

# GUILD: Sword and Magick for Hire

Written by **KD**

Edited by **Ben L.**

Layout by **Kristen Denner**

Artwork from Public Domain

Special Artwork by **Kim Holm** licensed under a Creative Commons Attribution 4.0 Unported license

GUILD uses the WYRD Framework published by **Disaster Tourism**

**The Gloomlight Hollow** by *Gabe Rivera of Copper State Games*

Visit <http://guildrpg.quest> for an Adventurer Generator, printable materials and more GUILD offerings. Adventure awaits!

*GUILD is a tabletop RPG set in a fantasy KINGDOM as imagined by old school tabletop games. This game is best run with 3-6 players, and one GM referenced as the Guild Master. To play GUILD you'll need a standard set of seven polyhedral dice, a coin, pencils and paper.*

© Disaster Tourism 2022

## Kingdom Name Generator

[1d10] Prefix	[1d10] Suffix
1 Grend	1 land
2 Hyule	2 ore
3 Irol	3 urela
4 Thegle	4 dom
5 Bain	5 mouth
6 Fyrea	6 stead
7 Eres	7 ham
8 Ilea	8 ton
9 Quin	9 worth
10 Chron	10 by

# Table of Contents

History	4
Game Overview	6
Aptitude Resolution	7
Creating an Adventurer	8
Working in the Guild	12
Fighting	17
Critical Effects	20
Armaments	25
Magicks	30
Monsters and Enemies	33
Jobs and Bounties	34
Example Character Sheet	36
The Gloomlight Hollow an Underling Bounty by Gabe Rivera	39

# History

Your KINGDOM is set in a classic fantasy world filled with ancient magicks, deadly monsters and deep places that only the bravest dare tread. Nigh on a thousand years ago one of these brave adventurers took it upon themselves to organize their party into an established group with the goal of taking on adventuring jobs from locals, bounties for monsters and more. As the centuries passed, many Guilds of similar ilk have sprung up all over the world and beyond. From far and wide, the hopeful sacrifice everything to join the Guild as underlings—unsure if their survival is guaranteed, but determined to make a name for themselves despite a hand that has otherwise been harshly dealt to them.

Ancient Gold Bars [g] serve as the Guilds' standard currency. These small 2x4x1" bars are a unique mint from an age long lost to time but since their discovery centuries ago they've quickly overshadowed any other coin or gem despite other currencies being used outside the Guilds themselves. 1g always has a burden of 1. (See burden pg. 12) These bars become heavy in larger amounts, and require pack animals or hirelings to lug out from dungeons, if the party means to keep their gear and other treasures. Payment received from other sources can be converted to g at the Guild. Gems and other precious items have a value calculated based on their burden, ie., a small handful of rubies might be worth 2gp, as it is not very heavy, but a large handful of rubies might be worth 1g and have a burden of 1. Other sources might be smaller coins, gold pieces [gp], silver [sp] or copper [cp]. In these instances, consider the coin to be calculated as ¼ of the higher value.

1g=4gp

1gp=4sp

1sp=4cp.

[gp] will only become a burden of 1 when a player carries 4; [sp] becomes a burden of 1 when player carries 16, etc. Always round down on coin pieces and only calculate burden based on the actual total g the player carries.

# The Guild

The Guilds are centuries old organizations of adventurers of varying experiences who delve into their region's dungeons, ruins and caves, to loot treasure, rescue the distressed and make themselves a name for all in their Kingdom to know. Ranking up in a Guild requires a dues payment in gold and the approval of the local Guild Master. Every new member to the Guild begins as an Underling.

→If the table would like to start at Apprentice level see pg. 13 Working in the Guild

Adventurers dive headlong into ancient ruins infested with goblins and kobolds. Evil Wizards with dungeons full of experiments are bountied for brave hunters. The rich and powerful order your assistance in recovering their treasures. The weak beg your assistance in doling out their justice. Take the jobs you are given and choose your party wisely. Survival is paramount if a paycheck is needed. Rank up in your local Guild and become a great hero renowned and beloved throughout your KINGDOM. Your Kingdom is entirely up to the players and referee or Guild Master [GM]. Give the Kingdom a name and a hierarchy, or let it have evolved into a lawless and unnamed place run entirely by adventurers! Whatever you decide for your Kingdom is what it becomes. This means you create weapons, magicks and even monsters! The various categories provide structure with which you fill out your creative additions to the world, but do not view them as rules. They are merely guidelines to make your ideas function within this system.

# Aptitude

Aptitude [**APT**] is the core mechanic in GUILD. **APT** relies on a balance between a character's abilities and the weight of what they carry. The heavier their loadout (*See loadout pg. 12*) the harder it is to accomplish what they want. The relevant attribute offsets the character's loadout to create that attribute's APT.

