FlexTale™ Solo Adventuring Toolkit

Rules & Resources for Solo RPG Play

by J. Evans Payne

5th Edition Fantasy

Compatible

Pathfinder Compatible

Compatible With DCC RPG

Infinium Game Studio

FlexTale

Pathfinder Roleplaying Game Compatible

Colophon

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Thank you for believing in me, when all I had to prove myself was an idea, a blurb, a handful of maps, and a dream.

The product you hold in your hands—or store on your hard drive—is a direct result of your faith, and support. I can't thank you enough.

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Dedication

This book is dedicated to all those in middle school who struggle to find friends at recess; to all those middle-aged grognards who now find it difficult to find time for the hobby they enjoy; and to those who have lost friends and loved ones with whom they have shared their passion.

Foreword

This book sets several noteworthy records for **Infinium Game Studio**.

First, it's the **most popular** Kickstarter project we've launched. Just very nearly shy of 500 backers, and counting pre-orders, over that count. I'm thrilled that there's so much support for this concept.

Second, I'm pretty sure that it's the **most-delayed** project we've worked on. There have been many reasons for those delays, most having been discussed on our project updates and quarterly State of the Realm updates. I won't regurgitate them here, because there's no point: you hold in your hands, or see on your screen, the final product, which is finally here, regardless of delays and their causes.

Third, it's the **densest product** I've produced. I mean that in the sense that every single page has a lot of stuff. There's well over 600 tables in this thing, and each and every one of them is meant to add value to your games. The ***FlexAI Guidebook*** had more, but in terms of value per page, I can't think of anything I've ever done that is as powerful as the ***Solo Adventuring Toolkit***.

Fourth, it's the first, best, bringing to bear of the **true vision** of the FlexTale concept. The first—and as of this writing, the current—version of the ***FlexTale Encounter Generator (FTEG)*** was amazing and unprecedented and innovative, but it really was just a first-round implementation. What you have in your hands begins to unveil the true vision, the true power, of what I have in mind.

Fifth, and finally, it's the first major project that I've written in the era of cancer and COVID both significantly impacting my family's lives.

Yes, this touches on the "reasons for delay" notion that I just a few sentences ago said that I wasn't going to describe. So I understand a bit of confusion or frustration at my mentioning it now.

I've written and crossed out about a half-dozen variations of what to say on this topic, and nothing feels right. I don't want to burden the reader with details of my personal life—which, let's be honest, are completely irrelevant to your enjoyment of the book now that it's actually here.

But I also don't want to gloss over the significance.

Though in a very real way, I've been working on this book for probably 30 years, in a more tangible way, I've been most significantly heads-down for a chunk of time that has been some of the most difficult to manage of my life.

Whereas I've managed my time in survival mode to great extent previously, never have I ***felt*** every ***minute*** of every day like I have in 2021. While it does make you appreciate those moments of enjoyment that do come, it's not an environment where one regularly does one's best, so I've had to create time here and there as needed to make sure this book has been as good as I have always envisioned it being.

Simply put, then: This book ***cost*** me more than the ones that have come before it, and hopefully all those to follow.

Does that blood, sweat, and tears redeem the huge delay in finishing it? I'm not the person to answer that. I just edited the copyright placeholder on the previous page, and I had originally put in "(C) 2019", so I'm painfully aware of the timing issues here.

Does that affect your enjoyment of this book, and its use in your games? Probably not. I'd like to think not, actually. I ***hope*** it doesn't. Honestly, I kind of hope that you're not even reading this Foreword at all, and that you've skipped past all this boring intro stuff and sunk your teeth right into the meaty bits.

I hope you're already rolling on tables.

The best way for me to honor the terrors of 2021, and what it took to finally finish this book, is to just get it into your hands at long last.

And the best possible outcome of all of this is that you enjoy this. I hope you do. There's success, there's money, and all of that, and I strive and hustle for it all like the next good and decent American.

But better than any of that, there's that feeling that you ***did good***. That it was ***worth it***.

So. That's what I'm going for, with this book.

By any reasonable definition, this thing's a beast.

Considerably and repeatedly delayed, hotly anticipated, and probably a year and a half too late to be of greatest use for those stranded at home and waiting out what is by any measure an unprecedented awfulness.

But a beast, nonetheless. And here at last.

Is it worth the wait? I certainly hope so. I think so. It feels worth it, or at the very least, worth***while***.

I do regret letting down those of you who wanted this a year or two ago. I do regret mentioning target dates and not being able to hit them.

But I don't regret the time I took to get here. I don't at all regret the final product.

Hopefully, you don't, either.

And so—those of you who have been with IGS for a while know already where I'm going with this...

Onward.

Now, more than ever before.

Stay safe, stay sane, and game on.

J. Evans Payne

Bryn Mawr, Pennsylvania

October 2021

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Introduction

Overview, Usability, & Conventions

What Is This Book?

This book is intended to be any or all of the following. These are listed in no particular order.

- A ***standalone tool***, used for generating and running a solo adventuring campaign.
- ***Inspiration*** for running a traditional, G/DM-plus-players, tabletop roleplaying campaign.
- A ***dynamic content generation tool*** to quickly create endless quests, dungeons, rewards, threats, and other adventure content with zero preparation beforehand, in either a solo or a traditional game environment.
- A companion to the ***FlexTale Encounter Generator*** books to fuel dynamic solo content generation.

In short, how you use this book is really dependent upon you and your needs as a GM and as a player.

Context & Assumptions

This book assumes the following:

- The reader is entering the solo experience with a background of **having played** traditional tabletop roleplaying games, either as a player, and/or as a GM.
- The reader is **not** picking this book up as the **very first** example of a pen-and-paper roleplaying experience.
- The reader is in possession of the **core rulebook(s),** and/or the bare minimum of published materials and resources, required to play and GM one or more of the popular fantasy roleplaying games supported by this book.
- The reader is **familiar with the rules** of their selected rules system, at least enough to remember where in those rules to go back and double-check those rules if detailed knowledge is needed. For example, you may well have forgotten all of the details involved with Grapple Checks in Pathfinder, but you've read through them and probably even used them at least once, so if that situation comes up in your solo play, you can go look up the details and remind yourself how to run that situation.
- The reader is familiar with the **basic mechanics** of their chosen ruleset, for example, what Ability Scores are, how they relate to Ability Score Modifiers, etc.
- The reader is capable of **creating his/her own PCs,** using the rules of their chosen system to do so.
- No matter what the reader's level of comfort with their chosen rules system is, they are willing to **modify some of those rules** so as to improve the solo-play experience.

With that said, however, this book also attempts to do the following:

- Provide **thoughts and guidance** on the **GM**-related elements of solo play, to aid those readers who may never have acted in the role of a GM before. For example, the book contains a wealth of tables that help the reader create stories, maps, and adventures, even if they have never done those things themselves in a traditional gaming environment.
- Provide **tools and ponderings** on several aspects of the core rules of the supported game systems, particularly as they relate to changing those rules, and incorporating elements of rules from other systems so as to facilitate solo play. For example, the **Advantage/Disadvantage** mechanic from the Fifth Edition of the world's most popular RPG is used several places herein, and is explained for those who are choosing instead to play using the Pathfinder rules set.
- Act as a starting point for infinite, dynamic, and easy-to-create **adventure content generation**.

Strengths

This book contains a wealth of tweaks, tools, and, of course, tables that can be used in any combination to produce a truly infinite amount of dynamic adventure content.

Although these tools were written with an eye toward producing this content for solo roleplayers, nearly everything in this tome is also usable in a traditional, D/GM-plus-players gaming environment.

There has never before been so comprehensive a tool engineered toward empowering and fueling solo adventures. I know. I've checked, and researched the topic extensively. If at any point I had found something, anything, even vaguely approaching the capabilities of this book, I might have stopped writing it!

When to Use This Book

- If you intend to pursue ***solo play*** of a tabletop RPG.
- If you are in need of zero-preparation, ready-to-use adventure content, either as a solo player or as a D/GM in traditional group social play.
- If you are curious about whether solo play is for you, and are looking for what tools might be useful to help you pursue that objective.
- If you're looking for inspiration as to how to become a better D/GM, in the traditional sense of the concept.

What This Book is NOT

This book does not contain full tabletop roleplaying game rules. It is designed to work with a number of the most popular fantasy TTRPGs, but can easily work with any game.

This book also lacks a scripted, structured, predesigned adventure. It provides tools to generate billions of different combinations of dynamically-created adventures, however.

How to Use This Book

There is no wrong way to use this book. However, as the

approach used is perhaps somewhat different than other takes on similar material, some guidance may be useful to consider.

On Its Own

The ***FlexTale Solo Adventuring Toolkit*** is designed to be fully usable on its own, without any other IGS or FlexTale products. The **FTEG SAT** contains enough of an introduction and preamble in these chapters to frame its use as a tool to single-handedly drive enable solo play in any supported rules system... or, indeed, any tabletop roleplaying game at all, really.

However, it may be challenging, particularly for players new to tabletop roleplaying games or to GMing in general, to tackle the myriad other challenges of solo roleplaying.

As a D/GM QuickStart

It happens to the best of us: you meant to prepare for your gaming session, but real life got in the way. Your day job was demanding, your other social commitments accumulated, and time just ran away, leaving you ::checks watch:: no time whatsoever to prep for the game.

Not to worry; the FTEG SAT has your back. Flip to the QuickStart pages and roll up your environment. Flip to the Quests section and roll up a few quests in minutes.

Each and every table and tool in this book was designed around the reality that not everyone has the time they would like to prepare... and, let's be quite honest here, not everyone likes to prepare in the first place. Some of us are by-the-seat-of-our-pants-ers, and we like it that way.

As a D/GM Handhold

One question I see frequently is: How do I start with DMing a group? Or, equally important: How do I get better as a DM?

While this book was not written explicitly to address these questions, it was made with them, and the people who ask them, in mind.

To be frank, if you're asking either of those questions, you're well on your way to answering them, just merely by the virtue of wanting to improve.

It's like sanity: it's only those who never question their abilities who need to worry about them.

(Make of that analogy what you will!)

Finger-Stabbing

Stuck? Have writer's block? Out of ideas as a D/GM?

Open this book to any page at random, and stab your finger at any paragraph.

No, seriously. Give it a try.

Whatever you point to, try to incorporate that into your game.

I cannot guarantee this will solve your dilemna or obstacle. But this book is so densely-packed with tables, tools, discussions, and explanations, that the chances are nearly 100% that there will be ***something*** to tickle your fancy.

Inspiration for Adventure Design

The FTEG SAT contains hundreds of tables for creating dynamic adventure content. But you don't need to use them as written to derive value from them.

You can just flip through the pages, and occasionally note an idea that you might not have thought of, or perhaps haven't thought of in that particular flavor or combination.

I absolutely guarantee that if you do start rolling on the tables, you'll come up with combinations that you've never thought of, and might not have if it hadn't been for how things are organized here. (That's less me bragging about how good the book is, and more just using statistics to prove a point.)

With FTEG Core & Context Books

The ***FlexTale Encounter Generator*** (**FTEG**) core book is a massive resource for generating dynamic tabletop roleplaying game content in real time, with zero preparation beforehand. Although it was designed to be used by a GM as a means of helping create adventure content for a traditional gaming group, there's no reason at all that it can't be used to fuel dynamic content for solo play.

The ideal scenario, then, is one in which:

- The ***SCC*** is used to create a solo adventuring party.
- The ***FTEG SAT*** is used for rules to guide solo gameplay and dictate what sorts of dynamic content need to be generated.
- The ***FTEG Core*** book is used to actually generate the content required.

The three books operate together in fluid harmony, each solving problems covered to some degree by the others.

Notes & Conventions

As is typical in a roleplaying game adventure or module, some text herein is meant to be read or shown to players verbatim... but the majority of the content is meant to be for the Game Master's (GM) eyes only. Below please find some visual conventions that make this differentiation clear.

Player Descriptive Text

These sections are meant to be read aloud to players as-is. You are of course free to introduce your own changes as you see fit as a Game Master. Player Descriptive Text blocks are meant to serve as informative tidbits that have been preconstructed to reflect the exact nature of the situation being encountered by the party.

GM-Only Notes

Granted, nearly everything not highlighted in Player Descriptive Text is not meant to be read aloud to the players. However, some content is much more "sensitive" than others.

GM-Only Notes such as this typically give away plot points, major background, or other information that the players may not normally have access to—either right now, or in some cases, ever. Make sure to conceal these sections from players unless there is a specific reason to tell them!

Designer's Soapbox

In some cases, the game designer will want to express a specific opinion about some aspect of the adventure. Typically, this takes the form of a discussion on interpreting rules, or a recommendation as to how best to play or run a particular piece of the adventure. In all cases, veteran GMs should feel comfortable ignoring these "soapbox" diatribes... but veteran and new GMs alike may find something of interest in the coalesced experience of three decades of roleplaying experience!

Variable Challenge

One of the things that has frustrated many GMs is that adventures are almost universally designed in this manner: for a specific level of challenge, or at most, a very narrow range of PC levels (e.g., "4th to 6th level").

One might argue that this Variable Challenge concept is at the very heart of ***Aquilae: Bestiary of the Realm*** and why it exists in the first place.

There are many advantages to this approach, not least of which being the guarantee that all challenges (monsters, traps, and NPCs) are calibrated very specifically to that narrow zone of difficulty.

The drawback, of course, is the narrowness of that range. GMs wishing to run a module designed for 10th-level PCs, for example, are either flat out of luck, or have to do some fairly intensive work to scale the content up or down to better align with the PCs she is playing with.

The degree to which a particular GM, or even gaming group, enjoys perusing and tweaking game statistics—"crunch", in common parlance—varies, of course. Some GMs love crunch, and spend a majority of their prep time creating and refining their challenges to ensure the crunch is accurate and appropriately challenging. On the other end of the spectrum are "by the seat of their pants" GMs, who ignore crunch almost entirely, rarely referring to stat blocks lest it distract from the focus of storytelling.

This adventure, and in a broader sense, **Infinium Game Studio**, does not want to judge as to which approach is "better" or "worse". What matters is that you have fun and enjoy yourselves!

However, we do want to make it as easy as possible to play this adventure no matter what level your PCs happen to be.

Experience Points and Reward Nuggets

There are many ways of calculating, dispersing, and accounting for experience points (XP) in a Pathfinder or 5E gaming group. What follows is a method that I have used over the decades, and it's been a lot of fun. Although it may not be for every gaming group—your mileage may vary—it's an interesting spin on traditional methods, and the approach may work for you.

Whether this approach works for you or not, however, it's worth reading through, because all of the Quests in this adventure denote XP awards using this method.

Quick-Start

Very, very succinctly, this approach involves the following:

- Instead of granting XP as a reward, grant **Reward Stars**.
- If using IGS products, you'll see Reward Stars listed for each **Quest**.
- If you're using non-IGS adventures, rolling your own, or otherwise at a loss, default to **1 Reward Star** for each challenge overcome. (Grant more for more difficult situations, or grant zero for common obstacles.)
- In between adventures, each PC converts their **Reward Stars** to standard XP, and levels up as normal.
- You can switch back and forth between this approach and a traditional XP-based model at any time as you wish.

Reward Stars and IGS

Whether this approach works for you or not, it's worth reading through this approach, if you intend to use any Infinium Game Studio products: All of the Quests in such material denote XP awards using this method.

Experience Points and Reward Stars

There are many ways of calculating, dispersing, and accounting for experience points (XP) in a Pathfinder gaming group. What follows is a method that I have used over the decades, and it's been a lot of fun. Although it may not be for every gaming group—your mileage may vary—it's an interesting spin on traditional methods, and the approach may work for you.

I Want Candy

In the author's early days as a GM, I tossed out candies as rewards to the players when their characters did a good job. Candy could be distributed for defeating a kobold, picking a lock, dodging an attack, convincing the castle guard to look the other way, or any of the ordinary actions whose consequence typically involve experience points.

However, I also gave out candy for good roleplaying, convincing dialogue, outstanding (or horrid) emulation of accents, meta-jokes about the circumstances of the game that were truly hilarious, suggesting things to me as the GM or other players that took the story in a new direction, or—and I have to be honest, here—helping me as a GM.

My general rule was, if I forgot a rule, and you pointed it out in a way that didn't make you seem like a jerk, then you got rewarded. This could be something as innocuous as reminding me that your elf ranger's longbow was firing +1 arrows, or as significant as reminding me that a certain piece of equipment granted a reroll to a critically-failed outcome.

Generally speaking, candy rewards were given out in my games for anything—literally, anything—that made the gaming experience more fun. Doorbell rings, and the pizza's here, and your character is tied up in the cyclops' cave, so you know you won't be doing anything for a few minutes, and so you go and grab the grub, and tip the delivery guy—that's worth a candy. Tell a funny joke—that's worth a candy. Save the life of your comrade, only to drug him unconscious and use him as a prop, in the manner of Weekend at Bernie's—okay, that's a little ghoulish, but it's in charcter, and amazing, so, yeah, that's three candies right there.

Candy as XP

Candy is awesome, though for one of my gaming group, who was a diabetic, it was a controlled and mindful awesomeness. But even the most free-wheeling player wants their character to level up. I get it.

At the end of each gaming session, my players would "turn in" their candy wrappers. Each wrapper represented something gone right, a good deed done—and therefore it was converted to XP. Generally speaking, no matter what the PCs' levels, no matter what the adventure, 10 candy wrappers meant you advanced to the next level. If you fell short—let's say, you only got 6—then it meant you were closer for next gaming session (i.e., 4 needed in this example).

As years went on, it became a bit less practical and/or healthy to urge my friends to consume at least ten pieces of candy every time we got together, and so the approach was tweaked. Instead of candy wrappers, gold stars, or spare dice in a particular color, or Warhammer 40,000 figurines. The point was, you got a token, a "nugget" of reward, which was later converted into XP.

Rules lawyers hate this method, and I respect that. But even the most hardened min/maxer eventually recognizes that this approach, despite its drawbacks, keeps play flowing quite quickly, and keeps everyone focused on what I believe should be the goal of any roleplaying game session.

Namely: to have fun!

Reward Stars: The Formalized Approach

The following represent opportunities to gain an experience point reward. Most published adventures describe rewards in terms of these objectives.

- **Defeating** monsters and NPCs.
- Avoiding traps, picking locks, or otherwise **overcoming obstacles**.
- Succeeding in **skill challenges** or checks.
- Fulfilling other objects in pursuit of a **Quest**.

Monsters and NPCs commonly list the **XP** reward the PCs should obtain for defeating them in combat. IGS products also list the number of "**Reward Stars**" players should receive for success. This is denoted like this: **+2**.

Think of a **Reward Star** as a sugar-free and abstracted version of a piece of candy from the earlier anecdote: players receive one or more most times that they achieve something in the game.

Locks, traps, and skill checks are typically "quadded"; each level of **CR** lists a suggested **XP** reward, but also a number of **Reward Stars**.

Quests only list **Reward Stars**. This is because **Quests** should be fun, interesting, and above all, useful to the PCs, but shouldn't be game-breakingly powerful or ignorably impotent. A simple delivery quest, for example: what should that be worth? **500 XP**? For a level one character, that can be almost halfway to levelling up; for a level 19 character, that makes for a completely worthless diversion. Using **Reward Stars** solves this problem, by automatically scaling the reward to be significant regardless of character level.

If you follow the approach I've used, then at the end of each gaming session (or in between sessions, or at the start of the next session, whatever works best for your schedule), convert the **Reward Stars** to traditional **Experience Points**.

The GM is heavily encouraged to augment the rewards documented with additional rewards, for perhaps-less-tangible contributions: good jokes, helpful behavior, playing fair and nice, being a good sport, paying for or even just ordering dinner, that sort of thing.

Such "intangible rewards" should be general in nature: a good, timely joke should be rewarded with a chunk of XP that's meaningful and helpful to the PC in question, whether they're level 1 or level 19.

Stay In Character... Or Else

In rare cases, or with certain gaming groups, the GM should reserve the right to remove or revoke the **Reward Stars** a particular player, or the group entire, has earned.

Such penalties should not be applied in a discouraging manner, or against players who are genuinely trying, but whose luck is simply poor, or for whom things just aren't working out. Indeed, successful roleplaying in the face of dire circumstances should be rewarded more!

Reward Stars should only be revoked if the player is detracting from play, distracting others, making inappropriate jokes not appreciated by the rest of the group, not paying their fair share... or just generally being a jerk.

Converting Reward Stars to XP

Each **Reward Star** represents different **XP** depending on what your current level is.

If you've assigned **Reward Stars** to a particular PC, use the character's current level on the table below to convert to an **XP** reward.

On some occasions, you may instead have granted **Reward Stars** to the party as a whole. In this scenario, calculate the

Average Party Level (APL) as you normally would, and use that on the table below to convert the reward to standard **XP**.

If a PC has more than the minimum sufficient **Reward Stars** to advance in level, they may continue to advance! In such a scenario, count Stars using the PC's current level, until they level up. Any remaining stars are converted to **XP** using the character's new level. In exceptionally rare circumstances—or with exceptionally indulgent GMs!—this may involve a PC levelling up multiple times between sessions, though such power-levelling is generally discouraged.

Finally, in addition to different methods of determining rewards, gaming groups tend to have different theories as to how rapidly characters should level up. Slow, average, and fast tracks are shown here, which scale to the corresponding Character Advancement experience point totals in the ***Pathfinder Core Rulebook*** and ***Dungeon Master's Guide***.

For purposes of **Reward Stars**, the following standard has been used:

- **Slow** advancement requires 15 **Reward Stars** to advance.
- Advancement with the **Average** progression demands 10 **Reward Stars** per level.
- Only 5 **Reward Stars** are needed to advance following the **Fast** track.

Reward Star to XP Conversion Tables

Use the following tables to convert between **Reward Stars** and conventional **Experience Point** rewards.

Reward Star to XP Conversion: Pathfinder

Table 1: Converting Reward Stars to XP: Pathfinder

Level, CR, or APL	Slow	Avg	Fast
1	200	200	260
2	300	300	400
3	433	400	540
4	600	600	800
5	800	800	1,000
6	1,200	1,200	1,600
7	1,600	1,600	2,200
8	2,533	2,400	3,200
9	3,000	3,000	4,200
10	5,000	5,000	6,800
11	6,333	6,500	8,000
12	9,667	9,500	13,000
13	12,667	13,000	17,000
14	19,333	19,000	26,000
15	26,333	25,500	35,000
16	36,667	41,000	50,000
17	53,333	50,000	70,000
18	76,667	75,000	100,000
19	100,000	105,000	140,000
20	n/a	n/a	n/a

Reward Star to XP Conversion: Fifth Ediition / 5E

Table 2: Converting Reward Stars to XP: 5E

Level or CR	Slow	Avg	Fast
1	20	30	60
2	40	60	120
3	120	180	360
4	253	380	760
5	500	750	1,500
6	600	900	1,800
7	733	1,100	2,200
8	933	1,400	2,800
9	1,067	1,600	3,200
10	1,400	2,100	4,200
11	1,000	1,500	3,000
12	1,333	2,000	4,000
13	1,333	2,000	4,000
14	1,667	2,500	5,000
15	2,000	3,000	6,000
16	2,000	3,000	6,000
17	2,667	4,000	8,000
18	2,667	4,000	8,000

Level or CR	Slow	Avg	Fast
19	3,333	5,000	10,000
20	n/a	n/a	n/a

Reward Star to XP Conversion: Pathfinder Second Edition

Table 3: Converting Reward Stars to XP: Pathfinder Second Edition (P2E)

Level or CR	Slow	Avg	Fast
1	20	30	60
2	40	60	120
3	120	180	360
4	253	380	760
5	500	750	1,500
6	600	900	1,800
7	733	1,100	2,200
8	933	1,400	2,800
9	1,067	1,600	3,200
10	1,400	2,100	4,200
11	1,000	1,500	3,000
12	1,333	2,000	4,000
13	1,333	2,000	4,000
14	1,667	2,500	5,000
15	2,000	3,000	6,000
16	2,000	3,000	6,000
17	2,667	4,000	8,000
18	2,667	4,000	8,000
19	3,333	5,000	10,000
20	n/a	n/a	n/a

Reward Star to XP Conversion: OSR

Note that no table is provided for OSR systems. This is because most OSR systems use different experience point requirements by level for various classes and races/backgrounds. For example, Fighters progress in levels far more rapidly than Magic-Users, traditionally.

Thus, what a single Reward Star means to one PC might be different than what it means to another.

To convert between XP and Reward Stars with an OSR system, take the number of XP required for your next level, and divide by **15, 10**, or **5** corresponding to **Slow, Average,** or **Fast** advancement.

Reward Star to XP Conversion: Dungeon Crawl Classics (DCC)

Note that of all the systems supported by this book, the Reward Star system "bastardizes" the intent behind DCC to the greatest extent.

DCC's rules explicitly state that the number of adventuring sessions required to advance in levels should increase dramatically as your level increases. Whereas the entire point behind Reward Stars is to even the playing field, and make sure that level progression is somewhat consistent.

Use the following table, and indeed the Reward Star approach in general, at your own risk, then, when playing DCC, with this intentional, explicit, and fundamental change in mind.

Table 4: Converting Reward Stars to XP: Dungeon Crawl Classics

Level, CR, or APL	Slow	Avg	Fast
1	3	4	8
2	4	6	12
3	5	8	16
4	7	10	20
5	8	12	24
6	9	14	28
7	11	16	32
8	12	18	36
9	13	20	40
10	n/a	n/a	n/a

Converting Existing Gaming Products to the Reward Star Format

This is pretty simple. Take anything in the adventure you're converting that explicitly gives an XP reward. For each such occurrence, consider the value and challenge of the obstacle faced. Assign a number of Reward Stars based on that.

It's suggested that most Quests, obstacles, or challenges probably merit zero, or just 1, Reward Star. Significant, complex, or time-consuming tasks might justify 1-2 Reward Stars. Awarding 3 or more Reward Stars should be reserved only for the completion of a major task, an entire-gaming-session challenge, or some other elaborate or truly brutal challenge.

You can do this on the fly, as well—which might be preferable, really, as it allows you to assign a reward based on how hard the challenge turned out to be for the PCs. For example, if the Dice Gods are truly not with your players in a given session, what should normally have been a simple encounter with a handful of low-level monsters might have ended up being a horrid, life-threatening affair. In such circumstances, it doesn't matter of it was just a group of Giant Rats: chuck some candy at your players, for goodness sake.

Conclusion

Some veteran GMs might read this with a slight bemusement, shake their heads, and discard it, moving on with their lives. In that case, I hope this has served as an interesting diversion.

Novice GMs, or those who wish to run Infinium Game Studio products in particular, may see some value in this alternate approach.

In truth, this was written primarily for GMs who have been seeking a means of formalizing... okay, semi-formalizing, a reward system that incents not just slaying dragons and looting corpses, but in-character behavior, thoughtful reminders, and just generally speaking, a good time.

Regardless of which category you might fall into... thanks for reading! And remember to look for the Reward Stars concept in future Infinium Game Studio products!

"Quadded" Stat Blocks

Toward the goal of having an adventure that can be run with PCs of various levels, all NPCs and monsters in this adventure have four separate sets of statistics.

These represent iterations of the creature in four distinct scales of challenge. These scales are referred to, in ascending difficulty, as **Low**, **Moderate**, **Advanced**, and **Elite**.

Low-level statistics are the default, and are intended for parties of 1st to 4th level PCs. Typically, the **Low CR** for a creature will be in the range of fractional, up to 4. You may see this referred to as "**1L**".

Moderate statistics present a bit more challenge, and are meant for 5th to 8th level PCs. **CRs** can be in the range from 4-10. You may see this referred to as "**2M**".

Advanced creatures give even more of a fight, representing **CRs** in the range of 10-15, and are meant for adventurers of the same levels. You may see this referred to as "**3A**".

Elite monsters and NPCs are the most evolved, and present formidable difficulty in the 12-20 **CR** range. These stat blocks are designed for PCs above 15th level. You may see this referred to as "**4E**".

To avoid confusion, elsewhere in the text outside of the creature's quadded stat block definition, the statistics referred to are the **Low**, or default, block. For example, the condensed, "vital stats" block that is shown in red where the NPC or monster is introduced in the adventure uses the **Low** values.

Quadded Challenge Blocks

Skill challenges and checks, traps, poisons, and obstacles sometimes have quadded stat blocks as well.

Although nearly all NPCs and monsters have quadded stat blocks, not all other game elements do. This is intentional. It represents the reality that although monsters and people might be of advanced difficulty, the city of **Berinncorte** exists in a typical, average fantasy realm—DC 50 Mythic-caliber locks simply doesn't exist, let alone on every door in town!

Below is an example of a door that has a quadded challenge block. The icons represent the scale of increasing difficulty; from top to bottom, they are **Low, Moderate, Advanced**, and **Elite**.

Locked Secret Wooden Door

5" thick; **Hardness** 5; **hp** 60; **Perception** DC 16; **Break** DC 20; **Disable Device** DC 18

5" thick; **Hardness** 5; **hp** 60; **Perception** DC 20; **Break** DC 24; **Disable Device** DC 22

5" thick; **Hardness** 5; **hp** 60; **Perception** DC 22; **Break** DC 26; **Disable Device** DC 24

5" thick; **Hardness** 5; **hp** 60; **Perception** DC 24; **Break** DC 28; **Disable Device** DC 26

Quick Start

Play a Solo Game Immediately

Introduction

Solo QuickStart allows you to quickly and easily generate a dynamic, interactive, and interesting dungeon crawl without a DM or GM to direct things.

What is Solo QuickStart?

The **Solo QuickStart Guide** represents a singular achievement: Truly prepless solo gameplay with absolutely zero time required to invest up front.

Roll up some characters—or grab premade ones from the Solo Character Compendium—and start play INSTANTLY just by rolling a d20.

Many "prepless" GM tools offer expansive and sometimes thoughtful treatises on the nature of gamemastering, the role of players vs. dungeon masters, and all manner of meta-topics related to the game and how it is played.

However, most such tools fall well short of actually providing a framework that lets you instantly play, with zero preparation or further thought or consideration.

Solo QuickStart has been developed specifically to do exactly that.

How Do I Get Started?

To jump in, you'll need three resources.

- The ***FlexTale Solo QuickStart Guide.***
  (That's this book. So you're already 1/3 of the way there just reading this.)

- One or more PC **character sheets**.

  (You can roll your own using your favorite approach, or you can save even more time by using the pre-made ones in the Solo Character Compendium for either Pathfinder or 5E).

- A **bestiary** of some sort, with common fantasy monsters for your rules system.

  (Most rules systems come with this, or a standard Bestiary book is part of the commonly-bought core package of rules books. You can also use the Aquilae: Bestiary of the Realm, Solo QuickStart Edition, which contains Quadded Statblocks for all of the monsters in this QuickStart, each ready to play across a wide range of PC levels.)

And then, of course, you need dice, but all you need to drive the adventure itself without a DM/GM is a d20.

The FlexTale Advantage

The enormous benefit of the **FlexTale** approach is that this book is by no means limited to use in solo play: any GM with any adventuring party can use it to quickly and easily generate an infinite number of different, interesting, engaging, and challenging dungeons, no two the same and each one scaled to the adventuring party your gaming group plays with.

It is literally as simple as picking up this book, rolling a d20, and determining what happens next. Each roll takes the adventure in a new direction, introduces a new foe, reveals a new challenge, or uncovers a new dungeon chamber.

In fact, in reading this introduction, you've already spent more time than is required to get started. So pick up your character sheets and start solo adventuring!

How to Play

In a nutshell, the **Solo QuickStart Guide** works by having your dice rolls dynamically unveil a dungeon map, and populating that map with adventure content.

To begin, just roll on "FlexTable 1: QuickStart Map Generator" on page 29. Draw the result as the beginning of your dungeon. This is a dungeon "room", and it can be either a Hallway or a Chamber.

Subsequent to that first roll, continue to reveal the dungeon map one room at a time, and follow the instructions in doing so.

The adventure ends when you reveal a Staircase, when your entire party is slain... or, because this is Solo play, whenever you feel like it!

Revealing the Dungeon

Each time you roll on the Map Generator table to reveal more of the dungeon that you have not yet explored, add the room you roll against the room you're entering it from.

Room Placement

The map shapes are shown with the connecting point at their bottom. You do not get to choose how to insert the newly-revealed room.

For example, let's say you roll a starting room that is a
Left-Right "T" Hallway.

You choose to travel to the east, or to the right. You roll a
Left-Right "T" Chamber.

The Left-Right "T" Chamber is inserted into your map with its bottom (the middle of the "T") connecting to the existing, known room, at the entry point. The examples opposite depict the resulting dungeon segment.

