIT ABILITY.

OVERWORLD

TRUE LORINTH LIES UNDERGROUND. OUTSIDE THE DUNGEONS IS NOTHING BUT A CRUMBLING GRAVESTONE, HOLDING KINGLY LEFTOVERS AND MARKING THE SHOVELWOUNDS THEY NEVER MADE.



TRAVELING THE OVERWORLD

TRAVERSING LANDSCAPES IS BASED AROUND PATHS BETWEEN DUNGEON ENTRANCES. PATHS HAVE ENCOUNTER TABLES TO ROLL ON WHENEVER YOU USE THEM. PATHS CAN INTERSECT WITH OTHERS, BUT YOU'LL ALSO NEED TO ROLL ON THE INTERSECTING PATH'S ENCOUNTER TABLE IF YOU CHOOSE TO TAKE IT.

PATHS TAKE A MINIMUM OF 3 HOURS TO TRAVEL.

PATH ENCOUNTERS

I. ROLL 1D6

- ◇ 1-3: NOTHING
- ◇ 4-5: RUINS OF HALF-STARTED DUNGEONS
- ◇ 6: A PEASANT FAMILY IMMIGRATING TO AMARIL IN HOPES OF FINDING ECONOMIC STABILITY

2. SWAMPLANDS; ROLL 2D12

- ◇ 2-5: A REGAL BLACK HORSE EMERGES FROM A SWAMP
- ◇ 6-8: 1D6 APPRENTICE BLOODLETTERS START TRAILING YOU, LOOKING TO HAVE SOME FUN
- ◇ 9-11: 1D6 APPRENTICE BLOODLETTERS STOP YOU, LOOKING FOR MONEY
- ◇ 12-18: NOTHING
- ◇ 19-21: YOU PASS BY A HUT ADORNED WITH SOME KIND OF RELIGIOUS SYMBOL; THE DARK FIGURES SMOKING OUTSIDE SNEER AT YOU
- ◇ 22-24: A GIANT SPIDER HOLDING A BASTARD SWORD, A LANTERN, AND A SURGEON'S KIT PASSES BY

3. ROLL 2D8

- ◇ 2-4: YOU FIND A WISHING WELL WITH 2D12 GP
- ◇ 5-16: NOTHING

4. CITY; ROLL 2D12

- ◇ 2-4: YOU FIND 1D6 GP ON THE GROUND
- ◇ 5: SMOKE AND MIST BURNS YOUR EYES AS A CROWD OF DARK FIGURES ARE FIRED UPON
- ◇ 6-8: LOSE 2D6 GP OR A SMALL ITEM
- ◇ 9-12: NOTHING
- ◇ 13-14: SOMEONE COMES UP TO YOU, OFFERING YOU WORK IN MOVING SMALL BOULDERS ACROSS THE BELT, 30 GP PER TRIP.
- ◇ 15: A BUSKER PLAYS A SONG YOU LIKE
- ◇ 16: A DARK FIGURE PAINTS SOMETHING ON THE WALL BEFORE RUNNING AWAY FROM ROYAL GUARDS
- ◇ 17: A PERSON CRIES OUT FROM A PILLORY. ITS FACE IS DRIPPING AND INFLAMED.
- ◇ 18-19: A HOMELESS PERSON ASKS FOR MONEY
- ◇ 20: A ROYAL GUARD DEMANDS YOU TELL HIM WHERE A SHOPLIFTER HAS GONE. IF YOU DON'T POINT TO SOMETHING, YOU'LL BE ARRESTED FOR IT.
- ◇ 21: SOMEONE COMES UP TO YOU, MISTAKING YOU FOR SOMEONE ELSE, BEGGING YOU TO COME HOME
- ◇ 22-24: ROLL TWO MORE TIMES ON THIS TABLE, IGNORING THIS RESULT

5. ROLL 1D8

- ◇ 1-4: NOTHING
- ◇ 5: A GANG OF 1D6 THIEVES
- ◇ 6-7: A CATHEDRAL, EMPTY AND OVERGROWN
- ◇ 8: A ROOT GARDEN

6. FOREST; ROLL 2D8

- ◇ 2-4: A RING OF MUSHROOMS
- ◇ 5-6: A ROTTING ANIMAL CARCASS
- ◇ 7-12: NOTHING
- ◇ 13-14: A GOBLIN HAMLET
- ◇ 15: A SMALL ENCAMPMENT OF DARK FIGURES. THEY'LL TRY TO TIE YOU UP IF THEY NOTICE YOU LOOKING AT THEM.
- ◇ 16: A TREE BURNING

7. ROLL 1D6

- ◇ 1-2: NOTHING
- ◇ 3: A REANIMATED SKELETON CLIMBS UP A DEEP HOLE, BEFORE FALLING BACK DOWN
- ◇ 4-5: A SHEPHERD SEARCHES FOR HIS HERD
- ◇ 6: A DARK FIGURE APPROACHES YOU, ASKING FOR DIRECTIONS TO SOMEWHERE YOU'VE NEVER HEARD OF. IF YOU ARE A GUILLOTINE MAIDEN, THE HEADLESS WILL TRY TO AVOID LOOKING YOU IN THE EYES; SHE HAS LOST FAITH IN GODDESS, AND YOU SHOULD FIX THAT.

8. CITY; ROLL 2D12

- ◇ 2-4: RATS CRAWL AROUND IN A DUMPSTER
- ◇ 5: A PUBLIC EXECUTION IS UNDERWAY. A MAIDEN, LIKELY YOUNG & WEALTHY, WITH AN ORNATE HOOD PLACES SOMEONE ON THE BLOCK. THE CONVICT'S NOSE IS CAVED IN; THE ONLY THING YOU CAN MAKE OUT IS THE BLOOD COVERING ITS FACE BEFORE THE BLADE IS DROPPED.
- ◇ 6-8: A PUBLIC EXECUTION IS IN THE MIDST OF BEING CLEANED. YOU CAN SOMETIMES GET A COUPLE OF COINS BY HELPING OUT.
- ◇ 9-12: NOTHING
- ◇ 13-14: A NUN SINGS SWEETLY ON THE STREET CORNER
- ◇ 15: 1D6 BODIES, HANGING IN THE GALLOWS
- ◇ 16: A DARK FIGURE SITS ON A BENCH, WRITING CAREFULLY IN A TOME
- ◇ 17: LOSE 2D6 GP OR A SMALL ITEM
- ◇ 18-19: A HOMELESS PERSON ASKS FOR SPARE CHANGE
- ◇ 20: 1D12 BLINDFOLDED CHILDREN SEARCH FOR THEIR NEW FAMILIES IN THE CROWD
- ◇ 21: A WOMAN SPITS AT YOU
- ◇ 22-24: ROLL TWO MORE TIMES ON THIS TABLE, IGNORING THIS RESULT

9. ROLL 2D12

- ◇ 2-4: A SCAVENGER CROW BEGINS CIRCLING JUST ABOVE YOU
- ◇ 5: A DARK FIGURE SITS ON A ROCK, LOOKING UP AT SOMETHING AND SMOKING. SHE ASKS WHAT YOU DO FOR A LIVING, BETWEEN DRAGS. IF YOU TELL HER, SHE SIMPLY RAISES HER EYEBROWS

AND RETURNS TO LOOKING UPWARD. IF YOU ASK WHAT SHE'S LOOKING AT, SHE'LL SAY "THE SKY"

- ◇ 6-8: A CLASS OF NUNS WALK TO A TOWN CHURCH
- ◇ 9-15: NOTHING
- ◇ 16-17: 1D6 BANDITS AMBUSH YOU
- ◇ 18-19: A PARTY OF DUNGEON DELVERS LOOK AWKWARDLY AT THEIR FEET WHILE PASSING YOU
- ◇ 20-23: A CART OF PRISONERS IS TRANSPORTED ALONG THE ROAD
- ◇ 24: YOU SEE AN ELEPHANT. THEIR TUSKS ARE IMPOSSIBLY VALUABLE; YOU DON'T KNOW HOW TO HUNT ONE OR EVEN WHO YOU COULD SELL THE TUSKS TO, BUT YOU MIGHT GET A COUPLE OF COINS FOR THE INFO.

10. A SCAR IN THE EARTH; ROLL 2D12

- ◇ 2-4: A RAMSHACKLE GALLOWS CROSSPIECE POSTED AGAINST THE WALL, BODIES SWINGING ON IT. YOU HEAR CHOKING.
- ◇ 5-7: A GOBLIN IS CHAINED TO A ROCK, THEIR BREATHING BARELY NOTICEABLE
- ◇ 8-15: NOTHING. ALL SWEEPED AWAY BY THE LORINTH RIVER
- ◇ 16-17: A PARTY OF FATESTARVED, IDLY SHIVERING IN THE COLD
- ◇ 18-19: A CARAVAN OF SLAVES BEING TRANSPORTED
- ◇ 20-23: 2D12 CORPSES, DROPPED BY THEIR FAMILIES AND THEIR KINGDOMS OR LEFT DRY FROM ERAE AS AN EXAMPLE OF HUMANS BEFORE LORINTH
- ◇ 24: THERE WAS A HOLE HERE. IT'S GONE NOW.

11. ROLL 2D8

- ◇ 2-4: 2D8 DARK FIGURES STAND STILL, STARGAZING
- ◇ 5-6: A DARK FIGURE CRAFTS A TORCH
- ◇ 7-12: NOTHING
- ◇ 13-15: A SMALL VILLAGE OF GOBLINS AND HUMANS, AS WELL AS A SMALL POPULATION OF UNDERLIFE
- ◇ 16: A GRAVEYARD

12. ROLL 1D12

- ◇ 1: AN ENTRY ROOM; A SKELETON LIES FACE DOWN AGAINST THE STONE TILE, A RUSTED METAL DAGGER BETWEEN ITS BROKEN RIBS
- ◇ 2: STORAGE ROOM WITH BROKEN BARRELS. THERE'S A COIN POUCH WITH 40 GP SOAKING IN A PUDDLE OF EXQUISITELY AGED WINE.
- ◇ 3: HALLWAY
- ◇ 4: HALLWAY
- ◇ 5: HALLWAY WITH AN UNARMED ANIMATED SKELETON. IT WANTS FOOD AND PROTECTION AND WILL TRY ANYTHING TO GET IT.
- ◇ 6: 1 HEX EMPTY ROOM. ROLL WILL; IF THE RESULT IS UNDER YOUR DISCOVERY STAT, YOU FIND A STAIRWAY DOWN (+1 DEPTH)
- ◇ 7: TORTURE CHAMBER, TOOLS OF STATE VIOLENCE LEFT ABANDONED

- ◇ 8: ROOM OF UNCLEAR PURPOSE. THERE'S A CRUMBLING STATUE IN THE CENTER, WITH AN ANIMATED SKELETON KNEELING BEHIND IT, SCRATCHING THE FLOOR WITH A SCALPEL. IT WILL TRY TO INFLICT PAIN.
- ◇ 9: A SMALL FOUNTAIN OF WATER
- ◇ 10: A WORM WRIGGLES ITS WAY OUT OF THE EYE OF A CORPSE
- ◇ 11: NOTHING
- ◇ 12: HOLE IN THE GROUND (+1 DEPTH; MUST BE CLIMBED OUT OF).

WEATHER

WHEN YOU EXIT A DUNGEON, ROLL A D6 ON THE FOLLOWING SEASONS LIST. SEASONS AFFECT HOW YOU CAN TRAVEL BETWEEN DUNGEONS, BUT DON'T MATTER MUCH BEYOND THAT.

SEASONS:

1. WINTER: TAKE 1 COLD FOR EACH PATH YOU BEGIN. FOR EACH ENCOUNTER, ROLL WILL; ON A FAILURE, YOU ARE BLINDED. THE HARSH WHITE SNOW OBSCURES THE PATH AHEAD AS THE WIND BITES AT YOUR FLESH.
2. AUTUMN: NO EFFECT. LEAVES COVER THE GROUND, IN VARIOUS STATES OF COLORFUL DECAY.
3. MONSOON: PATHS IN RAVINES AND VALLEYS BECOME UNTRAVERSABLE. HEAVY RAIN SOAKS THE DIRT, RETURNING TO THE UNDERGROUND.
4. HEARTH: IF YOU HAVE A DEPTH SCORE OF 6-, GAIN +1 WILL FOR EACH PATH TRAVERSED. IF YOU HAVE A DEPTH SCORE OF 8+, TAKE 1 DMG FOR EACH PATH TRAVERSED. AFTER TRAVERSING 1D6 PATHS, ROLL THE SEASON AGAIN. GRASS GROWS A CONTENT GREEN WHERE IT STILL CAN, AS THE WARMTH AND LIGHT OF THE SUN SOFTLY RADIATES FROM THE HORIZON.
5. UNDEL: GAIN +2 GUIDANCE ON ANY ROLLS RELATED TO DISCOVERING DUNGEONS. SHIMMERING SPECKS OF DIM BLUE LIGHT SLOWLY RISE FROM THE GROUND, ANYWHERE THAT A DUNGEON ISN'T.
6. SPRING: TAKE THE BLIND STATUS WHEN OUTSIDE. THICK FOG OVERTAKES THE REALM, CHOKING YOU IN A PALE OCEAN.

OVERWORLD DICE

WHILE IN THE OVERWORLD, IF YOU COME ACROSS A TRIAL OR TRIBULATION, YOU CAN TRY TO OVERCOME IT BY CHOOSING THE MOST APPLICABLE ATTRIBUTE AND ROLLING A DIE. IF THE ROLLED RESULT IS LESS THAN THE ATTRIBUTE SCORE, YOUR ACTION SUCCEEDS. GUIDANCE WILL ADD TO YOUR ATTRIBUTE NUMBER FOR THE ROLLS IT APPLIES TO.

IF YOU NEED TO CONVINCE AN NPC OF SOMETHING, YOU'LL USUALLY ROLL WILL.

IF YOU ARE TALKING TO SOMEONE WHO'S NEVER BEEN IN THE DUNGEONS, ROLL A DIE AND ADD YOUR DEPTH SCORE TO DETERMINE HOW OFF-COLOR AND DISCOMFORTING YOU COME OFF. IF THE RESULT IS OVER YOUR CURRENT WILL SCORE, YOU GET -1 WILL.

OVERWORLD COMBAT

IF YOU'RE FORCED TO ENGAGE IN COMBAT IN THE OVERWORLD, EACH ATTACK ROLL YOU MAKE DETERMINES IF YOUR ENEMY WILL ATTACK. IF YOU ROLL UNDER YOUR TARGET'S DEXTERITY ATTRIBUTE, YOU HIT THEM AND AVOID BEING COUNTERED; IF YOU ROLL OVER, YOUR OPPONENT MAKES A SUCCESSFUL ATTACK.

IF YOU DEAL DAMAGE EQUAL TO OR OVER YOUR OPPONENT'S WILL IN ONE TURN, THEY WILL BACK DOWN (IF THEY'RE STILL STANDING).

OVERWORLD STATUS EFFECTS

- **HUNGER:** GAIN 1 HUNGER AFTER EACH ENCOUNTER.
 - ADD YOUR HUNGER LEVEL TO STRENGTH AND WILL DICE RESULTS
 - REDUCE HUNGER BY EATING FOOD.
- **BLEED:** INFLICTED BY SHARP OBJECTS
 - TAKE DAMAGE EQUAL TO EACH POINT OF BLEED YOU HAVE EVERY 10 MINUTES.
 - HAVING THE BLEED CONDITION IN CERTAIN SITUATIONS CAN ALSO INFLICT INFECTION.
 - OPEN WOUNDS CAN BE PATCHED UP WITH CERTAIN ITEMS, AND YOU CAN INCREASE THE DAMAGE TIME LIMIT BY 5 MINUTES IF YOU PUT PRESSURE ON IT.
- **INFECTION:** INFLICTED BY VARIOUS WEAPONS OR CURSES.
 - INFECTION EFFECTS ARE BASED ON THE THING INFECTING YOU. IF AN INFECTION EFFECT DOES NOT FUNCTION IN THE OVERWORLD, ROLL STRENGTH. ON A SUCCESS, THE INFECTION GOES AWAY; ON A FAILURE, ROLL A SCAR.
 - BURNS CAN CURE INFECTIONS.
- **AFLAME:** INFLICTED BY HIGH LEVELS OF HEAT.
 - INFLICTS 2 BASE HARM FOR EACH ACTION TAKEN. THE HARM INCREASES BY +1 ON EACH ACTION BEFORE PUTTING THE FIRE OUT, SO THE DAMAGE WILL STACK UP QUICKLY.
 - FIRES CAN BE PUT OUT BY DOUSING IT WITH WATER (WHICH IS CONSIDERED AN ACTION), OR DROPPING TO THE GROUND AND ROLLING (WHICH IS CONSIDERED TWO ACTIONS)
- **COLD:** INFLICTED BY CERTAIN ENVIRONMENTS. THIS CONDITION STACKS.
 - REDUCE ALL ATTRIBUTES BY 1 EVERY TEN MINUTES
 - EACH STACK OF COLD CAN BE HEALED BY RESTING IN A WARM SPACE FOR AN HOUR
- **BLINDNESS:** INFLICTED BY CERTAIN ENVIRONMENTS.
 - FAIL ANY SIGHT-BASED ACTIONS
 - UNLESS YOU HAVE AN AID OF SOME KIND, YOU CAN'T TRACK WHAT PATHS YOU'RE ON. ROLL A DIE TO DETERMINE HOW MANY PATHS YOU CROSS BEFORE YOU ARRIVE AT A LOCATION

MONEY

TO PAY FOR FOOD, HOUSING, LIFE INSURANCE, AND EQUIPMENT, YOU TAKE JOBS TO DO DURING DELVES. MOST PEOPLE AREN'T LOOKING TO HIRE FATESTARVED UNLESS THEY NEED SOMETHING FROM THE DUNGEONS, OR IT'S A JOB NOBODY ELSE IS WILLING TO TAKE FOR LOW ENOUGH PAY.