→Example: Tess's Might is 4. Her current loadout is 3. Their Might APT is calculated as: loadout (3) minus Might (4), resulting in a Might APT of -1.

APT checks and saves are resolved by rolling [1d20]+Relevant Aptitude. A success is a result lower than the required difficulty. If the result of an APT check is below [0], consider it a resounding success. If any additional benefits can be applied add them to that player's result. If a certain check doesn't fit any of the aptitudes available, players make an argument for one, or roll flat [1d20] vs the difficulty. APT only changes if Might, Agility, or Mind is increased, or if a player changes equipped armor, trinket, or weapon types.

To calculate Might APT:

→Loadout - Might

To calculate Agility APT:

→Loadout - Agility

To calculate Mind APT:

→Loadout - Mind

## **Example Difficulty:**

15 Easy

10 Average

5 Hard

1 Extremely

# An Adventurer is Born

Roll [1d4]+1 for each Attribute: Might, Agility, Mind. Then roll on the tables provided to create your adventurer. An example of a filled out adventurer sheet is available on page 36.

Heritage [d12]

1. Farmer - The child of a meek tiller of the earth. You've learned to speak the language of animals. All pack animals you use gain [3d6] burden. Start with 1¢
2. Smith - The child of a lowly Armor-smith. Any new armor you buy or loot has a coin flip chance to gain +[1d6] Rating. Start with [1d2]¢.
3. Minstrel - The child of a desperate song-writer. Spending your evenings watching your parent sing their heart out for the most meager of pay has given you an uncanny way with words. Gain a permanent +1 to Mind, and start with 1¢
4. Unknown - Where did you even come from? Not even you really know. But a life of trying to find your purpose has given you quite an advantage when it comes to pilfering the pockets of others. Start with [2d2]¢ or permanent +1 to Agility.
5. Weaver - The child of a pitiful basket maker. Watching your parent hock their wares at the market every day gives you an innate haggling ability. All item costs are decreased by [1d3]¢ per rank in the Guild. Start with [1d2]¢
6. Mason - The child of a beefcake mason. Growing up cracking stones gives you a permanent +1 to your Might. Start with [1]¢.
7. Soldier - The child of a war torn soldier. Constant demand for defense caused your childhood to be one of rigorous training, that hasn't not come in handy more than once. Gain +1 damage to all weapon attacks.
8. Cobbler - The child of a selfless shoemaker, a cobbler who should have gained more notoriety than they ended with. Your careful stitching and choice of leathers gives you a slight edge in comfort while traveling. Gain +[1d6] total burden. Start with [1d3]¢.
9. Barber - The child of a much relied upon surgeon. Watching and training and carefully slicing and sewing, has given you a slight upper hand with small blades. Add [-2] to all attacks with Concealed weapons.
10. Carpenter - The child of a talented but unknown woodworker. A sharp blade, and a hefty mallet are simply extended appendages. Gain +[1d2] damage to Bladed, and Blunt weapons.

11. Tailor - The child of a once talented Tailor. Growing up with a parent lauded for their dyes and cloths, you learned the way of thread. Bonus to all Cloth and Light Armor is doubled. Start with 1g.

12. Noble - The child of a wealthy noble. You grew up in relative comfort and mild riches, which makes your decision to join the Guild one that certainly turns heads. Start with [1d6]g and a pair of Hirelings.





## Personal Affects *weightless unless noted* [1d30]

1. Chewing leaves, bush root and a clump of mint
2. Book of poems, glass lens and a scrap of tanned flesh
3. Coil of wire, hardtack and a human tooth
4. Unreadable scroll, wooden stake and a vial of water
5. Shears, silk gauze and a beast fang
6. Climbing rope, sewing needle and manacles\*
7. Strangely warm stone, glue and a lockpick
8. Quill, inkwell and parchment
9. Charcoal, dice and a bag of small bones
10. Clump of candle wax, flask of oil and a tinderbox
11. Tarot deck, planchette and a chunk of quartz
12. Skinning knife, small fur board and rags\*
13. Silver goblet, an old journal and a penknife
14. Smudge stick, porcelain bowl and semi-precious stones
15. Reed flute, stretched fox skin and a wooden mallet\*

16. Coin purse, spool of thread and patch cloth
  17. Small bottle of grain alcohol, clean cloth and a thin metal rod
  18. Tuft of fox fur, small pail and splitting wedges
  19. A pet lizard, glass pellets and a waterskin
  20. Metal clasps, length of line and an iron ring\*
  21. Puzzle Box, gold quill and red ink
  22. A rat, a metal can and wood shavings
  23. Woven basket, needles and yarn.
  24. 3 iron spikes, a short length of light chain and a torch\*
  25. Oil flask, small lantern and a flint stone\*
  26. Clump of hair, a dried finger and a strange pendant
  27. Ornate medallion of unknown origin, silver bracelet and Jaw harp
  28. Pig's foot, boar's tusk and a cow's horn\*
  29. Clump of feathers neatly bound, a metallic egg and a chicken's foot
  30. A midnight black cat that can speak to you\*
- \*Items with this symbol are heavier than most others, and are 1 burden.