Combating Nonsensical Design

A general common-sense rule for Solo play is: Whenever a rolled result would simply not make sense, or would be physically impossible, then reroll that result until it does

Illustration 1: Map Placement Example, Initial Room

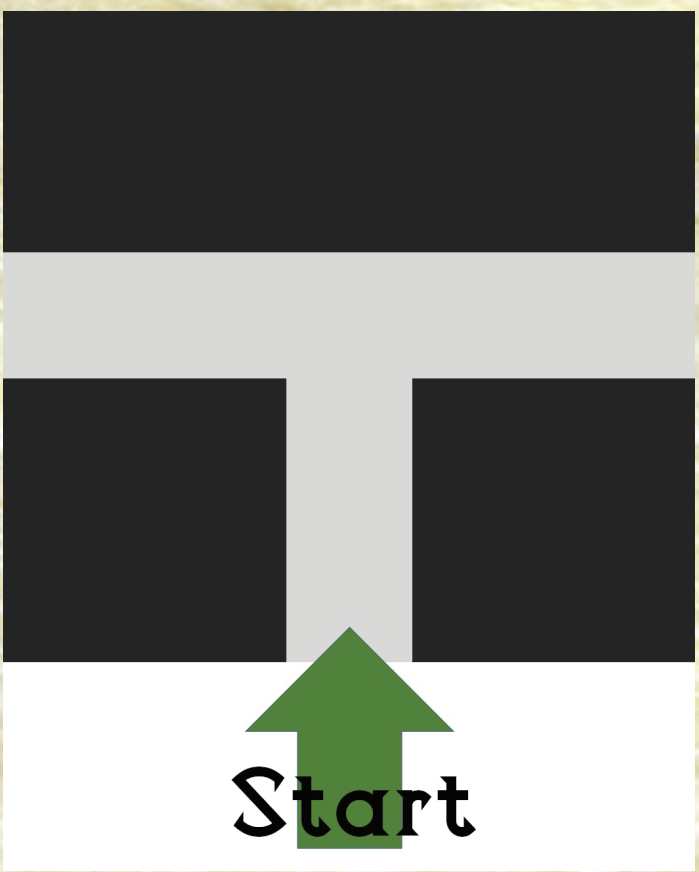
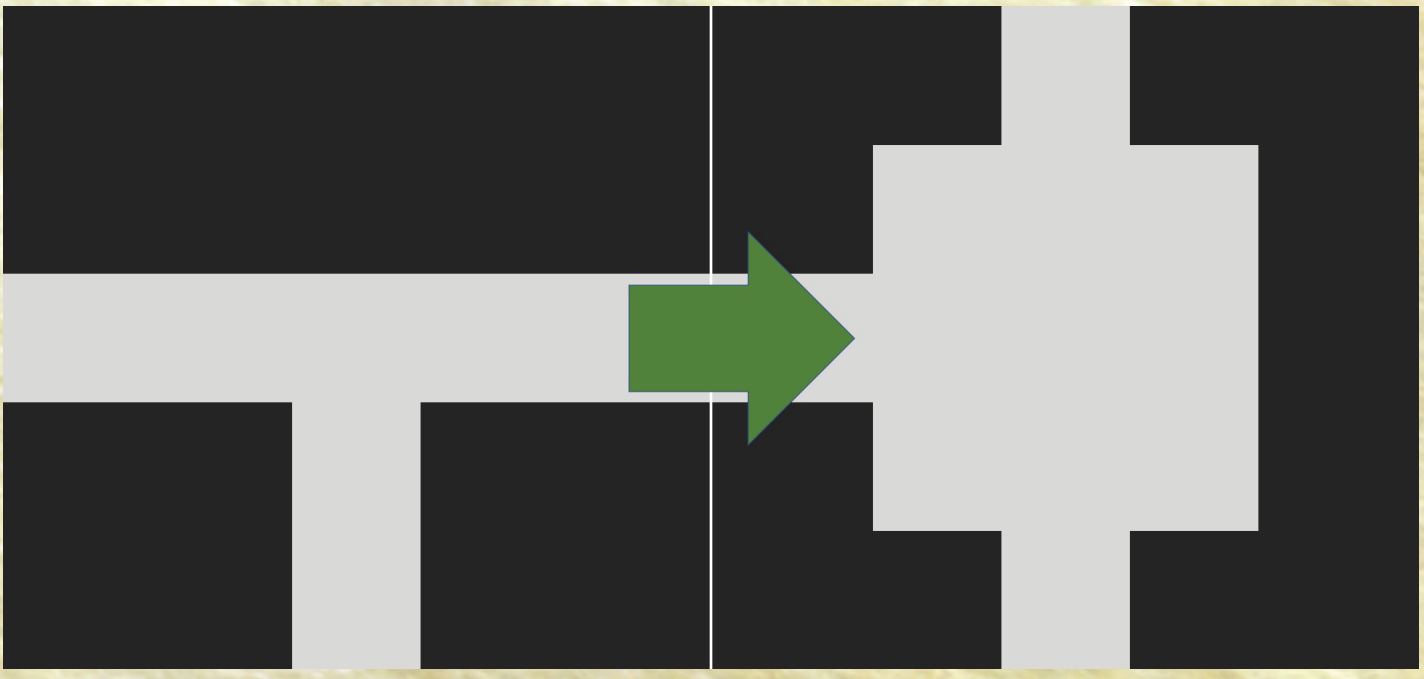


Illustration 2: Map Placement Example, After Placing a Left-Right "T" Chamber



make sense.

For mapping, this includes any situation in which a rolled room would not match up with existing rooms around it.

Navigating the Dungeon

You may move your party through the dungeon however you like.

Each time there is a branch, you may choose which way to go.

You can backtrack any time you like. Each time you traverse known dungeon rooms, you should roll on the appropriate **Random Encounter** table every 4 rooms to see if something new occurs.

Secrets

If you encounter a Secret, roll on "FlexTable 12: QuickStart Secret Door" on page 49.

Secrets reveal additional dungeon rooms. Once you have defeated the potential elements of the secret door being hidden, locked, and/or trapped, place a new room as follows.

Choose one of the edges in the room in which you reveal the secret that does not already contain a connection or potentia-l connection to another room (i.e., a "black edge"). Change that edge to a hallway, and roll a new room however you normally would.

Keep in mind that the Secret Door table may result in additional adventure elements in the room that is revealed.

Secrets revealed in a four-way room, where there are no such edges, may transport you diagonally; randomize which direction the secret teleports you in.

Safety

Any map room that does NOT initially contain an encounter (i.e., a trap, an obstacle, a combat encounter, etc.) may be safe to rest in. But then again, it may not be!

When attempting to rest, roll on the **encounter table** that's appropriate for the room type: either "FlexTable 2: QuickStart Hallway Encounter" on page 30, or "FlexTable 3: QuickStart Chamber Encounter" on page 31.

Long rests, full rests, or overnight rests (terminology depending on your rules system) require rolling twice on this table to ensure safety for the extended period.

Mapping

You can hand-draw your map, or you can use one of the **Solo Adventuring Toolkit** resources published by **Infinium Game Studio**.

Some resources are even provided in this tome, either to print out and use for your own personal gaming, or to draw in if you purchased a physical hardcopy of this book.

However you choose to keep track of your map, have a spare die, coin, or other marker to indicate where your party currently is located in the revealed map.

Context

A Solo QuickStart adventure is a straightforward, yet dynamic and ever-changing, dungeon crawl.

You can imagine your adventuring party is in a cavern, underneath a mountain, deep in thick enchanted woods, or really any setting.

The monsters, traps, and other gaming elements represented in the QuickStart are some of the most common ones, spanning all manner of creature types, spell and effect types, and so on.

Concepts & Terminology

For the purposes of introducing a quick, simple, and easily-used approach to solo play that works across multiple fantasy RPG rules systems, please note the following mechanics and concepts that are used herein, that do not necessarily have immediate analogues in all rules systems.

Advantage / Disadvantage

This elegant mechanic is borrowed from Fifth Edition. It almost always applies to rolling a d20, however, it can apply in any situation in which a die or dice are rolled.

In these descriptions, "you" refers to the creature that has advantage or suffers disadvantage; it could be a PC or a monster or an NPC.

Advantage means that you roll TWO dice, and you may use the more advantageous (typically, the higher value) to use as the result.

Disadvantage means that you roll TWO dice, but you must use the less advantageous (typically, the lower value) to use as the result.

Multiple cases of **Advantage** do not stack or grant any further benefit (e.g., you do NOT get to roll THREE or more dice and pick your preference); similarly, multiple instances of **Disadvantage** impose no further penalty on a creature.

If in a situation both one or more cases of **Advantage** and one or more cases of **Disadvantage** apply, they cancel each other out and no mechanical change applies.

Difficulty Classes

Traps, spells, diseases, locks, and more all have some degree of difficulty. This is measured using a ***Difficulty Class***, or DC; this concept is common across most fantasy roleplaying rules systems.

Because different systems scale creature abilities differently as levels progress, and to ensure a dynamic but still level-appropriate level of challenge in all scenarios, a separate table is dedicated to calculating DC for encounter situations. Use "FlexTable 6: QuickStart Difficulty Class" on page 37 each time you must determine the DC for a challenge. Do this separately each time, even for the same trap or

monster, as the variabilities of combat and adventuring dictate an ever-changing landscape!

Simulating Enemy Combat

FlexAI is a much larger topic, and introduces a huge range of complex yet easy to use mechanics to guide creature behavior in an encounter. For QuickStart purposes, though, it's best to keep it simple and easy.

Simple AI rules assume the most common circumstances of the creature involved, the combat environment, and the status of the participants.

Advantages & When to Use

Much of the time, the single table that results will provide a rich, dynamic result.

The single dice roll, the fact that it's a d20 as opposed to a d100, and the fact that there is a single table that does not have to be looked up (and indeed, whose contents could even be memorized) all make using the Simple AI approach very easy and quick to integrate.

Limitations

It should be noted that the entire purpose of design behind the FlexAI concept is intended to acount for a more nuanced, contextually-appropriate pool of results and related probability. An elder dragon at full health should simply not behave anything similar to a lurking thief hiding in the shadows; the Simple AI approach cannot take this into account.

Simple AI Outcome Table

Use the following table to quickly and easily determine the combat action a creature takes.

Table 5: Simple AI Outcomes

D20	Outcome
01-12	Attack Main
13-14	Attack Secondary
15	Maneuver
16	Use / Defend
17-19	Ability
20	Flee

Simple AI Targets

Use the following table to quickly and easily determine the targeting behavior of a creature in combat.

Table 6: Simple AI Targeting

D20	Outcome
01-05	Frontline
06-07	Rearguard
08-13	Closest
14	Farthest
15-16	Strongest
18	Weakest
19	Ranged Enemy
20	Melee Enemy

Quadded Difficulty

Throughout the QuickStart tables, you'll see an array of colored icons. These correspond to four "bands" of difficulty: **Low / Moderate / Advanced / Elite.**

Please refer to "***Quadded Challenge***" on page 120 for a more complete discussion of the subject.

As quick introduction to the concept, these difficulty bands are meant to correspond to the average party level (APL), or class level if you are a solo adventurer. Take the maximum PC level supported by your rules system and divide by four to establish the rough rule of thumb for what PC levels these four bands correspond to.

For example, for many systems, 20 is the maximum level: the table below indicates a suggested range for each difficulty band.

Using Quadded Difficulty is entirely optional, but it allows you to scale adventure content as appropriate to your level. Taking 1d6 damage as a level 18 paladin, for example, doesn't really matter that much!

Table 7: Scaling Quadded Statblocks for Solo Play

PC Level / Creature Challenge Rating	Variable-Challenge Quad
1-4	Low
5-10	Moderate
11-15	Advanced
16+	Elite

Quick Reference

To quickly get to where you need to go, please refer to the following inventory of dynamic content generators.

Map Rooms: page 29

Hallways: page 30

Chambers: page 31

Dead Ends: page 32

Traps: page 33

Difficulty Class: page 37

Afflictions: page 38

Poisons: page 39

Diseases: page 42

Curses: page 45

Obstacles: page 47

Secrets: page 49

Treasure: page 51

Low Coin: page 52

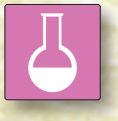
Medium Coin: page 53

High Coin: page 54

Low Gems: page 55

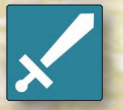
Medium Gems: page 56

High Gems: page 57


Potions: page 58

Mundane Items: page 59

Armor: page 60


Weapons: page 61

Combat Encounters: p 62

Beneficial Spells: page 63

Damaging Spells: p 64

QuickStart Map Generator

Contexts

- **Use Context A:**
  By **default**, for an ordinary level of challenge, or if no other Context described applies to the circumstances.
- **Use Context B:**
  If the party and its allies are of advanced abilities relative to their level and/or the dungeon; i.e., for **additional challenge**.
- **Use Context C:**
  If the party and its allies are of reduced abilities relative to their level and/or the dungeon; i.e., for **less challenge**.
- **Use Context D:**
  If you wish for an **advanced level of difficulty** regardless of the party's abilities, or to introduce a bit of bad luck to the proceedings.

FlexTable 1*: *QuickStart Map Generator

A	B	C	D	Outcome
1	1-2	-	1-5	**Roll Again with Threat:** If rerolled result is chamberless, populate with a Trap; if rerolled result is a **Chamber**, populate with a **Combat Encounter**.
2	3	1	-	Straight Hall
3	4	2	6	Straight Chamber
4	5	3	7	"L" Right Hall
5	6	4	-	"L" Right Chamber
6	7	5	8	"T" Left/Right Hall
7	8	6	9	"T" Left/Right Chamber
8	9	7	10	4-Way Hall
9	10	8	11	4-Way Chamber
10	11	9	12	Dead End
11	12	10	13	Dead End Chamber
12	13-14	-	14-15	Straight Hall w/Obstacle
13	15	11	16	Staircase Down
14	16	12	17	"L" Left Hall
15	17	13	18	"L" Left Chamber
16	18	14	19	"T" Straight/Left Hall
17	-	15	-	"T" Straight/Left Chamber
18	19	16	20	"T" Straight/Right Hall
19	-	17	-	"T" Straight/Right Chamber
20	20	18-20	-	**Roll Again with Treasure:** Roll until you get a Chamber result, and populate with a **Treasure**.

QuickStart Hallway Encounter

Contexts

- **Use Context A:**
  By **default**, for an ordinary level of challenge, or if no other Context described applies to the circumstances.
- **Use Context B:**
  If the party and its allies are of advanced abilities relative to their level and/or the dungeon; i.e., for **additional challenge**.
- **Use Context C:**
  If the party and its allies are of reduced abilities relative to their level and/or the dungeon; i.e., for **less challenge**.
- **Use Context D:**
  If you wish for an **advanced level of difficulty** regardless of the party's abilities, or to introduce a bit of bad luck to the proceedings.

FlexTable 2: QuickStart Hallway Encounter

A	B	C	D	Outcome
1-14	1-10	1-14	1-8	No Encounter
15-16	11-13	15	9-12	Trap
17	14-15	16-17	13-15	Obstacle
18	16	18-19	16	Secret
19	17-19	20	17-18	Combat Encounter
20	20	-	19-20	**Roll Twice:** Roll twice more on this table, ignoring further "Roll Twice" results. Ignore duplicate rolls. Resolve in the following order: Traps, Combat Encounters, Obstacles, Secrets.

QuickStart Chamber Encounter

Contexts

- **Use Context A:**
  By **default**, for an ordinary level of challenge, or if no other Context described applies to the circumstances.
- **Use Context B:**
  If the party and its allies are of advanced abilities relative to their level and/or the dungeon; i.e., for **additional challenge**.
- **Use Context C:**
  If the party and its allies are of reduced abilities relative to their level and/or the dungeon; i.e., for **less challenge**.
- **Use Context D:**
  If you wish for an **advanced level of difficulty** regardless of the party's abilities, or to introduce a bit of bad luck to the proceedings.

FlexTable 3: QuickStart Chamber Encounter

A	B	C	D	Outcome
1-12	1-10	1-12	1-7	No Encounter
13	11-13	13	8-10	Trap
14	14	14-15	11	Obstacle
15	15	16-17	12	Secret
16-18	16-17	18	13-17	Combat Encounter
19	18-19	-	18-20	**Roll Twice:** Roll twice more on this table, ignoring further "Roll Twice" or higher results. Ignore duplicate rolls. Resolve in the following order: Traps, Combat Encounters, Obstacles, Secrets.
20	20	19-20	-	**Combat and Treasure:** Roll and resolve a **Combat Encounter**, then roll and introduce a **Treasure**.

QuickStart Dead End Encounter Generator

Contexts

- **Use Context A:**
  By **default**, for an ordinary level of challenge, or if no other Context described applies to the circumstances.
- **Use Context B:**
  If the party and its allies are of advanced abilities relative to their level and/or the dungeon; i.e., for **additional challenge**.
- **Use Context C:**
  If the party and its allies are of reduced abilities relative to their level and/or the dungeon; i.e., for **less challenge**.
- **Use Context D:**
  If you wish for an **advanced level of difficulty** regardless of the party's abilities, or to introduce a bit of bad luck to the proceedings.

FlexTable 4: QuickStart Dead End Encounter

A	B	C	D	Outcome
1-12	1-9	1-12	1-7	No Encounter
13-14	10	13	8	Trap
15	11-12	-	10-12	**Trap, and...** Roll and resolve a **Trap**. Then, roll again on this table. Results may stack, to a limit of 4 total results. Resolve in the order rolled.
16	13	14-15	13	Secret
17-18	14-16	-	14-19	Combat Encounter
19	17-19	16	20	**Combat and Treasure:** Roll and resolve a **Combat Encounter**, then roll and introduce a **Treasure**.
20	20	17-20	-	Treasure

QuickStart Trap Generator

Contexts

- **Use Context A:**
  By **default**, for an ordinary level of challenge, or if no other Context described applies to the circumstances.
- **Use Context B:**
  If the party and its allies are of advanced abilities relative to their level and/or the dungeon; i.e., for **additional challenge**.
- **Use Context C:**
  If the party and its allies are of reduced abilities relative to their level and/or the dungeon; i.e., for **less challenge**.
- **Use Context D:**
  If you wish for an **advanced level of difficulty** regardless of the party's abilities, or to introduce a bit of bad luck to the proceedings.

FlexTable 5: QuickStart Trap

A	B	C	D	Pathfinder	5E	PF 2E	OSR	DCC
n/a	n/a	n/a	n/a	**Harmful Spell:** If you roll a trap result that you have already suffered this adventure, roll instead on the **Damaging Spell** tabl.				
1	1-2	-	1-4	**Slow to React:** Reroll. Suffer **Disadvantage** on all checks related to the resulting Trap. This result negates "Unusually Alert". If a second result of "Slow to React" is rolled, reroll until you get a result other than "Slow to React" or "Unusually Alert", and you automatically fail any checks involved.				
2	3	-	5	**Death Ray:** Save or suffer **necrotic/negative energy** damage.				
				Will: 1d4 / 1d8 / 2d8 / 3d12	**Wisdom:** 1d4 / 1d6 / 2d6 / 2d8	**Will:** 1d6 / 1d10 / 2d12 / 2d20	**Death:** 1d4 / 1d6 / 1d8 / 2d8	**Reflex:** 1d4 / 1d6 / 1d8 / 2d8
3	4	1	6	**Lightning:** Save or suffer **electricity** damage.				
				Reflex: 1d4 / 1d8 / 2d8 / 3d12	**Dexterity:** 1d4 / 1d6 / 2d6 / 2d8	**Reflex:** 1d6 / 1d10 / 2d12 / 2d20	**Wand:** 1d4 / 1d6 / 1d8 / 2d8	**Reflex:** 1d4 / 1d6 / 1d8 / 2d8
4	5	2	7	**Monster:** Change the threat to a **Combat Encounter** and resolve.				
5	-	3	-	**Quicksand:** Save or fall **prone**, and begin to **suffocate**. May attempt same save at same DC each subsequent turn to extricate self.				
				Reflex	**Dexterity**	**Reflex**	**Paralysis**	**Reflex**

A	B	C	D	Pathfinder	5E	PF 2E	OSR	DCC
6	6-7	4	-	**Gas:** Save or suffer **necrotic/negative energy** OR **acid** damage, whichever most bypasses resistances and immunities.				
				Fortitude: 1d4 / 1d8 / 2d8 / 3d12	**CON:** 1d4 / 1d6 / 2d6 / 2d8	**Fortitude:** 1d6 / 1d10 / 2d12 / 2d20	**Death:** 1d4 / 1d6 / 1d8 / 2d8	**Fortitude:** 1d4 / 1d6 / 1d8 / 2d8
-	8	5	8	**Acid Spray:** Save or suffer **acid** damage.				
				Fortitude: 1d4 / 1d8 / 2d8 / 3d12	**CON:** 1d4 / 1d6 / 2d6 / 2d8	**Fortitude:** 1d6 / 1d10 / 2d12 / 2d20	**Wand:** 1d4 / 1d6 / 1d8 / 2d8	**Fortitude:** 1d4 / 1d6 / 1d8 / 2d8
7-9	9	6-8	9	**Blade:** Save or suffer **slashing** damage.				
				Reflex: 1d4 / 1d8 / 2d8 / 3d12	**Dexterity:** 1d4 / 1d6 / 2d6 / 2d8	**Reflex:** 1d6 / 1d10 / 2d12 / 2d20	**Wand:** 1d4 / 1d6 / 1d8 / 2d8	**Reflex:** 1d4 / 1d6 / 1d8 / 2d8
10-12	10	9-13	10	**Arrow:** Save or suffer **piercing** damage.				
				Reflex: 1d4 / 1d8 / 2d8 / 3d12	**Dexterity:** 1d4 / 1d6 / 2d6 / 2d8	**Reflex:** 1d6 / 1d10 / 2d12 / 2d20	**Wand:** 1d4 / 1d6 / 1d8 / 2d8	**Reflex:** 1d4 / 1d6 / 1d8 / 2d8
13	11	14	-	**Pit:** Pass a Perception check (roll separately for DC), and pass a save below, or suffer **bludgeoning** damage.				
				Reflex: 1d4 / 1d8 / 2d8 / 3d12	**Dexterity:** 1d4 / 1d6 / 2d6 / 2d8	**Reflex:** 1d6 / 1d10 / 2d12 / 2d20	**Wand:** 1d4 / 1d6 / 1d8 / 2d8	**Reflex:** 1d4 / 1d6 / 1d8 / 2d8
-	12	-	11	**Spiked Pit:** Pass a Perception check (roll separately for DC), and pass a save below, or suffer half **bludgeoning** and half **piercing** damage.				
				Reflex: 1d4 / 1d8 / 2d8 / 3d12	**Dexterity:** 1d4 / 1d6 / 2d6 / 2d8	**Reflex:** 1d6 / 1d10 / 2d12 / 2d20	**Wand:** 1d4 / 1d6 / 1d8 / 2d8	**Reflex:** 1d4 / 1d6 / 1d8 / 2d8

A	B	C	D	Pathfinder	5E	PF 2E	OSR	DCC
14	-	15	-	**Force Bolt:** Save or suffer **force** damage.				
				Reflex: 1d4 / 1d8 / 2d8 / 3d12	**Dexterity:** 1d4 / 1d6 / 2d6 / 2d8	**Reflex:** 1d6 / 1d10 / 2d12 / 2d20	**Spell:** 1d4 / 1d6 / 1d8 / 2d8	**Reflex:** 1d4 / 1d6 / 1d8 / 2d8
15	-	16	-	**Crushing Boulder:** Save or suffer **bludgeoning** damage.				
				Reflex OR Fortitude: 1d4 / 1d8 / 2d8 / 3d12	**Dexterity OR CON:** 1d4 / 1d6 / 2d6 / 2d8	**Reflex OR Fortitude:** 1d6 / 1d10 / 2d12 / 2d20	**Death:** 1d4 / 1d6 / 1d8 / 2d8	**Reflex:** 1d4 / 1d6 / 1d8 / 2d8
-	13	-	12-13	**Fireball:** Save or suffer **fire** damage.				
				Reflex: 2d6 / 4d6 / 6d6 / 8d6	**Dexterity:** 1d6 / 2d6 / 4d6 / 6d6	**Reflex:** 3d8 / 6d8 / 10d8 / 16d8	**Wand:** 1d8 / 2d8 / 3d8 / 4d8	**Reflex:** 1d8 / 2d8 / 3d8 / 4d8
-	14	-	14-15	**Ice Cone:** Save or suffer **cold** damage.				
				Reflex: 2d6 / 4d6 / 6d6 / 8d6	**Dexterity:** 1d6 / 2d6 / 4d6 / 6d6	**Reflex:** 3d8 / 6d8 / 10d8 / 16d8	**Spell:** 1d8 / 2d8 / 3d8 / 4d8	**Reflex:** 1d8 / 2d8 / 3d8 / 4d8
-	15	-	16	**Dazzle:** Save or roll on the **Hallway Wandering Monster** table and be surprised by any combat encounter, and/or suffer **Disadvantage** on checks for other encounters.				
				Will	**Wisdom**	**Will**	**Paralysis**	**Will**
-	16	-	17	**Charm:** Save or a bandit steals one-fifth (1/5) your monetary wealth.				
				Will	**Wisdom**	**Will**	**Paralysis**	**Will**
16	17	-	18	**Mind Bolt:** Save or suffer **psychic / negative energy / necrotic** damage.				
				Will: 1d4 / 1d8 / 2d8 / 3d12	**Wisdom:** 1d4 / 1d6 / 2d6 / 2d8	**Will:** 1d6 / 1d10 / 2d12 / 2d20	**Death:** 1d4 / 1d6 / 1d8 / 2d8	**Will:** 1d4 / 1d6 / 1d8 / 2d8

A	B	C	D	Pathfinder	5E	PF 2E	OSR	DCC
-	18	-	19	**Poisoned Trap:** Reroll on this table, rerolling any subsequent results of "Poisoned Trap". Resolve the trap; if any of the checks involved is failed, add a single **Poison** result.				
17	19	17	-	**Tripping Hazard:** Save or suffer **bludgeoning** damage AND are knocked **prone** this round.				
				Reflex: 1d4 / 1d6 / 1d8 / 2d10	**Dexterity**: 1d3 / 1d4 / 1d6 / 2d6	**Reflex**: 1d6 / 1d10 / 2d8 / 2d10	**Paralysis**: 1d3 / 1d4 / 1d6 / 2d6	**Reflex**: 1d3 / 1d4 / 1d6 / 2d6
18	-	18	-	**Timed Trap:** Reroll to determine the nature of the Trap. Each successive result of "**Timed Trap**" grants you another round to attempt to disarm it. Advantage/disadvantage incurred in rerolling applies to the disarm check(s) as well. You may attempt to negate the Trap before it takes effect. To do so, attempt a check appropriate for your abilities and rules system (e.g., **Disable Device**). You have one round to make this attempt; success means you have disabled the Trap and avoided it entirely. Failure to disarm means you resolve the Trap as normal.					
-	20	-	20	**Re-Arming Trap:** Reroll to determine the nature of the Trap. Reroll results of "**Timed Trap**" or "**Re-Arming Trap**". Resolve the Trap as normal. However, the Trap automatically resets itself afterward. You have 1d4 rounds in which to disable it before it takes effect again, exactly as before. To disable the Trap, attempt a check appropriate for your abilities and rules system (e.g., **Disable Device**). Success means you have disabled the Trap and it will no longer trigger. Each time the Trap re-arms, there is a chance the mechanism malfunctions and it disarms itself automatically, and will not trigger again: 50% / 30% / 20% / 10%					
19	-	19	-	**Unusually Alert:** Reroll. Gain **Advantage** on all checks related to the resulting Trap. This result negates "**Slow to React**". If a second result of "**Unusually Alert**" is rolled, you automatically bypass any trap involved; stop rolling.				
20	-	20	-	**Prescient Avoidance:** You bypass or disarm any trap involved.				

QuickStart Difficulty Class Generator

Contexts

- **Use Context A:**
  By **default**, for an ordinary level of challenge, or if no other Context described applies to the circumstances.
- **Use Context B:**
  If the party and its allies are of advanced abilities relative to their level and/or the dungeon; i.e., for **additional challenge**.
- **Use Context C:**
  If the party and its allies are of reduced abilities relative to their level and/or the dungeon; i.e., for **less challenge**.
- **Use Context D:**
  If you wish for an **advanced level of difficulty** regardless of the party's abilities, or to introduce a bit of bad luck to the proceedings.

FlexTable 6: QuickStart Difficulty Class

A	B	C	D	Pathfinder	5E	PF 2E	OSR	DCC
1	1-2	-	1-4	**Susceptible:** Reroll to determine DC, but suffer **Disadvantage** on the save.				
2-5	3-4	1-6	-	10 12 14 16	10 12 14 15	14 20 25 30	+3 on roll	5 7 9 11
6-10	5-8	7-12	5-7	12 14 16 18	12 14 16 17	16 22 27 32	+2 on roll	6 8 10 12
11-14	9-11	13-15	8-10	14 16 18 20	13 15 17 18	18 20 30 34	+1 on roll	8 10 12 14
15-16	12-14	16	11-13	16 18 22 24	14 17 19 20	20 22 32 36	Normal roll	10 12 14 16
17	15-16	17	14-16	18 22 24 26	15 17 20 22	22 24 34 38	-1 on roll	12 14 16 18
18	17-18	-	17-18	20 23 26 30	16 18 22 25	24 28 36 40	-2 on roll	14 16 18 20
19	19	-	19-20	22 25 30 40	18 20 24 28	25 28 38 42	-3 on roll	16 18 20 22
20	20	18-20	-	**Resistant:** Reroll to determine DC, but gain **Advantage** on the save.				

QuickStart Affliction Generator

Contexts

- **Use Context A:**
  By **default**, for an ordinary level of challenge, or if no other Context described applies to the circumstances.
- **Use Context B:**
  If the party and its allies are of advanced abilities relative to their level and/or the dungeon; i.e., for **additional challenge**.
- **Use Context C:**
  If the party and its allies are of reduced abilities relative to their level and/or the dungeon; i.e., for **less challenge**.
- **Use Context D:**
  If you wish for an **advanced level of difficulty** regardless of the party's abilities, or to introduce a bit of bad luck to the proceedings.

FlexTable 7: QuickStart Affliction

A	B	C	D	Outcome
1	1-2	-	1-4	**Susceptible:** Reroll, but suffer **Disadvantage** on the save. If you encounter a second "**Susceptible**" result, reroll again, but you automatically fail any saves or checks involved.
-	3	-	5-6	**Multiple Threats:** Reroll twice and apply both results. This result does not stack; reroll any subsequent results of "**Multiple Threats**".
2-12	4-9	1-9	7-10	Poison
13-14	10-14	10-11	11-14	Disease
15-16	15-18	12	15-19	Curse
17-18	19	13-14	20	**Monster Attractor:** Roll and resolve a **Combat Encounter**.
19	20	15-18	-	**Resistant:** Reroll to determine DC, but gain **Advantage** on the save.
20	-	19-20	-	**Preternaturally Resistant:** You automatically defeat whatever the threat was. Roll no further.

QuickStart Poison Generator

Contexts

- **Use Context A:**
  By **default**, for an ordinary level of challenge, or if no other Context described applies to the circumstances.
- **Use Context B:**
  If the party and its allies are of advanced abilities relative to their level and/or the dungeon; i.e., for **additional challenge**.
- **Use Context C:**
  If the party and its allies are of reduced abilities relative to their level and/or the dungeon; i.e., for **less challenge**.
- **Use Context D:**
  If you wish for an **advanced level of difficulty** regardless of the party's abilities, or to introduce a bit of bad luck to the proceedings.

FlexTable 8: QuickStart Poison

A	B	C	D	Pathfinder	5E	PF 2E	OSR	DCC
1	1-2	-	1-5	**Virulent:** Reroll. Suffer **Disadvantage** on all checks related to the resulting Poison. This result negates "**Weak**". If a second result of "**Virulent**" is rolled, reroll until you get a result other than "**Virulent**" or "**Weak**", and you automatically fail any checks involved.				
2-3	3	1-2	6	**Weakening Poison:** Save or suffer reduced **Strength** / P2E increment(s) of **Enfeebled** condition.				
				Fortitude: -1d2 / -1d3 / -1d4 / -1d6	**CON:** -1d2 / -1d3 / -1d4 / -1d6	**Fortitude:** +1 / +1 / +1d2 / +1d2	**Death:** -1d2 / -1d3 / -1d4 / -1d6	**Fortitude:** -1d2 / -1d3 / -1d4 / -1d6
4-5	4	3-4	7	**Slowing Poison:** Save or suffer reduced **Dexterity** / P2E increment(s) of **Clumsy** condition.				
				Fortitude: -1d2 / -1d3 / -1d4 / -1d6	**CON:** -1d2 / -1d3 / -1d4 / -1d6	**Fortitude:** +1 / +1 / +1d2 / +1d2	**Paralysis:** -1d2 / -1d3 / -1d4 / -1d6	**Fortitude:** -1d2 / -1d3 / -1d4 / -1d6
6-7	5-6	5-6	8	**Draining Poison:** Save or suffer reduced **Constitution** / P2E increment(s) of **Drained** condition.				
				Fortitude: -1d2 / -1d3 / -1d4 / -1d6	**CON:** -1d2 / -1d3 / -1d4 / -1d6	**Fortitude:** +1 / +1 / +1d2 / +1d2	**Death:** -1d2 / -1d3 / -1d4 / -1d6	**Fortitude:** -1d2 / -1d3 / -1d4 / -1d6
8-9	7	7-8	9	**Stupefying Poison:** Save or suffer reduced **Intelligence** / P2E increment(s) of **Stupefied** condition.				
				Fortitude: -1d2 / -1d3 / -1d4 / -1d6	**CON:** -1d2 / -1d3 / -1d4 / -1d6	**Fortitude:** +1 / +1 / +1d2 / +1d2	**Paralysis:** -1d2 / -1d3 / -1d4 / -1d6	**Fortitude:** -1d2 / -1d3 / -1d4 / -1d6

A	B	C	D	Pathfinder	5E	PF 2E	OSR	DCC
10-12	8-9	9-15	10	**Necrotic Poison:** Save or suffer P2E 5E poison / PF OSR DCC acid damage.				
				Fortitude: 1d4 1d8 2d8 3d12	**CON:** 1d4 1d6 2d6 2d8	**Fortitude:** 1d6 1d10 2d12 2d20	**Death:** 1d4 1d6 1d8 2d8	**Fortitude:** 1d4 1d6 1d8 2d8
13	10	-	11	**Sleeping Poison:** Save or surrender to magical sleep of variable duration as shown below (default unit is rounds). You may attempt another save of the same DC each round to recover from the effect, but the minimum duration is 1 full round. If you are in combat during this effect, any enemy automatically hits and you suffer **Disadvantage** on any saves or checks required. If this effect is suffered on its own, roll on the **Wandering Hallway Monster** table every full 2 rounds you are unconscious to determine if additional effects are suffered.				
				Will: 1d2 1d4 2d4 2d6	**Wisdom:** 1d2 1d4 2d4 2d6	**Will:** 1d2 1d4 2d4 2d6	**Paralysis:** 1d2 1d4 2d4 2d6	**Will:** 1d2 1d4 2d4 2d6
14	11-12	-	12-13	**Blinding Poison:** Save or suffer magical blindness of variable duration as shown below (default unit is rounds). You may attempt another save of the same DC each round to recover from the effect, but the minimum duration is 1 full round. If this effect is suffered on its own, roll on the **Wandering Hallway Monster** table every full 2 rounds you are blind to determine if additional effects are suffered.				
				Fortitude: 1d2 1d4 2d4 2d6	**CON:** 1d2 1d4 2d4 2d6	**Fortitude:** 1d2 1d4 2d4 2d6	**Death:** 1d2 1d4 2d4 2d6	**Fortitude:** 1d2 1d4 2d4 2d6
15	13	-	14-15	**Charmed:** Save or suffer a magical *charm* effect. You are automatically *charmed* by the next NPC or intelligent (i.e., INT of 10 or greater) monster you encounter. Other encounters are unaffected, and the *charm* remains in effect until triggered by a qualifying creature. The mechanical effect is that monsters automatically hit for the first 1d2 rounds of combat, and NPCs dupe you out of 1/4 of your monetary wealth.				
				Will	**Wisdom**	**Will**	**Paralysis**	**Will**
16	14	16	16	**Deafening Poison:** Save or suffer magical deafness of variable duration as shown below (default unit is # of map segments moved through). While deaf, you suffer **Disadvantage** on any **Perception** checks, and automatically fail any checks of any kind that rely upon hearing.				
				Fortitude: 1d2 1d4 2d4 2d6	**CON:** 1d2 1d4 2d4 2d6	**Fortitude:** 1d2 1d4 2d4 2d6	**Paralysis:** 1d2 1d4 2d4 2d6	**Fortitude:** 1d2 1d4 2d4 2d6

A	B	C	D	Pathfinder	5E	PF 2E	OSR	DCC
17	15-16	17	17	**Exhausting Poison:** Save or suffer magical fatigue of variable duration as shown below (default unit is # of map segments moved through). While fatigued, you suffer **Disadvantage** on any **Strength** or **Dexterity** related checks, and cannot **Run** or **Charge**.				
				Fortitude: 1d2 1d4 2d4 2d6	**CON:** 1d2 1d4 2d4 2d6	**Fortitude:** 1d2 1d4 2d4 2d6	**Paralysis:** 1d2 1d4 2d4 2d6	**Fortitude:** 1d2 1d4 2d4 2d6
18	17-18	-	18-19	**Terror Poison:** Save or suffer magical *fear* of variable duration as shown below (default unit is # of map segments moved through). Any creature that has Hit Dice equal to at least your Hit Dice, minus 2, causes a magical *fear* effect; when facing such a creature, you must succeed in a save of the same DC each round to take any action other than remaining immobile (in which case the enemy gains **Advantage** striking you).				
				Will: 1d2 1d4 2d4 2d6	**Wisdom:** 1d2 1d4 2d4 2d6	**Will**: 1d2 1d4 2d4 2d6	**Spell:** 1d2 1d4 2d4 2d6	**Will:** 1d2 1d4 2d4 2d6
19	19-20	-	20	**Numbing Poison:** Save or suffer magical paralysis of variable duration as shown below (default unit is # of rounds). If this effect is suffered on its own, roll on the **Wandering Hallway Monster** table every full 2 rounds you are unconscious to determine if additional effects are suffered.				
				Fortitude: 1d2 1d4 2d4 2d6	**CON:** 1d2 1d4 2d4 2d6	**Fortitude:** 1d2 1d4 2d4 2d6	**Paralysis:** 1d2 1d4 2d4 2d6	**Fortitude:** 1d2 1d4 2d4 2d6
20	-	18-20	-	**Weak:** Reroll. Gain **Advantage** on all checks related to the resulting Poison. This result negates "**Virulent**". If a second result of "**Weak**" is rolled, you automatically suppress the poison's effect without having to roll or save further.				