DEBT:

IF YOU DON'T HAVE ENOUGH MONEY FOR SOMETHING, YOU CAN GO INTO DEBT. WHEN YOU ARE IN DEBT, YOU MUST WORK IT OFF, OR YOUR LIFE INSURANCE BROKER WILL TAKE WHATEVER YOUR MONTHLY PAYMENT IS AND INSTEAD USE IT TO PAY OFF YOUR DEBT, EITHER CUTTING OFF YOUR INSURANCE OR KEEPING YOU ON IT AND LEAVING YOU IN DEBT TO YOUR BROKER AS WELL. YOU ARE REQUIRED TO DO WHATEVER JOBS GIVEN BY THOSE YOU'RE IN DEBT TO UNTIL YOUR EMPLOYER DETERMINES YOU'VE WORKED ALL OF IT OFF; WHILE YOUR LIFE INSURANCE BROKER COULD CONDUCT AN INVESTIGATION OVER UNJUST DEVALUING OF LABOUR OR INFLATION OF COST OF WHATEVER YOU WENT INTO DEBT FOR, THEY'D NEED A GOOD REASON TO TAKE TIME OUT OF THEIR DAY TO DO SO, AND EVEN AFTER THAT, IT WOULD BE UP TO THEM AND THEIR INTERESTS TO SIDE WITH YOU OR NOT.

LIFE INSURANCE:

LIFE INSURANCE MAKES SURE YOU DON'T DIE WHILE OUTSIDE DUNGEONS; IF YOU RECEIVE MORTAL HARM, YOUR SOUL IS TRANSPORTED TO YOUR BROKER'S KEEP, WHERE YOU ARE PROVIDED A NEW BODY. LIFE INSURANCE BROKERS ARE MYSTERIOUS, POWERFUL ENTITIES THAT HAVE KNOWLEDGE COMPARABLE TO A GOD'S.

TO PAY YOUR BROKER, THEY WILL BE AT THE ENTRANCE OF EACH DUNGEON, WHERE YOU CAN

GIVE YOUR MONTHLY PAYMENT OF CASH AND PROVIDE BODIES FOR THEIR KEEP. LIFE INSURANCE GENERALLY COSTS 400 GP A MONTH.

POWERFUL LIFE INSURANCE BROKERS

- **COFFINKEEPER:** A SEEMINGLY AVERAGE ANIMATED SKELETON WITH A FRIENDLY DEMEANOR. IT LIKES TO ASK ITS CUSTOMERS HOW THEY'RE HOLDING UP, AND SOMETIMES OFFERS TO PLAY CARDS WITH THEM. WANTS 400 GP & BODIES (YOU DON'T GOT ANY, YOU CAN'T HAVE ANY)
- **SKALD CALLIONE:** IT IS KNOWN THAT THEY ARE A BLOODLETTER OF MYRENVUL, BUT EXACTLY WHICH ONE REMAINS A MYSTERY. THEY WEAR A MASK IN THE SHAPE OF A DEAD HORSE, AND USE HAND SIGNALS IN THE RARE EVENT THAT THEY COMMUNICATE. WANTS 300 GP A MONTH & ACCESS TO FAVORS (CONDITIONS MAY BE NEGOTIATED)
- **THE WICKER MISTRESS:** AN OLD BEING, ITS TOWERING BODY IS COVERED BY A PATCHY, DARK CLOAK AND ITS AVIAN HEAD IS HIDDEN BY A YELLOWING PLASTIC BAG. AT HIS SIDE, A SCYTHE AS LARGE AS HIM IS OFTEN FOUND RESTING AGAINST HIS CLOAK. ITS VOICE IS DEEP, SOFT, INVITING, BUT IT OFTEN SEEMS TO BE MAKING JOKES AT YOUR EXPENSE, THOUGH THEY ALWAYS FEEL TOO LAYERED FOR YOU TO COMPREHEND. ITS MOVEMENT IS JERKY, BUT ELEGANT, LIKE HE HAS CHOREOGRAPHED A SUBTLE DANCE SPECIFICALLY FOR EACH CONVERSATION. WANTS 100 GP & 1 PURE-GOLD CEREMONIAL DAGGER A MONTH
- **PRIEST RICHARD:** THE LAST PROPHET OF ERAE. WANTS 250 GP A MONTH, AND DAILY PROFESSIONS OF DOGMA.

HOUSING

ALMOST ALL KNOWN LAND IN VIVETRA'S GREED HAS BEEN BOUGHT OUT BY A SMALL PERCENTAGE OF LANDOWNERS; MOST OF THAT SMALL PERCENTAGE HAVE DISAPPEARED, SEARCHING FOR POTENTIAL GROWTH UNDERGROUND. DESPITE THE DISAPPEARANCE OF THIS RULING CLASS, THEIR INSTITUTIONS REMAIN, CONTINUING TO ENFORCE THE POLICY OF THEIR LORDS, IF SOMEWHAT MORE LAX THAN BEFORE.

IF YOU CHOOSE TO PAY RENT FOR A PLACE TO STAY BETWEEN DELVES, YOU'LL HAVE A PLACE FOR ALLIES OR LOVED ONES TO STAY, AS WELL AS A PLACE YOU CAN CONSISTENTLY STORE ITEMS, HEAL, AND REST IN.

ONCE YOU FIND A REGION FOR YOUR HOUSE, ADD IT AS A POINT ON THE MAP AND CREATE A PATH FROM IT TO THE NEAREST POINT.

HOUSING PRICES:

WHERE YOUR HOUSE IS DEPENDS ON THE PRICE YOU ROLLED; YOU'LL ROLL WITHIN THE RANGE OF PERCENTILE, AND BE ABLE TO CHOOSE A HOUSE IN A REGION WHERE PRICES ARE IN THAT PERCENTILE.

- 1-BEDROOM APARTMENT: 4D6 GP A MONTH (LOWER PERCENTILE = 4-10 GP ; MIDDLE PERCENTILE = 11-16 GP ; UPPER PERCENTILE = 17-24 GP)
- 2-BEDROOM APARTMENT: 6D6 GP A MONTH (LOWER PERCENTILE = 6-15 GP ; MIDDLE PERCENTILE = 16-25 GP ; UPPER PERCENTILE = 26-36 GP)
- CABIN: 4D8 + 4 GP A MONTH (LOWER PERCENTILE = 8-17 GP ; MIDDLE PERCENTILE = 18-23 GP ; UPPER PERCENTILE = 24-32 GP)

REGIONS

VIVETRA'S GREED IS MADE UP OF VARIOUS KINGDOMS & EMPIRES, BORDERS LEFT HAZY AFTER THE SLOW DISAPPEARANCE OF THE POWERS THAT CONTROLLED THEM. REGIONS HAVE DIFFERENT ECONOMIC, CULTURAL, AND NATURAL CLIMATES. IF YOU OR ANY DEPENDENTS STAY IN A REGION'S OVERWORLD FOR THE MAJORITY OF 1+ MONTH(S), PAY THE COST OF LIVING AT THE START OF EACH MONTH FOR YOU AND ANY DEPENDENTS; IF THERE ISN'T ENOUGH FOR SOMEONE, THEY WILL DROP TO 0 HP AT SOME POINT IN THE FOLLOWING 4 WEEKS.

TELMONT

HOUSING PRICES: MIDDLE PERCENTILE

COST OF LIVING (FOOD, WATER, TAXES): 40 +1D12 GP A MONTH

CLIMATE NOTES: NONE

NORTH GRAVENHOLME

HOUSING PRICES: UPPER PERCENTILE

COST OF LIVING (FOOD, WATER, TITHES): 20 +1D6 GP A MONTH

CLIMATE NOTES: NONE

SOUTH GRAVENHOLME

HOUSING PRICES: LOWER PERCENTILE

COST OF LIVING (FOOD, WATER, TITHES, VENTILATION & MEDICINE): 30 +1D8 GP A MONTH

CLIMATE NOTES: ROLL 1D6 EACH DAY, ON A 1-2, TAKE BLIND STATUS OUTSIDE

MYRENVUL

HOUSING PRICES: UPPER PERCENTILE

COST OF LIVING (FOOD, WATER): 40 GP A MONTH

CLIMATE NOTES: DOORS & WINDOWS ARE BOARDED UP DURING AUTUMN

THE BELT

HOUSING PRICES: LOWER PERCENTILE

COST OF LIVING (FOOD, WATER, SEWAGE, HEAT): 50
+2D8 GP A MONTH

CLIMATE NOTES: FLOODS DURING MONSOON; ALL
DUNGEONS HAVE A GHOST DEPTH OF 0

GRAYKEEP

HOUSING PRICES: UPPER PERCENTILE

COST OF LIVING (FOOD, WATER): 40 +2D8 GP A
MONTH

COST OF LIVING [UNDYING] (FOOD, WATER,
PAINKILLERS/SURGERY): 90 +3D6 GP A MONTH

CLIMATE NOTES: ORGANISMS BECOME UNDYING
AFTER 1D6 YEARS

SOLUN

HOUSING PRICES: MIDDLE PERCENTILE

COST OF LIVING (FOOD, WATER, HEAT,
INSULATION): 30 +2D12 GP A MONTH

CLIMATE NOTES: IF CLIMATE ROLLED IS AUTUMN OR
UNDEL, REROLL ONCE AND TAKE NEW RESULT; TAKE
1 COLD FOR EACH HOUR OUTSIDE AT NIGHT

CHARACTER CREATION

CHARACTER CREATION BASICS:

1. ASSIGN YOUR ATTRIBUTES
 - A. DISTRIBUTE UP TO 6 POINTS ACROSS YOUR ATTRIBUTES; THE MAX AN ATTRIBUTE CAN HAVE IS 4
 - B. POINTS THAT YOU DON'T ASSIGN DETERMINE THE MONEY YOU START WITH, 10 GP FOR EACH POINT.
2. CHOOSE YOUR SPIRIT
 - A. SPIRITS DEFINE FUNDAMENTAL PARTS OF YOUR CHARACTER, AND GRANT STARTING ITEMS AND *SPIRIT ABILITIES*
3. ASSIGN A DEPTH SCORE
 - A. DEPTH SCORE IS THE FURTHEST YOU'VE GOTTEN IN ANY DUNGEON
 - B. A CHARACTER WITHOUT ANY EXPERIENCE WOULD HAVE A DEPTH SCORE OF 0. MULTIPLY THE DEPTH SCORE YOU CHOOSE BY 5, AND LOSE THAT AMOUNT OF GP, POTENTIALLY PUTTING YOU IN DEBT. THE HIGHEST DEPTH SCORE YOU CAN ASSIGN DURING CHARACTER CREATION IS 6.
 - I. IF YOU END UP IN DEBT, DECIDE WHAT ENTITY YOU ARE INDEBTED TO.
4. DECIDE ON A HOOK THAT PULLS YOU BACK TO THE SURFACE
 - A. THERE ARE SOME EXAMPLE HOOKS AFTER THE SPIRITS SECTION.
5. FIND A BODY
 - A. USE THE CREATURES CHAPTER; THIS CAN BE YOUR FIRST BODY, OR JUST ANOTHER PIT IN AN EVER-GROWING GRAVEYARD; THE CREATURE MUST HAVE A DEPTH EQUAL TO OR LOWER THAN YOUR DEPTH SCORE. IF THIS IS YOUR FIRST BODY, IT MUST HAVE DEPTH 0.
 - B. BODIES DETERMINE YOUR HP AND CAN AFFECT YOUR DEXTERITY OR STRENGTH, AS WELL AS OCCASIONALLY HAVING ADDITIONAL ABILITIES.
6. WHO WILL NEVER SEE YOU AGAIN?
 - A. YOU DON'T REMEMBER WHAT THEY SAID TO RUIN YOUR RELATIONSHIP.
 - B. IT MIGHT'VE BEEN ADVICE.

ATTRIBUTES

ATTRIBUTES PROVIDE THE MAIN WAYS TO INTERACT WITH TRIALS & TRIBULATIONS.

- STRENGTH: PHYSICAL STRENGTH AND RESILIENCE
- DEXTERITY: SPEED AND AGILITY
- WILL: STRENGTH OF WILL AND CHARISMA

INCREASING ATTRIBUTES

COMPLETING CERTAIN QUESTS CAN GIVE YOU BONUSES TO ATTRIBUTES; SOME BONUSES ARE TEMPORARY AND WILL BE REMOVED UPON LOSING A BODY, AND SOME ARE PERMANENT, GIVING YOU KNOWLEDGE OF HOW TO USE PHYSICAL FORMS IN CORRECT WAYS.

SPIRITS

YOUR SPIRIT IS WHO YOU ARE AND MUST ALWAYS BE. YOUR DESIRES, YOUR DRIVES, YOUR FEARS, YOUR TRAUMAS, ALL THE THINGS THAT BRING YOU **DEEPER**.

PENITENT BLADE / WANDERING ANGEL

DEATH IS A KINDNESS YOU WILL NEVER EXPERIENCE. YOU ARE A MISSIONARY OF THE HEARTS OF XALINA, WANDERING TOWN TO TOWN, CRYPT TO CRYPT, FREEING SPIRITS FROM THEIR MATERIAL STRINGS AS YOU SUFFER THE PUNISHMENT FOR THE SINS OF MORTALS.

WHAT DRAGS YOU DEEPER?

YOU MUST ENDURE THE SUFFERING OF LIFE, AS PENITENCE FOR THE SINFUL REQUIEM MORTALS SING WITH EVERY STEP THEY TAKE ON THE CORPSES OF GODS.

SIGILS OF ANGELS:

FOR EACH SCAR YOU GAIN ON YOUR BODY, MARK ONE SPIRIT ABILITY. THESE MARKS ARE LOST UPON LOSING YOUR BODY.

SPIRIT ABILITIES: (CHOOSE 2)

- DEVOTED: +2 WILL
- GUILT TIES: +2 GUIDANCE ON DEATH ROLLS MADE OUTSIDE A DUNGEON
- LIGHT IN OPENED VEINS: GAIN +2 LIGHT WHEN YOU DEAL HARM TO YOURSELF
- TRUE HEARTS' MASOCHIST: WHEN YOU ARE FACED WITH A SEEMINGLY INSURMOUNTABLE OBSTACLE OF SUFFERING, SURPASS IT AND GAIN A SCAR.
- CLEANSING STARVATION: EVERY TIME YOU GAIN A LEVEL OF HUNGER, GAIN +2 LIGHT
- DEATH TO THE WORTHY, ISOLATE THE REAPER: SPEND 10 LIGHT TO SLAY A CLOSE FRIEND.

POSSESSIONS:

- THORNED KATANA, BASTARD SWORD, OR BLACK POWDER CROSSBOW WITH 8 RINGS OF POWDERSHOT AMMO
 - THORNED KATANA: SELF & 1 FORWARD; DMG=WILL; DEALS +2 DMG FOR THE FIRST ATTACK IN AN ENCOUNTER; INFLECTS 1 HARM ON USER WHEN DRAWN
 - BASTARD SWORD: 1 FORWARD; DMG=STRENGTH
 - BLACK POWDER CROSSBOW: 1-6 FORWARD; DMG=DEXTERITY; 6 AMMO; STUNS ENEMIES IN ARENA FOR 1 ROUND AFTER FIRST SHOT; REQUIRES POWDERSHOT AMMO
 - RING OF POWDERSHOT AMMO: CONTAINS 6 SHOTS FOR A BLACK POWDER CROSSBOW. RINGS CAN ONLY BE LOADED BETWEEN ENCOUNTERS.
- 5 TORCHES OR 3 FLASKS OF OIL WITH REUSABLE FLAME-WRAP
 - TORCH: +8 LIGHT WHEN LIT, ONLY REQUIRES A SPARK TO BE LIT WHILE DRY; TEMPORARY.
 - OIL FLASK: CAN BE Poured ONTO SOMETHING TO HELP IT LIGHT ON FIRE; TEMPORARY.