### Guild Motivation [1d4]

1. Glory: Your only motivation is to be renowned and revered throughout the Guild and the rest of the Kingdom. Ranking up in the Guild costs 10 $\text{c}$  less per rank after Apprentice.
2. Gold: You only care about one thing. Shiny metal plaques of gold. Always find an extra +2 $\text{c}$  in chests or treasure storage.
3. Gore: You love killing. Your party is careful to stay out of your range. On every killing blow you make, add +3 damage to the next hit.
4. Guts: You're meek, but determined to overcome weakness you see in yourself. Your determination gives you an edge at the start of combat. Gain -2 to your first roll in every combat encounter.

### Additional Character Information

You wield your trusty but feeble weapon.

Feeble Weapons use either Agility or Might APT.

Ex: wooden chair leg, Aunt Lorensa's femur, splintered broomstick

Loadout: 1 Value: 0

[1d3] Damage

1 1

2 1d2

3 2

You wear your frail and pathetic armor.

Ex: plowhorse's blanket, parent's nightshirt, cracked wine cask with shoulder straps.

Loadout: 1 Value: 0

[1d4] Rating

1 3

2 5

3 6

4 8

Flip a coin to determine if you remembered to bring a somewhat functioning Shield [6 rating, 2 loadout, no value], or a Broken Trinket [[1d2] essence, 1 potency, 1 loadout, no value]. If you carry the amulet, decide which magicks you know from the magicks table. (Magicks)

Players carry up to 15+Might in their inventory, referenced as burden. Loadout, is the weight of only equipped weapons, armor and trinkets. Anything not in current use does not count towards the loadout. Small items the size of a hand can be stored at no cost. Armor Rating relates how much damage the armor takes before permanently breaking. Damaged armor is repaired by the Guild Blacksmith for 1/4th of its value. Broken armor is repaired for half of its value. Once armor

is broken players are left extremely vulnerable to death or extreme physical harm. On some occasions injuries to Aptitudes may be used as negative effects from poison or other such debuffs. They may also be replaced with permanent bodily harm. (See Critical Effects, and Death) Certain items might be necessary to purchase from the Guild for your bounties, or delves. The Guild always offers these items and more at a these rates, but in other places, they may be priced higher to accommodate.

Item	Value[ $\epsilon$ ]	Burden
10' Pole	2	2
25' Chain	3	3
25' Rope	2	1
100' Rope	4	4
Climbing Pitons [6]	3	2
Iron Spikes [6]	4	3
Torches [3]	2	3
Oil Flask [12h]	3	1
Firestarter	1	1

## Underling Bounties

At the beginning of a campaign players create their Underlings and together with the Guild Master choose which type of adventure they want to begin with. Some may choose to risk their lives in a funnel style adventure. This undertaking is one that fewer underlings risk, but reaps the most reward, as all treasure is divided amongst the Survivors. Players might choose to create more than one underling to take on one of these adventures for survivability and whomever survives this initial adventure are invited to pay their dues to their Guild and become Apprentices. Alternatively: Underlings accompany a Guild Champion on a bounty or hired job. In doing so the mettle of new guild members is put to the test. During this adventure whenever a combat encounter occurs players roll [1d10], the lowest result takes control of the Guild Champion. At the end of the adventure the Guild Champion pays each underling  $[1d4]+4g$ . However any additional treasure of significance may be taken by the Champion, unless unseen. Don't forget to pay your dues. After every job the Guild takes 10 percent before payout.

# Working in the Guild

Rank	Cost	Bonus
Underling	-	-
Apprentice	5 $\text{c}$	+1 $\text{c}$ Bonus per job
Journeyer	50 $\text{c}$	+1d6 Carry Weight, +1d4 $\text{c}$ Bonus per job
Expert	100 $\text{c}$	+1d8 Carry Weight, +1d6 $\text{c}$ Bonus per job
Champion	175 $\text{c}$	+1d10 Carry Weight, +1d10 $\text{c}$ Bonus per job

When a player reaches the Apprentice rank, they may have access to the Guild's resources: Hirelings, Pack Animals, Trainers, and Smiths. If the table would like to start the game at Apprentice level, each player chooses one item from each of the Armaments tables they want to outfit themselves with. If the table wants to start at even higher ranks, the Guild Master doles out 10+Players in  $\text{c}$  per rank to each player, which they can then use to purchase any upgrades from the Guild they want.