QuickStart Disease Generator

Disease General Rules

Diseases persist for days, not rounds. Upon initially acquiring the disease, the victim suffers the described effect(s).

At the start of each day thereafter, the victim may attempt another save of the listed type and the same DC. Success prevents an accumulation of additional effect; failure incurs an additional or ongoing effect.

Successful saves do not remove existing effects of the disease accumulated in previous days of suffering.

Magical diseases must be cured via *restoration*, *remove disease*, or other similar or more potent magical healing effect.

Contexts

- **Use Context A:**
  By **default**, for an ordinary level of challenge, or if no other Context described applies to the circumstances.
- **Use Context B:**
  If the party and its allies are of advanced abilities relative to their level and/or the dungeon; i.e., for **additional challenge**.
- **Use Context C:**
  If the party and its allies are of reduced abilities relative to their level and/or the dungeon; i.e., for **less challenge**.
- **Use Context D:**
  If you wish for an **advanced level of difficulty** regardless of the party's abilities, or to introduce a bit of bad luck to the proceedings.

FlexTable 9: QuickStart Disease

A	B	C	D	Pathfinder	5E	PF 2E	OSR	DCC
1	1-2	-	1-5	**Potency of the Ages:** Reroll twice. Suffer from both results. Ignore any further results of "**Potency of the Ages**". This result may stack up to 3 times total.				
2-5	3	1-2	6	**Atrophy:** Save or suffer reduced **Strength** / P2E increment(s) of **Enfeebled** condition each day.				
				Fortitude: -1d2 / -1d3 / -1d4 / -1d6	**CON:** -1d2 / -1d3 / -1d4 / -1d6	**Fortitude:** +1 / +1 / +1d2 / +1d2	**Paralysis:** -1d2 / -1d3 / -1d4 / -1d6	**Fortitude:** -1d2 / -1d3 / -1d4 / -1d6
4-5	4	3-4	7	**Motor Dystrophy:** Save or suffer reduced **Dexterity** / P2E increment(s) of **Clumsy** condition each day.				
				Fortitude: -1d2 / -1d3 / -1d4 / -1d6	**CON:** -1d2 / -1d3 / -1d4 / -1d6	**Fortitude:** +1 / +1 / +1d2 / +1d2	**Paralysis:** -1d2 / -1d3 / -1d4 / -1d6	**Fortitude:** -1d2 / -1d3 / -1d4 / -1d6
6-7	5-6	5-6	8	**Wasting:** Save or suffer reduced **Constitution** / P2E increment(s) of **Drained** condition each day.				
				Fortitude: -1d2 / -1d3 / -1d4 / -1d6	**CON:** -1d2 / -1d3 / -1d4 / -1d6	**Fortitude:** +1 / +1 / +1d2 / +1d2	**Death:** -1d2 / -1d3 / -1d4 / -1d6	**Fortitude:** -1d2 / -1d3 / -1d4 / -1d6

A	B	C	D	Pathfinder	5E	PF 2E	OSR	DCC
8-9	7	7-8	9	**Insanity:** Save or suffer reduced **Intelligence** / P2E increment(s) of **Stupefied** condition each day.				
				Will: -1d2 -1d3 -1d4 -1d6	**Wisdom:** -1d2 -1d3 -1d4 -1d6	**Will:** +1 +1 +1d2 +1d2	**Spell**: -1d2 -1d3 -1d4 -1d6	**Will**: -1d2 -1d3 -1d4 -1d6
10-12	8-9	9-15	10	**Necrotic:** Save or suffer P2E 5E poison / PF OSR DCC acid damage to both current, ***and*** maximum hit point values.				
				Fortitude: 1d4 1d8 2d8 3d12	**CON**: 1d4 1d6 2d6 2d8	**Fortitude**: 1d6 1d10 2d12 2d20	**Death:** 1d4 1d6 1d8 2d8	**Fortitude:** 1d4 1d6 1d8 2d8
13	10	-	11	**Narcoleptic:** Save or suffer a **20%** chance to surrender to magical sleep of variable duration as shown below (default unit is rounds). This chance applies each time you have a **Combat Encounter**.				
				Will: 1d2 1d4 2d4 2d6	**Wisdom**: 1d2 1d4 2d4 2d6	**Will**: 1d2 1d4 2d4 2d6	**Paralysis:** 1d2 1d4 2d4 2d6	**Will:** 1d2 1d4 2d4 2d6
14	11-12	-	12-13	**Blinding:** Save or suffer magical blindness.				
				Fortitude	**CON**	**Fortitude**	**Spell**	**Fortitude**
15	13	-	14-15	**Muting:** Save or suffer magical inability to speak. You cannot cast spells that contain a verbal component, and cannot communicate via spoken words with other creatures.				
				Will	**Wisdom**	**Will**	**Paralysis**	**Will**
16	14	16	16	**Deafening:** Save or suffer magical deafness. While deaf, you suffer **Disadvantage** on any **Perception** checks, and automatically fail any checks of any kind that rely upon hearing.				
				Fortitude	**CON**	**Fortitude**	**Paralysis**	**Fortitude**
17	15-16	17	17	**Fatiguing:** Save or suffer magical fatigue. While fatigued, you suffer **Disadvantage** on any **Strength** or **Dexterity** related checks, and cannot **Run** or **Charge**.				
				Fortitude	**CON**	**Fortitude**	**Paralysis**	**Fortitude**
18	17-18	18-20	18-19	**Frightening:** Save or suffer magical *fear*. Any creature that has Hit Dice equal to at least your Hit Dice, minus 2, causes a magical *fear* effect; when facing such a creature, you must succeed in a save of the same DC each round to take any action other than remaining immobile (in which case the enemy gains **Advantage** striking you).				
				Will	**Wisdom**	**Will**	**Paralysis**	**Will**

A	B	C	D	Pathfinder	5E	PF 2E	OSR	DCC
19-20	19-20	-	20	**Decayed Strain:** Reroll. Gain **Advantage** on all checks related to the resulting Disease, both initially as well as each day. If a second result of "**Decayed Strain**" is rolled, you automatically overcome the disease without having to roll or save further.				

QuickStart Curse Generator

Curse General Rules

Curses persist for days, not rounds. Upon initially acquiring the disease, the victim suffers the described effect(s).

These negative effects persist until the curse is lifted.

Magical diseases must be cured via *restoration*, *remove disease*, or other similar or more potent magical healing effect.

All Curses require PF P2E **Will** / 5E **Wisdom** / OSR **Paralysis** DCC **Will** saves.

Effects that involve a "Room/Combat Chance" require you to make a d100 roll each round of combat, or upon entering a room segment. Failure means you suffer the effect described until the end of that combat, or until you move out of the room.

Contexts

- **Use Context A:**
  By **default**, for an ordinary level of challenge, or if no other Context described applies to the circumstances.
- **Use Context B:**
  If the party and its allies are of advanced abilities relative to their level and/or the dungeon; i.e., for **additional challenge**.
- **Use Context C:**
  If the party and its allies are of reduced abilities relative to their level and/or the dungeon; i.e., for **less challenge**.
- **Use Context D:**
  If you wish for an **advanced level of difficulty** regardless of the party's abilities, or to introduce a bit of bad luck to the proceedings.

FlexTable 10: QuickStart Curse

A	B	C	D	Outcome
1	1	-	1-5	**Potency of the Ages:** Reroll twice. Suffer from both results. Ignore any further results of "**Potency of the Ages**". This result may stack up to 3 times total.
2	2-3	-	6-7	Suffer Disadvantage on **all rolls**.
3	4-5	1	8-9	Suffer Disadvantage on all **skill and ability checks**.
4-7	6-7	2-3	10	Suffer Disadvantage on all **attack rolls**.
8	8	4-5	11	Suffer Disadvantage on all **damage rolls**.
9	9	6-7	12	Suffer Disadvantage on all **skill checks**.
10	10	8-9	13	Suffer Disadvantage on all **ability checks**.
11	11-12	10	14	Suffer Disadvantage on all **saving throws**.
12-13	13-14	11	15	**Monster Attractor:** Reroll any encounter rolls once if the initial result does not include a monster.
14	15-16	12	16	**Trap Clumsy:** Suffer disadvantage on all **Trap** related checks.
15	17	-	17	10% Room/Combat Chance of suffering **Blindness**.
16	18	13	18	10% Room/Combat Chance of suffering **Fatigue.** While fatigued, you suffer **Disadvantage** on any **Strength** or **Dexterity** related checks, and cannot **Run** or **Charge**.

A	B	C	D	Outcome
17	19	14	19	10% Room/Combat Chance of suffering **Deafness.** While deaf, you suffer **Disadvantage** on any **Perception** checks, and automatically fail any checks of any kind that rely upon hearing.
18	20	-	20	10% Room/Combat Chance of suffering **Muteness.** You cannot cast spells that contain a verbal component, and cannot communicate via spoken words with other creatures.
19-20	-	15-20	-	**Weakness of the Evil Eye:** Reroll; you gain **Advantage** on all checks and saves related to the curse (this includes the d100 roll for Room/Combat Chances). A second result of "**Weakness of the Evil Eye**" means you have fought off the curse entirely; it has no further effect.

QuickStart Obstacle Generator

Obstacle General Rules

Obstacles block access.

Any Hallway or Chamber encountered with an Obstacle cannot be traversed without first overcoming the Obstacle.

In a map room containing multiple exits, none of the new exits may be traversed until the Obstacle is overcome.

Any time an Obstacle is encountered, unless otherwise indicated in the result, you may backtrack the way you came automatically, without having to succeed in a check or save to safely do so.

Checks are listed in terms of ability scores. You may instead use a skill or proficiency check that is relevant to the specific situation; use your best judgment when assessing which might be appropriate.

An Obstacle is either **persistent**, or **ablative**, as follows:

A ***persistent*** obstacle remains once overcome; to traverse the map room again subsequently to this initial success, you must again make the relevant check or suffer the described consequences. For example, a river of lava: leaping safely over it in no way mitigates its threat afterwards!

Ablative obstacles are destroyed, removed, or otherwise rendered ineffective once overcome. A locked door is a good example: once you've unlocked it, it doesn't generally re-lock itself.

Contexts

- **Use Context A:**
  By **default**, for an ordinary level of challenge, or if no other Context described applies to the circumstances.
- **Use Context B:**
  If the party and its allies are of advanced abilities relative to their level and/or the dungeon; i.e., for **additional challenge**.
- **Use Context C:**
  If the party and its allies are of reduced abilities relative to their level and/or the dungeon; i.e., for **less challenge**.
- **Use Context D:**
  If you wish for an **advanced level of difficulty** regardless of the party's abilities, or to introduce a bit of bad luck to the proceedings.

FlexTable 11: QuickStart Obstacle

A	B	C	D	Outcome
1	1-2	-	1-5	**Sturdy:** Reroll. Suffer **Disadvantage** on all checks related to the resulting Obstacle. Reroll any subsequent results of "**Sturdy**". This result negates "**Weak**".
2-3	3	1-3	6	**Cave-In:** Make a **Dexterity** check to navigate the boulders, or suffer **bludgeoning** damage and be knocked **prone**. A **critical failure** doubles the damage inflicted, as further rocks fall atop you. 1d4 / 1d6 / 2d4 / 2d8
4-5	4	4-6	7	**Slippery:** Make a **Dexterity** check to navigate the slick surface, or suffer **bludgeoning** damage and be knocked **prone**. A **critical failure** forces a roll on the **Wandering Monster** table to determine if creatures heard the sound. 1d2 / 1d4 / 1d6 / 1d8
6-7	5	7-9	8	**Blocked:** Make a **Strength** check to clear the rubble. **Failure** forces a roll on the **Wandering Monster** table to determine if creatures heard the sound. With a **critical failure,** if the roll on the **Wandering Monster** table is "**No Encounter**", reroll once.

A	B	C	D	Outcome
8-9	6	10-12	9	**Locked Door:** Make a **Strength** check to bash the door down. **Failure** forces a roll on the **Wandering Monster** table to determine if creatures heard the sound. With a **critical failure,** if the roll on the **Wandering Monster** table is "**No Encounter**", reroll once. Alternately, use Disable Device (or appropriate Dexterity skill) to unlock the door. With this approach, **Failure** forces a roll on the **Wandering Monster** table to determine if creatures heard the sound, but you may reroll the result once if you choose. With a **critical failure,** you may not reroll.
10-11	7-10	13	10-14	**Trapped and Locked Door:** As "**Locked Door**", above, except that the door also contains a **Trap**.
12-13	11-12	14	15	**Puzzle:** Make an **Intelligence** check to solve the puzzle. **Failure** forces a roll on the **Wandering Monster** table to determine if creatures heard the sound, but you may reroll the result once if you choose. With a **critical failure,** you may not reroll.
14-15	13-14	15	16	**Biological Hazard:** Make a **Wisdom** check to understand enough about the hazard to bypass it safely. **Failure** forces a roll on the **Wandering Monster** table to determine if creatures heard the sound, but you may reroll the result once if you choose. With a **critical failure,** you may not reroll.
16-17	15-16	16-17	17	**Pool or River:** Make a **Swim (Strength)** check to safely navigate the water. **Failure** means you begin to suffocate; you may attempt the check again each subsequent round to recover, but suffer **Disadvantage** when doing so. A **critical failure** forces a roll on the **Wandering Monster** table to determine if creatures heard the sounds of your struggle.
18-19	17-20	18	18-20	**Difficult Terrain:** Make a **Acrobatics (Dexterity)** check to safely navigate the terrain. **Failure** forces a roll on the **Wandering Monster** table to determine if creatures heard the sounds of your struggle. With a **critical failure,** if the roll on the **Wandering Monster** table is "**No Encounter**", reroll once.
20	-	19-20	-	**Weak:** Reroll. Benefit from **Advantage** on all checks related to the resulting Obstacle. A second result of "Weak" indicates that you have safely bypassed the Obstacle; stop rolling. This result negates "**Sturdy**".

QuickStart Secret Door Generator

Secret Door General Rules

Secret Doors grant access to new map rooms.

A Secret Door may be any combination of Hidden, Locked, and Trapped. Before you may pass through a Secret Door into the room it reveals—and indeed, before you even roll to reveal the room it hides—you must first ensure all three of these possible attributes are resolved.

Resolve Secret Door attributes in the following order: first, you must detect the door if it is Hidden. Next, you must either disarm, or trigger and suffer, any Traps it contains. Finally, you must Unlock the door (or bash it down if that is an option described).

Roll separately for the DCs involved for each attribute. This means that a secret door may have one DC value for Hidden, a different value for its Lock DC, and a separate value for any Traps involved.

Contexts

- **Use Context A:**
  By **default**, for an ordinary level of challenge, or if no other Context described applies to the circumstances.
- **Use Context B:**
  If the party and its allies are of advanced abilities relative to their level and/or the dungeon; i.e., for **additional challenge**.
- **Use Context C:**
  If the party and its allies are of reduced abilities relative to their level and/or the dungeon; i.e., for **less challenge**.
- **Use Context D:**
  If you wish for an **advanced level of difficulty** regardless of the party's abilities, or to introduce a bit of bad luck to the proceedings.

FlexTable 12: QuickStart Secret Door

A	B	C	D	Outcome
1	1-2	-	1-3	**Rusted Mechanism:** Reroll. Suffer **Disadvantage** on all checks related to the resulting **Secret Door**. A second result of "**Rusted Mechanism**", or a single **failure** while resolving the door, indicates that the mechanism is damaged beyond repair and the secret cannot be accessed. This result negates "**Weak Mechanism**".
2	3-4	-	4-6	**Noisy Mechanism:** Reroll. **Failure** while resolving the door may alert monsters; roll on the **Wandering Monster** table to determine if creatures heard the sound each time you fail a check. A second result of "**Noisy Mechanism**" indicates that success, too, may alert monsters; roll on the **Wandering Monster** table after each check regardless of success or failure.
3-4	5-7	1	7-12	Hidden, trapped, and locked
5-7	8-10	2	13-15	Hidden and trapped
8-10	11-13	3	16-18	Trapped and locked
11-15	14	4-12	-	Hidden only
16	15	13	19	Locked only
17	16-18	14	20	Trapped only
18	19	15-16	-	Obvious, untrapped, and unlocked

A	B	C	D	Outcome
19	20	17-18	-	**Treasure Hoard:** Reroll. The map room revealed by this Secret Door automatically contains a **Treasure**. Reroll subsequent results of "**Treasure Hoard**"; they do not stack.
20	-	19-20	-	**Weak Mechanism:** Reroll. Gain **Advantage** on all checks related to the resulting **Secret Door**. Each subsequent additional result of "**Weak Mechanism**" indicates that one of the attributes of the door is automatically defeated. Each roll of this result negates "**Rusted Mechanism**" or "**Noisy Mechanism**".

QuickStart Treasure Generator

Contexts

- **Use Context A:**
  By **default**, for an ordinary level of challenge, or if no other Context described applies to the circumstances.
- **Use Context B:**
  If the party and its allies are of advanced abilities relative to their level and/or the dungeon; i.e., for **additional challenge**.
- **Use Context C:**
  If the party and its allies are of reduced abilities relative to their level and/or the dungeon; i.e., for **less challenge**.
- **Use Context D:**
  If you wish for an **advanced level of difficulty** regardless of the party's abilities, or to introduce a bit of bad luck to the proceedings.

FlexTable 13: QuickStart Treasure

A	B	C	D	Outcome
1	1-2	-	1-4	**Contact Poison:** Reroll. The treasure that results contains a contact poison, applied as the loot is collected. A subsequent "**Contact Poison**" result indicates you suffer **Disadvantage** on saves related the the poison.
2	3-5	-	5-7	No treasure / debris of no value
3	6-7	1	8	Low Coin
4	8	2	9	Medium Coin
5	9	3-4	-	High Coin
6	10-11	5	10	Low Gems
7	12	6	11	Medium Gems
8	13	7-8	-	High Gems
9	13	9	12	Scroll (roll on **Spell, Beneficial**)
10	14	10	13	Wand/Staff/Rod (roll on **Spell, Damaging**)
11	15	11	14	Wand/Staff/Rod (roll on **Spell, Beneficial**)
12-13	16	12	15	Potion (roll on **Spell, Beneficial**)
14	15-17	-	16-18	Mundane items
15-16	18	13-14	19	Armor
17-18	19	15-16	20	Weapons
19	20	17-18	-	**Additional Treasure:** Reroll twice. Receive both results. "**Double Treasure**" can stack up to 3x total.
20	-	19-20	-	**Favorable Treasure:** Reroll twice. Select your preference of the results rolled. "**Favorable Treasure**" stacks up to 3x total: that is, if you get this result twice, you may roll three times, and pick your single preferred result.

QuickStart Treasure, Low Coin Generator

Contexts

- **Use Context A:**
  By **default**, for an ordinary level of challenge, or if no other Context described applies to the circumstances.
- **Use Context B:**
  If the party and its allies are of advanced abilities relative to their level and/or the dungeon; i.e., for **additional challenge**.
- **Use Context C:**
  If the party and its allies are of reduced abilities relative to their level and/or the dungeon; i.e., for **less challenge**.
- **Use Context D:**
  If you wish for an **advanced level of difficulty** regardless of the party's abilities, or to introduce a bit of bad luck to the proceedings.

FlexTable 14: QuickStart Treasure, Low Coin

A	B	C	D	Pathfinder	5E	PF 2E	OSR	DCC
1	1-2	-	1-4	**Contact Poison:** Reroll. The treasure that results contains a contact poison, applied as the loot is collected. A subsequent "**Contact Poison**" result (either a second result on this table, or a result on this table stacked with an overall Treasure roll of "**Contact Poison**") indicates you suffer **Disadvantage** on saves related the the poison.				
2	3-5	-	5-7	No treasure / debris of no value				
3-6	6-9	1-3	8-11	1d6 gp 2d8 gp 3d10 gp 4d12 gp	1d4 gp 2d5 gp 3d8 gp 4d10 gp	1d8 gp 2d10 gp 3d12 gp 4d20 gp	1d4 gp 2d5 gp 3d8 gp 4d10 gp	1d4 gp 2d5 gp 3d8 gp 4d10 gp
7-9	10-13	4-6	12-14	1d10 gp 2d20 gp 3d20 gp 5d20 gp	1d8 gp 2d12 gp 3d12 gp 5d12 gp	1d12 gp 3d20 gp 4d20 gp 6d20 gp	1d8 gp 2d12 gp 3d12 gp 5d12 gp	1d8 gp 2d12 gp 3d12 gp 5d12 gp
10-14	14-17	7-10	15-18	1d12 gp 3d20 gp 4d20 gp 6d20 gp	1d10 gp 3d12 gp 3d20 gp 4d20 gp	1d20 gp 4d20 gp 6d20 gp 8d20 gp	1d10 gp 3d12 gp 3d20 gp 4d20 gp	1d10 gp 3d12 gp 3d20 gp 4d20 gp
15-16	18	11-15	19	1d20 gp 4d20 gp 5d20 gp 7d20 gp	1d12 gp 4d12 gp 6d12 gp 8d12 gp	2d20 gp 4d20 gp 8d20 gp 10d20 gp	1d12 gp 4d12 gp 6d12 gp 8d12 gp	1d12 gp 4d12 gp 6d12 gp 8d12 gp
17-18	19	16	20	2d20 gp 6d20 gp 8d20 gp 10d20 gp	1d20 gp 4d20 gp 6d20 gp 8d20 gp	3d20 gp 8d20 gp 12d20 gp 14d20 gp	1d20 gp 4d20 gp 6d20 gp 8d20 gp	1d20 gp 4d20 gp 6d20 gp 8d20 gp
19	20	17-18	-	**Additional Treasure:** Reroll twice. Receive both results. "**Double Treasure**" can stack up to 3x total.				
20	-	19-20	-	**Favorable Treasure:** Reroll twice. Select your preference of the results rolled. "**Favorable Treasure**" stacks up to 3x total: that is, if you get this result twice, you may roll three times, and pick your single preferred result.				

QuickStart Treasure, Medium Coin Generator

Contexts

- **Use Context A:**
  By **default**, for an ordinary level of challenge, or if no other Context described applies to the circumstances.
- **Use Context B:**
  If the party and its allies are of advanced abilities relative to their level and/or the dungeon; i.e., for **additional challenge**.
- **Use Context C:**
  If the party and its allies are of reduced abilities relative to their level and/or the dungeon; i.e., for **less challenge**.
- **Use Context D:**
  If you wish for an **advanced level of difficulty** regardless of the party's abilities, or to introduce a bit of bad luck to the proceedings.

FlexTable 15: QuickStart Treasure, Medium Coin

A	B	C	D	Pathfinder	5E	PF 2E	OSR	DCC
1	1-2	-	1-4	**Contact Poison:** Reroll. The treasure that results contains a contact poison, applied as the loot is collected. A subsequent "**Contact Poison**" result (either a second result on this table, or a result on this table stacked with an overall Treasure roll of "**Contact Poison**") indicates you suffer **Disadvantage** on saves related the the poison.				
2	3-5	-	5-7	No treasure / debris of no value				
3-6	6-9	1-3	8-11	1d12 gp 3d20 gp 4d20 gp 6d20 gp	1d10 gp 3d12 gp 3d20 gp 4d20 gp	1d20 gp 4d20 gp 6d20 gp 8d20 gp	1d10 gp 3d12 gp 3d20 gp 4d20 gp	1d10 gp 3d12 gp 3d20 gp 4d20 gp
7-9	10-13	4-6	12-14	1d20 gp 4d20 gp 5d20 gp 7d20 gp	1d12 gp 4d12 gp 6d12 gp 8d12 gp	2d20 gp 4d20 gp 8d20 gp 10d20 gp	1d12 gp 4d12 gp 6d12 gp 8d12 gp	1d12 gp 4d12 gp 6d12 gp 8d12 gp
10-14	14-17	7-10	15-18	2d20 gp 6d20 gp 8d20 gp 10d20 gp	1d20 gp 4d20 gp 6d20 gp 8d20 gp	3d20 gp 8d20 gp 12d20 gp 14d20 gp	1d20 gp 4d20 gp 6d20 gp 8d20 gp	1d20 gp 4d20 gp 6d20 gp 8d20 gp
15-16	18	11-15	19	4d20 gp 6d20 gp 8d20 gp 10d20 gp	2d20 gp 5d20 gp 7d20 gp 9d20 gp	6d20 gp 8d20 gp 10d20 gp 12d20 gp	2d20 gp 5d20 gp 7d20 gp 9d20 gp	2d20 gp 5d20 gp 7d20 gp 9d20 gp
17-18	19	16	20	6d20 gp 8d20 gp 12d20 gp 14d20 gp	4d20 gp 6d20 gp 8d20 gp 10d20 gp	8d20 gp 12d20 gp 14d20 gp 20d20 gp	4d20 gp 6d20 gp 8d20 gp 10d20 gp	4d20 gp 6d20 gp 8d20 gp 10d20 gp
19	20	17-18	-	**Additional Treasure:** Reroll twice. Receive both results. "**Double Treasure**" can stack up to 3x total.				
20	-	19-20	-	**Favorable Treasure:** Reroll twice. Select your preference of the results rolled. "**Favorable Treasure**" stacks up to 3x total: that is, if you get this result twice, you may roll three times, and pick your single preferred result.				

QuickStart Treasure, High Coin Generator

Contexts

- **Use Context A:**
  By **default**, for an ordinary level of challenge, or if no other Context described applies to the circumstances.
- **Use Context B:**
  If the party and its allies are of advanced abilities relative to their level and/or the dungeon; i.e., for **additional challenge**.
- **Use Context C:**
  If the party and its allies are of reduced abilities relative to their level and/or the dungeon; i.e., for **less challenge**.
- **Use Context D:**
  If you wish for an **advanced level of difficulty** regardless of the party's abilities, or to introduce a bit of bad luck to the proceedings.

FlexTable 16*: *QuickStart Treasure, High Coin

A	B	C	D	Pathfinder	5E	PF 2E	OSR	DCC
1	1-2	-	1-4	**Contact Poison:** Reroll. The treasure that results contains a contact poison, applied as the loot is collected. A subsequent "**Contact Poison**" result (either a second result on this table, or a result on this table stacked with an overall Treasure roll of "**Contact Poison**") indicates you suffer **Disadvantage** on saves related the the poison.				
2	3-5	-	5-7	No treasure / debris of no value				
3-6	6-9	1-3	8-11	6d20 gp 8d20 gp 12d20 gp 14d20 gp	4d20 gp 6d20 gp 8d20 gp 10d20 gp	8d20 gp 12d20 gp 14d20 gp 20d20 gp	4d20 gp 6d20 gp 8d20 gp 10d20 gp	4d20 gp 6d20 gp 8d20 gp 10d20 gp
7-9	10-13	4-6	12-14	1d6x100 2d4x100 2d8x100 2d12x100	1d4x100 1d6x100 2d4x100 2d6x100	2d6x100 4d8x100 6d8x100 6d12x100	1d4x100 1d6x100 2d4x100 2d6x100	1d4x100 1d6x100 2d4x100 2d6x100
10-14	14-17	7-10	15-18	3d6x100 4d8x100 6d10x100 8d12x100	1d6x100 2d4x100 2d6x100 2d10x100	6d6x100 8d8x100 10d10x100 12d12x100	1d6x100 2d4x100 2d6x100 2d10x100	1d6x100 2d4x100 2d6x100 2d10x100
15-16	18	11-15	19	1d4 x 1k 2d6 x 1k 3d8 x 1k 4d12 x 1k	2d20x100 2d20x100 1d6 x 1k 2d4 x 1k	1d8 x 1k 2d10 x 1k 3d12 x 1k 4d20 x 1k	2d20x100 2d20x100 1d6 x 1k 2d4 x 1k	2d20x100 2d20x100 1d6 x 1k 2d4 x 1k
17-18	19	16	20	1d12 x 1k 2d12 x 1k 4d12 x 1k 6d20 x 1k	1d10 x 1k 2d10 x 1k 4d8 x 1k 6d12 x 1k	2d12 x 1k 4d12 x 1k 8d12 x 1k 8d20 x 1k	1d10 x 1k 2d10 x 1k 4d8 x 1k 6d12 x 1k	1d10 x 1k 2d10 x 1k 4d8 x 1k 6d12 x 1k
19	20	17-18	-	**Additional Treasure:** Reroll twice. Receive both results. "**Double Treasure**" can stack up to 3x total.				
20	-	19-20	-	**Favorable Treasure:** Reroll twice. Select your preference of the results rolled. "**Favorable Treasure**" stacks up to 3x total: that is, if you get this result twice, you may roll three times, and pick your single preferred result.				

QuickStart Treasure, Low Gem Generator

Contexts

- **Use Context A:**
  By **default**, for an ordinary level of challenge, or if no other Context described applies to the circumstances.
- **Use Context B:**
  If the party and its allies are of advanced abilities relative to their level and/or the dungeon; i.e., for **additional challenge**.
- **Use Context C:**
  If the party and its allies are of reduced abilities relative to their level and/or the dungeon; i.e., for **less challenge**.
- **Use Context D:**
  If you wish for an **advanced level of difficulty** regardless of the party's abilities, or to introduce a bit of bad luck to the proceedings.

FlexTable 17: QuickStart Treasure, Low Gem

A	B	C	D	Pathfinder	5E	PF 2E	OSR	DCC
1	1-2	-	1-4	**Contact Poison:** Reroll. The treasure that results contains a contact poison, applied as the loot is collected. A subsequent "**Contact Poison**" result (either a second result on this table, or a result on this table stacked with an overall Treasure roll of "**Contact Poison**") indicates you suffer **Disadvantage** on saves related the the poison.				
2	3-5	-	5-7	No treasure / debris of no value				
3-8	6-9	1-3	8-11	**Agates:** 1d4x; 2 gp/ 1d8x; 5 gp/ 1d12x; 10 gp/ 1d20x; 15 gp/	**Agates:** 1d4x; 2 gp/ 1d8x; 3 gp/ 1d12x; 8 gp/ 1d20x; 10 gp/	**Agates:** 1d4x; 5 gp/ 1d8x; 8 gp/ 1d12x; 15 gp/ 1d20x; 20 gp/	**Agates:** 1d4x; 2 gp/ 1d8x; 3 gp/ 1d12x; 8 gp/ 1d20x; 10 gp/	
9-11	10-14	4-6	12-14	**Azurite:** 1d4x; 4 gp/ 1d8x; 8 gp/ 1d12x; 13 gp/ 1d20x; 20 gp/	**Azurite:** 1d4x; 3 gp/ 1d8x; 5 gp/ 1d12x; 10 gp/ 1d20x; 15 gp/	**Azurite:** 1d4x; 8 gp/ 1d8x; 12 gp/ 1d12x; 18 gp/ 1d20x; 25 gp/	**Azurite:** 1d4x; 3 gp/ 1d8x; 5 gp/ 1d12x; 10 gp/ 1d20x; 15 gp/	
12-16	15-18	7-11	15-19	**Blue Quartz:** 1d4x; 8 gp/ 1d8x; 10 gp/ 1d12x; 15 gp/ 1d20x; 25 gp/	**Blue Quartz:** 1d4x; 5 gp/ 1d8x; 7 gp/ 1d12x; 10 gp/ 1d20x; 20 gp/	**Blue Quartz:** 1d4x; 12 gp/ 1d8x; 15 gp/ 1d12x; 20 gp/ 1d20x; 30 gp/	**Blue Quartz:** 1d4x; 5 gp/ 1d8x; 7 gp/ 1d12x; 10 gp/ 1d20x; 20 gp/	
17-18	19	12-16	20	**Hematite:** 1d4x; 10 gp/ 1d8x; 14 gp/ 1d12x; 19 gp/ 1d20x; 30 gp/	**Hematite:** 1d4x; 8 gp/ 1d8x; 10 gp/ 1d12x; 15 gp/ 1d20x; 25 gp/	**Hematite:** 1d4x; 15 gp/ 1d8x; 20 gp/ 1d12x; 25 gp/ 1d20x; 35 gp/	**Hematite:** 1d4x; 8 gp/ 1d8x; 10 gp/ 1d12x; 15 gp/ 1d20x; 25 gp/	
19	20	17-18	-	**Additional Treasure:** Reroll twice. Receive both results. "**Double Treasure**" can stack up to 3x total.				
20	-	19-20	-	**Favorable Treasure:** Reroll twice. Select your preference of the results rolled. "**Favorable Treasure**" stacks up to 3x total: that is, if you get this result twice, you may roll three times, and pick your single preferred result.				