- REUSABLE FLAME-WRAP: +4 LIGHT WHEN LIT; REQUIRES OIL OR OTHER FLAMMABLE SUBSTANCE TO BE LIT; PERMANENT. YOU NEED TO WRAP IT AROUND SOMETHING.
- 10 FT OF BARBED WIRE, IRON GAUNTLET, OR A VOCAL CHORD
 - BARBED WIRE: YOU CAN WRAP IT AROUND YOURSELF TO TAKE 1 HARM WHENEVER YOU MOVE. YOU CARRY THE ROSE TO THE GRAVES OF GODS.
 - IRON GAUNTLET: YOU CAN WEAR IT TO TAKE 1 HARM FOR EACH ATTACK YOU MAKE. IT BELONGED TO SOMEONE ELSE, ONCE.
 - VOCAL CHORD: YOU SCREAMED TOO MUCH.

DISPLACED SOUL

YOU ARE FROM A DIFFERENT TIME. A TIME OF KINGS, OF ADVENTURE, OF GLORY. YOU REMAIN IN THAT TIME EVEN AS IT ROTS UNDERGROUND. YOU ARE A HEROIC PIONEER BRAVING NEW LANDS AND MAKING A STORY FOR THE AGES. JUST LIKE THOSE THAT MADE THESE DUNGEONS. SOME MAY LOOK AT YOU WITH PITY, WITH CONFUSION IN THIS DECAYING WORLD, BUT YOU KNOW THAT GREAT HONOR CAN BE FOUND IN THE PITS.

WHAT DRAGS YOU DEEPER?

YOU MUST GO DEEPER, FOR THERE ARE RICHES AND STORIES UNDERNEATH. SOON, YOU'LL STRIKE GOLD.

WHALE:

FOR EVERY DUNGEON THAT YOU REACH THE GHOST DEPTH IN, MARK A SPIRIT ABILITY.

SPIRIT ABILITIES: (CHOOSE 2)

- LOST KINGDOMS: WHEN YOU DISCOVER A RELIC OF LOST TIMES, GAIN +2 LIGHT.
- STORYTELLER: WHEN TELLING OF YOUR JOURNEYS TO AN EMPLOYER, YOU CAN USE STORIES YOU KNOW FROM HISTORY TO HELP OUT, GIVING YOU +4 GUIDANCE TO FABRICATE AN EXPERIENCE. YOU CAN CONVINCE YOURSELF OF YOUR REWRITTEN NARRATIVE, WHICH WILL INSTEAD GIVE YOU +5 GUIDANCE.
- SHARED GRANDEUR: YOU CAN CONVINCE PEOPLE YOU'RE CLOSE TO OF YOUR WORLDVIEW, AND THEY WILL HELP YOU ON YOUR QUESTS. THEY CAN SURVIVE A MAXIMUM OF 3 DELVES BEFORE THEIR SOUL IS LOST TO A DUNGEON.
- GREAT MEN OF HISTORY: YOU CAN SPEND 8 LIGHT TO RECOGNIZE A CRYPT WORM.
- RETURN: WHEN YOU ENTER A DUNGEON, YOU ARE TAKEN ABACK BY THE GRANDIOSITY OF THE OLD WORLD, THE BEAUTIFUL ARCHITECTURE EVERYONE ELSE IGNORES, AND GAIN +8 LIGHT.
- FOOL'S LUSTER: GAIN +1 LIGHT WHEN YOU ARE LIED TO.

POSSESSIONS:

- GREATSWORD, HOLY SWORD, OR KING'S SWORD
 - GREATSWORD: I FORWARD; DMG=STRENGTH +3; REQUIRES A MOVE & ATTACK TO SWING
 - HOLY SWORD: SELF & I FORWARD; DMG=WILL -2; SHORTER THAN IT LOOKS
 - KING'S SWORD: SELF & I FORWARD; DMG=WILL; -1 LIGHT ON EACH SWING
- 5 TORCHES OR A RUCKSACK
 - TORCH: +8 LIGHT WHEN LIT, ONLY REQUIRES A SPARK TO BE LIT WHILE DRY; TEMPORARY.
 - RUCKSACK: +5 INVENTORY

- 6 PROVISIONS, CARCASS, OR A GOLDEN VESSEL
 - PROVISIONS: WHEN CONSUMED, +3 LIGHT & HEALS HUNGER STATUS. STALE.
 - CARCASS: WHEN CONSUMED, -4 LIGHT & HEALS HUNGER STATUS. TASTES LIKE APPLE SEEDS AND IRON.
 - GOLDEN VESSEL: PRICELESS. CRACKS IF IN THE SUN FOR TOO LONG.

REVERENT SHIELD /HALLOWED VESSEL

THE WORLD HAS NEARLY FORGOTTEN ITS PAST RULERS, BUT YOU HAVE NOT. YOU SEARCH FOR AN IDOL TO WORSHIP AND PROTECT IN THE DARKNESS THAT THEY HAVE SUNKEN INTO. YOU MUST FIND THEM TO FULFILL YOUR PURPOSE AND SERVE A BEING HIGHER THAN YOURSELF. YOU HAVE NO USE EXCEPT TO PRESERVE THEM.

WHAT DRAGS YOU DEEPER?

YOU MUST SEARCH FOR YOUR HONOR, FOR THE CHANCE THAT THEY WERE ONE OF THE MANY WHO RETREATED INTO THE DARK AFTER THE WORLD FELL INTO DISARRAY.

ONLY SERVICE:

WHEN YOU ARE PRAISED BY SOMEONE MORE IMPORTANT THAN YOU, MARK A SPIRIT ABILITY.

SPIRIT ABILITIES: (CHOOSE 2)

- SELF-SACRIFICE: YOU CAN TAKE DAMAGE OR A STATUS EFFECT TO PREVENT ANOTHER FROM TAKING THAT DAMAGE OR STATUS EFFECT. WHEN YOU DO THIS, GAIN +3 LIGHT.
- HOPE: WHEN YOU FIND A SUGGESTION TO THE EXISTENCE OF YOUR OBJECT OF DEVOTION, GAIN +6 LIGHT.
- PROJECTION: YOU ATTACH TO ANYBODY RESEMBLING YOUR OBJECT OF DEVOTION; THEY WILL FILL A SIMILAR ROLE FOR YOUR OTHER ABILITIES.
- DIVINE LIGHT: GAIN +3 GUIDANCE FOR ANY ACTION RELATED TO FINDING OR DEFENDING YOUR OBJECT OF DEVOTION
- ANGLER SPIRIT: YOUR OBJECT OF DEVOTION PULLS YOU DOWNWARD IN THE FORM OF A SPIRIT, AND YOU MUST FIND A BODY BEFITTING OF THEIR NOBILITY. THEY HELP YOU ON THIS QUEST, GIVING YOU GUIDANCE WHEN LOST AND WARNING YOU OF DANGER.
- FINAL PUSH: GAIN +5 GUIDANCE ON ALL STRENGTH OR WILL ROLLS WHEN AT EXACTLY 1 HP.

POSSESSIONS:

- HOLLOW ARMOR
 - HOLLOW ARMOR: REDUCE ALL DAMAGE TAKEN BY -2; IGNORE BLEEDING EFFECTS; YOU WILL ALWAYS HAVE THIS ARMOR EQUIPPED, NO MATTER WHAT BODY YOU INHABIT
- BROKEN BLADE OR BASTARD SWORD
 - BROKEN BLADE: SELF; DMG=WILL
 - BASTARD SWORD: SELF & 1 FORWARD; DMG=STRENGTH
- 5 TORCHES OR A HEATER SHIELD
 - TORCH: +8 LIGHT WHEN LIT, ONLY REQUIRES A SPARK TO BE LIT WHILE DRY; TEMPORARY.

- HEATER SHIELD: SPEND A MOVE TO IGNORE AN ATTACK
- 5 PROVISIONS OR AN EMBLEM
 - PROVISIONS: +3 LIGHT & HEALS HUNGER STATUS WHEN CONSUMED. STALE.
 - EMBLEM: REPRESENTS YOUR OBJECT OF DEVOTION IN TIMES OF NEED.

GUILLOTINE MAIDEN

YOU WOULD HAVE ONCE BEEN A REVERED AND ISOLATED FIGURE THROUGHOUT THE KINGDOM OF GRAVENHOLME. NOW, YOU DROP INTO DUNGEONS, COLLECTING THE HEADS THAT ROLL FROM YOUR ILL-FITTING NECKS. YOU PIERCED YOUR THIGHS, YOUR RIBS, YOUR HEART, YOUR SKULL AND THE TEMPORARY MEAT INSIDE OF IT WITH A PIECE OF THE GODDESS'S EYE, IN THE SHELL YOUR SOUL EMERGED FROM. YOU CARRY THE DEPTHS WITH YOU, YOUR SPIRIT ETERNALLY TIED TO THE ORGANIC REMAINS LITTERING GRAVENHOLME AND GODDESS'S UNBROKEN MINDS. YOUR SOUL REMAINS TRUE TO THE DECISION OF GODDESS, EVEN WHILE YOU RECEIVE LOOKS BUILT MORE FOR MONSTERS THAN WOMEN. THIS BODY WILL ROT SOULLESS SOME DAY. THIS HEAD IS TEMPORARY, AND SO IS THE NEXT, AND SO WAS THE ONE HANGING ON YOUR HIP. YOUR COLLECTION BELONGS TO GODDESS, YOUR HEAD IS HERS TO TAKE, AS HERS IS FOR YOU.

WHAT DRAGS YOU DEEPER?

GODDESS IS DOWN THERE. SEARCH FOR HER, FOR THE HAND THAT DRAGS YOU BY YOUR HAIR INTO THE COLD STONE, HOLDS YOU WARMLY IN HER DIVINITY. YOU MUST REACH HER, RELIEVE HER OF HER HEAD, OR GIVE YOUR OWN TO HER. YOUR BODIES BELONG TO GODDESS, YOUR SOUL IS ATTACHED TO EVERY ARTERY, EVERY LARYNX, EVERY SPINAL CORD THAT SHE HAS.

HEAD COLLECTION:

FOR EACH HEAD OF A PREVIOUS FORM YOU CARRY, MARK A SPIRIT ABILITY. TWO HEADS TAKE UP ONE INVENTORY SLOT.

SPIRIT ABILITIES: (TAKE MARKED ONE AND CHOOSE 1 MORE)

- BOUND:** YOU DO NOT DIE OUTSIDE OF DUNGEONS. YOUR SPIRIT WILL SEARCH FOR THE CORPSE OF ANOTHER GUILLOTINE MAIDEN.
- TRAINED EXECUTIONER:** ATTACKS DEAL +1 HARM AGAINST HUMANOID ENEMIES
- EXTRA PAIRS OF EYES:** EACH HEAD YOU CARRY GIVES YOU +2 LIGHT.
- HEADS WILL ROLL:** WHEN SEEING YOUR REFLECTION OR WHEN YOU TALK TO OTHERS, YOU FEEL CERTAIN URGES, REQUESTS MADE BY YOUR GODDESS. WHEN YOU FULFILL THESE REQUESTS, YOU ARE GRANTED A BLESSING.
 - YOU CAN ROLL ON THE FOLLOWING REQUESTS TABLE OR MAKE YOUR OWN AT ANY TIME:
 - I. TOUCH THE FIRST HUMANOID YOU SEE, DELICATELY HOLD THEIR HEAD IN YOUR HANDS.
 - II. PET SOMEONE'S HEAD, OR ONE OF YOUR OWN.
 - III. TEST THE SHARPNESS OF YOUR BLADE. WATCH THE BLOOD RUN FROM THE SPLIT SKIN, CRAWLING ACROSS GODDESS'S FLESH.

- IV. YOU FEEL A DEEP CONNECTION TO A MAN NEAR YOU. TREAT THE MAN LIKE YOUR GODDESS, HAVE HIM UNDERSTAND HER NEW ROLE THROUGH YOUR EXAMPLE.
- V. COLLECT THE HEAD OF SOMEONE NEAR YOU.
- VI. DIG A HOLE.
- BLESSINGS TABLE (D6):
 - I. GAIN +4 LIGHT
 - II. GAIN +1 STRENGTH
 - III. FEEL GODDESS CARESS YOUR CHEST
 - IV. GAIN +6 GUIDANCE ON YOUR NEXT ROLL
 - V. DISCOVER THE HEAD OF ANOTHER GUILLOTINE MAIDEN WHEN YOU NEXT WAKE UP
 - VI. YOUR CURRENT BODY BECOMES IMMUNE TO HUNGER.
- UNCOLLARED: YOU CAN PULL YOUR HEAD FROM YOUR NECK AT ANY TIME, WHICH WILL INFLICT 8 LEVELS OF BLEED. FOR A MOMENT, YOU WILL FEEL WHAT GODDESS FEELS, THE SOFTNESS OF THE HEAD UNDER YOUR GRASP. YOU CANNOT REATTACH IT.
- UNBROKEN SPINAL CORD: YOU'VE FELT THE BODY YOUR SPIRIT BELONGS TO, ONCE. EACH TIME YOU DIE, GAIN +8 LIGHT.

POSSESSIONS:

- ○+ HEADS OF PREVIOUS FORMS
- MODIFIED GUILLOTINE, GREAT AX, OR EXECUTIONER'S SWORD
 - MODIFIED GUILLOTINE: SELF; DMG = WILL + DEXTERITY
 - GREAT AX: 1 FORWARD; DMG = STRENGTH +2
 - EXECUTIONER'S SWORD: SELF & 1 FORWARD; DMG = STRENGTH +1; DEAL +2 DMG TO SELF TARGETS
- 1 IRON TORCH WITH 4 RINGS OF GRAVWAX OR EXECUTIONER'S BOWL
 - IRON TORCH: REUSABLE TORCH, REQUIRES FLAMMABLE MATERIAL TO LIGHT; +2 LIGHT WHEN LIT.
 - GRAVWAX RING: HIGHLY COMBUSTIBLE MATERIAL; +10 LIGHT WHEN LIT. USED FOR CEREMONIES IN GRAVENHOLME, INCLUDING IMPORTANT FUNERALS AND EXECUTIONS.
 - EXECUTIONER'S BOWL: A SINGLE BOWL FROM WHICH YOU EAT MEALS PROVIDED TO YOU BY GRAVENHOLME NUNS. WHEN IN GRAVENHOLME, YOU MAY OFFER THIS TO ANY NUN, WHO WILL BE OBLIGED TO FEED YOU AS LONG AS YOU EAT ANYTHING SHE PUTS IN IT, AND YOU EAT IT WHERE SHE SAYS IS ACCEPTABLE.
- 1D6 HEADS OR EXECUTIONER'S HOOD

- HEAD: ONCE SOMEONE ELSE.
- EXECUTIONER'S HOOD: A TRADITIONAL GARMENT OF GUILLOTINE MAIDENS, A LONG DARK VEIL LOOSELY DRAPED OVER THE HEAD. THE IMAGE OF YOUR HEAD DOESN'T MATTER FOR A GUILLOTINE MAIDEN, AND YOU DON'T LIKE THE WAY IT LOOKS ANYWAY.

GRAYKEEP DOCTOR

A HEALER FROM GRAYKEEP, THE SUNKEN CITY. AFTER MINING TOO DEEP, GRAYKEEP'S CITIZENS BECAME FUNCTIONALLY IMMORTAL. YOU WERE A HEALER THERE, REMOVING THE PARASITES THAT INFESTED THE UNDYING BODIES OF THE WALLED CITY.

WHAT DRAGS YOU DEEPER?

YOU HAVE A JOB TO DO. RESEARCHING THE MECHANICS OF DEATH OUTSIDE OF GRAYKEEP WILL HELP YOU UNDERSTAND THE CONDITION OF YOUR HOME AND WHAT YOU CAN DO THERE.

MEDICAL RECORDS:

WHEN YOU FAIL TO SAVE A BODY FROM DEATH, MARK A SPIRIT ABILITY.

SPIRIT ABILITIES: (CHOOSE TWO)

- HALT BLEEDING: YOU GAIN +3 GUIDANCE WHEN YOU TRY TO STOP A BLEEDING WOUND
- DISEASE: WHEN YOU ENCOUNTER AN INFECTION, ROLL WILL. IF YOU SUCCEED, YOU KNOW HOW TO TREAT THE INFECTION, REDUCING THE SYMPTOMS (IF APPLICABLE, SUBTRACT THE INFECTION EFFECT BY -2)
- INTERMORTAL BONDS: IF YOU HAVE A CORPSE NEAR YOU, YOU CAN CHOOSE TO REPLACE A LIMB FROM A LIVING BODY WITH THE CORPSE'S. THIS WILL HEAL ANY CONDITIONS APPLIED ON THE LIMB, BUT EVERY TIME THE NEW LIMB IS STRAINED (E.G. ATTACKING OR RUNNING), ROLL A D6; ON A 6, THE SEAMS SPLIT AND INFLICT I LEVEL OF BLEED.
- LICHWORM REMOVAL: +4 GUIDANCE WHEN EXTRACTING WORMS
- RESUSCITATE: IF SOMEONE NEAR YOU LOSES ALL HP, YOU CAN BRING THEM BACK BY GIVING THEM A SCAR.
- NECROSIS: YOU KNOW HOW TO MAKE SOMEONE FEEL THEIR BODY ROT, IT'S UNLIKE ANY DESCRIPTION OF PAIN OR PLEASURE.