Paying hirelings to do heavy lifting is a privilege granted to official Guild members. Hirelings will only engage in combat encounters if they feel it is absolutely necessary, usually opting to cower and avoid combat. All hirelings deal 1 damage upon hitting Enemies. HD (Hit Dice [1d8]) refers to their Health, but also how many hirelings there are. Burden is the total carry weight possible per hireling.

Hireling	Burden	Cost[ $\text{c}$ ]	HD
Single	[1d8]	10	1
Pair	[2d8]	20	2
Gang	[3d8]	40	6
Pack	[4d8]	60	10

Renting pack animals is a privilege granted to official Guild Members. Renting them is not cheap, but allows players the opportunity to carry out more treasures and Purchasing pack animals is an alternative option, however, purchasing a pack animal is three times the cost up front. HD for pack animals represents how much damage they can take before dying. Burden is the total carry weight possible per animal.

Pack Animal	Burden	Cost[ $\text{c}$ ]	HD
Goat	10	3	1
Pig	35	10	1+ 4
Pony	80	18	2
Cow	140	28	4
Horse	185	35	6
Draft Horse	250	40	8

When players are granted access to guild upgrades, they pay the Guild Smiths or Trainers to work on their weapons, armor and trinkets upgrading them. Each upgrade is per item or per spell. Upgrading a Bladed and a Blunt weapon each once costs 4Ꞓ per weapon. However upgrading either a second time costs 6Ꞓ. Same goes for magicks. Each upgrade adds +1 to the item, magick or attribute being upgraded. Trinkets will gain +1 to Potency and +1 to Essence. However on the 4th Trinket upgrades Essence gains +1 of that die type as well. Weapon, Armor, Attribute, Trinket and Magic Upgrades will all use the table provided to determine cost.

Upgrade	Cost [Ꞓ]
1st Upgrade	4
2nd Upgrade	9
3rd Upgrade	15
4th Upgrade	25

# Combat

Combat is resolved in turns taken in any order the table has predetermined. A simple guide might be using the Agility APT scores from ascending to descending. Guild members declare which Enemies they are attacking, and those Enemies respond to them. If more than one player is attacking the same Enemy, that Enemy's target is determined by the Guild Master. After each player has taken their turn, the Enemies make their attacks. The Guild Master may choose to ignore the enemy's turn altogether for weaker foes, or for faster combat. Melee attacks will always be rivaled by the target of the attack. Ranged attacks however, will use the targets attack roll as a dynamic difficulty, meaning a spellcaster needs to beat the Enemy's attack roll to hit it from afar. If a ranged attack misses, the targeted enemy may take the option to close the gap for the next round, take a free attack against the closest melee target, or any other move the GM sees fit to make. Losing the attack roll against Enemies forces players to take the brunt of the damage on their armor, or shield. Enemy attacks do doubledamage if they win the roll by <10, full damage at <5, and half damage if <1. If a player is the target of an attack, and does not wish to risk being hit, they may instead roll Agility APT at a -4 bonus, against the attack roll. A success means they've avoided the strike, a failure means they take full damage +1. Players may also flee. Once a player has fled combat, they cannot return until combat has ended.

## Attacking:

Roll [1d20]+Relevant APT against the Enemy's [1d20]+Attack modifier. The lowest roll wins, and deals damage accordingly.

Killing Enemies: Weapon attacks and Magicks that hit Enemies are assumed to bypass the armor worn, and instead deal damage to their Health. When their health reaches zero, they die.

Additional Notes: In the event of a tie in the attack roll, the Enemies always win. In the event that Enemies or players would have a stealth attack, the stealthing party would instead make an attack roll with a -5 attached to the relevant APT, unless otherwise ruled by the Guild Master.

If the result of an attack is negative, and the player has won the roll, consult the Critical Success table, to determine the outcome. If the result of an attack by the player is a Natural 20, and the Enemy has rolled any negative number, consult the Critical Failure table, to determine the outcome. If an attack ever reduces a player's armor to 0, that player rolls [1d12] on the Armorless Critical Effects table. If the attack, after the armor is reduced to 0, still had more points of damage equal to the player's Might, the player dies immediately. Some attacks may hit a player's unarmored body part, or pierce a piece of armor straight through, and character damage is necessary—apply injuries to that character's attributes. Once a character has an injury to an attribute twice it's original value, the character dies, or is permanently incapacitated, whichever is more likely. Injuries can be healed after resting for a period of time determined by the Guild Master.

Example: Tess was bitten by a Giant Rat (Minor, poison). Tess now has +2 to Might for [1d2] days, or until cured of the rat's poisonous bite.