QuickStart Treasure, Medium Gem Generator

Contexts

- **Use Context A:**
  By **default**, for an ordinary level of challenge, or if no other Context described applies to the circumstances.
- **Use Context B:**
  If the party and its allies are of advanced abilities relative to their level and/or the dungeon; i.e., for **additional challenge**.
- **Use Context C:**
  If the party and its allies are of reduced abilities relative to their level and/or the dungeon; i.e., for **less challenge**.
- **Use Context D:**
  If you wish for an **advanced level of difficulty** regardless of the party's abilities, or to introduce a bit of bad luck to the proceedings.

FlexTable 18: QuickStart Treasure, Medium Gem

A	B	C	D	Pathfinder	5E	PF 2E	OSR	DCC
1	1-2	-	1-4	**Contact Poison:** Reroll. The treasure that results contains a contact poison, applied as the loot is collected. A subsequent "**Contact Poison**" result (either a second result on this table, or a result on this table stacked with an overall Treasure roll of "**Contact Poison**") indicates you suffer **Disadvantage** on saves related the the poison.				
2	3-5	-	5-7	No treasure / debris of no value				
3-8	6-9	1-3	8-11	**Amber:** 1d4x; 85 gp/ 1d8x; 150 gp/ 1d12x; 275 gp/ 1d20x; 375 gp/	**Amber:** 1d4x; 50 gp/ 1d8x; 75 gp/ 1d12x; 150 gp/ 1d20x; 200 gp/	**Amber:** 1d4x; 100 gp/ 1d8x; 175 gp/ 1d12x; 300 gp/ 1d20x; 400 gp/	**Amber:** 1d4x; 50 gp/ 1d8x; 75 gp/ 1d12x; 150 gp/ 1d20x; 200 gp/	
9-11	10-14	4-6	12-14	**Amethyst:** 1d4x; 100 gp/ 1d8x; 150 gp/ 1d12x; 300 gp/ 1d20x; 400 gp/	**Amethyst:** 1d4x; 75 gp/ 1d8x; 100 gp/ 1d12x; 200 gp/ 1d20x; 300 gp/	**Amethyst:** 1d4x; 125 gp/ 1d8x; 150 gp/ 1d12x; 325 gp/ 1d20x; 450 gp/	**Amethyst:** 1d4x; 75 gp/ 1d8x; 100 gp/ 1d12x; 200 gp/ 1d20x; 300 gp/	
12-16	15-18	7-11	15-19	**Red Garnet:** 1d4x; 125 gp/ 1d8x; 200 gp/ 1d12x; 350 gp/ 1d20x;450 gp/	**Red Garnet:** 1d4x; 100 gp/ 1d8x; 125 gp/ 1d12x; 250 gp/ 1d20x;350 gp/	**Red Garnet:** 1d4x; 150 gp/ 1d8x; 300 gp/ 1d12x; 400 gp/ 1d20x;500 gp/	**Red Garnet:** 1d4x; 100 gp/ 1d8x; 125 gp/ 1d12x; 250 gp/ 1d20x;350 gp/	
17-18	19	12-16	20	**Jade:** 1d4x; 150 gp/ 1d8x; 250 gp/ 1d12x; 400 gp/ 1d20x;500 gp/	**Jade:** 1d4x; 125 gp/ 1d8x; 175 gp/ 1d12x; 300 gp/ 1d20x;400 gp/	**Jade:** 1d4x; 200 gp/ 1d8x; 400 gp/ 1d12x; 500 gp/ 1d20x;650 gp/	**Jade:** 1d4x; 125 gp/ 1d8x; 175 gp/ 1d12x; 300 gp/ 1d20x;400 gp/	
19	20	17-18	-	**Additional Treasure:** Reroll twice. Receive both results. "**Double Treasure**" can stack up to 3x total.				
20	-	19-20	-	**Favorable Treasure:** Reroll twice. Select your preference of the results rolled. "**Favorable Treasure**" stacks up to 3x total: that is, if you get this result twice, you may roll three times, and pick your single preferred result.				

QuickStart Treasure, High Gem Generator

Contexts

- **Use Context A:**
  By **default**, for an ordinary level of challenge, or if no other Context described applies to the circumstances.
- **Use Context B:**
  If the party and its allies are of advanced abilities relative to their level and/or the dungeon; i.e., for **additional challenge**.
- **Use Context C:**
  If the party and its allies are of reduced abilities relative to their level and/or the dungeon; i.e., for **less challenge**.
- **Use Context D:**
  If you wish for an **advanced level of difficulty** regardless of the party's abilities, or to introduce a bit of bad luck to the proceedings.

FlexTable 19: QuickStart Treasure, High Gem

A	B	C	D	Pathfinder	5E	PF 2E	OSR	DCC
1	1-2	-	1-4	**Contact Poison:** Reroll. The treasure that results contains a contact poison, applied as the loot is collected. A subsequent "**Contact Poison**" result (either a second result on this table, or a result on this table stacked with an overall Treasure roll of "**Contact Poison**") indicates you suffer **Disadvantage** on saves related the the poison.				
2	3-5	-	5-7	No treasure / debris of no value				
3-8	6-9	1-3	8-11	**Aquamarine:** 1d4x; 500 gp/ 1d8x; 1000 gp/ 1d12x; 1250 gp/ 1d20x; 1500 gp/	**Aquamarine:** 1d4x; 250 gp/ 1d8x; 500 gp/ 1d12x; 750 gp/ 1d20x; 1000 gp/	**Aquamarine:** 1d4x; 750 gp/ 1d8x; 1250 gp/ 1d12x; 1500 gp/ 1d20x; 2000 gp/	**Aquamarine:** 1d4x; 250 gp/ 1d8x; 500 gp/ 1d12x; 750 gp/ 1d20x; 1000 gp/	
9-11	10-14	4-6	12-14	**Violet Garnet:** 1d4x; 600 gp/ 1d8x; 1250 gp/ 1d12x; 1500 gp/ 1d20x; 2000 gp/	**Violet Garnet:** 1d4x; 500 gp/ 1d8x; 750 gp/ 1d12x; 1000 gp/ 1d20x; 1250 gp/	**Violet Garnet:** 1d4x; 1000 gp/ 1d8x; 1500 gp/ 1d12x; 1750 gp/ 1d20x; 2250 gp/	**Violet Garnet:** 1d4x; 500 gp/ 1d8x; 750 gp/ 1d12x; 1000 gp/ 1d20x; 1250 gp/	
12-16	15-18	7-11	15-19	**Black Pearl:** 1d4x; 750 gp/ 1d8x; 1500 gp/ 1d12x; 1750 gp/ 1d20x;2500 gp/	**Black Pearl:** 1d4x; 650 gp/ 1d8x; 1000 gp/ 1d12x; 1250 gp/ 1d20x;1500 gp/	**Black Pearl:** 1d4x; 1000 gp/ 1d8x; 2000 gp/ 1d12x; 2500 gp/ 1d20x;3000 gp/	**Black Pearl:** 1d4x; 650 gp/ 1d8x; 1000 gp/ 1d12x; 1250 gp/ 1d20x;1500 gp/	
17-18	19	12-16	20	**Yellow Topaz:** 1d4x; 800 gp/ 1d8x; 1750 gp/ 1d12x; 2000 gp/ 1d20x;3000 gp/	**Yellow Topaz:** 1d4x; 750 gp/ 1d8x; 1250 gp/ 1d12x; 1500 gp/ 1d20x;2000 gp/	**Yellow Topaz:** 1d4x; 1000 gp/ 1d8x; 2000 gp/ 1d12x; 2500 gp/ 1d20x;3500 gp/	**Yellow Topaz:** 1d4x; 750 gp/ 1d8x; 1250 gp/ 1d12x; 1500 gp/ 1d20x;2000 gp/	
19	20	17-18	-	**Additional Treasure:** Reroll twice. Receive both results. "**Double Treasure**" can stack up to 3x total.				
20	-	19-20	-	**Favorable Treasure:** Reroll twice. Select your preference of the results rolled. "**Favorable Treasure**" stacks up to 3x total: that is, if you get this result twice, you may roll three times, and pick your single preferred result.				

QuickStart Potion Generator

Contexts

- **Use Context A:**
  By **default**, for an ordinary level of challenge, or if no other Context described applies to the circumstances.
- **Use Context B:**
  If the party and its allies are of advanced abilities relative to their level and/or the dungeon; i.e., for **additional challenge**.
- **Use Context C:**
  If the party and its allies are of reduced abilities relative to their level and/or the dungeon; i.e., for **less challenge**.
- **Use Context D:**
  If you wish for an **advanced level of difficulty** regardless of the party's abilities, or to introduce a bit of bad luck to the proceedings.

FlexTable 20: QuickStart Potion

A	B	C	D	Outcome
1	1-2	-	1-4	**Cursed / Poison:** Assume this discovery is made only after ingesting enough of the concoction to suffer its consequences. Roll on the **Afflictions** table.
2-8	3-6	1-3	5-9	**Healing:** Roll to recover the following hit points: 1d8 2d10 4d12 4d20
9	7	4-5	-	Cure Poison
10	8	6-7	-	Remove Curse
11	9	8-9	-	Remove Disease
12-13	10-16	10-12	10-16	**Enhance Ability:** Roll 1d6 to randomize which ability receives a +4 bonus (1=STR, 2=DEX, 3=CON, 4=INT, 5=WIS, 6=CHA). This enhancement lasts for 2d4 map rooms.
14-15	17	13	17	Spider Climb
16-17	18	14	18-20	Water Breathing
18	19	15-16	-	**Favorable Effect:** Reroll twice. Choose which effect the potion contains. Make this decision upon receiving the treasure. Reroll any further rolls of "**Favorable Effect**".
19	20	17-18	-	**Multiple Doses:** Reroll twice. Receive one potion of each result. Can stack up to 5x.
20	-	19-20	-	**Compound Effect:** Reroll twice. Reroll "**Cursed / Poison**" results. Receive the benefits of both results when the potion is imbibed. "**Compound Effect**" can stack up to 4x total.

QuickStart Mundane Item Generator

Summary

The categories of results listed are most closely attuned to the Pathfinder roleplaying game. However, the categories should map relatively easily to other fantasy rules systems.

To assist with such a mapping, each result also includes a handful of samples; rather than randomly determine based on your ruleset's list of items, you may simply roll a D6 to quickly determine your mundane treasure.

Contexts

- **Use Context A:**
  By **default**, for an ordinary level of challenge, or if no other Context described applies to the circumstances.
- **Use Context B:**
  If the party and its allies are of advanced abilities relative to their level and/or the dungeon; i.e., for **additional challenge**.
- **Use Context C:**
  If the party and its allies are of reduced abilities relative to their level and/or the dungeon; i.e., for **less challenge**.
- **Use Context D:**
  If you wish for an **advanced level of difficulty** regardless of the party's abilities, or to introduce a bit of bad luck to the proceedings.

FlexTable 21: QuickStart Mundane Items

A	B	C	D	Outcome
1	1-2	-	1-4	**Contact Poison:** Reroll. The treasure that results contains a contact poison, applied as the loot is collected.
2-8	3-6	1-3	5-9	No treasure / debris of no value
9	7	4-5	10	**Adventuring Gear:** 1=bedroll (1 sp); 2=2d6x fishhooks (1 sp each); 3=compass (10 gp); 4=rope, 50'; 5=hooded lantern (7 gp); 6=2d4x dwarven trail rations (2 gp each)
10	8	6-7	11	**Alchemical Creations:** 1=2d4x salt (5 sp each); 2=2d6x silver (1 gp each); 3=1d4x alchemist's fire (20 gp each, thrown weapon, 1d6 fire damage in a 5' radius and flammable); 4=1d4x acid flask (10 gp each, thrown weapon 1d6 acid damage in a 5' radius); 5=1d4x doses of poison (causes additional 1d8 poison damage upon successful hit); 6=everburning torch (110 gp)
11	9	8-9	12-13	**Books, Paper, & Writing Supplies:** 1=book, empty (10 gp); 2=spellbook, empty (15 gp); 3=1d4x doses of ink (8 gp each); 4=2d10x sheets parchment (2 sp each); 5=scroll case (1 gp plus 20% chance of containing a magic scroll); 6=2d4x sealing wax (1 gp each)
12-15	10-17	10-13	14-18	**Clothing:** 1=1d6x peasant's outfit (1 sp each); 2=explorer's garb (10 gp); 3=1d2x scholar's outfit (5 gp); 4=1d4x traveler's outfit (1 gp each); 5=cold weather outfit (8 gp); 6=noble's outfit (100 gp)
16-17	18	14	19-20	**Locks & Tools:** 1=1d4x 10' chain (30 gp per section); 2=key (grants 1 reroll on a locked door); 3=skeleton key (2d4 rerolls on locked doors); 4=lock (40 gp); 5=manacles (50 gp); 6=thieves' tools (grants advantage on 1d4 locked door attempts)
18	19	15-16	-	**Additional Treasure +1:** Reroll twice. Receive both results. "**Additional Treasure**" results can stack up to 3x total.
19-20	20	17-20	-	**Favorable Treasure:** Reroll twice. Select your preference of the results rolled. "**Favorable Treasure**" stacks up to 3x total: that is, if you get this result twice, you may roll three times, and pick your single preferred result.

QuickStart Armor Generator

Summary

The categories of results listed are most closely attuned to the Pathfinder roleplaying game. However, the categories should map relatively easily to other fantasy rules systems.

To assist with such a mapping, each result also includes a handful of samples; rather than randomly determine based on your ruleset's list of items, you may simply roll a D6 to quickly determine your treasure.

Contexts

- **Use Context A:**
  By **default**, for an ordinary level of challenge, or if no other Context described applies to the circumstances.
- **Use Context B:**
  If the party and its allies are of advanced abilities relative to their level and/or the dungeon; i.e., for **additional challenge**.
- **Use Context C:**
  If the party and its allies are of reduced abilities relative to their level and/or the dungeon; i.e., for **less challenge**.
- **Use Context D:**
  If you wish for an **advanced level of difficulty** regardless of the party's abilities, or to introduce a bit of bad luck to the proceedings.

FlexTable 22: QuickStart Armor

A	B	C	D	Outcome
1	1-2	-	1-4	**Contact Poison:** Reroll. The treasure that results contains a contact poison, applied as the loot is collected.
2-5	3-6	1-2	5-9	No treasure / debris of no value
6-10	7-12	3-6	10-14	**Light Armor:** 1-4=Leather; 5-6=Studded Leather — Normal; +1 AC; +1d3 AC; +1d4 AC
11-12	13-14	7-9	15	**Medium Armor:** 1=Scale mail; 2-3=Breastplate; 3-6=Chainmail — Normal; +1 AC; +1d3 AC; +1d4 AC
13-14	15	10-11	16	**Heavy Armor:** 1-4=Half plate; 5-6=Full plate — Normal; +1 AC; +1d3 AC; +1d4 AC
15-16	16-17	12-13	17-19	**Shield:** 1=Buckler; 2-3=Light shield; 4-5=Heavy shield; 6=Tower shield — Normal; +1 AC; +1d3 AC; +1d4 AC
17	18	14-15	20	**Spiked:** Roll again. Result is Spiked: Inflicts piercing damage when wearer suffers a melee strike with a natural weapon or unarmed strike. — 1d4; 1d6; 2d4; 2d6
18	19	16-17	-	**Additional Treasure +1:** Reroll twice. Receive both results. "**Additional Treasure**" results can stack up to 3x total.
19-20	20	18-20	-	**Favorable Treasure:** Reroll twice. Select your preference of the results rolled. "**Favorable Treasure**" stacks up to 3x total: that is, if you get this result twice, you may roll three times, and pick your single preferred result.

QuickStart Weapon Generator

Summary

The categories of results listed are most closely attuned to the Pathfinder roleplaying game. However, the categories should map relatively easily to other fantasy rules systems.

To assist with such a mapping, each result also includes a handful of samples; rather than randomly determine based on your ruleset's list of items, you may simply roll a D6 to quickly determine your treasure.

Contexts

- **Use Context A:**
  By **default**, for an ordinary level of challenge, or if no other Context described applies to the circumstances.
- **Use Context B:**
  If the party and its allies are of advanced abilities relative to their level and/or the dungeon; i.e., for **additional challenge**.
- **Use Context C:**
  If the party and its allies are of reduced abilities relative to their level and/or the dungeon; i.e., for **less challenge**.
- **Use Context D:**
  If you wish for an **advanced level of difficulty** regardless of the party's abilities, or to introduce a bit of bad luck to the proceedings.

FlexTable 23: QuickStart Weapon

A	B	C	D	Outcome
1	1-2	-	1-4	**Contact Poison:** Reroll. The treasure that results contains a contact poison, applied as the loot is collected.
2-5	3-6	1-2	5-9	No treasure / debris of no value
6-10	7-12	3-6	10-14	**Light Melee:** 1-3=Dagger (1d4); 4-5=Club (1d6); 6=Mace (1d8) Normal +1 +1d3 +1d4
11-12	13-14	7-9	15	**Two-Handed Melee:** 1=Staff (1d6); 3=Greatclub (1d8); 4=Greatsword (1d10); 5=Greataxe (1d10); 6=Halberd (1d10) Normal +1 +1d3 +1d4
13-14	15	10-11	16	**Ranged:** 1=Sling; 2-4=Shortbow (1d6); 5-6=Longbow (1d8) Normal +1 +1d3 +1d4
15-16	16-17	12-13	17-19	**Martial:** 1=Battleaxe (1d8); 2-3=Shortsword (1d6); 4-5=Longsword (1d8); 6=Warhammer (1d8) Normal +1 +1d3 +1d4
17	18	14-15	20	**Improved:** Roll again. Result gains an additional +1 enhancement bonus that stacks with any rolled in the result. Reroll further results of "**Improved**".
18	19	16-17	-	**Additional Treasure +1:** Reroll twice. Receive both results. "**Additional Treasure**" results can stack up to 3x total.
19-20	20	18-20	-	**Favorable Treasure:** Reroll twice. Select your preference of the results rolled. "**Favorable Treasure**" stacks up to 3x total: that is, if you get this result twice, you may roll three times, and pick your single preferred result.

QuickStart Combat Encounter Generator

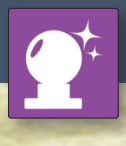
Contexts

- **Use Context A:**
  By **default**, for an ordinary level of challenge, or if no other Context described applies to the circumstances.
- **Use Context B:**
  If the party and its allies are of advanced abilities relative to their level and/or the dungeon; i.e., for **additional challenge**.
- **Use Context C:**
  If the party and its allies are of reduced abilities relative to their level and/or the dungeon; i.e., for **less challenge**.
- **Use Context D:**
  If you wish for an **advanced level of difficulty** regardless of the party's abilities, or to introduce a bit of bad luck to the proceedings.

FlexTable 24: QuickStart Combat Encounter

A	B	C	D	Outcome
1-2	-	1-3	-	Kobold
3-4	-	4-5	-	Zombie
5-6	1	6-7	-	Skeleton
7	2	8-9	-	Orc
8	3	10-12	-	Giant Spider
9	4	13-14	1	Giant Scorpion
10	5	15	2	Hill Giant
11	6	16	3	Troll
12	7	17	4	Mimic
13	8	18	5	Gelatinous Cube
14	9	19	6	Owlbear
15	10	20	7	Manticore
16	11	-	8-9	Young Black Dragon
17	12	-	10	Fire Elemental
18	13	-	11	Black Pudding
19	14	-	12-13	Wraith
20	15	-	14	Purple Worm
-	16	-	15	Rust Monster
-	17	-	16	Mummy
-	18	-	17	Wyvern
-	19	-	18	Earth Elemental
-	20	-	19-20	Young Red Dragon

QuickStart Beneficial Spell Generator



Contexts

- **Use Context A:**
  By **default**, for an ordinary level of challenge, or if no other Context described applies to the circumstances.
- **Use Context B:**
  If the party and its allies are of advanced abilities relative to their level and/or the dungeon; i.e., for **additional challenge**.
- **Use Context C:**
  If the party and its allies are of reduced abilities relative to their level and/or the dungeon; i.e., for **less challenge**.
- **Use Context D:**
  If you wish for an **advanced level of difficulty** regardless of the party's abilities, or to introduce a bit of bad luck to the proceedings.

FlexTable 25: QuickStart Beneficial Spell

A	B	C	D	Outcome
1	1-2	-	1-4	**Weak Magic:** Reroll. Halve any numeric results applied (e.g., 1d8 hp healed becomes 1d8/2, 1d4 rounds becomes 1d4/2 rounds). Reroll subsequent results of "**Weak Magic**".
-	3	1	5-7	Cure Light Wounds (1d8 hp)
2	4	2	8	Cure Moderate Wounds (3d8 hp)
3	5	3-4	9	Cure Serious Wounds (6d8 hp)
4	-	5	-	Cure Critical Wounds (8d12 hp)
5	6	6	10	Remove Disease
6	7	7	11	Remove Curse
7	8	8	12	Neutralize Poison
8	9	9	-	Fly
9	10	10	13	Water Breathing
10	11	11	-	Invisibility
11	12	-	14	Spider Climb
12	13	12	-	True Seeing
13	14	13	15	Ability Score Boost: +4 STR for 1d8 rooms
14	15	14	16	Ability Score Boost: +4 DEX for 1d8 rooms
15	16	15	17	Ability Score Boost: +4 CON for 1d8 rooms
16	17	16	18	Ability Score Boost: +4 INT for 1d8 rooms
17	18	17	19	Ability Score Boost: +4 WIS for 1d8 rooms
18	19	-	20	Ability Score Boost: +4 CHA for 1d8 rooms
19	20	18	-	**Potent Magic:** Reroll. Double any numeric results applied (e.g., 1d8 hp healed becomes 1d8x2, 1d4 rounds becomes 1d4x2 rounds). Reroll subsequent results of "**Potent Magic**".
20	-	19-20	-	**Complex Magic:** Reroll twice. Apply both results. "**Complex Magic**" may stack up to 3x total.

QuickStart Damaging Spell Generator

Contexts

- **Use Context A:**
  By **default**, for an ordinary level of challenge, or if no other Context described applies to the circumstances.
- **Use Context B:**
  If the party and its allies are of advanced abilities relative to their level and/or the dungeon; i.e., for **additional challenge**.
- **Use Context C:**
  If the party and its allies are of reduced abilities relative to their level and/or the dungeon; i.e., for **less challenge**.
- **Use Context D:**
  If you wish for an **advanced level of difficulty** regardless of the party's abilities, or to introduce a bit of bad luck to the proceedings.

FlexTable 26: QuickStart Damaging Spell

A	B	C	D	Outcome
1	1-2	-	1-4	**Complex Unlucky Magic:** Roll again. You suffer **Disadvantage** on your save against the magic, or enemies gain **Advantage** on their saves.
-	3	1	5-7	**Fickle Unlucky Magic:** Reroll. Double any numeric results suffered by you, or halve results suffered by enemies. Reroll subsequent results of "**Fickle Unlucky Magic**".
2	4	2	8	Magic Missile (force / bludgeoning damage) 1d4+1 / 3d4+3 / 6d4+6 / 8d4+8
3	5	3-4	9	Deafness (for 1d8 rooms)
4	-	5	-	Acid Arrow (acid damage) 2d4 / 4d4 / 8d4 / 12d4
5	6	6	10	Blindness (for 1d8 rooms)
6	7	7	11	Cone of Cold (cold damage) 2d6 / 4d6 / 8d6 / 14d6
7	8	8	12	Lightning Bolt (electricity damage) 2d6 / 4d6 / 8d6 / 14d6
8	9	9	-	Fireball (fire damage) 2d6 / 6d6 / 10d6 / 16d6
9	10	10	13	Meteor Swarm (fire damage) 2d8 / 6d8 / 10d8 / 20d8
10	11	11	-	**Poison** (save or suffer)
11	12	-	14	**Curse** (save or suffer)
12	13	12	-	**Disease** (save or suffer)
13	14	13	15	Ability Score Decrease: -4 STR for 1d8 rooms
14	15	14	16	Ability Score Decrease: -4 DEX for 1d8 rooms
15	16	15	17	Ability Score Decrease: -4 CON for 1d8 rooms
16	17	16	18	Ability Score Decrease: -4 INT for 1d8 rooms
17	18	17	19	Ability Score Decrease: -4 WIS for 1d8 rooms
18	19	-	20	Ability Score Decrease: -4 CHA for 1d8 rooms

A	B	C	D	Outcome
19	20	18	-	**Fickle Lucky Magic:** Reroll. Double any numeric results suffered by enemies, or halve results suffered by you. Reroll subsequent results of "**Fickle Lucky Magic**".
20	-	19-20	-	**Complex Magic:** Roll again. You gain **Advantage** on your save against the magic, or enemies suffer **Disadvantage** on their saves.

About Solo Play

About Solo Play

Why Solo Play?

Pen-and-paper roleplaying games are fantastic. Except when there's nobody to play with.

People move, grow apart, or simply grow up... at least, a little bit. What used to be easy becomes difficult, or outright impossible. Virtual tabletops, Skype, and other online tools have mitigated this to some extent, but for many of us, it can remain extremely challenging to find a gaming group... or even to find the synched-up time to play!

Solo pen-and-paper RPG gaming is hardly a new concept. There are numerous attempts to solve this problem, to varying degrees of success.

Nearly all existing solutions rely upon one of two approaches: 1) create a new rules system specifically around solo play, or 2) create an intentionally solo-play adventure for an existing rules system.

Each of these has its place, and can be hugely rewarding on its own.

Each also has its limitations.

New rules systems require adaptation and investment by the player to fully grasp them, can be limited and simple, and by definition prevent the use of every existing product and adventure already published.

Dedicated solo-play adventures for existing rules systems may succeed, but are often stopgap, railroaded/linear, and again, prevent the use of other published products.

The holy grail of solo RPG play, however, is quite different: Create a toolkit that allows you to solo-play ***existing*** adventures, with ***existing*** rules systems.

The intent with the **FTEG SAT** is therefore ***not*** to produce solo-specific adventures.

It is rather to extend existing rules concepts in a manner that lets any single participant play through any existing adventure that assumes multiple players.

This will result in an imperfect experience by definition and by design, but intends to reproduce the experience of traditional multi-player RPGs as closely as possible.

The intent of these rules should be reproducible in any gaming system; examples and design have been written to apply to Pathfinder and to 5E.

Additionally, the intent is also to give a framework and tools for creating solo-play adventures of your own, or to adapting your home-brew adventure content to be used in a solo context.

A Completely New Game

With all the new rules, revisions, and (in some cases) significant modifications to the existing mechanics of the games you know and love, it may be tempting to refer to the FTEG SAT as an entirely new game. Well, in a very real way, that's the entire point, isn't it? To take the game you love to play socially with other people, and to make it a solo experience. It's natural that the resulting game system will be a new beast, though it shares a great deal with the game systems that gave it life and form its skeleton and starting point.

Scope

The intent with the FTEG SAT is not to produce solo-specific adventures. While these have been attempted to varying degrees of success across several decades and many different systems, ultimately, they are either too contrived, or too limited, in what they accomplish, by design: a single well-made solo adventure may indeed be a great and enjoyable thing, but then it's done with. It's not as though you can go back to it and play back through it over, and over, again.

So unless you can reasonably go out and find several dozen well-made and enjoyable solo adventures, each crafted specifically and appropriately so as not to overpower your particular choice of PC class and level, then creating dedicated solo adventures does not seem to be the best approach to the problem.

ather than create dedicated solo adventures, then, it is instead the intent of the Solo Adventuring Toolkit to extend existing rules concepts in a manner that lets any single participant play through any existing adventure that assumes multiple players.

It must be said that this approach will result in an imperfect experience by definition and by design, but intends to reproduce the experience of traditional multi-player RPGs as closely as possible.

The intent of these rules should be reproducible in any gaming system; examples and design have been written to apply to Pathfinder and to 5E.

The intent is also to give a framework and tools for creating solo-play adventures, should the reader be inclined toward doing so. Indeed, the problems that this set of rules and tools was designed to overcome plague dynamic adventurers and dedicated solo adventurers alike.

Finally, the architecture herein provides a reasonable framework for converting an existing, traditional adventure to solo play. Any DM/GM who has some degree of flexibility will find it straightforward, if not always terribly enjoyable, to convert any existing adventure content into a format so as to be able to support solo play.

Dynamic Gaming

Infinium Game Studio has always designed game content with dynamic gaming in mind. While the degree of dynamicness varies from product to product, the aim is similar: you should be able to take a single book, and use it a myriad of different ways. In its best forms, IGS products allow gaming groups to re-use the same book over and over again, endlessly generating a series of new, interesting adventures from the same starting point of content.

The founding premise of IGS has been to take a look at what has delighted us most, has stuck in our minds the longest,

from interactive entertainment: the set-pieces, the dramatic conclusions, the plot twists, and the curiously new and exciting dungeon crawls--and then to ask the question: if you can design something to be interesting and memorable once, why couldn't you identify the pieces of that memorable encounter that make it interesting, and permute them so as to generate endless riffs off of that theme?

his has to be done carefully, and with some soul to it, of course. Rolling a die and knowing that a skeleton is blue, or red, or orange, may be dynamic and different each time, but it's not really useful or interesting in a gaming or storytelling sense. If that skeleton has different powers, and different intriguing physical descriptions, and different class levels, and different equipment, and its weapons bear poisons and curses that are dynamically generated... well, THERE, you're getting into interesting dynamic territory.

The **Solo Adventuring Toolkit** was designed with Dynamic Gaming as a fundamental premise. Indeed, with solo gaming, such interesting "newness" of adventure content is even more important, because if you're playing without an adventure in hand, and without a separate person as a GM who is governing the content that unfolds, then you need some set of tools that gives you the ability to replicate those interesting features on their own.

Using in a Traditional Context

This focus on Dynamic Gaming, the varying approaches for scaling difficulty, the mechanisms for generating adventure components and elements and weaving them together: these are essential for producing a rewarding and interesting solo play experience, but they are all greatly powerful tools for traditional tabletop roleplaying games as well.

here's no reason an enterprising GM could not take the Solo Adventuring Toolkit, use it to dynamically generate an adventure, and simply present it to her gaming group as a pregenerated adventure. The players might never know that zero preparation had gone into the content beforehand!

Gamer Types & Impact on Solo Play

There are many types of people who play tabletop roleplaying games, both as players as well as G/DMs.

While there is certainly no restriction on who can play solo and who cannot, it may be useful to reflect on what sorts of elements of the game call out to you, and understand how that might have an impact on playing solo.

Why It Matters

Who you are as a player of traditional tabletop roleplaying games will have an impact on how you approach solo play. In fact, knowing who you are as a gamer will help you a great deal, because whatever your tendencies might be in a traditional group and social setting, those leanings are likely to be much stronger in a solo environment, in which there are by definition no checks or balances or differing or competing perspectives to act as a deterrent.

The advantage of this reality is that you can play however you want, and nobody is going to stop you. The disadvantage... well, there may not truly be a disadvantage, but being honest with yourself about how you want to play solo will help you engineer your gaming experience much better.

Types of Gamer

This is by no means meant to be a fully comprehensive list of every kind of person who might gravitate toward a tabletop RPG. There are dozens, if not hundreds, of additional such profiles and contexts that might matter.

The list herein is reductive, by design, and presents some of the most present stereotypes of gameplay to be found in most traditional tabletop gaming environments.

It must also be stressed that in describing stereotypes of gamer, the intent is absolutely not to judge one's reasons for playing, or to attempt to classify one type of player as "right" and others as "wrong".

Simply put: I've been playing for over three decades, and in my experience, there is no wrong way to approach gaming. There are many, many "right" ways.

It can benefit traditional, as well as solo, play greatly to understand, appreciate, and respect that there are, however, differences in approach.

Rules Lawyers

You know the type—or maybe you are one! Some players read through published rulebooks religiously, and commit their vagaries to memory as if they were preparing for a standardized test. Now, let's be clear: knowing the rules of the game you're playing is far from a bad thing, and even the best of GMs cannot reasonably be expected to keep every single facet of today's complex gaming systems top of mind. So in theory, having at least one Rules Lawyer in your gaming group can be a true asset, because it should help make the GM's job a bit easier.

In practice, however, Rules Lawyers can have an unfortunate tendency to wield their intricate knowledge like a weapon, battering other players and the GM over the head with factoids. There can be a frustrating difference in the continuum between helpfully reminding others about a rule that should apply, and being nagging or outright annoying in doing so. That line, of what is useful and what is irksome, can be challenging to walk, and indeed, can be wildly different from gaming group to gaming group. Typically, that line tends to be crossed whenever remembering a modifier or ensuring that a player crosses off a used spell slot takes priority over simply having fun.

So Rules Lawyers are not inherently bad players. But knowing that you yourself have a tendency toward being a Rules Lawyer can help you in solo play.

Goals

Rules Lawyers can have a number of other goals, but one of their goals is certainly to make sure play is fair: specifically, that everyone is playing by the same rules.

Benefits

If you tend toward Rules Law naturally, then you're in luck:

you'll probably have a good chance of remembering rules without having to look them up. And because you're the only player involved, the possibility of frustrating other players is zero!

Risks & Concerns

The whole point of gaming, solo or traditional, is to have fun. Some Rules Lawyers are so focused on the rules and adhering to them that they find it challenging to simply have fun through their own initiative. This is not to say that Rules Lawyers aren't fun, or cannot have fun--but in traditional play, they may be used to several other people reminding them to have fun.

Also, Rules Lawyers tend to have a natural inclination toward memorizing rules. Again, this isn't bad, but it can backfire in this case: remember that this Toolkit is third-party content, and has been created in support of what is largely a brand-new kind of gameplay for most people. Your natural tendency to whip out your knowledge may not apply to any other gaming group or environment, because if you're in such an environment, then you're by definition not playing solo.