POSSESSIONS:

- 6 SOPORS OR A SURGEON'S KIT
 - SOPOR: IF SOMEONE HAS DIED IN THE OVERWORLD, YOU CAN HOLD THEIR SPIRIT TO THEIR CORPSE BY HAMMERING A SOPOR NAIL THROUGH THE PATIENT'S SKULL; THE SPIRIT WILL LOSE A SPIRIT ABILITY IN THE PROCESS, AND WILL HAVE NO CONTROL OVER THEIR CORPSE. THE SPIRIT WILL REMAIN BOUND TO THE CORPSE UNTIL THE BODY HAS COMPLETELY DECOMPOSED.
 - SURGEON'S KIT: CONTAINS A SMALL SCALPEL, STITCHES, DISINFECTANT, SEMI-STRONG ANESTHETIC. WHEN USED, GIVES YOU +3 GUIDANCE ON ANY MEDICINE-RELATED ROLLS.

- LARGE SCALPEL OR MODIFIED VACCINE
 - LARGE SCALPEL: SELF; DMG=0; INFLECTS 1 BLEED ON A SUCCESSFUL ATTACK. PRAY THAT YOU WON'T NEED IT FOR MEDICAL USE ANYMORE.
 - MODIFIED VACCINE: SELF; DMG=0; INFLECTS FOLLOWING GREYSTONE INFECTION EFFECT.
 - GREYSTONE: CAUSES JOINTS TO LOCK UP AFTER A NUMBER OF ACTIONS EQUAL TO THE VICTIM'S DEXTERITY. THE VICTIM IS UNABLE TO MOVE OR MAKE ACTIONS FOR UP TO 12 HOURS OR UNTIL THEY ARE IMMersed IN HOT WATER.
- 8 BANDAGE ROLLS OR 6 PROVISIONS
 - BANDAGE ROLL: CAN REMOVE UP TO 5 LEVELS OF BLEED. NUMBER OF LEVELS IT CAN REMOVE REDUCES AS YOU USE IT.
 - PROVISIONS: +3 LIGHT & HEALS HUNGER STATUS WHEN CONSUMED. STALE.

SURVIVALIST

YOU KNOW HOW TO KEEP LIVING, DESPITE EVERYTHING. IT'S ALL YOU KNOW, IN FACT.

*WHAT DRAGS YOU **DEEPER**?*

WHAT? ARE YOU JUST GONNA IGNORE THE IMMORTALITY CAVES ALL OVER THE PLACE? WHY WOULD YOU NOT SPEND ALL YOUR TIME DOWN THERE?

BUILDING CHARACTER:

EACH TIME YOU SUCCEED A DEATH SAVE IN THE OVERWORLD, MARK A SPIRIT ABILITY.

SPIRIT ABILITIES: (CHOOSE 2)

- ORGANIC BREAKDOWN: YOU KNOW HOW YOU COULD USE ANY ORGANISM YOU SEE FOR MATERIALS & FOOD.
- PREDATOR: YOU ALWAYS KNOW HOW MUCH HEALTH A CREATURE HAS, AND HAVE +2 GUIDANCE TO ROLLS RELATED TO FIGURING OUT A CREATURE'S WEAKNESSES
- MEDITATION: YOU CAN IGNORE A NUMBER OF STATUS EFFECT POINTS (E.G. STACKS OF COLD, POINTS OF HUNGER, ETC) EQUAL TO YOUR WILL
- FEAR: +3 GUIDANCE FOR DEATH SAVES
- CHARCOAL CHEF: YOU KNOW HOW TO PREPARE MEALS THAT AVOID POTENTIAL INFECTIONS.
- INDOMITABLE WILL: IGNORE EFFECTS THAT REDUCE YOUR WILL.

POSSESSIONS:

- CLIMBING EQUIPMENT OR A BRIMSTONE SHIELD
 - CLIMBING EQUIPMENT: +7 GUIDANCE ON ALL ROLLS RELATED TO CLIMBING
 - BRIMSTONE SHIELD: SPEND AN ACTION TO IGNORE AN ATTACK. IF THE BLOCKED ATTACK DEALS MORE THAN 4 DMG, YOU'LL CATCH AFLAME. KEEPS YOU WARM.
- HATCHET OR HUNTER'S BOW WITH 12 HUNTING ARROWS
 - HATCHET: SELF; DMG = STRENGTH +3
 - HUNTER'S BOW: 2-8 HEXES FORWARD; DMG = STRENGTH + ARROW'S DMG; REQUIRES ARROWS; COSTS A MOVE & ACTION TO SHOOT
 - HUNTING ARROW: SELF; DMG = DEXTERITY; REUSABLE
- 4 SPECIAL PROVISIONS OR 3 HEALTH POTIONS
 - SPECIAL PROVISION: +4 LIGHT & HEALS HUNGER STATUS WHEN CONSUMED. MOST WILL NOT EAT THESE UPON LEARNING WHAT THEY'RE MADE FROM.
 - HEALTH POTION: HEALS 2 HP WHEN CONSUMED

SAILOR

YOU DON'T KNOW WHAT SEABIRD YOU KILLED THAT CURSED YOU WITH THIS LIFE, BUT YOU'VE SOMEHOW FOUND YOURSELF HERE, LANDLOCKED IN VIVETRA'S GREED. AT SEA, YOU COULD SKIM THE DEPTHS, LISTENING TO HER BEAUTIFUL SONG AS YOU STARED INTO THE BLUE BLACKNESS, KNOWING A TIME WOULD COME THAT YOU WOULD BE SUBMERGED IN THERE, BLOATED SPONGE-BODY SINKING FURTHER TO WHERE YOU BELONG. THAT IS NO LONGER YOUR FATE. THE HARD STONE, WET DIRT IS ALL THAT WILL GREET YOUR SPIRIT, FOR THERE ARE NO GULLS TO BIRTH HERE.

WHAT DRAGS YOU DEEPER?

THERE IS NO OTHER WAY FOR YOU TO REACH THE DEPTHS YOUR SOUL IS LURED TO. THE BEST YOU CAN HOPE FOR IN DEATH IS THE GRIME AND THE SHIT THE OCEAN CLEARS AWAY.

WHALESONG:

WHENEVER YOU DREAM OF THE SEA, MARK A SPIRIT ABILITY.

SPIRIT ABILITIES: (TAKE THE MARKED ONE AND CHOOSE 1 MORE)

- STONEBIRD:** WHEN YOU DIE IN A DUNGEON, INSTEAD OF FALLING, YOUR SPIRIT RISES A LEVEL. YOU WILL STILL BE PULLED BACK DOWN BY THE WEIGHT OF YOUR NEGATIVE LIGHT.
- KNOTS:** YOU KNOW ALL THE REQUIRED KNOTS FOR SHIPS.
- WINDRUNNER:** YOU CAN ALWAYS TELL THE DIRECTION THE WIND IS BLOWING AND HOW TO NAVIGATE IT.
- STORM-SIGHT:** YOU KNOW WHEN A STORMS ACOMIN', AND FROM WHERE.
- OBSESSION:** GAIN +6 GUIDANCE ON ALL ROLLS RELATED TO KILLING A GIANT SQUID.
- FATHOMS:** EACH TIME YOU REACH A NEW DEPTH, YOU LOSE ALL SENSE OF HEARING, SOUNDS DROWNED OUT BY THE CRASHING OF WATER AGAINST THE ROCKS. THIS WILL LAST UNTIL YOU EXIT THE DUNGEON.

POSSESSIONS:

- A BROKEN COMPASS
- A SMALL ANCHOR OR HARPOON
 - SMALL ANCHOR: SELF & 1 FORWARD; DMG = STRENGTH +3; REQUIRES A MOVE AND AN ACTION TO ATTACK WITH
 - HARPOON: 2 FORWARD IN MELEE, +A NUMBER OF HEXES EQUAL TO STRENGTH WHEN THROWN; DMG = STRENGTH +1; INFLECTS 1 BLEED ON TARGET
- 100 FT OF ROPE OR A PAIR OF SAILOR'S BOOTS
 - ROPE: IT'S ROPE. IT CAN GIVE YOU +3 GUIDANCE WHEN CLIMBING UP IT.

- SAILOR'S BOOTS: PROVIDES GOOD GRIP ON UNEVEN & SLIPPERY SURFACES.
- 1 LANTERN WITH 4 FLASKS, 6 RATIONS, OR A FISHING ROD WITH 20 WORMS IN A CAN
 - LANTERN: +10 LIGHT WHEN LIT, REQUIRES WHALE OIL
 - OIL FLASK: CAN BE Poured ONTO SOMETHING TO HELP IT LIGHT ON FIRE; TEMPORARY.
 - PROVISIONS: +3 LIGHT & HEALS HUNGER STATUS WHEN CONSUMED.
 - FISHING ROD: IF USED IN A BODY OF WATER YOU CAN'T SEE INTO, SPEND LIGHT AND ROLL; ON A SUCCESS, YOU GET A BIT OF BLOATED FLESH OF AN OCTOPUS. IF YOU FISH SOMEWHERE YOU CAN SEE FISH IN, ROLL WILL EVERY 20 MINUTES; THE LIGHT (& GUIDANCE) MINUS THE RESULT DETERMINES HOW MUCH LIGHT CAN BE GAINED FROM EATING THE CREATURE, OR GUIDANCE FOR FURTHER FISHING IF YOU USE IT AS BAIT.
 - WORMS: SLIMY WRIGGLY THINGS IN THE DIRT, NOT TO BE CONFUSED WITH THE SLIMY WRIGGLY THINGS IN THE WATER OF THE SAME TITLE. CAN BE USED AS BAIT.

REBEL SPIRIT

A SILLY THING, STUCK DOWN HERE. YOU KNOW MORE THAN THE OTHERS. YOU ARE NOTHING TO WORRY ABOUT, YOU WILL NEVER BE ANYTHING TO WORRY ABOUT. YOU'RE DOWN HERE AND THE ONLY PERSON TO BLAME IS YOU, AND YET YOU REFUSE TO. YOU IMAGINE A SKY WHEN THERE IS ONLY A STONE CEILING.

HAGGARD TRAVELER

WHEN YOU WANDER TO A NEW REGION OF VIVETRA'S GREED, MARK A SPIRIT ABILITY.

SPIRIT ABILITIES: (TAKE THE MARKED ONE AND CHOOSE 1 MORE)

- HAUNTED LANDS:** IGNORE ALL OVERWORLD MECHANICS. WHEN YOU EXIT A DUNGEON, THE BODY YOU'RE USING CRUMPLES, ITS POST-PULSE HALTING. YOUR SPIRIT FORM CAN WANDER TO ANY SPOT WHERE SOMEONE HAS DIED, WHICH IS MOST PLACES. IN A RESTING PLACE, YOU CAN INTERACT WITH THE AREA, ENACT THE ONLY CHANGES YOU CAN ON THE WORLD; RAISE THE HAIR AT THE BACK OF SOMEONE'S NECK, BLOW A COLD WIND, INSTILL AN ANGER IN SOMEONE.
- VICTIMS OF WORSE:** WHEN EVERYTHING IS SILENT, YOU CAN HEAR GHOSTS CRYING IN THE DISTANCE. ROLL WILL; ON A SUCCESS, YOU'LL GAIN 6 LIGHT, ON A FAILURE, YOU LOSE 4 LIGHT. EACH TIME THIS HAPPENS, THE LIGHT BONUS DECREASES BY 1, AND THE LIGHT LOSS INCREASES BY 1.
- PROPHECIES:** AT ANY POINT, YOU CAN ROLL ON A LIST OF PROPHECIES. THE RESULT COMES TRUE.
 1. A TERRORIST CELL DISSOLVES
 2. SOMEONE IS PERMANENTLY DISABLED
 3. A CHILD IS BEATEN FOR TALKING BACK
 4. MYRENVUL IMPERIAL GUARDS ARE ORDERED TO SLAUGHTER ALL PARTICIPANTS OF A STRIKE ORGANIZED BY THE MINER'S UNION OF LORINTH
 5. A MOUNTAIN STRUCTURE CRUMBLES TO RUIN
 6. FAR BEYOND VIVETRA'S GREED, AN INDIGENOUS COMMUNITY IS FORCED INTO A RESERVATION
 7. A HOUSE IS BURNED TO THE GROUND
 8. YOU DIE FIGHTING A CRYPT WORM
 9. SOMEONE IS MARTYRED, YOU WILL NEVER KNOW WHO
 10. A RAT GORGES THEMSELF ON A HUMAN
 11. SOMEONE COMMITS SUICIDE
 12. YOU LET SOMEONE GET HURT.
- WONDERLUST:** WHEN YOU MAKE A DISCOVERY, GAIN +2 LIGHT
- DEAD WEIGHT:** WHEN IN THE OVERWORLD, IF YOUR WILL IS OVER 6, YOU CAN INTERACT WITH GUERRILLA PROPHETS ANYWHERE AS THOUGH THEY ARE AT A GRAVESITE.
- VOID:** ONCE YOU KILL 13 CRYPT WORMS, YOU ARE ABLE TO UNMARK A SPIRIT ABILITY.

POSSESSIONS:

- A SYMBOL, A BOOK, OR A LONG-MOLDING LOAF OF BREAD

POTENTIAL HOOKS

1. YOU HAVE A NICE, SIMPLE LIFE RIGHT NOW AND YOU DON'T WANT IT TO CHANGE
2. YOU HAVE TO PAY OFF A LIFE DEBT TO SOMEONE
3. YOU HAVE A FAMILY ON THE SURFACE
4. YOU'RE ONLY DELVING FOR THE MONEY, ONCE YOU CAN AFFORD A TRIP OUT OF HERE YOU'RE DONE
5. YOU NEED TO PROVE YOURSELF TO YOUR PARENTS
6. A PROPHET GAVE YOU A QUEST TO SAVE THE REALM OF VIVETRA'S GREED
7. YOU HAVE A RIVAL YOU NEED TO VANQUISH
8. YOU HAVEN'T MADE YOUR MASTERPIECE
9. YOU NEED TO FIGHT IN A GLORIOUS WAR
10. YOU NEED TO FIND SOMEONE TO MARRY
11. YOU NEED TO GET AN EDUCATION, CLIMB UP THE LADDER OF SOCIETY
12. YOU ARE LOOKING FOR THE MAD LICH OF HREAVE

CREATURES

HUMANS - DEPTH 0

MOST OF THE SHOVELWOUNDS SCARRING THE EARTH WERE FORMED FROM HUMAN CIVILIZATIONS. HUMANS ARE ONE OF THE MOST POPULOUS SPECIES IN VIVETRA'S GREED, IN PART DUE TO THE DEATH THEIR EMPIRES HAVE INFLICTED ON OTHER SPECIES. THERE WAS ONCE AN OLDER CIVILIZATION OF HUMANS - BEFORE ERAE'S OCEAN WAS DRAINED AND LORINTH'S PROGENITORS ARRIVED - WHOSE REMNANTS CAN ONLY BE FOUND ATOP MOUNTAINS, NO LOWER.

HUMAN STATS

HP: 3 +1D6

+1 DEXTERITY

+1 STRENGTH

IMMUNITY: WHILE RESTING, HUMANS CAN REDUCE THEIR MAX HP BY 1 TO CURE AN INFECTION

GOBLINS - DEPTH 0

THE FAEWILD TRICKLES INTO LORINTH, A RESULT OF AGE-OLD ATTEMPTS TO EXPLORE AND EXPAND. MOST GOBLIN COMMUNITIES WILL LIVE ON THE PERIPHERY OF HUMAN VILLAGES, AS HUMANS SHARE MANY OF THE SAME NEEDS AND HAVE GRASPED AT EVERY AVAILABLE SPACE THAT FULFILLS THOSE NEEDS. LUCKILY FOR THEM, GOBLINS OFTEN AREN'T EASY TO NOTICE OR OUTWIT, AND CAN USUALLY SURVIVE OFF OF RESOURCES TAKEN FROM HUMAN CORRALS.

GOBLIN STATS

HP: 2 +1D6

+2 DEXTERITY

MOSSFOOTED: +3 GUIDANCE ON ROLLS RELATED TO MOVING AROUND SILENTLY

WRAITHS - DEPTH 1

WRAITHS ARE INDEPENDENT SCAVENGERS THAT MOST OFTEN LIVE IN COLDER AREAS, WHERE BODIES DECOMPOSE SLOWER. THEY ARE NOT PARTICULARLY SOCIAL, FULFILLING MOST OF THEIR BASIC SURVIVAL NEEDS ON THEIR OWN. WRAITHS OFTEN MIMIC ASPECTS OF ORGANISMS THEY CONSUME, WHICH HAS CAUSED MANY OTHER SPECIES TO SEE THEM AS PREDATORS OR SUPERNATURAL MANIFESTATIONS. THEY CAN USUALLY COMMUNICATE WITH SPECIES THEY MIMIC.

WRAITH STATS:

HP: 2 +1D8

COLD RESISTANT: WRAITHS CAN IGNORE UP TO 4 STACKS OF COLD.