### [1d12] Armorless Critical Effects

- 1 Die immediately, and extremely brutally.
- 2 Your dominant arm is severed, or torn from your body at the shoulder. Bleed out in [1d6] minutes. All attack rolls gain +8 until fully healed, and +5 for [1d3] years.
- 3 Your eye is brutally crushed by the attack, causing full blindness for [1d12] hours, and partial blindness for the rest of your life, giving all discovery, or perceptive checks a +5.
- 4 The attack brutalizes your lungs. You cannot run and have +10 temporary burden for [1d3] days.
- 5 You are thrown through the air, and impaled on a broken object nearby. One of your valuable organs is punctured, causing death in [1d12] minutes. All rolls gain +5, and you cannot walk for [1d2] hours.
- 6 An ally of your attacker blindsides you with a blow to the head, deafening your left ear for [1d120] minutes. All rolls requiring hearing gain +5.
- 7 The attack cuts deep into your wrist, causing your weapon to fly off out of melee range.
- 8 You twist your ankle attempting to avoid the blow, and lose your balance. Agility gains +5 for [1d20] minutes until the pain passes.
- 9 Your non dominant hand is severed from your arm. Lose use of the hand if it is not reattached within [1d2] hours. Bleed out in [1d20] minutes. All attack rolls gain +4.
- 10 The attack tears a swath of flesh from your belly. Exposing your innards to the elements. Your organs spill out in [1d10] seconds, if the wound is not dealt with.
- 11 Your spine is cracked by the blow, and gives you excruciating pain for [1d2] months. Agility gains +5 until then.
- 12 Your jaw is dislocated as the attack strikes your face. Other than extreme pain for [1d6] hours, and temporary disorientation for [1d20] seconds, you are fine.

### [1d10] 0-10 Critical Success

- 1 Your attack slaps the target with a heft that knocks the wind out of them briefly.
- 2 You open a small wound, that causes an infection in the target killing it from sepsis in [1d20] days.
- 3 The enemy's weapon is deflected away, giving the next attacker a -1 to their attack.
- 4 The enemy's shoe soles separate, causing them to trip and fall.
- 5 The attack spins the target in a full circle, dealing 1 damage to any of its allies in melee range.
- 6 The attack deflects a small piece of falling debris or flying object, into another target for 1 damage.
- 7 An ally of the target clambors forward to take the hit. If no ally is available, resolve normally.
- 8 The target staggers from the strike, giving the next two attackers -1 to their rolls.
- 9 The target is sufficiently impressed with your attack, and loses its morale, gaining +2 to its attacks.
- 10 The target whimpers in fear, and attempts to flee, and will not stop fleeing for 4 rounds, or until struck.

[1d10] 11-19 Critical Success

- 1 The strike crushes the torso of the target causing it to double over. All attacks for the next round gain -4.
- 2 The target's attempt at deflection results in being hit by its own weapon, and yours.
- 3 The target is distracted by the attack, and steps in the line of attack of one of its allies.
- 4 The enemy's shoe soles separate, causing them to trip and fall.
- 5 The target turns to flee, and hits an ally with its weapon. All attacks on the target gain -6 for one round.
- 6 The attack strikes both the target and an ally, dealing full damage to both, and knocking the target prone.
- 7 The attack severs the spinal cord of your target, dropping it to the ground, alive, but writhing in pain.
- 8 The target's arm is dismembered from the attack. It gains +4 to its future attacks.
- 9 The head of the target is caved in, detaching an eyeball which dangles from its nerve. All rolls for the target gain +8
- 10 Both hands of the target are severed, it drops to the ground pleading for mercy from bleeding stumps.

[1d10] 20+ Critical Success

- 1 The target's head is detached from its neck. A spray of blood gives all of its allies +3 to all rolls as their morale is depleted.
- 2 The target's closest ally are coated in bile as the blow shreds the guts of the target, instantly killing the target, and giving the ally a +5 to attack rolls for one round.
- 3 The target's legs are both detached at the knees, and it falls onto its own weapon chin first.
- 4 The weight of the blow splits the target in half vertically, killing it instantly. The gore strikes fear into all allies, giving them +3 to all their rolls until the end of combat.
- 5 The energizing roar of bloody success from your fatal strike on the target, gives your party a -4 to all of their attacks for 2 rounds.
- 6 From shoulder to opposite waist, the target is torn in two. An upward-swinging follow through deals 3 additional damage to the nearest ally.
- 7 One random party member is enraged in gleeful bloodlust by your visceral attack, and gains -10 to their next attack.
- 8 An ally of the target attempts to defend against your attack, but out of fear falls onto the target. Both take full damage from your attack.
- 9 The entire party froths for blood after seeing your brutal decapitation of the target,. The party gains -6 to all attacks, and all hirelings join in the fray for 2 rounds.
- 10 Your attack not only instantly kills the target, but its weapon spins off into [1d4] allies, dealing full weapon damage to all, and killing one.