Finally, this Toolkit may quite frankly annoy Rules Lawyers. They might approach this book, having learned a great deal about the game they love and enjoy, only to start reading through hundreds of ways to BREAK that game. The Solo Adventuring Toolkit provides a huge array of variances from traditional play, and many of these may come across as frustrating or unacceptable to a hardened Rules Lawyers. Using a 30-sided die instead of a d20 for attack rolls? Anathema!

how to Approach Solo Play

As a Rules Lawyer, be confident and indulge in your prodigious ability to memorize, remember, and apply, the rules. Add to your repertoire by amassing the additional, new knowledge in this Toolkit. And as you do so, try to flag it mentally as applying only to solo play, and recognize that it is unofficial, third-party content to begin with, so Lawyering it with gaming groups may cause additional frustration over and above what would normally apply.

But remember to have fun. Stop, take a moment from time to time, and see if it feels like work.

Role Player

A Role Player gets immersed in his or her character. They commit themselves to the experience of pretending to be someone else. Many of them adopt the accents their character would have, or take on mannerisms or other conversational or speech elements of their characters. Some never break character when at the gaming table. They truly try to become, at least for a few hours, that other persona.

Role Players may seem the ideal players--after all, aren't these ROLE PLAYING games? And indeed, they can be great fun. Theatre or performing types can be excellent, and even for those for whom such skills do not come naturally, roleplaying can be a great way of tamping down anxiety and developing those abilities. For some, roleplaying around a tabletop with dice, pencil and paper was a formative experience in learning improv.

However, roleplayers, like any player type who indulges in extremes, can become annoying. When the pizza arrives and Derek can't break character to answer the door and give the delivery guy the tip, it can be frustrating. When the group takes a break in between moments of action, and talks outside the game to each other to catch up on each other's lives in a social manner, the Role Player may find it difficult to "turn off" their commitment to their alter ego.

Goals

Role Players want to live the experience of being someone else, even for a short time. They're in it for the social interaction, and often, for the jokes and meta-gaming aspects of the social experience.

Benefits

Role Players are usually quite good at developing story elements of their own in their head, and suggesting them to the group. Many GMs have favorably tweaked and pivoted their stories and predetermined adventure content as a result of helpful and creative Role Player input in the gaming session.

This dynamic, creative spark and ability to imbue one's own persona into a story is particularly useful during solo play, which can tend to get focused a great deal on the mechanics of the game, and can sometimes provide only a thin route of storytellling to get from X to Y.

Risks & Concerns

Role Players are not all extroverts, but they do tend to thrive on the social interaction component of a traditional RPG. Not being able to do this might greatly hamper a Role Player's enjoyment of the game. Moreso than any other type of player, Role Players may be least well suited to even engaging in solo play to begin with.

Everyone approaches traditional roleplaying games hoping to get different things out of it. Solo play, even as greatly developed as in this Toolkit, cannot fully reproduce what some Role Players most seek out of the experience.

Finally, of all player types, Role Players tend to be the most forgetful about the rules--or the most neglectful of reading through them in the first place! This is a harsh, unfair, blanket statement, but it tends to be true of Role Players more than other player types. If that's you, that means you're in for a good deal of looking stuff up and stalling your own gameplay, as there's no other group of people to lean on who might be able to recall that estoeric rule you could swear you read somewhere, sometime.

how to Approach Solo Play

Be prepared, if not for disappointment, then to enjoy different components of the traditional RPG experience. If you've never cared about detailed rules, and have always relied on your teammates to help you remember how to stack modifiers and do the math of what your attack roll should be, then you need to be prepared.

Simply put, either you need to start doing that yourself, or you need to be prepared to fudge a great deal of rolls, all the time. This can still be a great deal of fun, but it makes for a different experience.

Min/Maxers

Min/Maxers are similar to Rules Lawyers, and indeed, some players can even be both at the same time. Min/Maxers

often memorize a great deal of esoteric rules from various sources, but their goal is not to simply amass encyclopedic knowledge, or even to ensure everyone else is playing by the rules fairly.

Min/Maxers learn the rules in detail so that they can better exploit them. Their goal in playing RPGs tends to be "mechanical success": succeeding in attack rolls, inflicting the most damage, duping the most NPCs, gaining the best equipment, and so on.

Goals

Min/Maxers want to craft powerful characters and succeed in the game they are playing. Their definition of success is often the amassing of experience points and levels, of character abilities, of equipment and weapons, and of character wealth. They enjoy when a carefully-selected set of abilities and choices results in a fruitful outcome, particularly when the attempt would have been a long short for a less-crafted PC.

Benefits

You've got a substantial advantage in pursuing solo play: you already have a mindset well-suited toward figuring out the optimal way to take advantage of a set of rules mechanics. While this is useful in any gameplay, it's particularly valuable in solo play, where you have much less control and options in terms of the number of players and PCs under your control. OPOC play in particular benefits greatly from a Min/Max mindset.

Risks & Concerns

That said, Min/Maxers can get frustrated easily if their efforts in carefully arranging and choosing and designing the optimal character build still aren't sufficient to succeed. Regardless of how well you build your character, some of it all still comes down to luck. In a traditional RPG context, this doesn't too often cause a great deal of anxiety, because the team can still succeed even if the Min/Maxing PC doesn't. But in a solo play scenario, the Min/Maxer is all s/he has.

How to Approach Solo Play

Fortunately, this Toolkit contains a wealth of options for changing one's luck during play--modifiers, dice chaining, and Balance Points, just to name a few. Take advantage of these, even if it means slightly less XP or glory in the moment.

By Team Role

Another way of looking at player types is to consider the role the character plays in the context of the adventuring party.

Those familiar with, or coming to tabletop RPGs from a background of, massively-multiplayer online games may be most comfortable with this descriptive approach.

It's worth noting that if you are adventuring using the OPMC (One Player, Multiple Characters) rules, you will have multiple characters, able to support each of the team roles you desire.

For each of the Team Roles described below, the biggest challenge when playing solo will be if you have always played that sort of Team Role—playing characters that inhabit different Team Roles may not come easily to you!

DPS

Causing the most damage per second, or damage per round, is the goal of many Fighters and Barbarians.

In some ways, DPS players will have the easiest time adapting to solo play. Their builds and approach to combat are naturally aligned to being able to sustain themselves, and survive facing challenges heads-on.

DPS players may be challenged, however, to appreciate the various other ways that characters must interact with their environment in order to succeed.

Healer

Ah, the healer: like real-world nurses, the under-appreciated, critically vital, and largely unsung heroes of the roleplaying world. The adventuring party that lacks a healer or two would have a fantastic initial encounter... followed swiftly by severely disappointing defeat.

For all of the critical value of this role, however, it can be easy to play, at least tactically: if someone's hurt, heal them; if multiple allies are hurt, heal the one closest to death. Lather, rinse, repeat.

This is not to suggest that Clerics, Druids, and even some Rangers are lightweight nincompoops who while away combat waiting for someone to get injured. But in the thick of battle, the next right thing for a Healer can be a bit more obvious.

The challenge of a player who traditionally plays Healers may be to integrate themselves more closely into the heat of combat, to ensure they have something to heal that's worthwhile!

Social Toolbox

The Rogue or Bard, or in a pinch the Paladin. The swashbuckling heartthrob who can sweet-talk her way into the noble's quarters without arousing suspicion. You know the type.

This is an essential element of most games, but there are combat-heavy gaming groups where social encounters are afterthoughts, assumed to succeed, or even vacant altogether.

Although by nature and definition, solo play lacks the complexities and intricacies to be found in traditional, G/DM-led adventures, the Solo Adventuring Toolkit nevertheless respects the role of social encounters in most games, and provides elaborate and rich rules to address that need.

The challenge in social play will be that the opportunities to lay on thick and hilarious accents, while still present, will certainly fall on, if not deaf ears, certainly ears already familiar with the schtick.

Leader

Typically a Fighter or Paladin, but could be something more esoteric, or even a Cleric or Bard given the right situation.

Regardless of the mechanical capabilities of the class and wargear of the character holding the mantle, the Leader typically directs the actions of the group. Although the Leader tends to be the Player who in real life is a leader amongst the gaming group, it can also be an opportunity

to roleplay and extend one's self, both for the person who would normally be in this role to give it up, and for someone who ordinarily would shy away from such duty to take on the responsibility.

Every group needs someone to corral them, to guide them, and to sanity check them. If it's not a natural, in-real-life kind of group leader, then it can be a player who is deeply familiar with either the campaign setting and/or the rules mechanics of the game being played.

As a solo player, this is a role you must fulfill yourself, of course.

If you're normally someone who leans into this role, then it can still be challenging to apply it to yourself—do what I say, not what I do, is a weakness common to leaders in real life!

If you are typically not the person at the helm of the group, then you may need to force yourself to perform sanity checks on your actions and planning.

As a Former or Current GM

Ultimately, the best solo players will be or have been GMs themselves. This is not to say that players who have never been GMs lack imagination, or any other skill that makes solo play better.

Anyone who has ever been a GM, who has faced a group of people who have their own ideas and inklings, and has helped guide a shared storytelling experience... that sort of person has already been through the flexibility, imagination, and swift pivoting that comes in quite handy when playing solo. Rare is the GM who has not had to switch the story quickly in response to an unanticipated player action; this is in some ways no different than a dice roll determining a different dynamic game element than you might have had in mind or had been anticipating.

How to Use the SAT

To be fair, if I've done my job properly, this section shouldn't be necessary. You should be able to pick up this book, almost to any arbitrary page even, and jump right into adventuring.

If that's your desire, then flip back to the **QuickStart** (p 23) and game on!

But, if you're interested in a bit more discussion on how and when and why to use the **FlexTale Solo Adventuring Toolkit**, read on.

Using FTEG SAT by Yourself

This is the most likely scenario: you'll be using the FTEG SAT by yourself, for your own individual solo play.

That's really how and why this book was designed and written. So there's nothing you need to do in terms of "interpreting" what's in here; read on and enjoy!

Using FTEG SAT to Learn How to be a G/DM

This should really read "to learn how to become a Dungeon / Games Master, OR to improve your abilities in doing so".

Even the very best DM/GMs can benefit from the information in this document.

What's contained in this book is not merely a set of tables that the solo player can use to generate and drive an enjoyable solo adventuring campaign (though it does certainly contain all of that).

This book, as you may already have noticed, is also a discussion on the hobby itself, a reflection on decades of learnings from being deep within the underbelly of the industry and its products, and a treatise of sorts on the nature of the gaming group, gameplay, and the social aspects required of the tabletop roleplaying game at its core.

As a result, there's much for aspiring or even seasoned DMs to learn here.

The author has been DMing for over 30 years, and each and every gaming session, the players surprise him. I wouldn't have it any other way, of course, but it's worth noting that just as players usually throw curveballs at DMs, so too can DMs continually learn from those phenomena.

Using FTEG SAT With a Traditional Gaming Group

Believe it or not, there's plenty in this book that can be used immediately in a traditional gaming group—that is, one with a separate, dedicated D/GM, and one or more players.

The rules adjustments, for example, are something that stem from and recognize many house rules that are already in widespread use throughout the community. Leafing through the several hundred in here might give your traditional gaming group inspiration they might not otherwise have had, either to up the challenge, or to make life easier during traditional play.

Small Groups

Smaller groups—those involving 1-3 PCs, for example—can benefit greatly from this book, simply because a lot of the problems that smaller groups face are the same ones that solo adventurers face.

If the party is small, chances are that it might be missing something. Is there someone who can handle social challenges? Someone else who can absorb damage? A rouge, perhaps, to pick locks and survive traps?

The smaller the group, the more this becomes an issue. One might say that small groups asymptotically approach the complete set of obstacles and issues that a solo adventurer must grapple with, the smaller the group size is.

The FTEG SAT was built around the extreme end of that challenge, so of course it can help with more moderate cases of those issues as well.

Big Challenges

Some groups are powerful, well-constructed, and/or adept at exploiting the rules as written. Such traditional gaming groups might be looking for increased challenge.

The Rules Adjustments and other elements of this book, written in a way that's directed at solo players, can be leveraged to up the ante for even seasoned traditional groups.

Pile on a bunch of handicaps, and all of a sudden, the dungeon landscape doesn't seem so easy to navigate any more!

Taking on Elevated Risks

It's happened to most gaming groups: once you hit a certain level of the power curve (which differs specifically from game system to game system), there are entire categories of challenge that simply aren't frightening any longer.

Traps and locks are easily defeated by an experienced Rogue dedicated to the task. Safe long rests are guaranteed by powerful spells that produce extradimensional habitats in which to recuperate. Poison and disease are easily spelled away in a flash by magic-users overflowing with lower-level spells they need never deploy in combat. And so on.

Applying rules adjustments and other features described in this book can vastly transform the landscape of such challenges, so that they once again produce anxiety and fear in the minds of the players facing them.

Handicapping Experienced Players

You can apply the tools herein un-evenly, by design: seasoned pros suffer handicaps, and the novices don't, for example.

Some might consider it cruel, but it is absolutely a way to level the playing field to make sure that everyone experiences a similar game.

I would strongly recommend being transparent about your intent to use FTEG SAT in this manner, and explicitly discussing it with your players, perhaps as part of a Session Zero, to make sure that everyone is on board with your approach.

Not every seasoned player will embrace handicaps. and might rightfully interpret them as a kind of punishment for being good at the game they enjoy.

Accelerated Creation of Powerful PCs

I recently finished a high-level Pathfinder campaign, where every PC was around level 14-16, and started a Ravenloft campaign, which of course took everyone back down to lowly Level 1.

The players jokingly griped about how pathetic and hopeless their characters were in comparison.

It's unavoidable: level 1 PCs are one unlucky roll or bad decision away from instant demise.

One way around this, of course, is to simply let your players roll up advanced characters: start at level 4, for example. That's a very easy solution, but it removes that initial delicious dangerous feeling from the game. And, it allows players to make character-build decisions that they might end up regretting, once they have a few sessions' worth of interacting together under their belt. You can always allow retconning their prior levels and build decisions later, but it feels awkward and takes the verisimilitude out of the game.

By comparison, you can simply apply some of the tools in FTEG SAT. If you take even a small batch of Level 1 characters, and pile on enough beneficial Rules Adjustments, they will suddenly seem a great deal more resilient and capable, while still maintaining that inches-from-death feeling that is so crucial to the Level 1 experience and mindset.

Adapting Adventure Content to Your Own Purposes

You as a DM might be bored of running a particular adventure, and want to spice it up the next time you run it.

Or, you might be running an adventure with which some of your players are already familiar.

Or, you might disagree with or be unsatisfied by elements of a published adventure.

You can home-brew extensive revisions to the adventure, of course, but that takes time, and leaves you exposed to mistakes and continuity errors with the published material.

Another approach is to take FTEG SAT, and imbue the published adventure with elements found herein. Suddenly, the adventure can seem greatly changed, both for you running it as well as the PCs within it.

Pros

The FTEG SAT is excellent at powering solo play. That should be a given, hopefully!

It also, however, can help make you a better roleplaying game player and G/DM.

Improving As a Player

As a player, you may learn to appreciate the elements of the game, and of most adventuring parties, that you may never have gravitated towards. If you've always played a Fighter, for example, playing solo will almost certainly introduce you to how to use spells, pick locks, and chat up the locals. Similarly, if you've always focused on social encounters, playing solo will get you outside your comfort zone into more combat. And so on, based on the unavoidable premise that as a solo player, it's all up to you!

In playtesting this book, several players reported coming away from their adventuring sessions with a deeper appreciation of what's involved to do the sorts of things that they themselves had rarely, if ever, partaken of with the PCs they tended to create. Some also reported a newfound desire to multiclass, or to create a character in one of the classes that is more of a "hybrid"—e.g., Druid, Ranger, Cleric, and the like.

Improving as a G/DM

As a G/DM, playing solo can be a blast, particularly if you've always found yourself in the role of G/DM, and have rarely found the opportunity to just play as a player and only as a player.

It can also give you a better sense of what the players themselves go through to succeed, again particularly if you might never have been a PC. Sure, Bards are fun, but when a massive battle is taking place, other than singing songs of encouragement and trying to spellcast nearly as well as more focused spell-slingers, they can feel a bit left out and out of sorts. Putting yourself, *forcing* yourself, into those sorts of roles can really give you a deeper appreciation of how to make sure all players are feeling as though they're contributing.

Finally, because the FTEG SAT uses the FlexTale approach to adventure content, the solo adventures you embark upon are ever-changing, infinitely diverse, and dynamic by design. Rolling to determine what happens next can be an edge-of-your-seat, as well as a by-the-seat-of-your-pants, sort of experience, and it's always fascinating to see what unfolds as a result of simple dice rolls.

In playtesting, nearly all testers who had been G/DMs came away from the experience with new ideas, new approaches, and fervent desires to start up new campaigns.

Nearly all of them reported being devoted to the **FlexTale Encounter Generator** approach to adventure content, and planned to include it in their future games, solo or traditional.

I'd call that a huge win, for sure!

Drawbacks

Solo play is, unavoidably, not the same as traditional tabletop roleplaying.

To some extent, at some point along the way of playing solo, you are almost certain to be disappointed.

That's a weird thing to say in a book exhaustively dedicated to making the point about the power of solo play, but it feels

dishonest to not admit.

It's just not possible to reproduce everything about the social experience, the creative experience, and the shared storytelling experience, that traditional play makes possible. No matter how invested you are in reproducing it, no matter how creative you are or willing to suspend your disbelief, everything is still a product of two things, and only two things: your imagination, and the results of a bunch of FlexTables.

This is precisely why I've gone to great lengths to try and ensure those tables are as interesting, powerful, and finely-tuned as possible, but it's a very stark reality that solo play is not group play.

Requirements, Options, and Tools

The short version here is: read as much as you can, play as much traditional gaming as you can, and use some no-brainer additional tools that will absolutely make it way, **WAY** easier to play solo.

Requirements

You unavoidably and definitely need three things.

(These are the same three things from the QuickStart, so if you've come here after reading that, you can skip down a bit.)

- The ***FlexTale Solo Adventuring Toolbox.***
  (That's this book. So you're already 1/3 of the way there just reading this.)

- One or more PC **character sheets**.

  *(You can roll your own using your favorite approach, or you can save even more time by using the pre-made ones in the **Solo Character Compendium** for either Pathfinder or 5E).*

- A **bestiary** of some sort, with common fantasy monsters for your rules system.

  (Most rules systems come with this, or a standard Bestiary book is part of the commonly-bought core package of rules books. You can also use the Aquilae: Bestiary of the Realm, Solo QuickStart Edition, which contains Quadded Statblocks for all of the monsters in this QuickStart, each ready to play across a wide range of PC levels.)

There's no way to play solo successfully without those three books. I mean, of course you could use another set of solo rules, or just figure it out on your own. You might even enjoy those approaches more; who knows?

But to use this book, you also need one or more PCs, and some monsters.

Optional Resources

Do you need much more than characters, this book, and monsters? Maybe, maybe not.

Additional monsters will certainly help. But the most helpful thing to do to enhance your ability to play solo is actually the same advice I would give to those wishing to improve their abilities as a G/DM: read stuff that's already out there.

This is in no way to suggest that your creative powers wouldn't be formidable without reading the works of those who have come before you. It's merely to suggest that there are thousands, *tens* if not *hundreds* of thousands, of published works out there, that are the result of a staggering amount of millions of gamers having poured probably billions of hours into the hobby they, too, greatly enjoy.

Some of them have probably gotten pretty good at it.

G/DM Materials

In particular, try and read all "G/DM-only" materials, especially Gamemastery / Dungeon Master's / Judge's guides or sections specific thereto in other products.

There's no shortage of "how to G/DM well" style of articles, guides, or podcasts; those can certainly help. Because, as mentioned earlier, generally speaking, the better a G/DM you are in a traditional setting, the better you may be as a solo player.

Traditional Adventures

Read published adventures, or re-read those you already have, with an eye toward how you would play it solo. As you read through published traditional adventures, note the difference between what is written, and what mechanically is necessary to traverse the adventure. There's a wide gulf between those two things, and that delta is what largely your imagination will have to fill in to bridge the gap between the traditional and the solo play experience.

Making a skill check is mechanically identical in solo and in traditional play. The difference, however, of having a good G/DM describe your success or failure—that's something no solo guide, no matter how potent, is going to be able to provide in the same manner as an in-person tabletop session.

Aquilae: Bestiary of the Realm

Aquilae: Bestiary of the Realm (ABR) is a mammoth set of bestiary books. They're available in the same place you got your copy of this ***Solo Adventuring Toolkit***.

ABR was created as an obvious love letter/homage to the ***Monstrous Compendium*** binders of old-school 2E, with the desire to assemble every single monster possible, and present them in a way where they could pose a challenge, or at least remain interesting, to parties of ANY level and composition.

The full version of the ***ABR,*** called ***"ABRE"*** for "Extended", is a gigantic, six-volume set, comprised of 1,600 monsters, each given the **Quadded Statblock** treatment: 6,400 complete and ready-to-use statblocks in all.

There are other, less comprehensive and less massive, versions as well: the **Abridged** ("***ABRA***") edition is merely two volumes, collecting 400 of the most popular monsters.

There are also two other, more applicable, editions, collected

specifically with solo play in mind:

The ***Solo QuickStart Bestiary*** (“***ABR-QS***”) contains the few-dozen monsters that are in this book’s **QuickStart** section, ready to play.

Finally, the ***Solo Adventuring Bestiary*** (“***ABRS***”) assembles 22 monsters for each of the environment/terrain Contexts in this book—hundreds of monsters in a single tome, ready to fully support every aspect of the ***Solo Adventuring Toolkit***.

Is this a plug for another product created by **Infinium Game Studio**? Unavoidably, yes.

Does the point remain 100% accurate, and does the Bestiary provide exactly the perfect monster content for solo play? Also, yes.

FlexTale Encounter Generator

The ***Solo Adventuring Toolkit*** derives much of its potency and its approach from the more comprehensive ***FlexTale Encounter Generator (FTEG)*** toolset.

While each is perfectly usable on its own, in combination, the FTEG and the SAT can create a very rich and diverse set of adventuring possibilities.

Simply put, for every FlexTable in this book, there are many, many more in the full FTEG.

FlexAI Guidebook

The upcoming complete FlexAI Guidebook describes a deep yet accessible approach to simulating creature behavior in encounters, and contains hundreds of scenarios combining different creature types, stances, and combat circumstances.

This ***Solo Adventuring Toolkit*** contains the bare essentials, the minimum streamlined requirements to fuel interesting and realistic monster combat behavior.

If you have the full ***FlexAI Guidebook*** as well, then you’ll be able to drive even more interesting and context-appropriate encounter behavior.

Tools

If you’re already well-seasoned at traditional tabletop fantasy roleplaying, it’s likely you already have many of the tools that would be recommended: dice (the more the better!), pencil and paper, character sheets, and so on.

It can also be handy to keep track of things using a tool like Evernote, OneNote, or even Excel or Word.

Microsoft PowerPoint may not seem like a natural mapping tool, but it’s fairly ubiquitous, and upcoming published solo adventuring templates will make use of it as a tool.

Redundancy & Extension

By necessity, this Solo Adventuring Toolkit will reproduce some of the content of the ***FlexAI Guidebook***, ***Aquilae: Bestiary of the Realm***, the upcoming ***Warscale*** wargming rulebook, and the full ***FlexTale Encounter Generator*** books.

None of these should be necessary to fuel solo play; this ***FTEG SAT*** is intended by design to be all you need to enable fruitful and limitless solo play.

If you have one or more of these companion tomes, there will be some overlap in the content addressed across these products.

Redundancy & Extension

Sorry; I couldn’t resist. Layout puns are rare and difficult, so it’s impossible to avoid the temptation when it presents itself.

A Discussion on Solo Play

Discussing Solo Play

Solo play is for many a completely novel way of playing our favorite tabletop social game.

Even for those for whom solo play is not alien, the ***Solo Adventuring Toolkit*** provides an unprecedented level of power and flexibility in pursuing such an approach.

This section is something of a meditation on the concept. Although it is entirely optional in terms of getting started, it can serve as some valuable background for enjoying solo play.

Player Role vs. GM Role

In a traditional tabletop roleplaying experience, there are two very distinct and important roles: the GM (also known as the DM, Judge, Arbiter, Referee, and so on), and the Player.

These two roles are both essential, and it's impossible to play a pen-and-paper RPG without both of these roles.

That statement holds for the solo experience as well. Indeed, many "solo gaming tools" to date have focused exclusively on tools to simulate the actions and decisions of the GM, to try and replace a normal human being in that role with a book or set of tables and dice.

It must be admitted that this approach is, in part, how the FTEG Solo Adventuring Toolkit goes about the solo experience. However, the FTEG SAT also provides a great deal of tools to take you beyond a simple "yes/no" answer simulation, and to attempt to create a narrative experience that goes beyond what a straightforward hack-and-slash dungeon crawl (like that presented in the ***QuickStart***, p 23) presents.

This book does not aim to insult you, the reader, in trying to explain for the first time to you what these roles entail. However, it's useful to rehash what's involved in these roles, and more specifically what essential pieces of the puzzle they bring to the gaming table, so that we can understand how to ensure those crucial elements are reproduced adequately in the solo experience.

Different Ways to Play

The presentation below assumes certain long-honored stereotypes about how tabletop roleplaying games are typically played. They in no way are meant to be definitive and absolute; your gaming group may be structured differently, and your mindset may be fundamentally different. That in no way makes it worse, or less valid, than what is described below.

Simply put, people play tabletop RPGs for different reasons. They participate in different roles, therefore, based on those reasons, and pursue certain elements of the game moreso than, and perhaps to the exclusion of, others.

The intent below is not to mandate how you play your game, or invalidate your preferences if you choose to play in other ways. It's simply a reminder that regardless of how you play, certain roles and functions are still necessary to fulfill, unless you are ignoring or revamping core pieces of the game.

Player Role

Each player guides the actions of (typically) a single character (a player-character, or PC). They represent that character's perspective, personality, desires, ambitions, fears, and individual actions, both in the context of combat and encounters, and in the broader scope of story and plot.

This one-to-one relationship between player and PC can often result in a blurring of who is being targeted, addressed, or talking or taking an action. "I attack the wyvern" is functionally identical to "My character, Lothar of the Hill People, attacks the wyvern", even though the latter is perhaps more accurate in terms of what is actually occurring.

Colloquially, actors and actresses on stage and screen have a similar confusion at times. "And then I say to the villain" is functionally equivalent to "my character says to the villain", and the former can even be a hallmark of identifying closely with the character.

The same is the case with the traditional Player Role in a tabletop RPG: "I take action" means that you, the player, are deeply immersed in the role of your character.

The advantage to "blurring the lines" between person and character is that the immersion can help roleplaying. You start to think, talk, and act like your character. You feel successes more vitally.

The disadvantage is the other edge of the sword: you feel setbacks more keenly; you can even take them personally, whether you're aware of the phenomenon or not. Death, in particular, can hurt on an emotional level: I've seen many cases where a player's PC dies, and the player feels the emotional pain and loss.

This last component is really an artifact of how your gaming group handles death and dying of characters: many are the tables where it's nearly impossible to have a PC die, but there are entire subgenres of roleplaying game where total-party kills (TPKs) are commonplace occurrences, and indeed the rule rather than the exception!

The Player Role in Solo Play

The Player Role is perhaps the least changed element of the traditional experience when transitioning to solo play. You as the player still control one (or more) characters, and you still make decisions as to how that character is acting. You still represent that character and the line between you as a person and your PC as a pencil-and-paper construct is still likely to be blurred.

The main difference in solo play is one of scope: If you're choosing to play OPOC (one player, one character), the Player Role experience is nearly identical to a traditional RPG, but you have several other options. Indeed, most traditional RPB experiences are already OPOC in nature.

OPMC (one player, multiple characters) lets you control two

or more PCs simultaneously. This abstraction can be very, very different from the traditional experience.

Other gaming style approaches can mean that you as a player are abstracted from the character(s) you're controlling even further.

The advantage is that you're less likely to take death, or setbacks, personally. If you're controlling four PCs, the death of any one of them is unlikely to cause tears. Even more than that, of course, since you are the sole player, you can simply ignore or recast situations in which a beloved character would otherwise face certain death—after all, who will know?

The disadvantage is the tendency to treat the characters under your control like numbers and resources and assets, rather than individual people with wants and wishes. The "homogenization" of an adventuring party is not necessarily a bad thing—it makes it easier to roleplay intra-party conflict, for example—but it can leave something lacking in the experience.

GM Role

In most traditional tabletop roleplaying game groups, the GM is the **storyteller**: s/he sets the stage, provides the context, and seeds the elements of a shared storytelling experience that all players take part in.

The degree to this is "railroaded", or forced down a certain preconceived story path, is a function of your gaming group, the adventure being played, and more than anything, the actions of the PCs during the course of the story unfolding.

Some gaming groups are very story-focused; some others nearly ignore the element of story, plot, and over-arching framework of something larger on which all of the encounters are hung. Most gaming groups, and most adventures, fall somewhere in between these two ends of the spectrum: a story that provides context and direction, but the moment-to-moment action of most sessions revolves around combat, challenge, exploration, and resolving conflicts.

In addition to controlling—or, at minimum, guiding—the story elements of the game, the key role that the GM plays is as **rules mediator**. The ultimate arbiter of rules and their impact on the story and action, the GM decides what actions work, which ones are allowed, and most often, the difficulty of nearly all challenges.

GMs are also **psychologists** and counselors: they must smooth over rough edges, excite those who might be distracted, and harmonize what may be a table of very disparate personalities and backgrounds and interests so that the entire group has an enjoyable shared experience. At tables full of like-minded people who have been friends since childhood, this may be a given, and a non-issue. But at other tables, or ad-hoc gatherings of players coming with vastly different expectations, this role of "social counselor" can often be the most challenging and perhaps even least successful aspect of the GM's duties. This is also one of the least-respected aspects of a GM's role. When this role works well, it's an invisible element of the game; when it's not working as well, or is ignored as necessary, then it can ruin the entire game for everyone.

Finally, the duty of the GM most relevant to solo play is one that is rarely recognized in traditional play: the GM is a **keeper of secrets**. S/he knows the end of the story—or, at least, ***one potential*** end of the story—and how the party can get to it.

S/he knows the ulterior motives of the NPCs, the backstory of the monster, and what is lurking beyond the next corner of the cave. They know the entirety of the story—or, in cases where the story is less railroaded, at least the entirety of the story the party is likely to encounter in the current session.

The GM Role in Solo Play

Easiest piece first: Managing the rules, and their impact on your game, is likely to be even easier. There's just one person, and that person is unlikely to complain much if the GM forgets a certain rule, or neglects to apply a favorable modifier in a circumstance. There's no back-and-forth to be had between a disgruntled player and a by-the-book GM.

Similarly, the role of counselor is unlikely to cause much stress, because it's mostly unnecessary in a solo game: there is no disparate set of expectations, because they are all presented by a single person. It may be necessary to manage your own personal expectations, but that's less of a GM role per se.

Secrets are arguably the most difficult thing to reproduce in solo play. After all, with just one person, it's impossible to hide something from yourself! The fascinating and exciting unfolding of a story's secrets as you explore them is probably the hardest thing to imagine having a solo-play analogue.

Thankfully, this book addresses this challenge with a variety of novel options and tools.

Shared Storytelling

Storytelling is often where solo-play rulesets or supplements tend to fall apart a bit. Tools to generate a story, using templates, and other resources can reproduce the feel of a dedicated storyteller in solo play.

The best solo storytelling is done when the solo player realizes that even in a traditional RPG environment, the GM is not the sole storyteller. S/he provides a context, a starting point, a framework, and in many cases, setpieces and other components that make the story come to life... but it's exceedingly rare that a campaign or adventure occurs exactly the way it's "supposed" to, even if railroaded fiercely.

The best games and RPG stories come about as a result of a combination of factors, most notably the preparation and structure provided by the GM, and the additional inputs and decisions provided by the players themselves. Most gaming groups resist a GM who railroads them to the point of ignoring their characters' desires and expressed preferences; the best stories are ones where the shared experience is recognized, and the decisions of the PCs are incorporated into the story itself, creating something that is different from, but much more than, what the GM or adventure module author had in mind initially.

The Social Role

The roles discussed so far—Player and GM—are fundamental, and easy to identify, because each human at the gaming table is either one, or the other.

But for many gaming groups, the most vital role is one that is

shared amongst all participants: the Social Role.

Having fun, getting together, and hanging out are all major draws to the tabletop RPG experience for most players. Whether it's keeping up relationships with old friends, exploring new ones, or simply feeling like a group for a time, the social role cannot be minimized.

Regardless of why one plays traditional pen-and-paper RPGs, the social role is unavoidable by design. Even the most number-crunching min/maxer, who professes to be only in the game to enhance her character, score loot, and get better equipment, is still required to engage in social interaction with her fellow players in order to achieve those aims.

As with other parts of this discussion, the aim here is not to declare one approach "better" or "right" or "unacceptable"; it's merely to remind us what we do, why we do it, and to allow us to then explore the implications of that on solo play.

The Social Role in Solo Play

No amount of tables, tools, or book thickness can ever reproduce the Social Role in a solo gaming experience. It's fundamentally impossible, by definition: you are playing alone. There are no other people with whom to be social, no matter how you attempt to structure or reproduce that part of the traditional experience.

However, the Social Role still has a place in your solo game, and it's still important to recognize the value in that role.

Despite having a decidedly isolated experience, solo gaming can still link into social experiences. Consider the following implications of pursuing solo adventuring:

- As you solo play, this Toolkit will generate stories, encounters, and other gaming elements that will give you **inspiration** for your role as GM in traditional gaming.
- (As a GM, you may even ditch the solo-play aspect of the tools in this book, and use them simply for traditional play!)
- Solo playing classes you may not have experience with may give you a **better understanding** of the role of those classes in your traditional adventuring party.
- Facing new and dynamically-generated challenges in solo play may provide insight into **new, different ways** to defeat similar such obstacles in traditional play.
- Discussing your solo-play experiences with other players may entice them to undertake solo adventures, which in turn may generate similar creativity and appreciation in them.

Replicating the Party Experience

The "party experience" is the feeling of a traditional adventuring party: typically 2-6 PCs; each generally of a different class; with a mixture of races, styles, and approaches; and most importantly, a diversity of skills and abilities to bring to bear against a wide variety of challenges the GM might throw in their way.

The good news is that regardless of which method described herein you select to go about it, reproducing that feel is fairly straightforward. You either have a single character who comprises a superset of abilities (OPOC), or you control a number of characters who taken together are an entire adventuring party (OPMC). Either way, you have that diversity of skills and abilities to control.