SCAVENGER: IGNORE ANY INFECTIONS FROM EATING A DEAD ORGANISM

COMMON RATS - DEPTH 1

SMALL RODENTS THAT ARE SEEN AS DANGEROUS PESTS IN LORINTH, KNOWN TO EAT FOOD AND, WITH A LARGE ENOUGH POPULATION, DESTROY CROPS AND SPREAD DISEASE.

RAT STATS:

HP: 2

+3 DEXTERITY

-5 STRENGTH

NATURAL ATTACK:

- BITE: SELF; 1 DMG.

PLAGUE RAT STATS:

HP: 1

+3 DEXTERITY

-7 STRENGTH

NATURAL ATTACK:

- BITE: SELF; 1 DMG. WHEN ATTACKING A TARGET WITH UNDER 3 HP, ROLL 1d6; ON A 1-2, INFLECT THE FOLLOWING INFECTION

- PLAGUE: INFECTION EFFECT; INDUCES FEVER, HEADACHES, AND VOMITING AFTER 1d6 DAYS; REDUCES STRENGTH SCORE BY -1 FOR EACH DAY AFTER SYMPTOMS BEGIN TO SHOW

REANIMATED SKELETONS - DEPTH 2

BONES OF HUMANOID CREATURES, HELD TOGETHER BY UNKNOWN FORCES, OPERATING HOLLOW RECREATIONS OF THEIR FORMER SPIRIT'S FOCUS IN LIFE. BECAUSE THEY CAN ONLY BE NATURALLY FOUND IN DUNGEONS, ALMOST ALL REANIMATED SKELETONS ATTEMPT TO DELVE FURTHER IN THE DEPTHS, THOUGH NOT OFTEN GETTING VERY FAR.

REANIMATED SKELETON STATS:

HP: 1d6

BONES: IGNORE BLEED, HUNGER, AND INFECTION EFFECTS

LARGE RATS - DEPTH 2

THE RATS ARE GETTING BIGGER.

LARGE RAT STATS:

HP: 5

+1 DEXTERITY

NATURAL ATTACK:

- BITE: SELF; DMG = 1 + STRENGTH

SHELL MIMIC - DEPTH 3

LARGE CRUSTACEANS THAT FIND SHELTER IN VARIOUS OBJECTS, AND EAT FUNGI GROWING IN DAMP AREAS. THEY ARE INTENSELY DEFENSIVE, AND WILL ATTEMPT TO KILL OR SCARE OFF ANY CREATURE CLOSE TO THEIR SIZE OR LARGER.

SHELL MIMIC STATS:

HP: 4 +1D6

SHELL: SHELL MIMICS HIDE IN OBJECTS TO PROVIDE ARMOR AND SHELTER. WHEN USED AGAINST AN ATTACK, REDUCE DMG BY -2.

NATURAL ATTACK:

- PINGER: 1 FORWARD; 2 DMG

GIANT RATS - DEPTH 3

WHY ARE THEY GETTING BIGGER.

GIANT RAT STATS:

HP: 1D6 +6

+1 STRENGTH

GIANT: GIANT RATS TAKE UP 2 HEXES

NATURAL ATTACK:

- BITE: SELF; DMG = 3 +STRENGTH

GIANT SPIDER - DEPTH 3

THE LARGEST SPECIES OF SILK-SPINNING SPIDERS, GIANT SPIDERS CAN WEAVE WEBS LARGE ENOUGH TO CHOKE DUNGEON PATHS. THEY OFTEN FEED ON CREATURES AROUND THEIR SIZE THAT GET CAUGHT IN THEIR WEBS, INJECTING VENOM THAT PARALYZES THEIR PREY, KEEPING THEM IN A EUPHORIC, COMATOSE STATE AS THEY ARE WRAPPED UP FOR STORAGE UNTIL THE SPIDER WILL NEXT FEED. THIS STORAGE IS USEFUL FOR SPIRITS EXITING A SPIDER'S BODY, AS THEY CAN RETURN TO THEIR WEB WITH THEIR NEW FORM AND STILL HAVE A FOOD SOURCE.

GIANT SPIDER STATS:

HP: 1D6

+4 DEXTERITY

HAIRS: GIANT SPIDERS CAN EFFORTLESSLY CLIMB ON MOST SURFACES.

SPINNERET: GIANT SPIDERS ARE CAPABLE OF FORMING WEBS SIMILAR TO COMMON SPIDER WEBS, ALTHOUGH WITH MUCH STRONGER STRANDS. COVERING A HEX IN WEBBING TAKES ABOUT TEN MINUTES. STEPPING INTO A WEB CONSTRICTS ALL MOVEMENT, AND REQUIRES A SUCCESSFUL DEXTERITY CHECK TO AVOID LOSING THE ABILITY TO MAKE ACTIONS IN COMBAT AS WELL.

NATURAL ATTACK:

- INJECT: SELF; 1 DMG; INFLECTS FOLLOWING INFECTION

- **VENOM:** IMMEDIATELY REMOVES SENSE OF FEAR AND PAIN. PARALYZES PREY AFTER A NUMBER OF COMBAT ROUNDS EQUAL TO THE PREY'S STRENGTH, MAKING THEM LOSE THE ABILITY TO MOVE ON THEIR OWN.

GIANT SNAKE - DEPTH 4

THE SMALLEST LIVING BREED OF SNAKE, GIANT SNAKES TYPICALLY STRETCH UP TO 4 HEXES AND CAN SWALLOW WHOLE JUST ABOUT ANY CREATURE THAT CAN FIT IN DUNGEONS.

GIANT SNAKE STATS:

HP: 1D8 +LENGTH

+4 DEXTERITY

LONG: CHOOSE HOW MANY HEXES YOUR BODY CAN INHABIT AT ONE TIME, MAXIMUM OF 4. YOU CAN CURL YOUR BODY TO TAKE UP LESS SPACE. YOU CAN ONLY USE ITEMS WITH YOUR JAWS OR THE END OF YOUR TAIL.

NATURAL ATTACKS:

- **BITE:** SELF; 3 DMG; INFLECTS FOLLOWING INFECTION
 - **VENOM:** DEALS 1 DMG AT THE END OF EACH TURN
- **STRANGLE:** SELF; AFTER HOLDING PREY FOR A NUMBER OF TURNS EQUAL TO PREY'S STRENGTH, DEALS 2 DMG FOR EACH TURN THAT PASSES; RESTRICTS PREY'S ACTIONS UNLESS PREY MAKES A SUCCESSFUL DEXTERITY CHECK; TAIL CANNOT BE USED WHILE STRANGLING
- **CONSUME:** REQUIRES 2 ACTIONS; SELF; DMG=STRENGTH; PREY TAKES 2 DMG AT THE END OF EACH TURN; ALL OF PREY'S ATTACKS DEAL DOUBLE DMG TO SNAKE

SPECTRE - DEPTH 4

SPIRITS THAT CONDENSE WHEN NOT INHABITING BODIES FOR LONG PERIODS OF TIME. A WISPY FOG-CREATURE, LOOSELY SHAPED INTO A BUBBLE WITH REACHING TENDRILS TRAILING DOWNWARD. SPECTRES ARE USUALLY PASSIVE, BUT VERY CONFUSED AS TO WHAT'S ALIVE AND WHAT'S DEAD.

SPECTRE STATS:

HP: 1D6

-2 STRENGTH

EPHEMERAL: NON-MAGICAL ATTACKS CANNOT HARM A SPECTRE.

GOOSEBUMPS: CREATURES IN THE SAME HEX AS THE SPECTRE LOSE 2 LIGHT.

GEK - DEPTH 5

LARGE BIPEDAL REPTILES, GEKS CREATE SMALL POCKETS OF WARMTH IN CAVES TO INHABIT. THE PROCESS OF MAKING THESE HABITATS ISN'T FULLY UNDERSTOOD, BUT IT SEEMS TO BE RELATED TO THE CONSUMPTION OF CERTAIN MINERALS THAT SURROUND THESE POCKETS. GEKS ARE HIGHLY COMMUNAL, USUALLY ONLY VENTURING OUT OF POPULATED POCKETS WHEN IN DANGER OR WHEN THE GEK'S SPIRIT HAS NOT ADAPTED TO THE NEEDS OF THEIR FORM. GEKS PRIMARILY SUBSIST ON SMALLER ANIMALS AND ROCKS.

GEK STATS:

HP: 3 + 1D6

+4 DEXTERITY

AUTOTOMY: GEKS CAN QUICKLY AMPUTATE THEIR OWN TAILS WHEN IN DANGER, USUALLY TO DISTRACT A PREDATOR OR ELUDE ITS GRASP. DOING SO REDUCES THEIR DEXTERITY BY -3. THE TAIL CONTINUES TO WRITHE AS LONG AS THE GEK REMAINS ON THE SAME DEPTH AS IT.

COLD-BLOODED: GEKS GAIN +10 LIGHT UPON RESTING IN A POPULATED POCKET OF WARMTH. THEY ALSO TAKE THE COLD STATUS BY HAVING LESS THAN 8 LIGHT THROUGHOUT 2 DUNGEON LAYERS.

NAIAD - DEPTH 5

THEY SHOULD BE IN THE FAEWILD, PROTECTING LAKES FROM MORTAL EXPLORERS. THESE ONES ARE NOT. PALE, TIRED HUMANIDS FOUND NEAR ANY RESERVOIR OR PUDDLE THEY NOW CALL THEIR DOMAIN. RESPECT THEIR HOME AND THEY WILL LIKELY LEAVE YOU BE; RUMOR HAS IT THAT SOME HAVE EVEN GIVEN BLESSINGS TO REVERENTIAL TRAVELERS.

NAIAD STATS:

HP: 2 + 1D8

+1 DEXTERITY

RIVER GODDESS: NAIADS CANNOT DIE WHEN IN THEIR DOMAIN.

RIVER BLESSING: WHEN IN THEIR DOMAIN, NAIADS CAN GRANT A SPIRIT +20 LIGHT.

CORPSESTONE STATUE - DEPTH 6

AT A CERTAIN POINT, THE STATUES BUILT IN DUNGEONS STOP BEING MADE FROM THE WEALTH OF STONE PRODUCED BY DIGGING SO DEEP. A GOD-WITCH'S MARBLE HAVING BEEN CARVED INTO WHAT ARE LIKELY SOME OF THE LAST REPRESENTATIONS OF THEIR DUNGEON'S KEEPER. SMELLS OF GRERWUL APPLES AND DRIED BLOOD.

CORPSESTONE STATUE STATS:

HP: 1D12

+1D6 STRENGTH

NATURAL ATTACK:

- KICK: SELF & 1 FORWARD; DMG = STRENGTH; PUSHES TARGET BACK 1 HEX

BALLOON WORM - DEPTH 6

A PULSING THING, A LARGE TRANSLUCENT WORM FLOATING IN THE AIR, INFLATING & DEFLATING ITSELF TO MOVE. THIN TENTACLES AT ITS MOUTH HELPS IT ANGLE ITSELF BY USING THE ENVIRONMENT AROUND IT, AS WELL AS FEED IT.

BALLOON WORM STATS:

HP: 3

First Name
(optional)

Last Name
(optional)

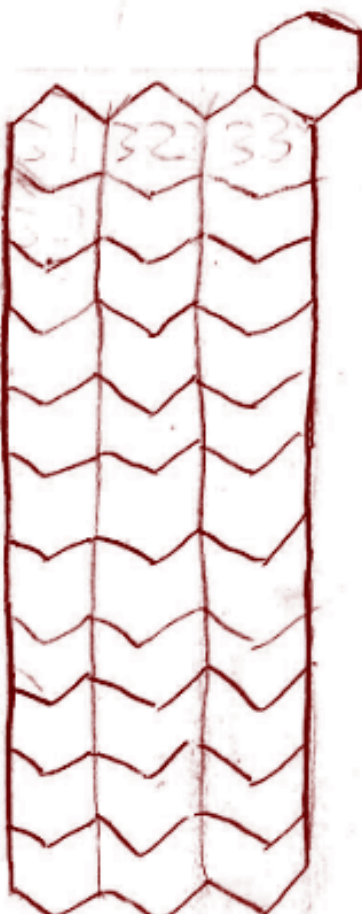
Hook:

Bank Holding

Notes

Inventory

GP:



Discovery:

Current Depth:

Depth Score:

Spirit Class:

Light

Current Species:

Spirit Abilities:

-
-
-
-
-
-



Status Effects

- Hunger:
- Bleed:
- Aflame:
- Blind:
- Cold:
- Infection:

Die Type


- Darkness (D6)
- Desperation (D8)
- Dread (D12)

STR:


DEX:


WILL:


Scars:


 = Shrouded


 = Unshrouded - # on discovery table


 = Contains # on Corpse list

 = Undug (ignore)

 = Locked passage

 = Stairway down

 = drop down (must climb up)

 = Contains trap on discovery table #



1 2 3

1 2 3 4 5 6

3 13 15 15 18 6 6

5 5 5 5 5 5 5

4 6

WATERFALL

Starter town & Dungeon

Celltop / Bleeding-town

THERE WAS ANOTHER NAME FOR THE VILLAGE, BUT WITH THE CONSTRUCTION OF THE TELMONT LABOR CAMP, IT HAS SINCE BEEN OFFICIALLY RENAMED TO CELLTOP, AND IS COLLOQUIALLY REFERRED TO AS BLEEDING-TOWN.

CELLTOP HOUSING

THERE IS NO AVAILABLE HOUSING IN CELLTOP.

NPCs IN CELLTOP

1. BOTTLE QUEST GIVER

- A GRIEVING CHILD ON THE STREET, CAREFULLY HOLDING AN EMPTY WHISKEY BOTTLE, WRAPPED LIKE A NEWBORN IN TATTERED BLANKETS, IN BRUISED ARMS.
- HE SAYS THIS BOTTLE WAS THE LAST BOTTLE OF WHISKEY HIS LOVED ONE DRANK, AND HOLDS HER SOUL. HE TAKES CARE OF HER NOW, BUT HE NEEDS YOU TO TAKE THE BOTTLE DOWN TO THE DUNGEON AND LET HER SPIRIT ENTER ANOTHER BODY SO THAT SHE CAN PROTECT HIM AGAIN.
 - IN RETURN, HE OFFERS THE 8 GP HE COULD SCROUNGE OFF THE STREETS.
 - EMPTY BOTTLE: CAN BE BROKEN TO INFLICT 2 LEVELS OF BLEED ON TARGET.

2. INMATE QUEST GIVER

- A DARK FIGURE WHO DOES NOT GIVE YOU HIS NAME
- ESCAPED PRISONER; YOU CAN TURN HIM IN FOR ABOUT 100 GP
- UNHAPPY HAVING ANYTHING TO DO WITH WARDENS, DELVERS, AND ESPECIALLY GHOSTS
- CONSIDERS HIMSELF A “DAELIST”
- REQUESTS THAT YOU FIND THE FOLLOWING INMATES. OFFERS MEDICAL SERVICES (HEALING ALL HEALTH OR UP TO 3 LEVELS OF A STATUS EFFECT) AND 10 GP FOR EACH PERSON THAT YOU CAN BRING UP. WHEN YOU WANT TO BRING AN INMATE UP, YOU’LL HAVE TO SPEND LIGHT AND ROLL DICE FOR THEM AS WELL.

- *Ismey: short-tempered, but very sneaky. Made a deal with some guards to bring contraband in, before they all were moved to another dungeon or ended up too deep to get back out.*
- *Terra: despondent type. I always tried to make her see my way of looking at things, but maybe she's more like your kind. Still, I wouldn't forgive myself for leaving them down there. You might need to be a bit more forceful, but do as little harm as you can.*
- *Grahan: lazy but clever; I never got to learn much else about them before I got out.*
- *Caltia: one of the most driven people I've met, held to her convictions like no one else. You'll need to reason with her to get her to follow you.*

3. TRAP & GUARD QUEST GIVER

- LAST ACTIVE WARDEN ABOVE-GROUND. SPENDS MOST OF HIS TIME PRETENDING TO DO PAPERWORK AND MAKING GAMES FOR FRIENDS THAT NO LONGER WORK HERE.
- REQUESTS THAT YOU CHECK THAT TRAPS ARE STILL WORKING, HANDING YOU A BLUEPRINT WRITTEN IN AN ENDANGERED LANGUAGE (THAT YOU DON'T KNOW). OFFERS 15 GP FOR ONE CHECKUP PER LAYER, ADDING +5 GP FOR EACH DEPTH YOU CHECK.
 - CAN GIVE YOU A SLIGHTLY MORE UP-TO-DATE MAP IF YOU RETURN
 - DUNGEON MAP: ALLOWS YOU TO CHOOSE ON DISCOVERY TABLES IN FLOORS 1-7
- REQUESTS YOU TO CHECK ON GUARDS FOR EACH LEVEL. HE KNOWS YOU WON'T FIND MOST OF THEM, BUT OFFERS 4 GP FOR EACH NOTIFICATION OF ATTENDANCE YOU CAN GET SIGNED.
- REQUESTS YOU BRING THIS MONTH'S CAMP RATIONS DOWN TO THE KITCHENS ON FLOOR 3 AND 5. YOU'LL PROBABLY HAVE TO DO THIS PIECEWISE. OFFERS 1 GP PER RATION.
 - BREAD ROLLS (20): -1 HUNGER WHEN CONSUMED
 - GALLONS OF WATER(30): +9 LIGHT WHEN CONSUMED
 - BAGS OF SALT (10): HELPS PRESERVE FOOD
 - CUTS OF BEEF (20): +4 LIGHT & HEALS HUNGER WHEN CONSUMED
 - POTATOES (30): +2 LIGHT & HEALS HUNGER STATUS WHEN CONSUMED

4. BLACKSMITH & HER DAUGHTERS

- ONE OF THE DAUGHTERS WAS ALMOST LIKE YOU. SHE DIED ONCE, AND RETURNED TO THE SURFACE IN A BODY SHE DID NOT WANT TO BLEED DRY. SHE

ASKS YOU TO STAY - WHEN YOU REFUSE, SHE ASKS YOU TO AT LEAST SAVE HER FRIEND, WHO SHE DELVED WITH; IF YOU LOOK HER IN THE EYES, SHE KNOWS SHE'LL NEVER SEE HER AGAIN.