[1d20] Critical Failure

- 1 Your weapon breaks. Repair at the Guild, or abandon it.
- 2 Your backpack is torn open and several random items fall out, randomly determining which is lost permanently to a crack on the floor.
- 3 The attack was meant for a foe, but in the flurry of battle, you strike a party member. Deal full damage to their armor and knock them prone.
- 4 You stumble and fall to the ground, puncturing your armor for [1d2] damage on a jagged rock, or sharp piece of metal.
- 5 Your knees buckle in fear and you take an additional [1d3] damage from the attack, as it glances into the side of your head.
- 6 You lose focus as the blow knocks the sweat of battle into your eyes and you gain +4 to your next two attacks.
- 7 Your knuckles are skinned against the armor of your target, or a wall nearby. Your weapon clatters to the ground.
- 8 Your attack deflects off the target's weapon and impales the nearest person, be it friend or foe.
- 9 Your target tackles you and knocks the wind out of you. Your armor is weakened by 1 point.
- 10 Your weapon lodges into a crack in the wall, or other obstacle. Requiring Might APT 10 to pull free.
- 11 You lose your footing and spin wildly. Weapon hits anyone within 1 meter for 1 damage.
- 12 Your armor comes loose, as you move and swings off and away from your body.
- 13 The attack meant for you strikes true, but then deflects into an ally dealing 1 damage.
- 14 Your boots come loose and you trip and fall to the ground as they slip off.
- 15 Your hands are sweaty and your swing flings your weapon [1d4] meters past the enemy group.
- 16 You lose your morale as you take a full blow to the chest. While your armor might protect you, you gain +5 to all rolls for the rest of combat.
- 17 You deftly step into the line of fire of an ally's ranged attack, or spell.
- 18 Your attack misses entirely and you feel like a fool.
- 19 You forget to actually attack and stand dumbstruck, as you are struck.
- 20 Re-roll on the Armorless Critical Effects table.

# Weapons

Weapons can be anything and from any heritage, or culture, as long as they maintain the Damage, Loadout, Bonus and Value of whichever type they fit in. Roll for these results when a weapon is recovered (See Item Quality pg. 29).

Feeble Ex: Branch, Femur, Chair Leg

Aptitude - Agility or Might Loadout: 1 Value: 0

[1d3] Damage

1 1

2 1d2

3 2

Concealed Ex: Dagger, Blackjack, Hatchet

Aptitude - Agility Loadout: 1 Value: [1d2]

Bonus: Two attacks per round

[1d4] Damage

1 1d3

2 1d4

3 2d4

4 2d4

Bladed Ex: Shortsword, Longsword, Splitting Axe

Aptitude - Agility Loadout: 2 Value: [1d2]

[1d4] Damage

1 1d3

2 2d3

3 2d4

4 3d3

Blunt Ex: Cudgel, Pickaxe, Flail

Aptitude - Might Loadout: 3 Value: [1d3]

[1d4] Damage

1 2d4

2 3d3

3 2d6

4 2d8

Heavy Ex: Great sword, Pike, War Spear

Aptitude - Might Loadout: 4 Value: [3d2]

[1d4] Damage

1 3d3

2 2d6

3 2d8

4 4d6

Short Range Example: Throwing Axe, Throwing Knives, Flintlock Pistol

Aptitude - Agility Loadout: 2 Value: [1d2]

[1d4] Quality

1 1d4

2 2d3

3 2d4

4 3d2

Long Range Example: Bow, Crossbow, Flintlock Rifle

Aptitude - Agility Loadout: 3 Value: [2d2]

[1d4] Quality

1 2d3

2 2d4

3 1d6

4 3d3

# Trinkets

Trinkets are items that harbor arcane power. They look like anything from an amulet, to a staff, to a tome, and can be from any heritage, or culture, as long as they maintain their Potency, Essence, Loadout and Value of the type held. Roll for these results when a Trinket is retrieved. (See Item Quality).

Broken Ex: Cracked Amulet, Tarnished Prayer Beads

Aptitude - Mind Loadout: 1 Potency: 1 Value: -

[1d2] Essence

1 1d2

2 1d3

Weak Ex: Small Shard of a God Tear, Cracked Holy Orb

Aptitude - Mind Loadout: [1d2]+1 Value: [1d2]+1

[1d3] Potency Essence

1 2 1d4

2 3 3d2

3 4 1d4

Hallowed Ex: Staff of Prayers, The Book of Many

Aptitude - Mind Loadout: [1d3]+2 Value: [1d5]+5

[1d4] Potency Essence

1 3 2d6

2 4 2d8

3 5 5d2

4 6 3d4

Arcane Ex: Staff of the Wind, Tear of Bloodstone

Aptitude - Mind Loadout: [1d4]+3 Value: [1d8]+5

[1d4] Potency Essence

1 4 4d4

2 6 3d6

3 5 3d8

4 7 5d4

Precious Ex: Tome of Blessings, Shard of The Mighty Wind, Staff of the Gods

Aptitude - Mind Loadout: [1d4]+4 Value: [1d10]+10

[1d4] Potency Essence

1 4 3d6

2 6 3d8

3 7 5d4

4 8 5d6

# Armor

Armor is anything that can be worn and can be from any heritage, or culture, as long as it maintains the Rating, Loadout, Bonus and Value of whichever type is bought or found. Roll for these results upon receiving a piece of armor. (See Item Quality pg. 29). One piece of Armor from each category can be layered, atop each other, providing a player is willing to risk their Aptitude to do so.