One of the main differences, however, in solo play, is in how that party interacts within the group, given that they are either a single character, or are all controlled by a single player.

The Art of Solo Self-Delusion

There's no way around it: you're going to know more than you should.

Solo play demands that you play, at least in part, the role of the GM. This book can take some of that burden on, but for at least some part of your solo adventuring, you will have to know more than a traditional player in your shoes would have the right, or certainly the ability, to comprehend.

That the shopkeeper you meet in the small village is actually a necromancer. That the big bad ogre in the cave is merely misunderstood, and can be charmed if you persuade it correctly. That the east wall is illusory, and reveals a hidden treasure cache.

These things are impossible be able to play toward, and yet not know, as a single human performing all roles at once.

Obfuscation

"Obfuscation" can be thought of as the art of hiding something. Simply put, it's not a surprise or a secret if you already know about it, so the best way to keep secret content secret is to not tell yourself.

This is tricky to pull off, but the easiest way to do it confidently is using an approach called ***late determination***.

You can also use an approach called ***intentional astrays***.

Late Determination

Secret doors, plot twists, and other "secret" content can remain hidden simply by not determining its existence until the last feasible moment.

This "just in time" decision-making adds an element of surprise and dynamicness to any game, and has been a feature in many published IGS adventure products already.

Tables, tools, and other resources in this book explore this concept and its mechanical execution in more detail, but it's a straightforward concept fundamentally: do not determine things that could be secret in advance. Rolls to decide whether things are revealed should only occur at the latest possible moment.

This approach prevents the solo player from taking actions based on unintentional knowledge. For example, if you are reading a published adventure, and reading the GM's map, you will notice that there's a secret door in room #29. During your solo adventuring, you'll be tempted to search that room for secret doors, because you already know there's value in performing that search.

Late Determination really only applies to dynamically-generated adventure content created using FlexTale tools and tables. It is exceedingly difficult to employ this approach using an existing, published, traditional adventure module, for example.

This concept is already baked into most tools discussed in this book, starting with and including the **QuickStart**.

Intentional Astrays

When you are not using Late Determination and generating your own dynamic adventure content, you will unavoidably be in possession of knowledge that an equivalent group of traditional PCs would not have. Secret doors, plot twists, NPC motivations and backstories, and the entire plot—you'll know it all, having read through the adventure you're playing through now with a solo focus.

One way of still keeping some realism is to introduce **Intentional Astrays** into your solo adventuring. As with nearly all rules in this book, you can include this concept in combination with any other set of solo play rules you choose to employ.

An **intentional astray** is a purposefully fruitless endeavor. It doesn't result in a reward or the revelation of a secret. It is time sink, and usually involves an element of risk besides.

It's leading you astray from the main plot, or your current focus of adventuring. And it's intentional, because you're choosing to allow for the possibility of the astray as a means of representing the very real normal likelihood that most searches for secrets do not bear fruit.

In a given dungeon, city, or structure, of a typical published adventure, how many secret doors or other secrets are there? A handful? A dozen? What percentage of the total terrain or number of rooms contain such secrets?

During solo play, and knowing full well in advance which rooms have secrets and which ones do not, you can choose a variety of approaches for how your PC(s) discover these secrets:

- You can "cheat", and say that your party only searches those rooms that you already know hold secrets. This is the most efficient, and most rewarding, approach, but it feels dishonest, and certainly not representative of traditional play.
- On the other end of the spectrum, you can search each and every chamber for secrets. Some traditional play uses this approach, either out of a desire for completionism, or a fear of missing any adventure content, but it typically comes with a risk: either the waste of real time spent rolling and coming up with nothing, or in most areas, the risk of running into wandering monsters or some other form of encounter. As a solo player, this approach is unlikely to be appealing.
- You could count up all of the rooms in a dungeon, and count the subset of those that contain secrets, and then figure you have that percentage chance of discovering any given secret. This feels robust, but wasteful, and overly mathematical.
- You could take any number of other approaches.

Or, you could use the notion of **intentional astrays**: assuming that you may try and find each and every secret you already know about from the adventure description, but also introduce some quantity of "wild goose chases" where your party attempts to find secrets that do not exist.

Using a randomized table to determine when, and how often, an **intentional astray** occurs is a way of making it feel more like additional adventure content, and less like just one more thing to do.

Using Intentional Astrays

Here's how it works:

- If you enter an area with a secret, you may assume that your party searches for that secret.
- Roll as you normally would to test if they discover it, unlock it, disarm any related traps, and so on.
- Of importance: you only get one try. If you fail to discover a secret, it's lost to you, since unless your party would truly have some logical reason to believe the area was worth another search (for example, if an NPC suggested that the area harbored a secret).
- When entering each OTHER room, chamber, hallway, or other map section of the region you're exploring—that is, every location that does NOT contain a known secret—roll to determine if your party undertakes an "**astray**".

This approach is designed to offer a balance between the extremes of "automatically discovering everything without much effort" and "never being able to discover anything despite trying".

Introducing Intentional Astrays

Once you've determined whether there may be an Intentional Astray, roll on "FlexTable 27: Intentional Astrays (d20)" on page 79 to determine the nature of the Astray. Use the appropriate color-coded Context as described below.

Intentional Astray Contexts

- **Use Context A:**
  By **default**, for an ordinary level of challenge, or if no other Context described applies to the circumstances.
- **Use Context B:**
  If the party and its allies are of advanced abilities relative to their level and/or the dungeon; i.e., for **additional challenge**.
- **Use Context C:**
  If the party and its allies are of reduced abilities relative to their level and/or the dungeon; i.e., for **less challenge**.
- **Use Context D:**
  If you wish for an **advanced level of difficulty** regardless of the party's abilities, or to introduce a bit of bad luck to the proceedings.

FlexTable 27: Intentional Astrays (d20)

A	B	C	D	Outcome
1-5	1-7	1-2	1-10	Missed opportunity
6-10	8-12	3-5	11-17	Astray; roll again afterwards

A	B	C	D	Outcome
11-15	13-14	6-13	18-19	Astray; progress afterwards
16-20	15-20	14-20	20	Proceed with knowledge

Intentional Astray Results

Missed Opportunity

Not only does the party suffer an Astray, but they lose any hope of taking advantage of the opportunity they were searching for.

Any Clue is lost, any Secret is obfuscated, and any treasure lies rotting under floorboards or debris. The party suffers an Astray (see below), and loses any further chance of the immediate reward they sought.

Astray

The party endures an Astray immediately.

Once it is resolved, the party may:

"**Roll Again Afterwards**", meaning that they may make a further roll on the Intentional Astrays FlexTable; or they may

"**Progress Afterwards**", meaning that once they suffer the Astray, they at least automatically gain what they sought without having to check further.

Proceed With Knowledge

Although this event appears as result of rolling on the Intentional Astrays table, it reverses the bad luck: they nearly suffered an Astray, but it turns out that they were indeed able to discover what they were looking for without further rolls or consequences.

Astrays & Explicit Impacts of Failure

Suffering an Astray means two things: the party ***wastes time***, and the party suffers additional ***consequences***.

Wasting Time

A good rule of thumb is that the party loses **fivefold** the amount of time it normally takes to search an area based on the rules system you are employing. This may in turn lead to additional consequences, such as wandering monster or encounter tables, based on the adventure you are playing or the landscape of the region you are exploring.

This lost time could also mean additional consequences in the context of a ticking clock: a party working against a deadline or hurrying to beat someone else to a location or to accomplish something on a timer would therefore be less likely to embark upon exploration that might lead to an Astray.

You can simply use this quick-and-dirty "**5 times a search wasted**" shorthand, or you can randomize things even further.

To randomize the time wasted, roll on "FlexTable 28: Astray Time Wasted (d20)" on page 80. Use the same Contexts as with the Intentional Astray table above.

FlexTable 28: Astray Time Wasted (d20)

A	B	C	D	Outcome
1-2	1-4	-	1-8	20x room search plus automatic wandering encounter
3-4	5-9	1	9-12	15x room search plus roll again on the **Additional Consequences** table
5-12	10-16	2-10	13-16	10x room search
13-15	17-18	11-15	17-19	5x room search
16-18	19	16-17	20	2x room search
19-20	20	18-20	-	No time wasted

Additional Consequences

In addition to rolling on the **Astray Time Wasted** table above, roll on the "FlexTable 29: Astray Additional Consequences (d100)" on page 81 if directed to do so by the Outcome listed.

Use the same **Contexts** as for the **Intentional Astray** table listed earlier.

For any hazards or obstacles encountered that offer a save, determine the corresponding **Difficulty Class** (if applicable to your rules system) using "FlexTable 6: QuickStart Difficulty Class" on page 37.

Traps may be produced rapidly using "FlexTable 5: QuickStart Trap" on page 33.

Obstacles may be generated quickly using "FlexTable 11: QuickStart Obstacle" on page 47.

For Outcomes that involve losing additional time, roll on the **Astray Time Wasted** table above.

FlexTable 29: Astray Additional Consequences (d100)

A	B	C	D	Outcome
01-10	01-05	01-30	01	No additional consequences suffered
11-20	06-20	31-50	02-10	***Trap*** encountered; may avoid and/or disarm
21-25	21-25	51-55	11-15	***Trap*** encountered; automatically sprung
26-30	26-40	56-60	16-17	***Environmental damage*** suffered (**1d6** points of **bludgeoning**); may avoid with a **Reflex/Dexterity/Spell** save
31-35	41-45	61-62	18-20	***Environmental damage*** suffered (**2d6** points of **bludgeoning**); may avoid with a **Reflex/Dexterity/Spell** save
36-38	46	63	21-30	***Environmental damage*** suffered (**4d6** points of **bludgeoning**); may avoid with a **Reflex/Dexterity/Spell** save
39-50	47-60	64-70	31-32	***Environmental damage*** suffered (**1d8** points of **piercing**); may avoid with a **Reflex/Dexterity/Spell** save
51-55	61-65	71-72	33-38	***Environmental damage*** suffered (**2d8** points of **piercing**); may avoid with a **Reflex/Dexterity/Spell** save
56-58	66	73	39-45	***Environmental damage*** suffered (**3d8** points of **piercing**); may avoid with a **Reflex/Dexterity/Spell** save
59-60	67	74	46-50	***Environmental damage*** suffered (**3d6** points of **bludgeoning**); cannot save
61-62	68	75	51-55	***Environmental damage*** suffered (**3d8** points of **piercing**); cannot save
63-72	69-80	76-85	56-60	***Obstacle*** encountered
73-80	81-85	86	61-65	***Obstacle*** encountered; then roll on this table again
81-85	86-90	87-90	66-75	***Obstacle*** encountered; it automatically involves a ***Trap***
86-90	91-97	91-98	76-77	***Additional Time Lost***
91-94	98	99	78-80	***Additional Time Lost;*** then roll on this table again
95-97	99	-	81-90	***Bad Luck:*** Reroll on this table, but suffer **Disadvantage** on any saves; damage rolls against you during this Astray have **Advantage**
98-00	00	00	91-00	***Bad Luck:*** Reroll twice on this table; ignore further **Bad Luck** results

Solo Play Approaches

Solo Play Approaches

Overview & Options

Great, so, you've decided to play a solo game of a tabletop roleplaying game.

Now what?

Well, the first thing you might want to decide is what Approach you will choose to use.

When most people hear "solo play" in this context, they envision a single player roleplaying a single adventurer. That's certainly one option, but there are many others as well, each with its own advantages and disadvantages and quirks.

Deciding an Approach

What you want to play is a function of two things: foremost, your own preferences, of course. But secondly, the resources you have to play.

Each of the following approaches is described in this book.

OPOC

Summary

One Player, One Character.

This is the style that most people assume is meant by "solo play".

A single player—you—rolls up a single PC, and roleplays as that character.

Pros

This approach is the least complicated.

It's easy to imagine and envision: you are playing a single PC.

Similarly, it's the easiest to adapt to, if you've only ever played in the context of a traditional gaming table, or if you plan to join a traditional group adventure and are just starting out. After all, those groups also involve each person running a single character, so it's really the same fundamental concept.

It's probably also the speediest approach: having only a single character means that most encounters are resolved more quickly.

Cons

This is the most challenging approach. Think about it: almost every adventure module ever written and published was crafted around the assumption that at least 4 PCs would be facing it together.

Contrast that with facing such an adventure, designed for many, truly solo and alone. The difficulty for such a scenario is much higher than it would be for a typical group of adventurers.

Making an OPOC character can also feel a bit less free and fun than it might normally: you can't just do whatever you want, because it's ***just you***. You have to make sure your PC is at least vaguely competent in a wide array of capabilities, not just specializing in one thing or another.

You can't really have a "dump stat", because sooner or later, you and only you will be called upon to perform skill checks, attacks, and other tasks related to each and every ability score.

It can also feel more lonely: you're roleplaying an adventuring party that, by its nature, can't really have conversations within it, and there's nobody to share information with.

Mortality is also a big deal with OPOC: it's just you, your one, single, solitary character. If they die, that's it, game over. There are ways around that, of course, but it's still something that is likely to hit hard.

For players who have suffered a PC demise in a traditional setting, and who have found that emotionally or psychologically painful, OPOC might not be a good choice, because that sort of feeling of loss will only be amplified in this context.

Quirks & Considerations

So, yes, there's a laundry list of drawbacks to the OPOC approach. Which is why a great deal of this book is dedicated to providing an enormous array of tools to make that approach as enjoyable as any other.

There may indeed be published adventures that are outright not feasible to run using an OPOC approach. The example that springs to mind is the stereotypical nuclear-missile launch or other top-security room, where two people must stand far apart and turn their keys at precisely the same time in order to activate a special piece of equipment.

Although that specific device will of course not be present in your medieval fantasy games, it nevertheless is a trope of puzzles that may require more than one person to solve.

OPMC

Summary

One Player, Many Characters.

One player—you—creates and directs the actions of two or more characters.

Each of these is referred to as a "PC", since each represents a player controlling a character.

Essentially, your adventures may still have a full complement of characters, even being similar to a traditional adventuring party. The main difference is merely that one player is responsible for directing the actions of each and every PC.

Pros

OPMC addresses many of the drawbacks of the OPOC approach.

The difficulty is more reasonable and more in-line with the original intent of published adventures.

There is no longer a need to design and maintain a character that is a "jack of all trades", because it's not all resting entirely on her shoulders.

There's a great deal of versatility, because you can focus more attention on one character than another, and then switch that focus.

For anyone who has, in a traditional group gaming setting, felt themselves wishing they had created a different character, or finds themselves being jealous of another player because it seems as though their PC is having an easier or more fun or more crucially-involved time of the proceedings: OPMC might be for you!

OPMC also allows you to swap characters in and out without any issue or storytelling difficulty. If an NPC hireling joins your crew, you could simply make them a PC and start to focus on them more.

Finally, mortality isn't as much of an emotional hit with OPMC: if you're controlling, say, 5 PCs, any one of them dying isn't as likely to feel as devastating as if you lost your single, only OPOC character.

Cons

OPMC suffers for the very reasons it is great: it's one player, and 2+ characters, so your individual connection with any one of those PCs is unlikely to be as strong as it might have been in a traditional or OPOC context.

It's also quite a lot to manage. Consider all of the bookkeeping and tracking and options that are present with maintaining a single PC, then amplify that by an order of magnitude, almost; that's what you'll be faced with in an OPMC game. Leveling up might take a considerable amount of time.

I've created more than 1,000 characters for my IGS books. So I obviously don't hate this aspect of the game, and for me, this part of OPMC is an *attractor*, not a "Con". But I respect that for many, particularly casual gamers, this sort of detailed management can feel more like "work" than play. So I've listed it here under "Cons", primarily.

Quirks & Considerations

It's worth noting that for some players, character creation and levelling up and tracking loot and managing gear is a major attraction to the game. Indeed, for some players, that's where their main enjoyment comes from. For that kind of player, OPMC is a magnificent option, because you get to spend a greater percentage of your time doing those things.

There are video game RPGs that involve the player managing an entire party (like the ***Final Fantasy*** series), and others which focus on a single, first-person hero (like ***Skyrim*** and the recent ***Fallout*** games). Both are enjoyable, but some people find that they have a strong preference; that preference for those kinds of games is likely to be a factor in deciding between OPOC and OPMC solo approaches.

Unorthodox Approaches

Summary

Most solo players will end up deciding between the two "main" options of OPOC and OPMC.

There are many other possibilities, however, and although this book focuses primarily on the two main choices, it also provides tools and descriptions for other, less "orthodox" approaches as well.

Reverse-Role

Ever play the PC video game ***Dungeon Keeper?*** Yeah, probably not, but, still, it's a perfect example of ***Reverse-Role*** play.

In Reverse-Role, you aren't the heroes. Instead of controlling the PCs, you control the dungeon itself, taking on the role of a Dungeon or Game Master who is trying to defeat the PCs, using gameplay elements as tools.

This is a combat- and exploration-focused approach, and involves pretty much zero social interaction or social encounters.

Pros

It's super fun to step into the shoes of a villain, or, if not the true BBEG (Big Bad Evil Guy), at least someone who is out to defeat the traditional heroes.

It's a vastly different approach than traditional gameplay, and so it can make even the most seasoned and cynical players of a game take a fresh look at enjoying it.

For fans of base-building games, this can be a good match.

Cons

Again, the cons here are mirrors of the pros: it's different, so it's not what you're used to, so it might not feel fun.

It's a lot of management, because you're controlling the building of a dungeon, the placement of obstacles, and simulating the actions of an entire group of PCs without being able to control and direct them intelligently.

Social encounters are a big part of most traditional games, and nearly all published adventures. You can build your PC almost entirely toward this function in a party, and indeed, there are even entire sub-genres of TTRPG that focus exclusively on this aspect of the game.

In Reverse-Role, that major component of the game is simply gone. Now, to be fair, solo play makes simulating social encounters a bit of a thought experiment anyway, but to have this piece of the puzzle completely absent can be a bit jarring.

Finally, it can feel a bit weird to be the evil force. For those who enjoy roleplaying, it can pose a conundrum: if you're victorious, what does that represent, exactly?

Quirks & Considerations

It's different. It's fun. Give it a try. :)

Warscale

Most TTRPGs focus on the party level of detail: a handful of characters, making their way in the world.

Warscale is an attempt to abstract that, while keeping the feel for fantasy adventuring.

If traditional RPGs are a "group" focus, Warscale is an "army" focus.

An entire book will be dedicated to Warscale rules and options. This book covers the essentials to get started.

Pros

It's a completely different way of playing your favorite game. For those who love the lore and world and environment of your TTRPG and campaign setting of choice, it can be a new way of exploring all of that.

Fans of empire-building games and strategic army-scale games like the Total War series might be drawn to Warscale.

Warscale was also designed initially to be a pick-up-and-play kind of quick game to immediately delve into, so it can be much more rapid to get into and play.

Warscale is its own set of rules, so it's a great way to re-imagine the creatures and forces that you're already so familiar with.

It's crazily flexible and extensible, so you can craft it to whatever you like, supporting a wide range of rules systems well beyond those formally targeted by this book otherwise.

The concept is also so abstract that you can even apply it to entirely different genres: you can have a World War II game of Warscale, or a hyper-futuristic battle with hovertanks and lasers, if you wished.

Warscale also "integrates" well with other approaches covered here: you can "zoom in" from the army level of detail to a squad or group, and play it through as you normally would a battlemap-scale combat in your TTRPG of choice, having the results of that resolve to impact at the Warscale level of detail.

Cons

If one of the risks with OPMC was that you might not feel the same kind of one-to-one psychoemotional connection with the characters you control, well, then, Warscale is an extreme of that: you're unlikely to bond very much with, say, the squad of goblin commandoes that just survived the slaughter in the forest.

As with Reverse-Role, Warscale mostly ignores the social-interaction aspects of most traditional, group-focused TTRPGs.

Most campaign settings fall well short of offering the kinds of resources from which a Warscale approach to things benefits. Detailed regional maps with hex overlaps can be very rare, and if they are present, they tend to be only for major regions of interest.

Since Warscale is its own, new, set of rules, it does represent a new rules system that you have to learn. Though it tries to remain true to the source rules systems you might be familiar with, this integrity can only be so strong, given that it is indeed a different game with a different scope.

Quirks & Considerations

Warscale is a completely different game, conceived out of a desire to quickly play something so abstract and accessible that it literally was played on a whiteboard with markers and no other tools.

It's unlike any of the other options described in this book.

RTS / Empire

If OPOC and OPMC are "group" level of detail, and Warscale is aimed at the "army" scope, then RTS is firmly at the "empire" sphere of influence.

Real-Time Strategy (RTS) games were once a major staple of video games. Although the genre still has its supporters, there are far fewer of this type of game now than there were decades ago.

Build a base, create "units" of soldiers, and do battle at a macro level of detail: that's RTS / Empire.

Pros

If you like RTS video games, you may take quickly and kindly to this approach.

If you enjoy the empire-scale vision of controlling cities and states and regions, then RTS / Empire is appropriate.

In some cases, there are rules native to your TTRPG of choice that RTS / Empire merely extends, so it's "compatible" with what you might already be playing and have in mind.

It integrates with other approaches described herein: At any point, you can "zoom in" to play a Warscale game at that level of detail, and have the results resolve to impact at the RTS / Empire scale.

Cons

As with Warscale, it's an entirely new set of rules, so it's something new to learn.

It can be ***too*** abstract for some: if you haven't enjoyed this sort of video game for that reason, a pen-and-paper roleplaying spin on that genre is unlikely to change your mind.

Playing an RTS / Empire game can also feel the least like a solo version of your favorite TTRPG, and more like something completely and entirely different.

Finally, it must be admitted that of all the approaches described herein, RTS / Empire is the one that most has formal imitators that have been developed extensively. There are entire sub-genres of tabletop wargames dedicated to this concept, all of which have had much more development and testing resources than this book has.

Transparency time: the RTS / Empire approach is also the one that is least tried-and-tested. I've played around with a bit here and there, and have playtested it as much as I have been able to, and in some ways, I've been brainstorming this concept since the decades-ago genesis of the RTS video-game genre itself.

But if there's one approach defined in this book that could benefit from your own extension and interpretation, it's RTS / Empire for sure!

Quirks & Considerations

The RTS / Empire approach is something that will continue to evolve.

For the purposes of this book, the approach truly is kind of a headline-level of detail, meant primarily to present another option and spin on the notion of how to play your favorite game on your own.

Additional Approach Options

Summary

Even beyond the above concepts, there are variations that might be considered.

Self DM

You might consider playing a traditional game, but simulating interactions.

With this variant, you pose questions and interact with NPCs as normal, but then you use the myriad tables contained in this book to dynamically generate responses.

You then form a cohesive plot yourself out of the answers based on what you know and don't know.

One-on-One Play

It's said several times throughout this text, that though it's designed primarily to enable solo play, there's very little in this book that couldn't easily and usefully be applied to a traditional gaming setting.

One of the reasons to even consider solo play in the first place is if you can't find other players to play with. It can be easier, however, to find ***one*** other person to play with, if not necessarily ***five***.

One-on-One Play, then, is a scenario in which one person is the D/GM, and the other the only player. While at first blush this might seem as though it's the same kind of game as a traditional one involving 4-6 PCs, it can be quite different.

The challenges with One-on-One Play are similar to the issues with the OPOC solo approach: with only one character, they need to be a jack-of-all-trades.

There have been several books and tools already published that attempt to address this approach to gameplay. The FTEG SAT, however, provides literally hundreds of powerful tools you can use as needed to make the experience.

What to Play

Summary

Now that you've picked an approach—or, are at least familiar with the options to pick from—what content do you actually use for your adventures?

Solo-Only Adventures

There is a fairly decent sub-genre of adventure modules written exclusively for the solo adventuring.

While these range in quality and verisimilitude, they can be a great boon to the solo adventurer, for the obvious reason that the content was explicitly crafted with a solo approach in mind, and presumably, that content was deigned to address the challenges that solo adventuring presents.

However: the entire premise of this book is that, while it's certainly possible to create a satisfying experience that's specifically designed for solo play, if you have the right set of tools available, you should be able to take ***any*** adventuring content, written for ***any*** intended purpose, and still make use of it in a solo context.

Our philosophy, and belief behind this book, is to not create things that are solo-specific, because it limits that content to only that purpose.

Solo Play with Existing Modules

You can take an existing adventure module and run it as a solo adventure.

How to do so, and how to do so to greatest effect and enjoyment for your calculus of "fun", is precisely the purpose of this book in the first place.

However, there are some very high-level considerations that you might want to think about before whipping open a module and diving in.

Read-Ahead vs. Run-Time

This issue tackles how you read the module. Do you read it all the way through before you play, or do you only read it as you're playing it?

Read-Ahead

Read-Ahead is the approach that more closely mimics what a D/GM would do when preparing for a traditional gaming table. Most D/GMs read through the entire module several times to gain a deep understanding of what's going on, so they have that information top-of-mind when they're actually running the adventure with players, live.

For solo play, reading ahead can be a great way of knowing what's coming up, but it unavoidably does ruin any surprises that may be lurking in the details. Traditional-context DMs need to read multiple times so the details are more immediately at-hand in the moment of a player decision; you as a solo player of course do not need to have that level of exhaustive knowledge of the material, so can get away with reading through the adventure only once if you choose.

You can even skim through the material to get the rudiments of the adventure, its key elements and arc, understood, before launching right into things.

Run-Time Reading

Forgive the programming terminology, but "***Run-Time Reading***" simply means you don't read through anything before you start adventuring; you read through the pieces of the adventure that you need to, as you need to.

This can keep key surprises secret until they're revealed organically through the course of your exploring the adventure. It can also feel more like a traditional adventure, keeping the mystery and preserving a sense of the unknown.

But it can also be frustrating: without knowing the overall arc of the story, and which characters play what roles ultimately, you may easily misinterpret things, and either waste time doing things that don't make sense, or playing through an entire piece of the adventure incorrectly because you didn't realize what was going on.

Adjusting the Rewards

Most adventures will state what sort of party they were written for: "Four PCs of 4-6th level", for example. You should anticipate treasure to match.

If you're of a more mathematically-minded leaning, you can use the tables below to adjust the numeric rewards to be more in line with the level of challenge you're undertaking.

Keep in mind that these tables assume that the **Rules Adjustments** (p 311) you are applying, across both Boons and Penalties, have a net zero impact.

You can find more information about additional **Rewards** options, and more finely-tuned adjustments, in that section.

Adjusting Rewards by Party Size

If you're playing a published adventure intended for X characters, and only using X-Y characters, the risk is greater and the challenge is greater. Therefore, your rewards should be increased as well.

Use the table below to roughly calculate the numeric impact of having a party of different size than the one intended.

For an **OPOC** approach, simply apply the bonus to any numerical rewards: an encounter normally yielding **100 gp in** an adventure intended for 4-6 PCs would instead grant **400 gp** if pursued via OPOC, for example.

For an **OPMC** approach, it's even more straightforward: for every PC in your OPMC party ***below*** the average that's intended, grant yourself an additional **25%** reward.

Since it's also a possibility in an OPMC context to have a solo adventuring party that's ***larger*** than the quantity targeted by the adventure as published, you should consider reducing numerical rewards by **25%** for each party member beyond what's targeted.

Table 8: Rewards Adjustment for Published Adventures by Party Size

Intended Party Size	OPOC	OPMC
1-on-1	+0%	+/-25% per PC difference
2	+50%	
2-4	+100%	
4	+200%	
4-6	+300%	
5	+400%	
6	+500%	
7-8	+600%	

Adjusting Rewards by Party Level

Additionally, there's a chance to approach a published adventure using PCs that are either higher, or lower level than the party levels intended by the author.

If you choose to use more or fewer PCs than the adventure was created for, take the average party level (APL) of the PCs you create, and compare it to the average of the level range for which the adventure was created.

Then use the table below to determine the percentage difference to apply to numerical rewards.

Table 9: Rewards Adjustment for Published Adventures by Average Party Level (APL)

Your APL Minus Intended Party Level	OPOC
-5	+400%
-4	+300%
-3	+200%
-2	+100%
-1	+50%
0	+0%
+1	-20%
+2	-40%
+3	-60%
+4	-70%
+5	-80%

Combining Party Level and Party Size Differences in Published Adventures

If you are approaching a published adventure using both a different size of party, and characters of different levels, then the percentage modifiers stack.

For example, if you using a 2nd-level OPOC character to play an adventure intended for four 4th-level PCs, you would apply a 300% bonus for numerical rewards (100%+200%).

Dynamic Solo Adventures

With ***dynamic adventuring***, you create adventure content as you need to, only as you need to, and at "run time", or in the moment.

Published adventures are ***not*** dynamic adventures, by and large. They spell everything, or at least most major pieces of the story, out for you.

Many adventures have dynamic elements: think about the *Fortunes of Ravenloft* feature in ***Curse of Strahd***, which randomizes the location of several optional items and story elements with each game playthrough. But it is extremely rare to find a pre-written, published adventure that is entirely dynamic.

Dynamic solo adventures are those that do not require this amount of forethought or foreknowledge. When you need to determine a gameplay element, you randomly generate it. You can also do so in advance, but it's not necessary.

With the tools in this book, you'll be able to dynamically generate endless solo adventures with zero preparation time.

Pros

Dynamic adventuring is really the only way to ensure you, as a solo player, are truly surprised by the adventure content. You don't know what's going to happen in advance, because it literally has not yet been determined!

This approach is also a mechanism to provide endless questing. There's no end to the adventure, because you can simply roll up more quests and stories and gameplay elements.

It can be easily used in a traditional gaming context, as well.

Either for the solo adventurer, or the traditional D/GM, dynamic adventuring means zero prep: you don't have to spend hours planning everything out, because nothing needs to be planned in advance, by design.

Finally, dynamic adventuring is the concept around which nearly every book, tool, chart, table, and story that **Infinium Game Studio** produces is centered around.

Cons

Though dynamic adventuring can produce sprawling stories with unexpected and thrilling linkages, it can also generate somewhat nonsensical elements. The theives' guild leader was really the king in disguise, all this time? AND he was also posing as the brothel madame? Unlikely. Some degree of sanity-checking and re-rolling less-cohesively-generated elements will always be useful to help curb this sort of end result.

Some D/GMs, and some players, have a lower tolerance for ambiguity. Although "flying by the seat of your pants" and improvisation are key elements of most gaming tables, there are many exceptional D/GMs who need to have things planned out well in advance, and who keep things moving

smoothly at the traditional gaming table not through sheer force of will and charisma, but careful forethought. Dynamic adventuring is unlikely to be comfortable to such players or D/GMs, and no amount of tables and tools is likely to change someone's fundamental need to plan things in advance.

Planning vs. Dynamic Adventuring

This subheading is inaccurate: most tabletop roleplaying games are not at all one of these approaches "versus" the other. Most successful gaming groups incorporate elements of both ends of the spectrum.

This book is hardly here to posit as to whether one of these approaches is "better" than the other. Careful planning can lead to amazing adventures, and is a necessary component of most "set piece" story events.

As a solo adventurer, you have free reign to plan things out in advance. This book is here to give you as many tools as possible if you want to take the dynamic approach.

Universal Solo Play Techniques

Universal Solo Play Techniques

Introduction

There are many ways to take your favorite traditional tabletop roleplaying game and turn it into a solo experience. This book covers several different approaches, discussed in detail later.

Regardless of the approach you choose, however, there are some basic concepts that you may wish to consider changing in reflection of the differences unavoidable in the solo experience.

As with everything else in this book, solo adventuring is, by definition, YOUR game, so you should feel free to include, ignore, or further modify any or all of these rules to suit your whims and preferences for play style.

Domains of Rules

When assessing which types of rules in the core ruleset to adapt to the solo experience, you can consider them as belonging to a very broad set of categories, as follows:

- Combat
- NPC Interaction
- Plot & Story
- Maps, Navigation, and Exploration
- Secrets
- Interstitial Events
- Experience & Leveling

Combat

This is one of the easiest things to reproduce in a solo context. Simply resolve the combat using the standard combat mechanics of your rules system of choice.

One element that you may find missing is the versatility of combat options available to some complex monsters. You can simply have enemies attack you, but spells, special abilities, and the like can become a lot to manage, and even more frustrating to manage in a way that feels realistic and like an approximation of what happens in a traditional gaming context.

Fortunately, **Infinium Game Studio** has spent most of the last few years developing products that will help enormously. They are entirely optional for solo play, but they're either free or extremely cheap, made so intentionally so that they're accessible to those who may wish to pursue a more well-rounded solo adventuring approach.

Supplemental Combat Tools

The two major categories of supplemental tools are ***Flex AI***, and ***Aquilae: Bestiary of the Realm***.

Both of these sets of products are available on **DriveThruRPG**.

Flex AI

Flex AI is a set of rules, tables, and tools that provide a very versatile and powerful means of generating dynamic and context-relevant mechanics for social and combat encounters. It was designed to help D/GMs easily make NPC and monster behavior more interesting, more realistic, and yet require zero advance preparation.

Although it's entirely optional for any gaming context, the notion of having randomly-generated monster and NPC behavior is particularly relevant to the notion of solo adventuring. For convenience, and as a bonus tool, the complete ***Flex AI Essentials*** are included in this book in the appendix (see "***FlexAI Free Sample***" on page 559).

You can find the complete ***Flex AI Guidebook***, with over 400 flextables to guide behavior in a nearly endless combination of contexts, on **DriveThruRPG**.

Aquilae: Bestiary of the Realm

Another IGS set of products that will help greatly in your solo adventuring is ***Aquilae: Bestiary of the Realm*** (**ABR**).

ABR is a complete, comprehensive, exhaustive bestiary, containing more than 1,600 monsters across the entirety of everything released during the Pathfinder First Edition era of roleplaying products. So it's a useful one-stop-shop for

Further to simply being a complete list of monsters, ABR provides alternate and stat blocks for each monster across a wide range of difficulty levels and PC levels, meaning you can theoretically insert any monster in any context and have it be mechanically usable.

ABR in its entirety contains more than 6,600 complete statblocks, and is available for all of the most popular fantasy roleplaying rules systems (see below).

ABR QuickStarts

ABR is a massive set of books, and it can be a correspondingly significant investment. To get started quickly, you can check out the very-very cheap ***Solo QuickStart Editions*** of the Bestiary, available in **Pathfinder**, **Pathfinder Second Edition**, **5E/Fifth Edition**, **OSR**, and **Dungeon Crawl Classics** versions.

Each of these **QuickStarts** contains 50-100 pages of content, dozens of monsters across a wide variety of sample terrains and environments: hundreds of complete statblocks.