- ONE OF THE DAUGHTERS ASKS YOU TO BRING HER FRIEND, CADEU, AN OLD SEWN DOLL, AND OFFERS 3 GP AS PAYMENT.
- THE BLACKSMITH IS QUIET AND UNCOMFORTABLE AROUND YOU, BUT WILL STILL FIX METAL TOOLS. USUALLY CHARGES 3 GP FOR THINGS AROUND THE SIZE OF ARROWHEADS, AND 6 GP FOR THINGS AROUND THE SIZE OF A SHORTSWORD.

5. POTION SELLER

- REFUSES BUSINESS WITH WORMS LIKE YOU. SAYS HIS POTIONS ARE TOO STRONG FOR GHOSTS.
 - HEALTH POTION (26): HEALS 2 HP WHEN CONSUMED
 - 6 GP
 - POTION OF TRANSITION (5): SLOWLY CHANGES A HUMAN'S ANATOMY TO BE CLOSER TO WHAT THE USER WISHES WHEN CONSUMED.
 - 30 GP
 - TENACITY (9): +4 WILL WHEN CONSUMED; EXTREMELY ADDICTIVE.
 - 12 GP.
 - RIGOR MORTIS (3): WHEN CONSUMED, UPON DEATH, AUTOMATICALLY GAIN A SCAR AND CONTINUE ON ONCE.
 - 12 GP
 - SMALL BOTTLE OF ACID (30): COUNTS AS A SMALL KEY
 - 4 GP
 - UNIVERSAL ANTIDOTE (18): CURES 2 LEVELS OF INFECTION AND DEALS 2 HARM WHEN CONSUMED. BURNS AS IT SLIDES DOWN YOUR THROAT.
 - 7 GP

6. PRISON TRINKET QUEST GIVER

- CART DRIVER TRANSPORTING PRISONERS FROM LAMOND TO WORK HERE.
- OFFERS 4 GP FOR ANY KEEPSAKES YOU FIND THAT HE THINKS ARE INTERESTING.

Telmont Labor Camp

ON YOUR WAY TO THE ENTRANCE OF THE DUNGEON, YOU SEE AN EMPTY WATCHTOWER AND ABANDONED GUARD STATIONS.

DEPTH 1

DISCOVERY TABLE (PREDETERMINED):

1. A 2 HEX ENTRANCE ROOM, THE CEILING COLLAPSED, WITH MUCH OF THE RUBBLE MOVED TO THE DOORWAY AT THE END. THE DOORWAY HAS A ONE-WAY LOCK.
2. YOU CAN HEAR A METAL CLANG AS THE DOOR SHUTS BEHIND YOU. A 3 HEX ROOM WITH THE CRUSHED REMAINS OF APPROXIMATELY 3 BODIES SPRAWLED ACROSS BRICKS THE COLOR OF DRY BLOOD. AT THE END OF THE ROOM, THERE IS A MECHANISM CONNECTED TO THE DOOR.
 1. PRESSURE CEILING: WHEN THE DOOR IS OPENED, THE CEILING BEGINS TO PUSH DOWN; AFTER 4 TURNS, VICTIMS DIE.
3. 1 HEX ROOM WITH A HOLE AT THE END (+1 DEPTH, MUST BE CLIMBED OUT OF)

CORPSE LIST (FLOOR 1):

1. MANGLED UP BONES AND RUPTURED, LONG-ROTTING ORGANS OF A HUMAN
2. RUPTURED BONES AND ORGANS OF A FLATTENED HUMAN WEARING A PRISONER'S UNIFORM
3. UNIDENTIFIABLE

DEPTH 2

DISCOVERY TABLE (PREDETERMINED):

1. A 5 HEX ROOM, WITH 8 CHARRED BODIES LAYING ACROSS THE FLOORS IN VARYING STATES OF DECAY. ONLY 2 OF THE BODIES HAVE ANYTHING BUT PRISONER'S UNIFORMS. WHEN YOU MOVE ACROSS THE 3RD AND 4TH HEX OF THE ROOM, YOU'LL SET OFF A FLAME TRAP BY STEPPING ON CERTAIN STONES.
 1. FLAME TRAP: ROLL DEXTERITY; ON A SUCCESS, TAKE 1 LEVEL OF AFLAME, ON A FAILURE, TAKE 1D6 LEVELS OF AFLAME.
2. 1 HEX ROOM WITH A HOLE AT THE END (+1 DEPTH, MUST BE CLIMBED OUT OF)

CORPSE LIST (FLOOR 2):

1. HUMAN IN PRISON UNIFORM (4):
 1. HP: 3 + 1D6
 2. +1 DEXTERITY
 3. +1 STRENGTH
 4. IMMUNITY: WHILE RESTING, HUMANS CAN REDUCE THEIR MAX HP BY 1 TO CURE AN INFECTION
2. GOBLIN IN PRISON UNIFORM:
 1. HP: 2 + 1D6
 2. +2 DEXTERITY
 3. MOSSFOOTED: +3 GUIDANCE ON ROLLS RELATED TO SNEAKING AROUND
3. HUMAN IN RANGER'S CLOAK:
 1. HP: 3 + 1D6
 2. +1 DEXTERITY
 3. +1 STRENGTH
 4. IMMUNITY: WHILE RESTING, HUMANS CAN REDUCE THEIR MAX HP BY 1 TO CURE AN INFECTION
 5. HOLDING HUNTER'S BOW, 4 HUNTING ARROWS, A HEALTH POTION, AND 12 GP
 1. HUNTER'S BOW: 2-8 HEXES FORWARD; DMG = STRENGTH + ARROW'S DMG; REQUIRES ARROWS; COSTS A MOVE & ACTION TO SHOOT
 2. HUNTING ARROW: SELF; DMG = DEXTERITY; REUSABLE
 3. HEALTH POTION: HEALS 2 HP WHEN CONSUMED

4. HUMAN IN PRISON UNIFORM WITH 2 MOSTLY UNDAMAGED CIGARETTES
5. HUMAN IN FARMING RAGS
 1. HP: 2 + 1D6
 2. +1 DEXTERITY
 3. +1 STRENGTH
 4. IMMUNITY: WHILE RESTING, HUMANS CAN REDUCE THEIR MAX HP BY 1 TO CURE AN INFECTION
 5. HOLDS A SHORTSWORD, A BURNT LOAF OF BREAD, AND 3 GP
 1. SHORTSWORD: SELF & 1 HEX FORWARD; DMG = 3
 2. BURNT LOAF OF BREAD: +1 LIGHT & HEALS HUNGER STATUS WHEN CONSUMED
 6. INFLICTED WITH FOLLOWING INFECTION:
 1. PLAGUE: INDUCES FEVER, HEADACHES, AND VOMITING; REDUCES STRENGTH SCORE BY -1 FOR EACH DAY AFTER SYMPTOMS BEGIN TO SHOW

DEPTH 3 (GHOST DEPTH)

DISCOVERY TABLE (D6):

1. TRAPPED HALLWAY
2. HALLWAY
3. TRAPPED 2 HEX ROOM WITH A FATTENED RAT AT THE ENTRANCE
 - A. RAT STATS:
 - I. HP: 2
 - II. +3 DEXTERITY
 - III. -5 STRENGTH
 - IV. NATURAL ATTACK:
 - I. BITE: SELF; 1 DMG.
4. TRAPPED HALLWAY
5. 2 HEX LOUNGE & BEDROOM WITH A SHELL MIMIC SITTING ON A CUSHIONED CHAIR.
 - A. IF YOU CAN TALK TO THE MIMIC, YOU'LL LEARN THAT SHE IS THE CURRENT "PRISONER-KING", AFTER THE WARDEN GOT LOST SOMEWHERE BELOW AND NEVER CAME BACK. SHE ISN'T HAPPY BEING THE DE FACTO WARDEN, BUT WON'T RISK AN ESCAPE AND ATTACKS ANYONE THAT APPROACHES HER THRONE.

- B. SHELL MIMIC STATS:
 - I. HP: 4 +1D6
 - II. SHELL: SHELL MIMICS HIDE IN OBJECTS TO PROVIDE ARMOR AND SHELTER. WHEN USED AGAINST AN ATTACK, REDUCE DMG BY -2.
 - III. NATURAL ATTACK:
 - I. Pincer: 1 FORWARD; 2 DMG
 - IV. CARRIES 4 SMALL KEYS AND A SKELETON KEY.
- 6. 2 HEX STORAGE ROOM WITH 10 LOCKED BOXES.
 - A. IF YOU OPEN A BOX, ROLL A D8. ON A 1-2, YOU FIND 2D12 GP OR A RUSTING METAL ORB; ON A 3, YOU FIND A PEASANT'S RAGS OR A PACK OF 1D12 CIGARETTES; ON A 4, THE BOX IS EMPTY; ON A 5-6, THE BOX SETS OFF A RANDOM TRAP; ON A 7-8, ROLL 2D6 INSTEAD AND TAKE BOTH RESULTS.
 - B. HEARTHWELL GAS: TAKE 1 LEVEL OF THE FOLLOWING INFECTION FOR EACH ACTION TAKEN WHILE IN THE ROOM.
 - I. DRAIN: TEMPORARILY LOSE 1 DEXTERITY FOR EACH HEX MOVED UNTIL CURED. FOR EACH DRAIN LEVEL ABOVE YOUR STRENGTH, TEMPORARILY LOSE 1 WILL. WHILE DRAIN IS OVER YOUR STRENGTH, LOST DEXTERITY IS PERMANENT.
- 7. HALLWAY
- 8. 1 HEX KITCHEN, WITH 1 MOLDY BREAD ROLL, 2 ROTTEN POTATOES, AND A BLOODIED KNIFE
 - A. MOLDY BREAD ROLL: -1 HUNGER WHEN CONSUMED; ROLL STRENGTH; ON A FAILURE, TAKE THE FOLLOWING INFECTION.
 - I. GARTIER'S DISEASE: INDUCES VOMITING AND DIARRHEA; REDUCES STRENGTH SCORE BY -1 AND INFLECTS +1 HUNGER.
 - B. ROTTEN POTATO: +2 LIGHT & HEALS HUNGER STATUS WHEN CONSUMED: ROLL STRENGTH; ON A FAILURE, TAKE THE FOLLOWING INFECTION EFFECT.
 - I. GREENWORMS: EGGS GROWN IN STARCHES, HATCHED IN WARM BODIES. INFLECTS 1 DMG FOR ANY NON-STARCHES DIGESTED.
 - C. KITCHEN KNIFE: SELF; 1 DMG; INFLECTS 1 BLEED ON HIT.
- 9. 1 HEX ROOM WITH A HOLE AT THE END (+1 DEPTH, MUST BE CLIMBED OUT OF). IT MIGHT BE A BODY CHUTE.
- 10. 1 HEX TORTURE CHAMBER, TOOLS OF STATE VIOLENCE LEFT ABANDONED

CORPSE LIST (FLOOR 3):

- HUMAN
 - HP: 3 + 1D6
 - +1 DEXTERITY
 - +1 STRENGTH
 - IMMUNITY: WHILE RESTING, HUMANS CAN REDUCE THEIR MAX HP BY 1 TO CURE AN INFECTION
- SKELETON OF LARGE RAT:
 - HP: 1D6
 - +1 DEXTERITY
 - BONES: IGNORE BLEED, HUNGER, AND INFECTION EFFECTS
 - NATURAL ATTACK:
 - BITE: SELF; DMG = 1 + STRENGTH
- NAIAD
 - HP: 2 + 1D8
 - +1 DEXTERITY
 - RIVER GODDESS: NAIADS CANNOT DIE WHEN IN THEIR DOMAIN.
 - RIVER BLESSING: WHEN IN THEIR DOMAIN, NAIADS CAN GRANT A SPIRIT +20 LIGHT.
- DISEMBOWELED RAT:
 - HP: 2
 - +3 DEXTERITY
 - -5 STRENGTH
 - NATURAL ATTACK:
 - BITE: SELF; 1 DMG.
 - INFLICTED WITH 2 BLEED

DEPTH 4

DISCOVERY TABLE (D6):

1. 3 HEX ROOM FILLED WITH DECOMPOSING FLESH AND WASTE
2. 2 HEX ROOM, EMPTY, EXCEPT FOR A BROKEN NECKLACE WITH SOME KIND OF RELIGIOUS SYMBOL ATTACHED TO IT ON THE FLOOR OF THE ENTRANCE. THE FLOOR IS LINED WITH HOLES.
 - A. JAGGED NAILS: INFLICT +1 BLEED FOR EACH HEX MOVED WITHIN THE ROOM. FOR EACH FLOOR YOU MOVE TO WHILE YOUR FEET ARE BLEEDING, ROLL A DIE; ON A 6+, YOU TAKE A LEVEL OF WORMFOOT INFECTION
 - I. WORMFOOT: CAUSES ITCHING, SWELLING, DISCOLORED SKIN, AND FOUL DISCHARGE. LOSE 1 LIGHT AND TAKE 1 DMG FOR EACH MOVE MADE.
2. TRAPPED HALLWAY
3. 4 HEX CELL BLOCK, WITH EIGHT CELLS LINING THE WALLS, 3 OF WHICH ARE EMPTY. THE TWO BY THE ENTRANCE, 0001 AND 0002, EACH HAVE A BODY HANGING FROM THE CEILING. ANOTHER CELL, 0004, HAS A BODY AGAINST THE FLOOR ROTTING IN DRY BLOOD FROM A HEAD WOUND. THERE MIGHT BE A CORPSE IN 0006, BUT IT'S DIFFICULT TO TELL. AT THE END OF THE ROOM, THERE'S A GOBLIN LOCKED IN CELL 0008.
 - A. THE GOBLIN IN 0008 WON'T SPEAK OUTSIDE OF ASKING FOR WATER. IF SHE'S GIVEN AROUND A MUGFULL OF WATER, SHE'LL GULP IT DOWN DESPERATELY, THANK YOU, AND BEGIN SINGING A MOURNFUL SONG IN AN UNKNOWN TONGUE.
 - B. GOBLIN STATS:
 - I. HP: 2 +1D6
 - II. +2 DEXTERITY
 - III. MOSSFOOTED: +3 GUIDANCE ON ROLLS RELATED TO SNEAKING AROUND
 - IV. CARRYING A BROKEN FLUTE AND A SMALL KEY, STAINED IN BLOOD
4. 1 HEX WASTE STORAGE ROOM, CAUSES BILEBURN INFECTION AFTER 2D6 ACTIONS MADE IN IT. AT THE CENTER IS A LOCKED TRAPDOOR (+1 DEPTH)
 - A. BILEBURN: INDUCES VOMITING UPON TAKING DAMAGE OR EATING SOMETHING, INFLICTING +1 HUNGER
5. 1 HEX ROOM WITH A REANIMATED SKELETON WORKING A BROKEN COIN PRESSER. THERE'S ABOUT 40 GP'S WORTH OF DUSTY COINS LYING AROUND.
 - A. REANIMATED SKELETON STATS:

- I. HP: ID6
 - II. BONES: IGNORE BLEED, HUNGER, AND INFECTION EFFECTS
6. THIS IS DEFINITELY A BODY CHUTE (+1 DEPTH, MUST BE CLIMBED OUT OF)

CORPSE LIST (FLOOR 4):

- HUMAN HANGING IN 0001
 - HP: 3 +ID6
 - +1 DEXTERITY
 - +1 STRENGTH
 - IMMUNITY: WHILE RESTING, HUMANS CAN REDUCE THEIR MAX HP BY 1 TO CURE AN INFECTION
- HUMAN HANGING IN 0002
 - HP: 3 +ID6
 - +1 DEXTERITY
 - +1 STRENGTH
 - IMMUNITY: WHILE RESTING, HUMANS CAN REDUCE THEIR MAX HP BY 1 TO CURE AN INFECTION
 - CANNOT SMELL OR TASTE
- HUMAN LYING IN BLOOD IN 0004
 - HP: 1 +ID6
 - +1 DEXTERITY
 - +1 STRENGTH
 - IMMUNITY: WHILE RESTING, HUMANS CAN REDUCE THEIR MAX HP BY 1 TO CURE AN INFECTION
 - HOLDING A MOLDY LOAF OF BREAD
- TAILLESS GEK
 - HP: 3 + ID6
 - +4 DEXTERITY
 - AUTOTOMY: GEKS CAN QUICKLY AMPUTATE THEIR OWN TAILS WHEN IN DANGER, USUALLY TO DISTRACT A PREDATOR OR ELUDE ITS GRASP. DOING SO REDUCES THEIR DEXTERITY BY -3. THE TAIL CONTINUES TO WRITHE AS LONG AS THE GEK REMAINS ON THE SAME DEPTH AS IT.