Pathetic Ex: Potato Sack, Cow's Blanket

Loadout: 1 Value: 0

[1d4] Rating

1 3

2 5

3 6

4 8

Cloth Ex: Linen Shirt, Wool Cloak, Silk Robe

Loadout: [1d2]+1 Value: [1d2]+4 Bonus: +2 Mind when Equipped

[1d4] Rating

1 7

2 10

3 16

4 20

Light Ex: Cotton Jacket, Leather Tunic, Leather Pauldrons

Loadout: [1d2]+2 Value: [1d4]+8 Bonus: Flip a coin when Dodging to keep your next turn.

[1d4] Rating

1 5

2 9

3 13

4 18

Medium Ex: Thick Cotton Gambeson, Light Mail Shirt

Loadout: [1d2]+3 Value: [1d6]+6 Bonus: +1 Agility when equipped

[1d4] Rating

1 10

2 18

3 26

4 35

Heavy Ex: Heavy Leather Jerkin, Heavy Mail Shirt

Loadout: [1d4]+6 Value: [1d8]+4 Bonus: -

[1d4] Rating

- 1 15
- 2 25
- 3 38
- 4 35

Cumbersome Ex: Plate Mail, Stone-Mail

Loadout:  $[1d4]+8$  Value:  $[1d10]+10$  Bonus: If using [Heavy] Weapon add  $+ [1d6]$

[1d4] Rating

- 1 45
- 2 65
- 3 85
- 4 100

Shields Ex: Buckler, Wooden Shield, Kite Shield

Loadout:  $[1d2]+3$  Value:  $[1d10]+10$  Bonus: -

[1d4] Rating

- 1 20
- 2 30
- 3 40
- 4 50

When a Weapon, Armor, or Trinket, is looted as treasure, roll to determine its item quality (Damage, Rating, Essence/Potency). If the result for a Weapon, or Armor is a [4], roll for a possible permanent effect on the Magic Effect table. Items will still retain the Damage/Rating, Loadout and Value of whichever type it fits in. If a weapon or armor receives a magick effect, use the bonus of that magick as damage or rating adjustment unless a creative alternate is discussed and agreed on at the table.



# Magicks

Magicks come in many forms and not all are easily decipherable. Trinkets are used to harness magicks and contain them until they're ready to be used. Magicks are only as useful, or powerful as the imagination of the player in conjunction with the Guild Master's adjudications. The types of Magicks are left vague so creativity can be at the Forefront. Players can memorize as many Magicks as their Mind allows, but can only change the Magicks they've memorized when resting. Learning magicks requires time and safety. Just because a player finds a Trinket, does not mean they can now cast magicks at will. Defensive Magicks are generally enhanced by the Potency of the Trinket, while Harmful Magicks are generally enhanced by the Essence of the Trinket. These rules may fluctuate circumstantially, so determine which is necessary in conjunction with Guild Master if it becomes unclear. Other Magicks like Service Magicks and Utility Magicks may use Potency for rounds, minutes, burden, distance, or another static metric, or Essence if damage, repair, or a random metric is required.

Type of Magick	Examples	Mind Slots	Bonus
Service Magicks	Create Food / Repair Garment	1	-
Utility Magicks	Levitation / Telekinesis	2	-
Small Defensive Magick	Clear Poison / Deflect Missiles	3	+1
Medium Defensive Magick	Smokescreen / Stop Bleeding	4	+2
Large Defensive Magick	Regeneration / Countermagick	5	+4
Major Defensive Magick	Resurrection / Deflect Magick	8	+10
Small Damage Magick	Firespray / Rock Throw	3	+1
Medium Damage Magick	Firebolt / Thunderstrike	4	+ [1d3]
Large Damage Magick	Fireball / Tectonic Quake	5	+ [1d4]
Major Damage Magick	Magma Flame / Volcano Strike	8	+ [1d10]

d% Weapon Magick Effect

0-69 None

70-79 Weak Damage Bonus (+1 Damage)

80-83 Imbued Small Damage Magick

84-90 Strong Damage Bonus (+4 Damage)