ABR Abridged

Finally, there is an "**Abridged**" edition of ABR for each supported rules set, that's a nice middle ground that offers over 400 of the most common monsters.

You can find all these products on **DriveThruRPG**.

NPC Interaction

Combat can be extremely complex, and time-consuming, but at least it's mechanically straightforward. It's arguable that the majority, even, of rules written for any given traditional fantasy TTRPG are engineered around combat implications.

Less so the social interaction, though in most traditional gaming tables it is no less significant an element of gameplay, and moreso even to drive the story.

Social Interaction Debate

The topic of how to run social encounters in a tabletop roleplaying game is one with a lot of debate in many circles.

Do you simply roleplay, and let the realistic interplay of words dictate success or failure? This benefits those players with a high degree of in-real-life charisma, but for those who are playing the game to begin with to escape the social demands of their everyday lives, this can unfairly penalize them.

Do you look merely at statistics, and let that dictate the results of the discussion? After all, a high-level adventurer with an 18 Charisma should be able to get pretty much anything they want out of a 3-CHA shopkeep, right?

Most games, and gaming groups, use a middle ground: the player needs to roleplay the interaction to some extent, but they don't necessarily need to invoke a special accent or even speak in the first person. Then in many cases, particualrly for key pieces of story advancement, a die roll may be involved; either as a skill, ability, or proficiency check; or as an opposed roll with the NPC you're trying to interact with. This element of the interaction can function mechanically very much like a combat scenario.

Ultimately, each gaming group will interpret the rules and apply their own rules as they deem necessary to match the group's calculus for fun in a social setting. There is hardly any "right" or "wrong" way of going about it.

Your Own Calculus for Fun

This book certainly is not going to spend more time involved in this debate. And it will not settle the discussion. It will, however, ask you to recognize that you're going into the challenge of simulating social encoutners as a solo roleplayer with some degree of decision-making already performed in your mind about what you do, and don't, want to do to resolve this sort of gameplay element.

Lean into that. Don't feel you need to change what you like just because it's a solo game. If anything, you should be extra-honest about what you do, and don't, want to do.

If you always hated making skill checks to determine outcomes when talking to NPCs, then ignore the concept entirely (see ***Assume Success***, below, for example).

If roleplaying is often your chance to shine, then lean into it. Nobody's watching, so nobody will judge you talking out loud to yourself in hilarious accents that would make the Shakespearean Theatre Company cringe in embarassment.

The sky's the limit, and the world's your oyster. You're a solo gamer.

Combat & Social Encounters

In a solo adventure, you can choose to focus more on combat, but social encounters will likely still play a role, particularly if you're using published adventure content.

Social interactions tend to be the gameplay component that is most difficult for solo players to reproduce in a satisfying manner. After all, most social interactions involve getting information or discovering clues about the story; it can be difficult to pretend not to know something and hide it from yourself.

There are, however, many different tools you can still use to simulate the "unknowns" of a true NPC interaction.

Recognize the Limitations of a Traditional NPC

First things first: your goal here in having NPC interactions as a solo player absolutely is not, and cannot be, to reproduce a true discussion with another human (or sentient) being.

It's obvious when stated explicitly, but worth recognizing all the more in the context of a solo adventure: an NPC interaction is, at best, a simulation. The D/GM is simulating what that discussion would actually be. S/he is not actually a different person; they're pretending to be.

Even in the most vibrant and involved roleplaying scenarios around a traditional gaming table, the person in real life you're interacting with doesn't have their own distinct memories, knowledge, personality, accent, and so on. They're just the D/GM, trying to pretend to be someone in the game. And chances are very good that that NPC isn't themselves very fleshed out as written in the game to begin with.

So it's worth recognizing that any NPC interaction is really just a placeholder, it's a substitute, for anything approaching the "real thing" in real life.

The Role of Social Encounters

Just as combat encounters exist to provide life-threatening challenge and to up the stakes, social encounters exist to drive the story and provide opportunities for transactions.

If there was nothing to purchase, no means to sell what had been otherwise acquired, and no information or clues to share, then social encounters wouldn't exist.

It's sad and reductive to state that in that manner, but from a true game-mechanics standpoint, it truly is that simple.

Is something lost, from a game that ignores the role and value of social encounters? Most players and G/DMs would argue yes. It shortcuts things considerably, and reduces the experience to something that for many, feels too much like a video game. The opportunities for roleplaying and truly getting "into character" become significantly stunted, and the world you're building and the story you're telling together becomes significantly less vibrant and interesting.

But it is, mechanically, possible to ignore social encounters altogether, or to abstract them.

The more we do so, the easier it is to approximate social encounters as a solo player, even if you have all the

information that you would share "with yourself".

Assume Success

Yes, this is actually a valid approach for solo play! Particularly if your calculus for "fun" at the gaming table focuses mainly on combat anyway, now's your chance to "skip" the less interesting social components.

You can simply ignore the mechanics of social encounters altogether, and assume that anything useful you can get out of an NPC, automatically happens, regardless of randomness, or your Charisma ability score, or your character's relationship with that NPC.

There are indeed many roleplaying games that involve something similar to this mechanic: if you search an area that contains a clue, you will automatically discover it, for example.

So, to put it succinctly: you can simply ***assume success***, and ignore the remainder of this section.

Make a Check

This is the standard approach, and the one that most closely mirrors what is done in many roleplaying games.

You perform the following activities, in this sequence:

- Declare Your Intent
- Determine Difficulty
- Make a Check
- Determine Degree of Success or Failure
- Enact Impacts and Consequences

Each of these is covered in more detail below.

Declare Your Intent

First, you declare your intent to perform an action in the social encounter.

A complete abstract representation of all kinds of interpersonal interactions in the context of a fantasy adventure is somewhat beyond the scope of this book, but here are some general categories of intent that will work well regardless of how you play your game:

- ***Convince:*** Plant information in the mind of another, or guide them to a conclusion of your design. Note that what you want to convince someone of may, or may not, be true.
- ***Threaten:*** Intimidate someone, and convince them that you mean business and that it's in their best interests of physical protection to do as you say or stay out of your way.
- ***Gather Information:*** Extract information from someone who may, or may not know what you're hoping to learn.
- ***Negotiate:*** Change the value of what the other person is willing to offer. This can be material and literal, in terms of negotiating over the price of an item for sale or being sold to them, or more abstract, in terms of what the other person wants in exchange for looking the other way. Bribery is a form of ***negotiation***.
- ***Lie:*** Convince the other person that your version of the truth is accurate. Complex lies can and should involve multiple checks.
- ***Frighten:*** Scare someone, either with the threat of your own person and abilities, or with the notion of something or someone else.
- ***Other:*** A different kind of check or desire not addressed by the above categories.

Determine Difficulty

Next, you determine how difficult it is to do what you've declared you want to do.

Determine DC

If you are using a rules system involving **Difficulty Classes** (DCs), and you are uncertain as to what DC to use, you can use "***FlexTable 6: QuickStart Difficulty Class***" on page 37 to randomly generate an appropriate target value.

Use this table separately for each concept you wish to test against. Do not, however, reroll on this table for each attempt.

For example, if you are trying to obtain information about a recent murder, and are talking to a shopkeeper, you would use this table to determine the DC of the check. If you attempted the check multiple times, you would re-use the same DC you determined for each check. If you then spoke with another NPC about the same topic, however, you would re-generate a target DC for the discussion, because it is a new check (same topic, different NPC).

Determine Save or Ability

If you are using OSR or a system that does not involve skill or proficiency checks, you can simulate the difficulty of an interaction by determining which save or ability score to use.

Typically, the ability score involved in interpersonal interactions will be Charisma.

Make a Check

This can actually be "make multiple checks", but for simplicity, let's assume a single check.

The exact mechanics are left to your rules system's rules, but a general approach is to roll a d20 and compare it to the difficulty involved.

What Check to Use

What skill or ability check is appropriate for a given interaction is best left up to you as a player of the game you're using. Sanity-check similar kinds of interaction in published adventures, and use the same mechanic.

NPC Interaction Check Summary

If you're truly lost, or need a bit of guidance, you can use the following table as a quick-and-dirty mechanism.

Table 10: Social Interaction Summary

Desired Effect	Skill / Ability Check / Save
Convince	PF P2E Diplomacy 5E Charisma (Persuasion) OSR DCC Charisma
Threaten	PF P2E Intimidate 5E Charisma (Intimidation) OSR DCC Charisma
Gather Information	PF P2E Diplomacy, Perception 5E Charisma (Persuasion), Passive Perception OSR DCC Wisdom
Negotiate	PF P2E Diplomacy, Intimidate, Appraise 5E Charisma (Persuasion), Charisma (Intimidation), Charisma (Deception), Wisdom (Appraise) OSR DCC Charisma, Wisdom
Lie	PF P2E Bluff 5E Charisma (Deception) OSR DCC Charisma
Frighten	PF P2E Diplomacy, Intimidate, Bluff 5E Charisma (Persuasion), Charisma (Intimidation) OSR DCC Charisma
Other	PF P2E 5E OSR DCC Charisma

Determine Degree of Success or Failure

Success, failure, impacts, and consequences are all factors in social interactions.

Terminology

Let's define these terms quickly to make sure we share a common language before going to the nuts and bolts of how to structure them.

Success means you did what you set out to do: gather information, lie with conviction, and so on.

Failure means you did not do what you set out to do. You did not gather information, your lie was not convincing.

Impacts are the effects of success. You receive the information you wanted to know, or the guard opens the door to the jail cell because he now believes you innocent.

Consequences are like impacts, but for failure. Perhaps the streetcart vendor simply doesn't tell you who the local priest truly works for, but maybe instead they walk away angrily. Perhaps the guard ignores you, but perhaps they bonk you on the head with their club.

Degrees of Success and Failure

Once you've established which check to use, determined what difficulty that check should be made with, and made that check, you are left with one of four possible results:

- Critical Failure
- Failure
- Success
- Critical Success

Some rules systems have the determination of these baked into the roll involved.

For other systems, where only success or failure is determined by a check, you can use the table below to determine further gradients of these results.

Once you've made the check and determined if the result is a Success or Failure, roll a further d20, and compare to the table below.

If a result below says "Convert to", then the result becomes the indicated result. No further rolls on this table apply.

Table 11: Social Encounter Degrees of Success and Failure

D20 Roll	Success	Failure
1	Convert to Failure	Critical Failure
2-4	Success	Critical Failure
5-15	Success	Failure
16-19	Critical Success	Failure
20	Critical Success	Convert to Success

Impacts

If you've achieved a **success** or a **critical success**, there will be ***impacts*** associated with your social victory.

Ordinarily, you can simply succeed at whatever you were planning on doing with the interaction.

If you're looking for something a little more involved and random, you can also roll a d20, and use the table below to determine what additional impacts, if any, might apply.

Use common sense when applying the results from this table. Not everything listed will even make sense in every possible social scenario.

Table 12: Social Encounter Impacts

D20 Roll	Success	Critical Success
1	Achieve partial intent, but Attitude degrades	Achieve partial intent
2-4	Achieve partial intent	Achieve intent
5-15	Achieve intent	Achieve intent, Attitude improves
16-19	Achieve intent	Achieve intent, Attitude improves
20	Achieve intent, Attitude improves	Achieve intent, Attitude improves, Gain Advantage on next check with this NPC

NPC Attitude

Results above that refer to ***Attitude*** indicate an effect on the way that the NPC with whom you are interacting sees you.

"***Improves***" means that the NPC's Attitude toward you improves; future interactions will likely be more successful.

"***Degrades***" means the reverse: that the NPC's perception of you decreases, and therefore social interactions may be less successful in the future.

For rules systems that involve a formal concept of Attitude, this language works as presented.

For other rules systems, or as a replacement for the rules that your system implements, you can use the following Attitudes system.

There's a 5-rank Attitude level: ***Enemy, Unfavorable, Neutral, Favorable***, and ***Ally***.

Most NPCs default to **Neutral** with your party.

Characters that share a faction, religion, or other pre-existing shared social framework; or if your party has already performed a major service of goodwill to the NPC or their community, can default to **Favorable**.

Improving Attitude moves it down on the list (Neutral becomes Favorable, for example).

Degrading Attitude moves it up on the list (Neutral becomes Unfavorable).

Table 13: Social Encounter NPC Attitude

Attitude	Effect
Enemy	**Disadvantage** on **Impact** table rolls. **Disadvantage** on **Consequences** table rolls. **Disadvantage** on social interaction checks. Must dedicate a skill check solely to improving Attitude before attempting any other kind of social interaction check.
Unfavorable	**Disadvantage** on **Consequences** table rolls.
Neutral	Default situation; no effect
Favorable	**Advantage** on **Impact** table rolls.
Ally	**Advantage** on social interaction checks. **Advantage** on **Impact** table rolls. No result of a single social interaction check can result in an Ally fleeing or attacking you; their Attitude must degrade before either of these results can apply.

Consequences

If you've suffered a **failure** or a **critical failure**, there will be ***consequences*** associated with your social foible.

In most cases, you do not succeed at whatever you were attempting to do. Information is not obtained, people are not convinced, and the bribe fails to produce the desired effect.

If you're looking for something a little more involved and random, you can also roll a d20, and use the table below to determine what additional consequences, if any, might apply.

Use common sense when applying the results from this table. Not everything listed will even make sense in every possible social scenario.

Table 14: Social Encounter Consequences

D20 Roll	Failure	Critical Failure
1	NPC attacks	NPC attacks
2-4	NPC attacks (if equivalent or greater HD to you) or flees (if <HD than you)	NPC attacks (if equivalent or greater HD to you) or flees (if <HD than you)
5-15	NPC Attitude degrades	NPC flees

D20 Roll	Failure	Critical Failure
16-19	NPC flees	NPC stops conversation
20	NPC stops conversation	NPC Attitude degrades

Flex AI for Social Encounters

The ***Flex AI Guidebook***, mentioned earlier, contains an extensive set of rules for governing NPC behavior in a social encounter as well.

The appendix of this book contains an excerpt from the full Guidebook focusing on this topic. (See "***FlexAI for Social Encounters***" on page 561).

Plot Revelation

This is one of the most difficult elements of traditional gameplay to simulate in a solo game. It's right there in the wording : "revelation" of a plot is extremely difficult if it's something you know about in advance already!

The mundane, but easy, approach is simply to read through a published adventure, and understand all of it in advance. The act of "discovery" is then an abstract concept in which you pretend not to know things in advance, and then when your character(s) have revealed it to themselves

This difference between what you, the player, knows, and what your character knows, can be a bit confusing, even frustrating. The temptation to play your PC as though they knew everything that you know as a player might guide you to play the game differently than you might in a traditional context.

Plot Revelation & Dynamic Adventuring

The concept of ***dynamic adventuring*** (discussed earlier in this section) is a natural way to address this problem.

Dynamic adventuring really the only way to have the unfolding of a story in a solo context actually be a revelation, because by definition, it's being created as it needs to be. There's no secret to keep from yourself, because the secrets are generated in real time.

Using the tables and tools in this book, you'll be able to extensively construct random adventures in real time, and reveal a neverending plot to yourself.

Maps

You're faced with a similar conundrum here: do you read ahead and see the entire map in advance, or do you try to generate a map dynamically in realtime as you play?

Obscuring & the Fog of War

If you have a digital map from a published adventure, you can load into an image editor or even a more mundane tool such as Microsoft PowerPoint. You can then blank out or hide most of the map, leaving revealed only those parts that your PC has actually seen in the game.

This can work well if you have a full-featured digital map, and are comfortable with the image-editing skills required to perform this activity.

It can still be frustrating, however, and you will still know more than "should" as you play, simply because A) most published adventures do not include full-featured and complete player-redacted versions of maps with secrets obscured, and B) even for such adventures that DO include such useful tools, it will be difficult to keep those secrets from yourself.

If you do take this approach, use the player-redacted map if they're available. Then, if you search a room for a secret door, for example, you can reference just that section of the DM-intended version of the map. If there's a secret door drawn there, then you can discover it.

It's cumbersome, but it does provide a way wherein you can keep most map-related secrets from yourself as you play, but still enjoy the published adventure as it was written.

Maps & Dynamic Adventuring

You see the pattern, here, by now: you could also just use a **Dynamic Adventuring** approach.

Using this approach, you generate the map dynamically, as you play, including secrets. So there's

The tools and tables contained in this book will let you create an infinite dungeon or wilderness to explore, filled with secrets.

You can also supplement this book with the full ***FlexTale Encounter Generator*** line of books. As of this writing, only the first, version 1.0, edition of the core book has been published, but many more such tools in this line are being written as you read this.

Geomorphic Cartography

This specific term itself is a trademark of **Infinium Game Studio**, but the concept of having reusable map "templates" or "prefabs" is hardly something we created ourselves.

There are many such products and map snippets available that you can use to dynamically create a map for your adventures.

Secrets

The hardest part. You pretty much have to use the GM maps and ignore the secrets that you see there if your PC fails to notice them.

Alternately, as described above, you can use player versions of the maps and compare as needed when checks are made.

Experience & Leveling

Many gaming groups have different approaches for gaining experience points, gaining levels, and home-brewing different approaches.

For the most part, this book has been written on the assumption that the rules as written in the major supported rules systems are what you'll primarily be using to guide your solo experience and leveling. Or, at the very least, those rules provide a common starting point for further modification and adjustment.

Experience & Advancement

Unless you choose to do otherwise, you are free to use the established rules in your game system of choice for all manners of gameplay.

Dictating encounter difficulty and composition, determining experience point rewards, calculating treasure, and all other factors of normal gameplay can be easily addressed simply by using the rules you already presumably know.

There are three main reasons to make changes:

- You prefer a different approach altogether,
- You want to recognize the increased difficulty that solo adventuring represents, or
- You want to make things easier on yourself or quicker in order to accelerate the pace of solo gameplay.

Alternate Approaches to XP

There are probably dozens, if not hundreds, of different homebrew approaches to experience point distribution and leveling.

This book recognizes a few major categories of this concept, and will try to distill them into an easily-digestible set of options for the solo player.

Each of these alternate approaches is, perhaps obviously, entirely optional. Most replace the entire existing system and calculation of experience points with a different mechanism. This is useful to remember: you don't gain XP from combat as you normally would ***in addition to*** gaining levels at milestones, for example!

Milestone Leveling

This is short, sweet, and straightforward: at the conclusion of a major objective, you gain a level.

Very reduced bookkeeping and calculation for XP. It also keeps things focused on advancing the ***story***, rather than on the trope of killing hundreds of rats to grind out levels. It reduces the value of defeating wandering/random encounters, and it makes fleeing an annoying or distracting combat more of a realistic option to consider.

What qualifies as a "major objective" is really a function of the adventure you're playing, and the level of difficulty you're looking to achieve.

Typically, the following all might qualify as deserving of a level reward:

- Defeating a major villain.
- Revealing a major plot point.
- "Completing" or "clearing" a major point of interest.

Typically, you gain levels in between gaming sessions. So, following the session in which you achieve one of the above major milestones, you can level up your PC.

Session Leveling

This is even more straightforward: you automatically gain a level after each gaming session.

This is easy and compelling, but has its drawbacks.

First, it tends to weaken or remove the traditional linkage between accomplishment and gaining levels; if gaining a level is automatic, why wouldn't you just stay in town and visit the tavern as your entire gaming session, and then automatically level up anyway?

Secondly, it leads to a very accelerated power curve. Most gaming groups take several, if not dozens, of sessions in between gaining levels; doing so each and every gaming session means that you'll max out your level fairly quickly. Which, of course, might be part of the attraction of this approach.

Thirdly, you won't have much time to get comfortable with your character's newly-gained abilities before you gain even more abilities. Who cares about this new second-level spell, when in a few weeks, you'll be able to cast fourth-level spells?

Finally, it can break published adventures pretty quickly. Nearly every single published module has a target level of PCs that it's intended for; with this approach, you'll go far beyond that fairly rapidly, and as written, the challenges will very soon feel too easy.

It would be remiss of me to avoid pointing out that IGS published adventures are designed around being playable at ***any*** PC level. Also, you can use ***Aquilae: Bestiary of the Realm*** to replace the as written/"vanilla" version of a monster in a published adventure with a higher-caliber version that meets the additional challenge of your higher-level PC.

Milestone XP

This is like **Milestone Leveling**, except rather than automatically gaining a level with the completion of major activities, you merely gain experience points. Typically, this gain is expressed as a fraction of what's needed to get you to your next level: 1/3 of a level, for example.

This incorporates all the benefits of Milestone Leveling, but paces things out a bit more so you don't gain too quickly. It also lets you treat far more types of gameplay accomplishment as "milestones", and makes it more reasonable to achieve more than one of them in a single gaming session.

Maybe you learn the king's dark secret, ***and*** slay the vile dragon who was controlling him in a single session. That's two milestones, perhaps.

Quadded Challenge, Reward Stars, & Experience

This author's own personal twist on these alternate approaches is something that he has homebrewed and has been using on and off for more than 30 years: ***Reward Stars***.

The gist of this approach is that each time something "cool" happens in the game, you get a **Reward Star**.

A certain amount of those **Reward Stars** can be traded in to gain a level.

What is "cool" differs by gaming table. In addition to the types of Milestone described above, you can also get a Reward Star simply for performing unexpectedly well in combat, nailing a social challenge, roleplaying an interaction exceptionally convincingly, or otherwise just being an awesome player.

"Coolness" by its nature is subjective, and thus more difficult to adjudicate as a solo player DMing themselves, but you get the idea.

You can find a more detailed treatise on this concept, including complete XP tables for those who want to maintain some linkage to traditional Experience Point gains, for free on **DriveThruRPG**.

Other Factors

At the end of the day, most players enjoy certain elements of tabletop roleplaying games more than other elements.

As a solo player, you now have the opportunity to focus more on the components of the game that you most enjoy.

As a result, consider the following tweaks and changes on the game at a fundamental level.

The **Rules Adjustment** section (starting on p 311) contains an exhaustively-detailed list of hundreds of more minor rules changes, each of which contains its own mathematics on its impact on the game.

The following options are meant to apply at a deeper level. They don't, for example, have **Balance Point Handicap** values representing their impact on the game, because they're supposed to be foundational changes you choose to make before you even consider Balance Points as a possible gameplay element.

Quickening

No, not the sequel to the much-beloved cult classic about sword-swinging Scotsmen.

But rather the notion that some parts of the game don't need to take up the amount of real-life gameplay time that they often end up consuming.

Quickened Combat

Combat can be a drag. Even for the most battle-minded of players, resolving a complex combat can take a long time in real life. It's not completely uncommon in a traditional gaming group for a combat encounter to consume an entire gaming session just on its own.

For those who might well enjoy combat, but who don't want it to necessarily take up so much time, there are some fundamental changes you can make to quicken it.

Ever-Present Attack Options

For your PC(s), ranged and melee attack options are always on the table. All ranged attacks have infinite range, and there is no penalty for firing point-blank if you happen to specialize in ranged weaponry.

Infinite Range

All enemies are automatically all within range, and cover provides no chance of concealment for enemy creatures.

Particularly for those parties that include warriors trained in ranged combat, this option can greatly accelerate things.

Free-Wheeling Attacks

Enemies may never make opportunity attacks against you, regardless of what you do or how you maneuver.

No checks are required to enact this ability; it's always and automatically functioning.

Quickened Initiative

You always go first, then the enemy. Every combat. Every round. Don't even bother rolling for initiative at all, or keeping track of it.

Surprise

If you surprise the enemy, you get a bonus entire round of combat for free before the normal turn-taking begins. That's it, nothing more complex than that.

Quickened Spell Preparation

You automatically prepare or memorize or otherwise recover spellcasting abilities completely every short rest.

The same applies to abilities with "per day" limitations, such as a Paladin's Lay on Hands class feature.

Quickened Rest

Short rests are long rests. Short rests automatically happen in between each and every combat encounter.

Functionally, this can be any "cut-scene" or in between "scenes" of gameplay: if you have some downtime in a tavern, for example, or even if you venture back into the village after defeating wyverns in the mountains, then boom, you've got your spells and abilities back.

Auto-Healing

Your PCs automatically heal back to their hit point maximum with every long rest. For rules systems that do not use that formal term, this can be any campsite, tavern, or other situation where you get a good rest or sleep.

Quickened Advancement

Start the game at level 5, if you like. Or whatever level you prefer.

This is essential, of course, if you plan on playing published adventures targeted at levels beyond the first. But it can also make your solo adventuring much more enjoyable, particularly if you want to play a class whose abilities only get exciting after the first few levels.

Variants for Traditional Play

Solo Variations with Traditional Participants

Introduction

Though the purpose of this book is to help provide tools and techniques to generate an enjoyable solo play experience, it's worth recognizing that these tools are equally deployable in a traditional gaming environment with multiple players and multiple characters.

This section briefly discusses a few options for integrating the content in this book in a traditional setting.

For the purposes of this section, "traditional" means a dedicated G/DM, and two or more players, each controlling their own single PC.

Traditional OPOC

First off, let's recognize that a traditional gaming table is really a set of individual **OPOC** (One Player, One Character) experiences. Each player gets one character, their PC. The other major difference, of course, is the dedicated role of the G/DM.

But from the perspective of the relationship between players and characters, traditional play has a strong analogue with OPOC.

MPMC: Multiple Players, Multiple Characters

You can approach traditional group RPG play with OPMC, or you can diversify and complicate your roleplaying experience by employing ***MPMC*** (**Multiple Players, Multiple Characters**).

With the **MPMC** approach, each player may control more than one PC.

Advantages

MPMC allows for greater versatility: You're not locked into playing a single character. There are many traditional campaigns where players either grow bored of their characters, or are itching to roll up a brand-new direction for additional spice and flavor.

For traditional gaming tables where getting players is difficult, MPMC can flesh out a very small adventuring party so they can take on greater challenges. In the extreme case where it's just one player and one G/DM, you can still have a robust experience with the single player controlling the entire adventuring party.

Challenges

Versatility and flexibility are a double-edged sword: MPMC also limits or complicates roleplaying unless you're really good at voices and impersonations.

It can also inadvertently create "silos" or "fiefdoms" of control, interaction, and roleplaying.

How To

MPMC is fairly straightforward: roll up additional characters, and control them as you normally would.

There are additional and more creative tweaks you could implement, as follows.

PC Pools

This is the logical extension of MPMC play: the party as a whole consists of a "pool" of PCs who are together controlled by the "pool" of players.

This "many to many" mapping of players to PCs makes for a potentially very complicated situation, but can be immensely rewarding, particularly for gaming groups that consist of a limited or volatile quantity of players.

How To

Roll up as many PCs as you wish for your adventuring party. Each player may control one or more PCs in a dedicated manner.

Each PC may be controlled by one or more players in a flexible manner.

That's pretty much it! Simple to implement.

Advantages

PC Pools allows for veteran players to control multiple PCs and augment the abilities of the party.

It also helps novice players, or those uncomfortable with the Pool approach, to retain dedicated control of their PC.

This approach is also a rich opportunity to continue sustained play for gaming groups where the regular presence of one or more players are not guaranteed. Groups involving one or more players who travel for work, who are members in military service, are in medical or first-responder professions, or of course situations where one or more players are simply unreliable in terms of logistics, and distance-play or among adults with children... all of these scenarios can be helped by the PC Pool approach to traditional RPG gameplay.

Challenges

Care must be taken when multiple players may wish to control the same character. Perhaps a "round robin" solution might help this scenario, wherein each player who wants to control a certain PC gets a turn, and that control rotates session to session.

Any PC whose control is "shared" may be complicated if two or more players disagree as to that PC's next action, response, or stance on the situation. Such conflicts can easily be resolved by barter, taking turns, or a simple "roll-off", where the players involved in the disagreement each roll a die, and the player whose score is highest gets to dictate the next action for the conflicted PC.

PC Roles

PC Roles

Overview

Each PC in an adventuring party serves one or more Roles. The players may not even think of their PCs as fulfilling Roles, or even be aware of the breakdown of what classes fill which roles best, and in the most roleplaying of contexts, it may be that the entire topic is far from anyone's mind.

Nevertheless, over decades of different rules systems and editions, formats and approaches to character design, there are many common themes. It's possible to have a truly memorable and successful roleplaying game experience in complete ignorance of the PC Roles concept, and to be fair, some may find the concept unsavory, or in conflict with the immersion of pretending to be someone else.

A Note on Classes Mentioned

There are dozens, if not hundreds, of classes available for use in Pathfinder and 5E. Hundreds more have been spawned from indie content.

It is not only beyond the scope of this discussion, but also physically daunting from a readability standpoint, to be able to lay out a thorough exploration of every published character class in the context of this topic.

Instead, the "Core 11" classes will be used throughout this book.

Advantages

This approach keeps things simple and digestible, without cluttering things up with an order of magnitude worth of additional options.

As nearly all other classes beyond the "Core 11" can be viewed as similar to, extending, or combining one or more of the Core 11 classes, any such class is still easily mapped to one or more of the classes that are included in the discussion.

Disadvantages

There are, of course, nuances to the other classes that are omitted: advantages, quirks, drawbacks, and elements that would outright exclude or include an "extended class" in a category where this document claims it does not belong.

Such detail is of course lost when these classes are not included in the discussion.

Conclusion

As with all other aspects of the game, if it feels wrong, you might want to avoid it, and if it feels right and fun, then embrace it, no matter what the rulebooks say!

PC Roles in Solo Play

In solo play, however, by design, the gaming experience is less social, seeing as how the "group" consists of a single person in charge of everything. Defeat in a mixed, diverse, and live group of humans because of some missed opportunity can be something easily laughed at over pizza minutes after a total-party kill at the hands of an ancient dragon; losing on your own to a back-alley thief because you designed your characters wrong can be an immensely frustrating experience.

Solo play lacks many characteristics that traditional, group play has. Some of these missing pieces are factors that would otherwise improve your chances at having a well-rounded party: people are different, and what each of them hopes to gain and experience out of a roleplaying adventure is different too. So it's very unlikely that a group of, say, five people would approach a gaming table with the same exact thing in mind. No four people, strangers or friends, will come to Session Zero with the exact same character design in mind; that's part of the magic and mystery of a traditional roleplaying experience to begin with.

Therefore, in the context of solo play, PC Roles are particularly worth recognizing, because you as a single person might otherwise be inclined to pick or make characters that lean toward your own personal preferences, in potential jeopardy of missing a vital ability that the party as a whole requires in order to be successful.

PC Role Selection

Roles can come about in a number of different ways, and these approaches can even be mixed in the context of a single group. That is, some characters might choose their Roles intentionally, and others may come across them by accident or necessity.

Generally speaking, there is no right or wrong way to fulfill PC Roles, so long as those roles are being fulfilled in some manner (more on this topic later).

Roles by Design

Gaming groups with a focus on winning, combat, and quick progression tend to use **Roles by Design**, and groups of veteran players of any approach tend to at least discuss things explicitly in terms of raw mechanics.

"I'll be the tank". "I can be a healer". Those familiar with multiplayer online video games are likely already familiar with character Roles in this sense. Roles by Design simply means that one or more players explicitly decide that their character will fulfill one or more Roles. They might state this to the group, make it obvious in their character name ("Donald Perseus Ronaldo" might be a wry expansion of the DPR, or Damage Per Round, acronym), or their choice of class and equipment may make it clear.

Roles by Roleplaying

Gaming groups with a focus on balance between roleplaying, combat, and non-combat encounters tend to employ **Roles by Roleplaying**.

A Paladin who is compassionate and eager to feed the poor, defend the weak, and keep the group together through

sheer force of will is likely to choose abilities and prepare spells that will benefit her fellow man. Similarly, a Cleric committed to necromancy may not even know any healing spells. Stereotypes about character classes tend to exist for a reason, but those stereotypes and the character-design decisions that usually follow from those stereotypes can be circumvented with some contravening personality decisions.

Maybe your Bard is portly and asexual, and would sooner roll to seduce a sandwich than the damsel in distress. Perhaps your Barbarian is her tribe's spiritual leader, learned in lore and studied in history, and an intellectual magnate who pillages so as to better build a library. There's a popular theory that Gandalf from Lord of the Rings was more Fighter than Wizard, in the sense of how the story and his abilities played out in strict game mechanics.

There's great fun to be had in playing against type, or in mixing metaphors. For a more effective overall party, however, just make sure you share your non-obvious predilections with your comrades so you can together make sure that all the bases are covered.

Roles by Accident

Gaming groups who are not co-located, who create their characters on their own (i.e., no Session Zero), or who meet only occasionally or without regularity tend to end up with Roles by Accident. New players, and groups run by a novice GM, tend to end up with this approach to some extent as well.

Sometimes, neither of the above approaches applies in a group. It could be that everyone is focused on backstory and personality, and makes choices toward those aims in a silo, apart from other players. It could also be that nobody wants to take a certain role.

Perhaps the party's Cleric didn't learn or prepare any healing spells. Maybe the group contains some melee combatants, but nobody thought to bring any ranged weaponry. It could be that none of the PCs has any ability to gather information or pressure an unwilling NPC in conversation.

Whatever the origins, some gaming groups realize too late that they lack any character who was intentionally designed to fill a certain Role. When this occurs, it can be a wake-up call to the party as a whole, and going forward, some players may make different decisions with their characters as a result.

PC Role Gaps

A "Role Gap" is simply a missing element to an adventuring party: a PC Role that nobody in the group can immediately fulfill.

Addressing Role Gaps

Some gaps are easily resolved in the short term: prepare different spells next time the party rests, for example. Others can be addressed over time: spend skill points, select ability score bonuses, and make other character advancement decisions with the gap in mind.

It's also usually possible to "buy your way out" of a gap. The party can hire mercenary NPCs with skills that they lack, or purchase magical items that grant abilities missing from the group.

Ultimately, unless the immediate need is dire, or the adventure being played was designed such that there is only one, railroaded course through which progression lies, any party experiencing a Role Gap can address that challenge, so long as they acknowledge that the gap exists and commit to doing something about it.

Majors & Minors

This terminology is adapted from the American higher education system, wherein all students have a "major" which represents their core area of academic focus, and may also have one or more "minors" which describe additional concentrations of study. Similar to this, each PC may have majors and minors: PC Roles they are primarily designed to fulfill (Majors), and other functions their abilities make them suitable for (Minors).

Consider that if your gaming group rarely runs into social encounters, you may not need a dedicated PC whose Major is in Diplomacy, Intimidate, and Sense Motive (Pathfinder terminology); you may be able to simply have an existing character "Minor in" those abilities by dedicating a few skill points their way.