- COLD-BLOODED: GEKS GAIN +10 LIGHT UPON RESTING IN A POPULATED POCKET OF WARMTH. THEY ALSO TAKE THE COLD STATUS BY HAVING LESS THAN 8 LIGHT THROUGHOUT 2 DUNGEON LAYERS.

DEPTH 5

DISCOVERY TABLE (D6):

1. 1 HEX TORTURE CHAMBER, TOOLS OF STATE VIOLENCE LEFT ABANDONED
2. BODY CHUTE (+1 DEPTH, MUST BE CLIMBED OUT OF)
3. HALLWAY
4. HALLWAY WITH A REANIMATED SKELETON, SEARCHING FOR A STAIRWELL THAT IS NO LONGER THERE.
 - A. REANIMATED SKELETON STATS:
 - I. HP: 1D6
 - II. BONES: IGNORE BLEED, HUNGER, AND INFECTION EFFECTS
 - III. CARRYING A RAPIER AND 3 GP
 - I. RAPIER: SELF & 1 FORWARD; DMG = DEXTERITY
5. 4 HEX CELL BLOCK, WITH 8 EMPTY CELLS LINING THE WALLS. CELLS ARE LABELED 0009-00016.
 - A. IF YOU HAVE 4+ DISCOVERY, YOU CAN FIND A HIDDEN LADDER IN ONE OF THE CELLS, LEADING TO THE LAYER ABOVE AND BELOW YOU (+1 DEPTH).
6. 2 HEX ROOM, NEAR IMPOSSIBLE TO MOVE THROUGH DUE TO A DENSE FOREST OF SHODDY STONE PILLARS. SOMEWHERE IN HERE, A REANIMATED SKELETON IS BUILDING ANOTHER COLUMN.
 - A. REANIMATED SKELETON STATS:
 - I. HP: 1D6
 - II. BONES: IGNORE BLEED, HUNGER, AND INFECTION EFFECTS
 - III. CARRYING A SOMEWHAT RECTANGULAR ROCK
7. 1 HEX KITCHEN, ENTIRELY RANSACKED.

CORPSE LIST (FLOOR 5):

- EMACIATED RAT
 - HP: 2
 - +3 DEXTERITY
 - -5 STRENGTH
 - NATURAL ATTACK:
 - I. BITE: SELF; 1 DMG.
 - INFLICTED WITH 5 HUNGER

DEPTH 6

DISCOVERY TABLE (D6):

1. 1 HEX TORTURE CHAMBER, TOOLS OF STATE VIOLENCE LEFT ABANDONED
2. TRAPPED HALLWAY
3. HALLWAY WITH A REANIMATED SKELETON IN A LONG-RUINED PRISON UNIFORM PLACING NON-EXISTENT STONES ALONG THE ALREADY TILED FLOOR
 - A. REANIMATED SKELETON STATS:
 - I. HP: 1D6
 - II. BONES: IGNORE BLEED, HUNGER, AND INFECTION EFFECTS
4. TRAPPED HALLWAY
5. 4 HEX CELL BLOCK, WITH 8 CELLS LINING THE WALLS. EACH CELL IS NUMBERED, GOING FROM 0016-0024. THERE'S A GIANT SPIDER MAKING A WEB BEHIND THE LOCKED CAGE OF 0026. A PRISON GUARD IS LEANING AGAINST THE WALL, SMOKING.
 - A. PRISON GUARD STATS (HUMAN):
 - I. HP: 3 +1D6
 - II. +1 DEXTERITY
 - III. +1 STRENGTH
 - IV. IMMUNITY: WHILE RESTING, HUMANS CAN REDUCE THEIR MAX HP BY 1 TO CURE AN INFECTION
 - V. CARRYING A SPEAR, A CIGARETTE, AND 14 GP
 - I. SPEAR: 1-3 FORWARD; DMG=4 +STRENGTH
6. STAIRWAY DOWN (+1 DEPTH)

7. 1 HEX CAVERN WITH A TUNNEL OF WATER IN THE CENTER (+1 DEPTH, MUST BE CLIMBED OUT OF). A NAIAD SLEEPS UPRIGHT AGAINST THE SIDE OF THE TUNNEL.

A. NAIAD STATS:

- I. HP: 2 +1D8
- II. +1 DEXTERITY
- III. RIVER GODDESS: NAIADS CANNOT DIE WHEN IN THEIR DOMAIN.
- IV. RIVER BLESSING: WHEN IN THEIR DOMAIN, NAIADS CAN GRANT A SPIRIT +20 LIGHT.

CORPSE LIST (FLOOR 6):

- BALLOON WORM, FLOATING IN WATER
 - HP: 3

DEPTH 7

DISCOVERY TABLE (D6):

I. 2 HEX ROOM WITH A SPECTRE PASSIVELY FLOATING TOWARDS THE ENTRANCE

A. SPECTRE STATS:

- I. HP: 1D6
- II. -2 STRENGTH
- III. EPHEMERAL: NON-MAGICAL ATTACKS CANNOT HARM A SPECTRE.
- IV. GOOSEBUMPS: CREATURES IN THE SAME HEX AS THE SPECTRE LOSE 2 LIGHT.

2. HALLWAY

3. 2 HEX STORAGE ROOM FILLED WITH PICKAXES, CHISELS, MALLETS, AND CARVING KNIVES. SITTING BESIDE ONE OF THE SHELVES, A WRAITH, ARMED WITH A Mallet AND A CROSSBOW, EATS A RAW RAT.

A. WRAITH STATS:

- I. HP: 5
- II. COLD RESISTANT: WRAITHS CAN IGNORE UP TO 4 STACKS OF COLD.
- III. SCAVENGER: IGNORE ANY INFECTIONS FROM EATING A DEAD ORGANISM
- IV. CARRYING A CROSSBOW AND Mallet

1. CROSSBOW: 1-6 FORWARD; DMG = DEXTERITY +3
2. Mallet: SELF & 1 FORWARD; DMG = STRENGTH -1

4. 4 HEX CELL BLOCK, WITH 8 EMPTY CELLS LINING THE WALLS. THE CELL LABELS HAVE DEGRADED, THE ROCK DISSOLVING INTO ROUNDED MARKS SAYING NOTHING. IN THE CENTER, A BALLOON WORM DRAPED WITH CHAINMAIL FLOATS IN THE CENTER, HOLDING A BLACK POWDER CROSSBOW WITH TWO TENTACLES
 - A. BALLOON WORM STATS:
 - I. HP: 3
 - II. CARRIES CHAINMAIL ARMOR, BLACK POWDER CROSSBOW, AND 2 RINGS OF POWDERSHOT AMMO
 1. CHAINMAIL: TAKE -1 HARM AND IGNORE BLEED EFFECTS FROM NON-MAGIC ATTACKS.
 2. BLACK POWDER CROSSBOW: 1-6 FORWARD - DMG=DEXTERITY - 6 AMMO - STUNS ENEMIES IN ARENA FOR 1 ROUND AFTER FIRST SHOT - REQUIRES POWDERSHOT AMMO
 3. RING OF POWDERSHOT AMMO: CONTAINS 6 SHOTS FOR A BLACK POWDER CROSSBOW. RINGS CAN ONLY BE LOADED BETWEEN ENCOUNTERS.
5. TRAPPED HALLWAY
6. HALLWAY
7. STAIRWAY DOWN (+1 DEPTH)
8. HOLE IN THE GROUND (+1 DEPTH)
9. A CAVERN FULL OF WATER, FLOODING THE FLOOR YOU'RE ON; TAKE 3 DMG FROM THE FORCE. YOU CAN MOVE A NUMBER OF HEXES OR MAKE A NUMBER OF ACTIONS EQUAL TO YOUR STRENGTH BEFORE YOU DIE.

CORPSE LIST (FLOOR 7):

- HALF-EATEN RAT
 - HP: 2
 - +3 DEXTERITY
 - -5 STRENGTH
 - NATURAL ATTACK:
 - BITE: SELF; 1 DMG.
 - INFLECTED WITH 4 LEVELS OF BLEED

- SHELLSNAP
 - HP: 4 + ID8
 - +1 STRENGTH
 - +1 DEXTERITY
 - SHELL: ALL NON-MAGICAL ATTACKS DEAL -2 DMG. SHELLSNAPS CAN FULLY RETREAT INTO THEIR SHELLS AT THE COST OF MOVEMENT.
 - NATURAL ATTACK:
 - SNAP: SELF; DMG = DEXTERITY + ID6

DEPTH 8

DISCOVERY TABLE (D8)

1. 2 HEX ROOM, FULL OF GORED BODIES AND BLOODY COINS. YOU CAN GET ABOUT 500 GP FROM THIS ROOM.
2. HALLWAY
3. TRAPPED HALLWAY
4. 4 HEX CELL BLOCK, WITH 8 CELLS LINING THE WALLS. THE CELLS ARE NOT LABELED. LOCKED IN ONE OF THEM, A NAIAD WEEPS.
 - A. NAIAD STATS:
 - I. HP: 3
 - II. +1 DEXTERITY
 - III. RIVER GODDESS: NAIADS CANNOT DIE WHEN IN THEIR DOMAIN.
 - IV. RIVER BLESSING: WHEN IN THEIR DOMAIN, NAIADS CAN GRANT A SPIRIT +20 LIGHT.
 - V. CARRIES A CHAIN WITH A ROTTING FOOT GLUED ON WITH BLOOD AND 30 GP
5. HALLWAY
6. HALLWAY WITH AN OOZE
 - A. OOZE STATS:
 - I. HP: ID12 +12
 - II. -6 DEXTERITY
 - III. DRIP: OOZES' MOVEMENTS REQUIRE AN ACTION AND A MOVE

IV. CONSUME: IF AN OOZE MOVES INTO THE SAME HEX AS A CREATURE, THAT CREATURE TAKES THE FOLLOWING INFECTION.

I. ROTSKIN: CAUSES -2 TO EACH ATTRIBUTE FOR EACH ACTION TAKEN OR HEX MOVED UNTIL THEY ARE AT 0, GOING FROM STRENGTH, TO DEXTERITY, TO WILL. AFTER THAT, THE INFECTED TAKES 1 DMG FOR EACH ROUND WHILE STUCK IN THE OOZE OR FOR EACH DEPTH INCREASE.

7. A HALLWAY WITH A REANIMATED SKELETON BUILDING A TRAP
 - A. REANIMATED SKELETON STATS:
 - B. HP: 1D6
 - C. BONES: IGNORE BLEED, HUNGER, AND INFECTION EFFECTS
8. A LADDER LEADS DOWN A WELL (+1 DEPTH)
9. A GRAVEYARD, STRETCHING BEYOND WHAT YOU CAN SEE THROUGH THE THICK FOG.

CORPSE LIST (FLOOR 8):

- GORED HUMAN BODIES IN PUDDLES OF BLOOD-GOLD
 - HP: 3 +1D6
 - +1 DEXTERITY
 - +1 STRENGTH
 - IMMUNITY: WHILE RESTING, HUMANS CAN REDUCE THEIR MAX HP BY 1 TO CURE AN INFECTION
 - INFLECTED WITH 4 LEVELS OF BLEED
- GORED GOBLIN BODIES IN PUDDLES OF BLOOD-GOLD
 - HP: 2 +1D6
 - +2 DEXTERITY
 - MOSSFOOTED: +3 GUIDANCE ON ROLLS RELATED TO SNEAKING AROUND
 - INFLECTED WITH 4 LEVELS OF BLEED
- SKELETONS IN COFFINS
 - HP: 1D6
 - BONES: IGNORE BLEED, HUNGER, AND INFECTION EFFECTS

DEPTH 9

DISCOVERY TABLE (PREDETERMINED)

1. I HEX TORTURE CHAMBER, TOOLS OF STATE VIOLENCE LEFT ABANDONED
2. UNFINISHED HALLWAY WITH A PRISONER AT THE EDGE OF COLLAPSE, PLACING BRICK TILES ON THE STONE WALLS. THE PRISONER DOES NOT HAVE A TONGUE, AND DOES NOT ACKNOWLEDGE YOU.
 - A. HUMAN STATS:
 - I. HP: 2
 - II. +1 DEXTERITY
 - III. +1 STRENGTH
 - IV. IMMUNITY: WHILE RESTING, HUMANS CAN REDUCE THEIR MAX HP BY 1 TO CURE AN INFECTION
3. A CAVERNOUS HALLWAY, THE STONE NO LONGER BUILT BUT GROWN, NATURAL HOLES AND CREVICES LINING THE ROUNDED WALLS AND FLOOR.
4. A I HEX SPACE WITH A RUSTED BAG OF 50 GP AGAINST THE GROUND. A BODY OF A HUMAN SITS, WITH A SOFT, PALE RED ROCK GROWING ON ITS SHOULDER, THROUGH ITS NECK, AND BLOSSOMING FROM ITS SKULL. IT TWITCHES, BUT DOES NOT DO MUCH ELSE UNLESS ATTACKED.
 - A. CORPSE CORAL STATS:
 - I. HP: 1D6
 - II. +2 WILL
 - III. MIMICRY: USE MECHANICS FROM THE CREATURE THE CORAL INHABITS.
 - IV. INFECTION: CORPSE CORAL MUST GROW INTO A DEAD BODY, AND BIND ITSELF IN A SIMILAR WAY TO A SPIRIT; SPIRITS CAN STILL INHABIT THE BODY, BUT WILL HAVE NO CONTROL OVER IT.
5. A HOLE (+1 DEPTH, MUST BE CLIMBED OUT OF)
6. A I HEX CLEARING WITH NOTHING BUT THE SYMBOLS OF VIVETRA AND NOXA CARVED CRUDELY INTO THE WET STONE, SLOWLY ERODING BACK INTO FEATURELESS ROCK.

CORPSE LIST (FLOOR 9):

- I. HUMAN/CORAL
 - A. HP: 3 +1D6
 - B. +1 DEXTERITY
 - C. +1 STRENGTH
 - D. IMMUNITY: WHILE RESTING, HUMANS CAN REDUCE THEIR MAX HP BY 1 TO CURE AN INFECTION

DEPTH 10

DISCOVERY TABLE (D8)

1. CAVERNOUS HALLWAY
2. CAVERNOUS HALLWAY
3. 1 HEX TORTURE CHAMBER, TOOLS OF STATE VIOLENCE LEFT ABANDONED
4. 1 HEX TORTURE CHAMBER, TOOLS OF STATE VIOLENCE LEFT ABANDONED
5. CAVERNOUS HALLWAY. IN JUST THE NEXT ROOM, YOU CAN SEE A LIGHT SHINING, BRIGHTER THAN THE SUN.
 - A. LIGHTKEEPER STATS (ADD TO NEXT ROOM):
 - I. HP: 3
 - II. BECKON: PREY GETS +1 LIGHT WHEN MOVING TOWARD LIGHTKEEPERS
 - III. UNTRUTH: PREY LOSES -2 LIGHT WHEN MOVING AWAY FROM LIGHTKEEPERS
 - IV. UNPRISON: WHEN A LIGHTKEEPER DIES, IT INFLICTS 1D6 LEVELS OF AFLAME TO ANY CREATURES IN 1 HEX OF THE LIGHTKEEPER.
6. CAVERNOUS HALLWAY WITH AN OOZE.
 - A. OOZE STATS:
 - B. HP: 1D12 +12
 - C. -6 DEXTERITY
 - D. DRIP: OOZES' MOVEMENTS REQUIRE AN ACTION AND A MOVE
 - E. CONSUME: IF AN OOZE MOVES INTO THE SAME HEX AS A CREATURE, THAT CREATURE TAKES THE FOLLOWING INFECTION.