91-92 Imbued Medium Damage Magick

93-98 Imbued Large Damage Magick

99 Major Damage Bonus (+6 Damage) + Imbued

Major Damage Magick

d% Armor Magick Effect

0-69 None

70-79 Weak Defensive Bonus (+1 Enemy's Combat Roll)

80-83 Imbued Small Defensive Magick

84-90 Strong Defensive Bonus (+4 Enemy's Combat Roll)

91-92 Imbued Medium Defensive Magick

93-98 Imbued Large Defensive Magick

99 Major Defensive Bonus (+6 Enemy's Combat Roll)+ Imbued Major Defensive Magick

# Enemies

Enemies are categorized in sizes or strengths. Examples are provided as reference, however they are not exclusive. A roaming horde of Goblins (Minor) could be led by a Goblin Leader (Dangerous) and 4 Goblin Fighters (Minor).

Type	Example	DMG	HD	Att.	Drops ( $\text{G}$ , or 1 from List)
Fodder	Mouse/Beetle	1	1	+5	- / -
Weak	Giant Spider/Wolf	2	1	+1	[1d2]-1 $\text{G}$ or Broken/ Weak Trinkets, Feeble Weapons,Pathetic Armor
Minor	Goblin/Kobold	4	1 +1	+1	[1d4]-1 $\text{G}$ or Weak Trinkets, Cloth/Light Armor, Concealed/Bladed Weapons
Average	Orc/Wildcat	6	2	-0	1d6]-1 $\text{G}$ or Weak Trinkets, Cloth/Light/ Medium Armor, Concealed/Bladed/Blunt/ Short Range Weapons
Dangerous	Human/Bear	8	3+4	-2	[1d8]+1 $\text{G}$ or Weak Hallowed/Arcane Trinkets, Cloth/Light/ Medium/Heavy Armor, Concealed/Edged/Blunt/ Short Range/Long Range Weapons
Deadly	Troll/Cockatrice	10	4	-4	[1d12]+3 $\text{G}$ or All Weapons, Armors and Trinket Types
Monstrous	Dragon/Giant	12	6	-10	[1d20]+5 $\text{G}$ or All Weapons, Armors and Trinket Types and Item Quality roll advantage

# Jobs and Bounties

Jobs and bounties are readily and plentifully available in the Kingdom.

Use the Guild rank of the party to determine the appropriate level and generate adventure seeds and reward tiers, using the tables provided below.

## Apprentice 1-8G

3[1d10]

Job	Modifier	Location
1 Collect	Fungus	Derelict Farm
2 Clear	Infestation	Beast's Den
3 Poison Bandit	Giant	Cellar
4 Find	Valuable	Unnatural Cave
5 Kill	Beast	Forest Clearing
6 Investigate Haunting	Bandit's	Manse
7 Rescue Guild Member	Nearby	Ruins
8 Transport Medicine	Abandoned	Village
9 Salvage Treasure	Cursed	Dolmen
10 Guard Prisoner	Scorched	Fort

## Journeyer 5-10G

3[1d10]

Job	Modifier	Location
1 Kill Bandits	Massive	Cave
2 Stop Ritual	Accursed	Ruins
3 Protect Noble	Haunted	Village
4 Hunt	Beast Pack	Bandit's Fort
5 Stop Monster Horde	Wizard's	Manor
6 Transport Valuables	Subterranean	Dolmen
7 Hunt Escaped Prisoner	Darkened	Forest
8 Transport Medicine	Abandoned	Vineyard
9 Collect Monster Parts	Cliffside	Mine
10 Stop Haunting	Ruined	Barrow

## Expert 8-15G

3[1d10]

Job	Modifier	Location
1 Kill Bandits	Monster	Burial Site
2 Rescue Kidnapped X	Cursed	Dolmen
3 Protect Noble	Ancient	Temple
4 Kill Monster	Cliffside	Ruins
5 Find Cure for a Curse	Ruined	Warren
6 Rescue Guild Champion	Under-Earth	Island
7 Stop Infestation	Haunted	Vineyard

- 8 Banish Spirits
- 9 Salvage Treasure
- 10 Slay Kingdom Traitor

- Bandit Leader's Redoubt
- Mountain Top Fortress
- Abandoned Excavation Site

Champion 10-20¢  
3[1d10]

Job	Modifier	Location
1 Kill Bandit Leader	Monster's	Temple
2 Hunt Beast Pack	Wizard's	Castle
3 Rescue Guild Master	Royal's	Labyrinth
4 Guard Treasure Horde	Accursed	Ruins
5 Find Magick Weapon	Ancient	Island
6 Stop Monster Horde	Demon's	Dolmen
7 Slay Traitor's Clan	Bandit King's	Hamlet
8 Banish Foul Spirits	Dragon's	Wreckage
9 Bounty for Deserters	Under-Earth	Barrow
10 Slay Dragon	Maze-like	Manor