- I. ROTSKIN: CAUSES -2 TO EACH ATTRIBUTE FOR EACH ACTION TAKEN OR HEX MOVED UNTIL THEY ARE AT 0, GOING FROM STRENGTH, TO DEXTERITY, TO WILL. AFTER THAT, THE INFECTED TAKES 1 DMG FOR EACH ROUND WHILE STUCK IN THE OOZE OR FOR EACH DEPTH INCREASE.
7. A 1 HEX ROOM WITH UNCLEAR PURPOSE. A GUARD STANDS AT ATTENTION; THEY WILL ONLY ATTACK IF YOU MOVE BACK TOWARD THE SURFACE.
 - A. GOBLIN STATS
 - I. HP: 2 +1D6
 - II. +2 DEXTERITY
 - III. MOSSFOOTED: +3 GUIDANCE ON ROLLS RELATED TO SNEAKING AROUND
8. A CAVERNOUS HALLWAY
9. CAVERNOUS HALLWAY. IN JUST THE NEXT ROOM, YOU CAN SEE A LIGHT SHINING, BRIGHTER THAN THE SUN.
 - A. LIGHTKEEPER STATS (ADD TO NEXT ROOM):
 - I. HP: 3
 - II. BECKON: PREY GETS +1 LIGHT WHEN MOVING TOWARD LIGHTKEEPERS
 - III. UNTRUTH: PREY LOSES -2 LIGHT WHEN MOVING AWAY FROM LIGHTKEEPERS
 - IV. UNPRISON: WHEN A LIGHTKEEPER DIES, IT INFLICTS 1D6 LEVELS OF AFLAME TO ANY CREATURES IN 1 HEX OF THE LIGHTKEEPER.
10. 1 HEX TORTURE CHAMBER, TOOLS OF STATE VIOLENCE LEFT ABANDONED
11. A CAVERNOUS HALLWAY
12. A STAIRWAY DOWN (+1 DEPTH)

CORPSE LIST (FLOOR 10):

- NAIAD
 - HP: 2 +1D8
 - +1 DEXTERITY
 - RIVER GODDESS: NAIADS CANNOT DIE WHEN IN THEIR DOMAIN.
 - RIVER BLESSING: WHEN IN THEIR DOMAIN, NAIADS CAN GRANT A SPIRIT +20 LIGHT.

DEPTH II

DISCOVERY TABLE (DI2)

1. IT IS TOO DARK TO SEE
2. IT IS TOO DARK TO SEE
3. IT IS TOO DARK TO SEE
4. IT IS TOO DARK TO SEE
5. IT IS TOO DARK TO SEE
6. IT IS TOO DARK TO SEE
7. IT IS TOO DARK TO SEE
8. IT IS TOO DARK TO SEE
9. IT IS TOO DARK TO SEE
10. IT IS TOO DARK TO SEE
11. IT IS TOO DARK TO SEE
12. IT IS TOO DARK TO SEE
13. A BODY CHUTE (+1 DEPTH, MUST BE CLIMBED OUT OF)

CORPSE LIST (FLOOR II):

- HUMAN IN PRISON UNIFORM (102):
 - HP: 3 + 1D6
 - +1 DEXTERITY
 - +1 STRENGTH
 - IMMUNITY: WHILE RESTING, HUMANS CAN REDUCE THEIR MAX HP BY 1 TO CURE AN INFECTION
- GOBLIN IN PRISON UNIFORM (87):
 - HP: 2 + 1D6
 - +2 DEXTERITY
 - MOSSFOOTED: +3 GUIDANCE ON ROLLS RELATED TO SNEAKING AROUND
- WRAITH IN PRISON UNIFORM (60):
 - HP: 2 + 1D8
 - COLD RESISTANT: WRAITHS CAN IGNORE UP TO 4 STACKS OF COLD.
 - SCAVENGER: IGNORE ANY INFECTIONS FROM EATING A DEAD ORGANISM

- GEK IN PRISON UNIFORM (35):
 - HP: 3 + 1d6
 - +4 DEXTERITY
 - AUTOTOMY: GEKS CAN QUICKLY AMPUTATE THEIR OWN TAILS WHEN IN DANGER, USUALLY TO DISTRACT A PREDATOR OR ELUDE ITS GRASP. DOING SO REDUCES THEIR DEXTERITY BY -3. THE TAIL CONTINUES TO WRITHE AS LONG AS THE GEK REMAINS ON THE SAME DEPTH AS IT.
 - COLD-BLOODED: GEKS GAIN +10 LIGHT UPON RESTING IN A POPULATED POCKET OF WARMTH. THEY ALSO TAKE THE COLD STATUS BY HAVING LESS THAN 8 LIGHT THROUGHOUT 2 DUNGEON LAYERS.
- NAIAD IN PRISON UNIFORM (2):
 - HP: 2 + 1d8
 - +1 DEXTERITY
 - RIVER GODDESS: NAIADS CANNOT DIE WHEN IN THEIR DOMAIN.
 - RIVER BLESSING: WHEN IN THEIR DOMAIN, NAIADS CAN GRANT A SPIRIT +20 LIGHT.
- RAT (100):
 - HP: 2
 - +3 DEXTERITY
 - -5 STRENGTH
 - NATURAL ATTACK:
 - BITE: SELF; 1 DMG.
- PLAGUE RAT (49):
 - HP: 1
 - +3 DEXTERITY
 - -7 STRENGTH
 - NATURAL ATTACK:
 - BITE: SELF; 1 DMG. WHEN ATTACKING A TARGET WITH UNDER 3 HP, ROLL 1d6; ON A 1-2, INFLICT THE FOLLOWING INFECTION
 - PLAGUE: INFECTION EFFECT; INDUCES FEVER, HEADACHES, AND VOMITING AFTER 1d6 DAYS; REDUCES STRENGTH SCORE BY -1 FOR EACH DAY AFTER SYMPTOMS BEGIN TO SHOW

- **BALLOON WORM (12)**
 - HP: 3
- **GIANT SPIDER (2):**
 - HP: 1D6
 - +4 DEXTERITY
 - **HAIRS:** GIANT SPIDERS CAN EFFORTLESSLY CLIMB ON MOST SURFACES.
 - **SPINNERET:** GIANT SPIDERS ARE CAPABLE OF FORMING WEBS SIMILAR TO COMMON SPIDER WEBS, ALTHOUGH WITH MUCH STRONGER STRANDS. COVERING A HEX IN WEBBING TAKES ABOUT TEN MINUTES. STEPPING INTO A WEB CONSTRICTS ALL MOVEMENT, AND REQUIRES A SUCCESSFUL DEXTERITY CHECK TO AVOID LOSING THE ABILITY TO MAKE ACTIONS IN COMBAT AS WELL.
 - **NATURAL ATTACK:**
 - **INJECT:** SELF; 1 DMG; INFLECTS FOLLOWING INFECTION
 - **VENOM:** IMMEDIATELY REMOVES SENSE OF FEAR AND PAIN. PARALYZES PREY AFTER A NUMBER OF COMBAT ROUNDS EQUAL TO THE PREY'S STRENGTH, MAKING THEM LOSE THE ABILITY TO MOVE ON THEIR OWN.
- **GIANT SNAKE:**
 - HP: 1D8 +LENGTH
 - +4 DEXTERITY
 - **LONG:** CHOOSE HOW MANY HEXES YOUR BODY CAN INHABIT AT ONE TIME, MAXIMUM OF 4. YOU CAN CURL YOUR BODY TO TAKE UP LESS SPACE. YOU CAN ONLY USE ITEMS WITH YOUR JAWS OR THE END OF YOUR TAIL.
 - **NATURAL ATTACKS:**
 - **BITE:** SELF; 3 DMG; INFLECTS FOLLOWING INFECTION
 - **VENOM:** DEALS 1 DMG AT THE END OF EACH TURN
 - **STRANGLE:** SELF; AFTER HOLDING PREY FOR A NUMBER OF TURNS EQUAL TO PREY'S STRENGTH, DEALS 2 DMG FOR EACH TURN THAT PASSES; RESTRICTS PREY'S ACTIONS UNLESS PREY MAKES A SUCCESSFUL DEXTERITY CHECK; TAIL CANNOT BE USED WHILE STRANGLING

DEPTH 12+

YOU BEGIN TO FALL.

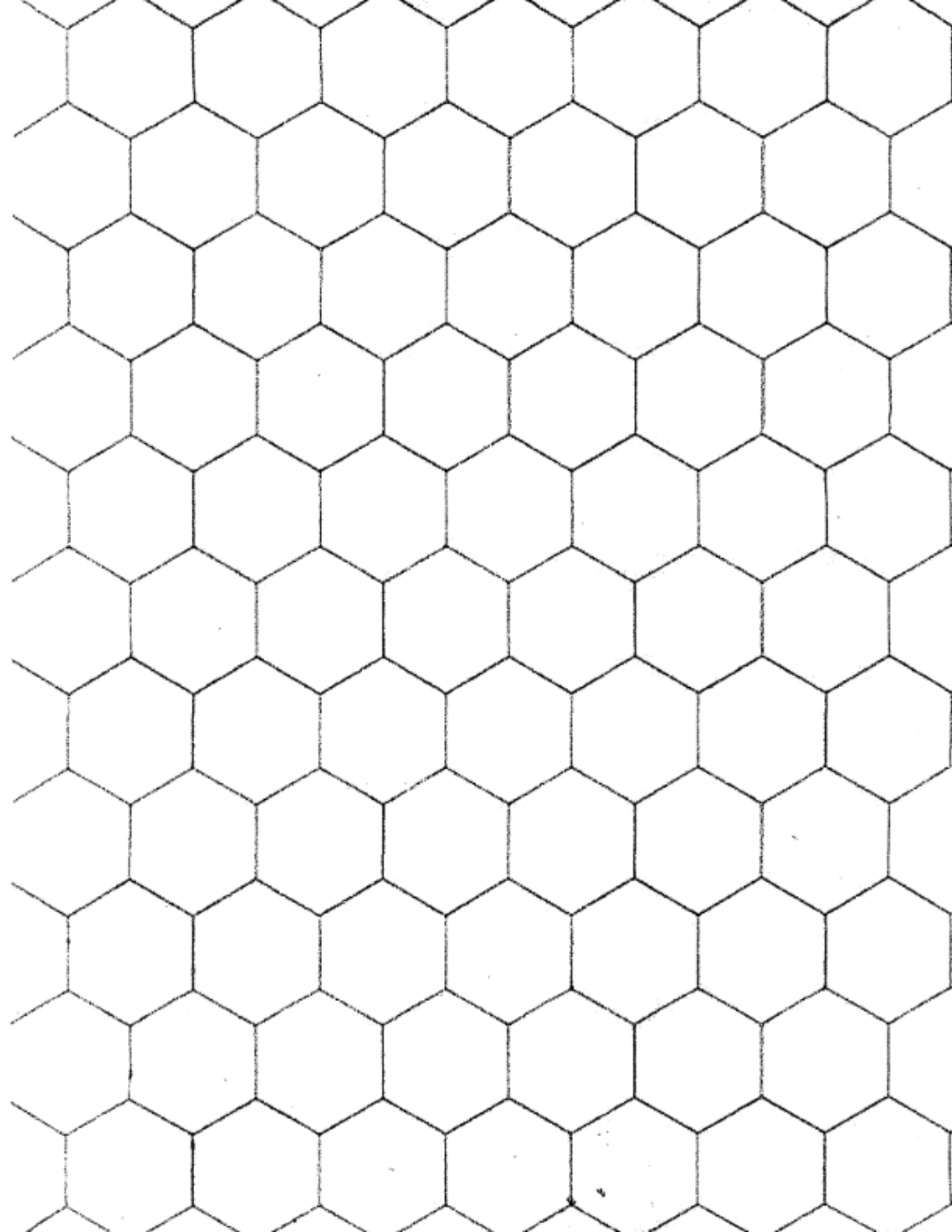
AN ANGEL FROM ON HIGH IS BELOW YOU, A MASS OF SKIN WRIGGLING UP TOWARD YOU WITH A SERIES OF HANDS SCARRED BY BLADES AND FIRE, TWO HOLES WHERE EYES USED TO BE, A NOSE THAT CAN ONLY SMELL ITS OWN ROT, AND A MAW THAT CAN ONLY CHEW. IT CRAWLS ALONG THE WALLS TOWARD ITS NEXT CRIMINAL, ITS NEXT SINNER, ITS NEXT PRISONER, ITS NEXT CORRECTION.

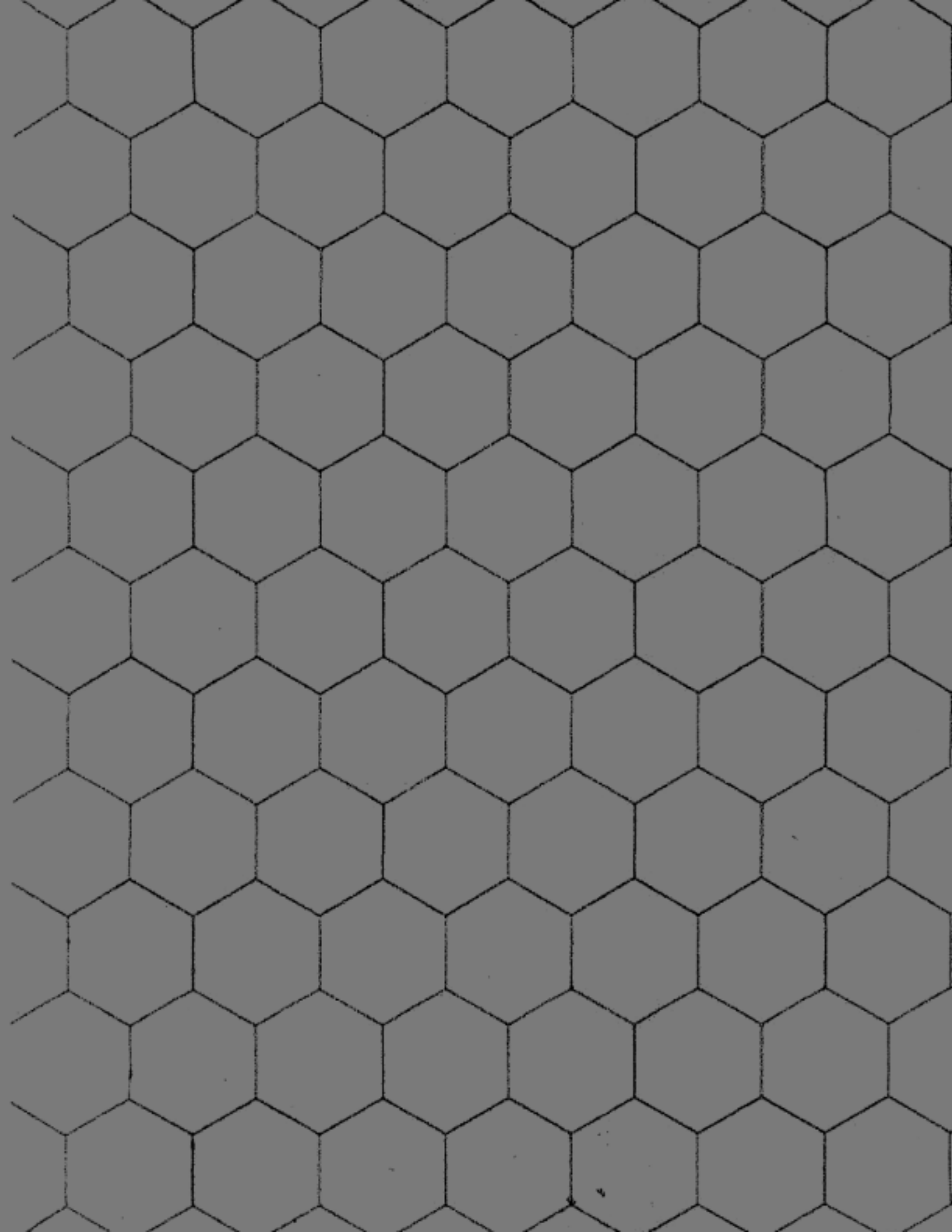
CRYPT WORM STATS

- ⬡ HP: $3 + 6D12$
- ⬡ ENORMITY: THE ANGEL SPANS ABOUT 3 HEXES ACROSS AND 4 HEXES DOWN.
- ⬡ COURT: THE ANGEL WILL CRAWL ALONG THE WALLS, 2 HEXES TOWARD ANY PRISONER THAT HAS NOT RECEIVED ENOUGH OF ITS JUSTICE.
- ⬡ JUSTICE: IF A PRISONER SUCCEEDS A ROLL WITHIN SELF OR 1 HEX RANGE, THE ANGEL WILL ATTEMPT TO SWALLOW THE PRISONER WHOLE, CHEWING IT $1D12$ TIMES, BEFORE SPITTING IT BACK OUT. EACH GNASH OF ITS JAWS DEALS 8 DMG. PRISONERS CAN MAKE A DEXTERITY CHECK TO AVOID JUSTICE.

UPON KILLING THE ANGEL, YOU WILL LAND ON A METAL PLATE, DISTURBING A THIN LAYER OF DARK BLACK POWDER, CAUSING IT TO FLOAT AROUND YOU. THE ANGEL LIMPLY HITS THE GROUND A MOMENT LATER. THERE IS NO SOUND.

BESIDE YOU, THERE IS A HOLE...





Ghost, there is no other world you will see. The meat between the bone and the dirt will rot and suddenly there will be nothing but a single crypt, and you will feel young and scared despite all your years. And you will be alone among the corpses.

THANKS TO NES FOR HELPING WITH SOME OF THIS

WRITTEN BY SPIDERS