Throughout the remainder of the discussion, you'll see these terms pop up. Most often, you'll see a "minor" suggested for a character class that may not be optimal for a certain PC Role, but who could be configured do fulfill it adequately as a secondary focus.

Context & Game Style Matters!

When evaluating PC Roles, remember that depending on the nature of your gaming group's gameplay, you may be likely to run into certain types of encounter more than others. An adventure in the plains offers much more wide-open spaces than one in narrow caverns underneath a mountain; the former may benefit more from a ranged combatant.

The Quick Essentials

Pressed for time? Just interested in the core tenets of the PC Roles approach to party composition? Start here.

The Vital Three

The "Vital Three" PC Roles represent the core of the elements of required diversity for any adventuring party to successfully meet the typical tabletop RPG challenges thrown at them. Although these are useful roles to recognize in and of themselves, together, they form a powerful core starting point of what is necessary to face the variety of encounter types.

These Vital Three are a useful reference point in any of the following circumstances:

- If you are trying to form a party with as few characters possible.
- If have a party in mind, and want to compare it to a set of essential skills.

- If you are approaching solo play with a **One Player/One Character** (**OPOC**) approach, and/or your gaming group allows for only one or two PCs in the party.

If you're in a hurry, or are not overly interested in the remainder of the discussion and theory of PC Roles, you might consider picking or creating one character that fits each of these Vital Three Roles. You are already likely familiar with these archetypes, and may call them by different titles; for the purposes of this discussion, they will be enumerated as "Melee Combat Grunt", "Distance Magician", and "Noncombat Toolbox".

For convenience, each has been mapped to one or more **Flex AI Combat Roles**. More information about Flex AI can be found in the ***Flex AI Guidebook***, or any of the **Bestiary** products created by **IGS**.

Melee Combat Grunt

FlexAI Combat Roles:
Soldier, Brute

Examples from This Book:
Barbarian A, Barbarian B, Fighter A, Fighter B, Monk A, Monk B

Suggested Class Majors:
Fighter, Barbarian, Monk

Possible Classes / Minors:
Ranger, Paladin, Cleric

Discussion:

The stereotypical "tank" or "DPS" character, who closes with the enemy in hand-to-hand combat, deals out high amounts of damage, and may also be able to sustain a lot of damage themselves.

As close combat is impossible to avoid entirely, it's essential that a Melee Combat Grunt be present to fend off waves of beasties, protect weaker characters in the party, or if all else fails, be the sole survivor who is able to heal and bring others back to life if things go horribly wrong.

Be wary of having this PC multiclass, or take other "minors": You either need several Grunts who each minor in other areas, or a single dedicated Grunt who can soak up and dish out damage in melee.

Distance Magician

FlexAI Combat Roles:
Artillery, Controller, Leader

Examples from This Book:
Wizard B, Cleric B, Ranger A, Sorcerer A, Druid B

Suggested Class Majors:
Wizard, Cleric, Ranger, Sorcerer, Druid

Possible Classes / Minors:
Bard, Paladin, Fighter, Rogue

Discussion:

Don't be too swayed by the "magician" component: this PC Role requires versatile ranged abilities, and can even be fulfilled by a non-magic-user if the right elements exist elsewhere in the party.

Distance Magicians are able to affect enemies from afar. This could be a Ranger with a longbow, a Wizard with fireball spells, or a Cleric with flame strike abilities.

Distance combat may often take second place to melee battles, but ranged fighting poses two unique problems to parties with zero focus in them.

First, there may be enemies who cannot be reached physically in close combat. If your party storms a castle, for example, it does them no good if they have the world's most formidable barbarian in their ranks, if she can't be hoisted onto the ramparts without taking a dozen crossbow bolts in the spleen. Second, without a means of striking from afar, the party is at the mercy of enemies who can, even in battles where close combat is feasible.

Noncombat Toolbox

FlexAI Combat Roles:
Skirmisher, Lurker

Examples from This Book:
Rogue A, Rogue B, Bard A, Bard B, Paladin A

Suggested Class Majors:
Rogue, Bard

Possible Classes / Minors:
Paladin, Ranger, Druid, Wizard, Sorcerer

Discussion:

Ah, the social encounter: boon to roleplaying, bane to min/max looting. Even the most combat-heavy gaming circles have occasional need for interacting with NPCs, even if it's just as an Initmidate-ing preamble to more fighting.

You need at least one character in your party who is able to hold a conversation, and for whom Charisma is not a "dump stat". In very small parties, however, it's often difficult to dedicate an entire PC to this Role, and even in larger groups, it can be boring and unfair to a player to dedicate their PC solely to social encounters.

As a result, of all the **Vital Three** PC Roles, **Noncombat Toolbox** most of all requires some other focus: a minor for a character who majors in this, for example. Rogues and Bards in particular are excellent for this split capability. Despite their needed focus on Charisma, Paladins are not automatically the best choice for this role, as their limited skill points (Pathfinder) and sometimes inferior flexibility of options (5E) may not lend their talents as well to this focus.

Vital Three Class Summary

The table below summarizes which classes are best suited (**Majors**), and could be used (**Minors**), to fulfill each of the Vital Three PC Roles identified in this section.

Table 15: Vital Three PC Roles Class Summary

Class	Melee	Distance	Noncombat
Barbarian	◉		
Bard		○	◉

Class	Melee	Distance	Noncombat
Cleric	○	◎	
Druid		◎	○
Fighter	◎	○	
Monk	◎		
Paladin		○	○
Ranger	○	◎	○
Rogue		○	◎
Sorcerer		◎	○
Wizard		◎	○

Combat Roles

Combat Roles are those most easily filled, in most gaming groups.

This section discusses common roles in combat encounters, and mentions them in the context of FlexAI terms, with examples of classes that are good choices for each role.

Melee Combat

FlexAI Combat Roles:
Brute, Soldier

Examples from This Book:
Barbarian A, Druid A, Monk A, Paladin A, Rogue A, Barbarian B, Cleric B, Fighter B, Monk B, Ranger B

Suggested Class Majors:
Fighter, Barbarian, Monk

Possible Classes / Minors:
Paladin, Rogue, Ranger

Ranged Combat

FlexAI Combat Roles:
Artillery

Examples from This Book:
Ranger A, Druid B, Rogue B, Sorcerer A, Wizard B

Suggested Class Majors:
Ranger, Wizard, Sorcerer

Possible Classes / Minors:
Druid, Cleric, Fighter, Rogue, Bard

Area Effect

FlexAI Combat Roles:
Controller, Leader, Artillery

Examples from This Book:
Druid A, Sorcerer A, Bard B, Cleric B, Wizard B

Suggested Class Majors:
Wizard, Sorcerer, Druid

Possible Classes / Minors:
Cleric, Bard

Healing, Buffs, & Recovery

FlexAI Combat Roles:
Skirmisher, Leader

Examples from This Book:
Cleric A, Paladin A, Cleric B, Paladin B, Sorcerer B

Suggested Class Majors:
Cleric, Paladin

Possible Classes / Minors:
Sorcerer, Wizard, Druid

Discussion:

No matter how adept a party is, it will eventually suffer damage. Having a **healer** in the team is absolutely essential, particularly at the lower and higher levels of difficulty. Although most commonly and usefully associated with Hit Point damage, Healers should ideally also be able to mitigate Conditions and temporary Ability Score damage inflicted by enemies.

Buffs are advantageous effects that benefit one or more friendly creatures. While not strictly required for success, typically those who fulfill the Healer role can also grant their comrades benefit.

Recovery refers to longer-term damage and negative effects suffered and dealt with after combat concludes. Ability score damage, negative levels, poison, disease, curses, and other effects that linger long after the enemy is defeated must be resolved somehow.

Note that "healer" commonly refers to a class capable of casting healing magic, but need not be limited to this function. Those fulfilling the Healer role may employ magic items, potions, or other effects to grant boon to their comrades, even if they themselves cannot cast *cure wounds* spells.

Mobility & Versatility

FlexAI Combat Roles:
Skirmisher, Lurker

Examples from This Book:
Monk A, Rogue A, Fighter B, Ranger B, Rogue B

Suggested Class Majors:
Monk, Rogue, Bard, Ranger

Possible Classes / Minors:
Paladin, Barbarian, Fighter

Discussion:

Unlike the other Combat Roles discussed, **Mobility & Versaility** is a set of talents that tend to benefit only one member of the party. Just because one member of the party can move swiftly doesn't mean the entire group can escape n overwhelming situation. That's not what is meant here.

For the purposes of Combat Roles, **Mobility & Versatility** refers to the tactical advantage of having at least one PC

Combat Roles Summary

Below please find a matrix that attempts to summarize the suitability of the core classes to the Combat Roles identified herein in terms of **Majors** and **Minors**.

Table 17: Combat Roles Class Summary

Class	Melee	Ranged	Area Effect	Healing	Mobility	Resist
Barbarian	◉				○	◉
Bard		○	○		◉	
Cleric		○	○	◉		
Druid		○	◉	○		○
Fighter	◉	○			○	◉
Monk	◉				◉	
Paladin	○			◉	○	○
Ranger	○	◉			◉	
Rogue	○	○			◉	
Sorcerer		◉	◉	○		○
Wizard		◉	◉	○		○

being able to move swiftly about the battlefield, and does not reflect the party's overall ability to navigate obstacles (see **Noncombat Roles**, below).

Resistance & Survivability

FlexAI Combat Roles:
Soldier, Brute, Leader ○

Examples from This Book:
Barbarian A, Barbarian B, Fighter A, Fighter B

Suggested Class Majors:
Barbarian, Fighter

Possible Classes / Minors:
Paladin, Druid, Cleric, Wizard, Sorcerer

Discussion:

Of all the Combat Roles, this one is the least essential. Sooner or later, every adventuring party encounters an effect or monster that involves a massive threat to each and every party member. Whether it's a pit of acid that everyone falls into, a dragon's breath that envelops the entire echelon of PCs, or a *sleep* spell cast by a particularly formidable sorcerer, there are certain circumstances that threaten to slay the entire party en masse.

Resistance refers to the ability to resist or be immune to certain types of damage. Most commonly, this refers to energy resistance. Classes naturally resistant to certain effects, or those capable of casting spells that grant such a resistance, are ideal for this Role.

Survivability means the knack for surviving what others cannot. Mechanically, this means either a massive amount of hit points, and/or high Save bonuses.

Noncombat Roles

Combat is a major component of nearly every tabletop RPG, and particularly with solo play. However, noncombat encounters (traps, discussions, etc.) represent a vital piece of the action, too. Parties successful in militant action may fall flat on their faces when faced with a conversation!

This section describes a method of ensuring party composition reflects a collective ability to face daunting challenges outside the battlefield.

Rules System Skill Mapping

Skills are treated fundamentally differently in 5E versus Pathfinder. One approach is not objectively better or worse than the other; however, it is worth recognizing that the mechanics, options, and overall approach to these concepts will dictate differences in how you go about ensuring that Noncombat Roles are filled in your adventuring party.

Below is a brief summary of the mapping of skills comparing Fifth Edition to Pathfinder.

Table 16: Rules System Skill Mapping

Pathfinder	5E (Fifth Edition) Equivalent
Acrobatics	Acrobatics or Athletics (for jumping)
Appraise	Tool (Artisan's Tools) or Int Check
Bluff	Deception
Climb	Athletics

Pathfinder	5E (Fifth Edition) Equivalent
Craft	Tool Proficiencies (including Artisan's Tools, Herbalism Kit, Poisoner's Kit) or Int Check
Diplomacy	Persuasion
Disable Device	Tool Proficiency (Thieves Tools)
Disguise	Tool Proficinecy (Disguise Kit)
Escape Artist	Dex Check or Str Check - Acrobatics?
Fly	No equivalent
Handle Animal	Animal Handling or Tool Proficiency (Vehicles)
Heal	Medicine, Tool Proficiency (Herbalists Kit), or using a Healers Kit
Intimidate	Intimidation
Knowledge: Engineering	Int Check or History, Tool Proficiency (Artisan's Tools)
Knowledge: Planes	Arcana
Knowledge: Arcana	Arcana
Knowledge: Dungeoneering	Arcana, Nature
Knowledge: Geography	Int Check or Tool Proficiency (Navigators Tools)
Knowledge: History	History
Knowledge: Local	Int Check or Investigation
Knowledge: Nature	Nature
Knowledge: Nobility	History
Knowledge: Religion	Arcana, Religion
Linguistics	Language rules work differently
Perception	Perception
Perform	Performance, Tool Proficiency (Musical Instrument)
Profession	Tool Proficiencies (Artisan's Tools, Gaming Set, Vehicles)
Ride	Animal Handling
Sense Motive	Insight
Sleight of Hand	Sleight of Hand
Spellcraft	Arcana
Stealth	Stealth
Survival	Survival, Tool Proficiency (Navigators Tools)
Swim	Athletics
Use Magic Device	Rogue class ability

Note that as Pathfinder's approach to skills is more varied and complex, Pathfinder terminology will be used in the remainder of this section and can be easily mapped above to determine the 5E equivalent(s).

Noncombat Roles Defined

Most other Roles will benefit the entire party, so long as at least one PC fulfills the Role. Not so with some Noncombat Roles: It does the rest of the party no good if only the lone Rogue has any ranks in Acrobatics!

Take care, then, when organizing your party while physically navigating: if only one PC fulfills a given noncombat role, you may want to make sure they are in the lead or otherwise best positioned to make use of their talents in that manner.

Social Encounters

Examples from This Book:
Bard A, Wizard A, Paladin A

Suggested Class Majors:
Rogue, Bard

Possible Classes / Minors:
Paladin, Monk, Sorcerer

Relevant / Required Skills:
Diplomacy, Intimidate, Sense Motive

Discussion:
Like Combat Roles, typically, so long as a single PC fulfills the **Social Encounter** role with their talents, the party as a whole benefits.

Avoidance

Examples from This Book:
Rogue A, Monk A, Rogue B, Monk B

Suggested Class Majors:
Monk, Rogue

Possible Classes / Minors:
Bard, Fighter, Barbarian

Relevant / Required Skills:
Acrobatics, Climb, Disguise, Stealth, Swim

Discussion:
Usually, only the PC(s) skilled at **Avoidance** talents will be able to navigate obstacles and avoid threats related to these abilities.

If the PC(s) fulfilling the **Avoidance** role are out in front of the party, though, they may be able to trigger a threat and avoid it on behalf of the rest of the party, or at least, give those less skilled in this area the heads-up warning they may need to get out of the way.

Traps

Examples from This Book:

Rogue A, Rogue B

Suggested Class Majors:
Rogue

Possible Classes / Minors:
Barbarian, Bard, Ranger

Relevant / Required Skills:
Perception, Disable Device

Discussion:
Only one member of the party need be able to detect and disarm traps, though of course multiple PCs fulfilling this role may grant the party multiple chances to mitigate trap-based threats.

Orientation & Navigation

Examples from This Book:
Ranger A, Ranger B

Suggested Class Majors:
Ranger, Wizard, Druid

Possible Classes / Minors:
Fighter, Paladin

Relevant / Required Skills:
Knowledge skills, Perception, Disable Device, Survival, Ride, Divination spells/abilities

Discussion:
This refers to long-term transportation across overland maps and between cities and types of terrain, as well as the ability to make sense of one's surroundings if lost. Only one PC need have such talents to benefit the entire team.

Mobility

Examples from This Book:
Monk A, Monk B, Ranger A, Ranger B

Suggested Class Majors:
Monk, Ranger

Possible Classes / Minors:
Fighter, Druid, Wizard, Bard

Relevant / Required Skills:
Acrobatics, Climb, Swim, Ride

Discussion:
Mobility means being able to move about quickly, perhaps to deliver a message, to retrieve an item, or to otherwise navigate physical or distance obstacles in a round-to-round basis.

Depending on the nature of the need, a single PC having such abilities may not be sufficient to grant benefit to the entire party.

Other

Suggested Class Majors:
Bard, Rogue

Possible Classes / Minors:
Any

Relevant / Required Skills:
Perform, Sleight of Hand, Use Magic Device

Discussion:
These skills may be vital in certain circumstances, but are

Noncombat Roles Summary

Below please find a matrix that attempts to summarize the suitability of the core classes to the Noncombat Roles identified herein in terms of **Majors** and **Minors**.

Table 18: Noncombat Roles Class Summary

Class	Social	Avoidance	Traps	Navigation	Mobility	Other
Barbarian		○	○			○
Bard	◎	○	○		○	◎
Cleric						○
Druid				◎	○	○
Fighter		○		○	○	○
Monk	○	◎			◎	○
Paladin	○			○		○
Ranger			○	◎	◎	○
Rogue	◎	◎	◎			◎
Sorcerer	○					○
Wizard				◎	○	○

not common enough to dedicate an entire character design around. Throw a few skill points toward some of these abilities, or be prepared to hire a mercenary to meet the Role should the need arise.

Campaign Downtime Roles

Not all campaigns and gaming groups use "downtime" rules. Often, the game is simply put "on hold" in between sessions, and in between adventures. Some groups don't focus at all on marking the passage of time.

There is no right or wrong way to handle this possibility, but of the various PC Roles, Campaign Downtime Roles tend to be the least essential, simply because the purposes they serve are completely absent from many gaming groups.

Campaign Downtime

Suggested Class Majors:
Wizard, Fighter, Barbarian

Possible Classes / Minors:
Any

Relevant / Required Skills:
Craft skills, Spellcraft, most Knowledge skills, Profession skills

Background & Plot Roles

These Roles involve "soft skills" or character elements that are primarily used to drive story or act as potential hooks to quests or plots that the GM or adventure may employ.

These can also be used to drive interactions, and establish connections, with NPCs the group encounters.

For example, if one of the PCs used to be a blacksmith, encountering another in that profession may establish an automatic kinship, and may even formally improve the Attitude of the NPC toward the party because of that membership.

Although it's unlikely anyone would design a character from the ground up to fulfill a Background Role, it's something to consider when creating a character, both in terms of how to spend points and choose abilities, and in how to interpret the elements of your character that you've picked for other purposes, in the context of potential plot and story uses. Nominally, integrating the composition of the adventuring party into the context of an adventure is the GM's duty, but good roleplaying means each individual PC should be on the lookout for connective opportunities as well.

Background & Plot

Suggested Class Majors:
Wizard, Fighter, Paladin

Possible Classes / Minors:
Any

Relevant / Required Skills:
Knowledge skills, Profession skills, Craft skills

OPMC Party Composition

Overview

OPMC means **One Player, Multiple Characters**, and is the suggested default for solo adventuring. Having multiple characters means being able to easily fill multiple PC Roles.

The overall topic of OPMC is addressed in the core ***FTEG Solo Adventuring Toolkit*** book. For the purposes of crafting a party of characters, some of that content is reproduced here.

The quantities described below refer to the "permanent" PCs involved in a party; that is, the characters that you directly and completely control the actions of as a player. NPC friendlies, hirelings, summoned creatures, and the like can add to the total number of friendly creatures in play at a given moment, and can complicate things, but not in the context of the below discussion.

Party Size & Composition

If you're playing solo, and using OPMC, it means there's no upper or lower limit on the number of PCs your adventuring party can be comprised of. Just as with traditional play, however, there are realistic limits on what makes for an ideal composition and mixture. While it may be obvious that a party with too few characters will suffer at the hands of monsters and other threats, it can also be a disadvantage to have too many PCs, which leads to confusion, complication, and chaos, even in the hands of an experienced player and/or GM.

Too Small: 1-3 PCs

Unless carefully designed and used, 1-2 PCs tends to be too challenging for most play scenarios. It's more difficult for such a party to fulfill very many PC Roles (see above), and the types of challenge this size of party can confidently face tends to be quite small. Which is not to say that it cannot be fulfilling and rewarding, but ultimately, it's usually not enough.

Too Large: 6 PCs

Although it may be tempting to be able to face any sort of challenge with a full array of talents, large parties are crowded, confusing, and offer their own, new sorts of difficulty in terms of logistics, whether you play Theater of the Mind or with battlemaps and miniatures. Combat involving this many friendly creatures can greatly balloon the time required to resolve a conflict, and managing the character growth and evolution of this many characters simultaneously can be overwhelming, even for experienced players.

Just Right: 4-5 PCs

As with traditional play, this seems to be the "sweet spot" of party size. Some will prefer smaller groups, and others may be used to larger groups, but around 4 characters tends to be the right balance of ensuring the right mixture of talents while not representing an overwhelming amount of micromanagement requirement.

Particularly if you are new to the game, and/or new to OPMC solo play, you may want to consider a starting size of 4 PCs, and go from there. Remember that you can add to or subtract from your party's size at any time once your solo adventuring begins.

Ticking the Boxes

The Vital Three (recap)

To recap, if you plan nothing else in the course of creating your adventuring party, make sure that you have a mixture of characters that minimally fulfill the following PC Roles: "Melee Combat Grunt", "Distance Magician", and "Noncombat Toolbox".

Once you've satisfied these requirements, or to augment them, you can expand beyond into other PC Roles.

Majors & Minors

You have more PC Roles to fill than the optimal party size equals. Therefore, most, if not all, of your PCs will have to "multitask" in which roles they can fulfill.

This section recaps the discussion on PC Roles in the context of the OPMC character approach.

Combat Roles

You'll need at least 1-3 PCs with a Major in **Melee Combat**. If you've followed the **Vital Three** advice, you'll have that already, but just because the box is ticked with a single PC, doesn't mean you're done: generally speaking, between a quarter and a half of your adventuring party should be able to participate in melee combat without immediately perishing or sacrificing their ability to be useful in combat. In an average-sized party of 4 PCs, that means at least 1-2 of them should be melee combatants as a Minor, at least, and one of those two should have it as a Major area of focus.

Ideally, I've found that in a party of 4 PCs, one should Major in melee combat, almost to the point of exclusivity. Two should Minor in melee combat, with other skills and abilities as well.

At least one character needs to be able to dish out **ranged damage** and effects--though, again, if you're following the Vital Three advice, this should be largely covered. Two characters Minoring in ranged combat is an acceptable equivalent of a single character Majoring in this area, however. Assuming your Melee Combat Grunt is a Fighter or Barbarian, s/he may also pick up some ranged abilities; Rangers are also excellent at this varied spread of abilities.

Noncombat Roles

At least 1 PC should focus on social encounters, NPC

persuasion, and information-gathering abilities.

In a party of more than 3 characters, at least 1 of them should also have some Knowledge related talents.

Although one character can Major in this area of focus, it's not quite as absolutely essential as melee combat: two characters can Minor in this focus and your party will be just fine.

Campaign Downtime Roles

In the ***FlexTale Encounter Generator Solo Adventuring Toolkit***, there is a section on adapting campaign downtime rules for use in solo play. These rules adapt quite easily, actually, since they are almost by definition focused around times where the complete set of players is not available.

If you are using these rules in your solo campaign, and have a party of at least 4 PCs, consider giving one of them a downtime Minor.

Beyond that, unless you plan to focus on creating magic items for example, of if you have a party of 3 or fewer PCs, you can ignore this category of PC Roles.

Background & Plot Roles

These are useful in solo play if and only if you are using the ***FTEG SAT*** alongside the ***FTEG Core*** book, which includes tables and drivers that make use of character Backgrounds and professions to drive plot hooks and other game elements. If you are using the ***FTEG SCC*** on its own, or only in conjunction with the ***FTEG SAT***, you can likely skip this type of PC Role in your party.

Multiclassing

Multiclassing is the practice of having a single PC take levels in more than one type of character class. Its mechanical requirements and drawbacks are discussed more thoroughly elsewhere, most usefully in the core rulebooks of game systems that support it. The discussion below will limit itself to the context of OPMC solo play character composition.

Avoid It

"I fear not the man who has practiced 10,000 kicks once, but I fear the man who has practiced one kick 10,000 times."

—Bruce Lee

"Don't half-ass two things. Whole-ass one thing."

—Ron Swanson, Parks & Recreation

Particularly if you're planning a smaller party, it may be tempting to multiclass as a means of fulfilling more PC Roles without expanding party size. Although this is certainly true, this approach tends not to scale well beyond the first handful of character levels.

Generally speaking, you would want to keep multiclassing to a minimum in solo play for the same reasons you would avoid it in traditional play: trying to do two things kind of well is typically not as effective as focusing on doing one thing really well.

Harmony & Synergy

That said, if you are going to pursue multiclassing, do so in a manner that ultimately helps the character, and doesn't detract from their overall usefulness. Generally speaking, choose classes that complement each other, rather than nullifying elements of each other.

Making a Fighter/Wizard combination may seem like getting the best of both worlds, but in practice, you have to sacrifice the abilities of one of those classes so as to better enable the abilities of the other. Armor will help a Fighter, but impede a Wizard from casting spells. Similarly, a Wizard/Sorcerer would need to have very high Intelligence and Charisma, leaving little in its build for other vital statistics such as Constitution and Dexterity.

Primary/Secondary Splits

This is another way of viewing the "Major/Minor" approach to character design discussed earlier.

It's possible to multiclass with an even split--that is, alternate gaining levels in each of the multiple classes, so that you end up with, for example, a Fighter 3 / Cleric 3.

However, it's also possible to have a primary/secondary split, leading to more levels of one class than of another. Typically this approach is employed when you want a character to gain the abilities of a certain class that are unlocked at certain levels.

Unless there is a very specific ability that you're looking for at a certain level, consider a 1:2, 1:3, or 1:4 ratio of secondary to primary classes. Planning a character for a Primary 8 / Secondary 2 split is generally the greatest differential that's feasible, and even that progression should start out as a Primary 1 / Secondary 1 for most of the first 10 levels of advancement.

	This tends to result in a very harmonious combination, resulting in ability score and/or talent synergies.
	Although not perfect, these two classes may still benefit each other greatly. This is typically because of flexibilities in one or both of the classes involved allowing a versatility of focus; for example, a Fighter may succeed by focusing on Strength and/or Dexterity, either in combination or exclusively.
	This combination is not ideal, either because of conflicts in requirements or focus, or because it is unrealistic to be able to gain high levels of all of the ability scores and talents required for the two classes to succeed. Playing this combination may still be possible and fruitful, but will be challenging.
	This combination is not typically permitted under normal rules. Typically, this is the result of incompatible Alignment requirements or restrictions.

Illustration 3: Multiclassing Harmony Matrix

Primary Class

Secondary Class	Barbarian	Bard	Cleric	Druid	Fighter	Monk	Paladin	Ranger	Rogue	Sorcerer	Wizard
Barbarian	n/a	Bardbarian	Divine Bruiser	Landwrath	Wrathknight	Raging Fist	Raging Zealot	Forest Warrior	Furythief	Eldritch Rager	Arcane Rager
Bard	War Chanter	n/a	Godsinger	Lifesinger	Resonant Warrior	Resonant Palm	Melodic Champion	Melodic Stalker	Ne'er-do-well	Eldritch Chanteuse	Melodic Arcanist
Cleric	Righteous Zealot	Zealous Thespian	n/a	Interpreter of Gaia	Divine Blade	Divine Fist	Divine Emissary	Divine Warden	Desperate Zealot	Divine Arcanist	Sacred Thaumaturge
Druid	Spirit Warrior	Landchanter	Landsaint	n/a	Land Warden	Natural Fist	Land Champion	Beast Hunter	Naturethief	Natural Thaumaterge	Natural Arcanist
Fighter	Tribal Warrior	Vorpal Actor	Battle Adept	Land Master	n/a	Elite Fist	Vorpal Champion	Vorpal Warden	Battle Knave	Battle Caster	Vorpal Arcanist
Monk	Divine Rager	Ascetic Entertainer	Seraphic Fist	Divine Fist	Fist of the Forest	n/a	Zealous Fist	Tracking Fist	Sneaky Fist	Thauma-tergical Fist	Spellbound Fist
Paladin	Holy Rager	Divine Entertainer	Divine Exemplar	Mystic Knight	Divine Knight	Holy Fist	n/a	Inspired Ranger	Altruistic Thief	Eldritch Champion	Zealous Wizard
Ranger	Forest Rager	Trailblazing Entertainer	Terrain Patriarch	Landwalker	Tracker / Slayer	Mystic Stalker	Implacable Zealot	n/a	Landsneak	Eldritch Warden	Arcane Tracker
Rogue	Violent Assassin	Songfilch	Divine Agent	Mistwalker	Silent Warrior	Sneaky Fist	Divine Duelist	Landstalker	n/a	Eldritch Sneak	Stealth Mage
Sorcerer	Eldritch Rampager	Singing Thamaturge	Angelic Thaumaturge	Wildborn Mystic	Eldritch Warrior	Eldritch Fist	Mystic Defender	Blooded Hunter	Spellthief	n/a	Absolute Arcanist
Wizard	Brutal Arcanist	Erudite Bard	Theologian	Spellfused Warden	Arcane Warrior	Arcane Fist	Arcane Champion	Arcane Warden	Scurrilous Arcanist	Complete Arcanist	n/a

Harmonious Combinations

Some combinations just work better than others. Below please find a matrix that summarizes the feasibility of this approach.

Despite all of the objections and disadvantages described herein, going against the grain of what normally works can lead to a great deal of roleplaying opportunity and personality entertainment. So if you're dead-set on a particular combination that is traditionally wacky, don't let these words hold you back!

In the context of multiclass harmony, good combinations are often referred to as "archetypes". This term is distinct from the same word when used in the context of tweaks to established classes that is found in Pathfinder rulebooks.

Multiclassing Archetypes

Others have taken it a step farther in some cases, and have created focused multiclass archetypes in the Pathfinder sense of the term. The detail of these archetypes is not mine to share, but can be found online with some ease.

The terminology used is a suggested method for how to view the combinations available. It is up to you as your own solo-play GM to decide whether you wish to imbue your combinations with additional features, powers, or changes beyond the simple benefits gained by having levels in the combinations of classes presented.

Scaling Considerations

One of the disadvantages to many rules systems is scalability. The first 10 levels of character advancement tend to be fairly well-balanced, exciting, and consistently rewarding, regardless of how you've designed your character or how you approach play. Beyond that, however, typically from levels 11 to 20, the experience can vary widely depending on your gaming group, your style of play, the type of challenges your GM throws at you, and your decisions in character design. It's not impossible to make character design choices that effectively lock you out of even playing effectively at higher levels of difficulty and challenge.

Of course, this is part of what the entire Quadded Statblocks concept was designed to address. In theory, game content with Quadded Statblocks should be playable and enjoyable for PCs of any level. In practice, this, too, depends largely on the design of characters.

Typically, quadded content is recommended based on the average character level in the adventuring party. Realities of min/maxing design, fortuitous wealth and magic item discovery, sheer volume of PCs in the group, and other factors can easily dictate a different difficulty band than average party level (APL).

Table 19: Quadded Statblocks Level Ranges

Quadded Difficulty Band	Minimum Recommended Level	Maximum Recommended Level
Low	1	5
Moderate	5	10
Advanced	10	14
Elite	14	20

Simply put, if a given difficulty band that appears appropriate based on character level is too easy, then move up a level. Similarly, if the recommended level is too difficult, then feel free to lower the difficulty band for content. This is the same approach as with traditional-style group play, but it's even easier to make the decision since with solo play, you're the GM and all the players all in a single person, so it's just your call!

All of this having been said, character composition for your solo-play party should take scaling into consideration, particularly if you're taking a multiclassed approach to character design. What seems like a good idea now might not help too much in 10 levels. In particular, magic-centric classes are notorious for failing at higher levels of multiclassing if they are not the Primary focus of the multiclass.

Addendum PCs

"Addendum" PCs refers to the practice of adding PC sot the party once a campaign or adventure has already begun.

There are usually two reasons for this in OPMC solo play: either gameplay overall is too difficult, and adding another PC will make things more manageable; or the party as it stands fulfills too few of the PC Roles and there are sizable Role Gaps that inhibit successful play.

Adding Characters In Mid-Stream

In group play, doing this typically requires a creative story-based reason why the new PC has joined the group. Long-lost relatives, followers in faith, or former comrades in arms are all common reasons for this.

However, in solo play, there need be no such complex justification. Simply add new PCs as you see fit.

Addendum Removals

This same approach can be used to remove characters from the party. As with Adding Characters, in solo play, you can simply change the party however you wish.

OPOC Character Design

Overview

Nearly everything discussed in the OPMC topic above applies to the **OPOC** (One Player, One Character) approach as well.

OPOC, however, involves an extra layer of caution and restriction, in that you have only a single PC with which to deal, so that single character had better fill a well-rounded suite of PC Roles in order to ensure success!

This section will therefore focus on the differences and special considerations relevant to OPOC design.

The Vital Three

Perhaps obviously, your single PC must address all three of these capabilities to some extent.

In doing so, you may elect to tweak some elements of your character so as to partially cover additional **PC Roles**.

Crying Uncle with OPOC

OPOC play is extremely demanding and challenging, by design.

Remember that at any time during solo play, you can change your approach and make things easier on yourself in one of two quick ways, either of which expands the party to include additional characters who can fill in temporary or longer-term Role Gaps you detect during play.

Hirelings & Mercenaries

Both Pathfinder and 5E core rulebooks contain guidance on hirelings. These hireling rules tend to cover only untrained commoners, or at the very most potent, those with basic equipment and experience.

If you're looking to fill Role Gaps in your party, chances are good that such hirelings will be little more than one-round fodder for most challenges!

If your party needs a temporary boost, you need NPC mercenaries with class levels.

As a general guideline, an NPC with class levels should cost a minimum of 1 gp x their class level per day of employment, with this rate increasing for more highly-experienced NPCs.

Such "PC-caliber" NPC hirelings may also require a share of any loot encountered in your adventuring. In the table below, "fair share" simply means to divine all loot into equal value shares for each person in the adventuring party, inclusive of any mercenaries. So if your OPMC party contains 4 PCs under your control, and you hire 1 additional NPC with class levels, each equal share would be 20% (100 into 5 parts) of the total value of treasure encountered. If "plus or minus" percentage tweaks to this fair share are mentioned, first determine whether the share change is plus or minus: roll a d4. On a 1-2, there is no change to the percentage. On a 3, the NPC demands a larger-than-fair share; on a 4, the NPC will accept a smaller-than-fair share. Next, if a share tweak is indicated, roll the value mentioned in the table below. If the smaller-than-average tweak would reduce the NPC's share to less than 0%, that NPC does not demand any share of the loot.

Any shares of treasure demanded are to be ***in addition to*** the rates described.

The table below summarizes a quick-and-easy approach to experienced mercenaries.

Table 20: Simple PC-Caliber Hireling Rates

NPC Class Levels (CL)	Recommended Rate Per Day	Other Requirements
1-5	1 gp x CL	-
6-10	10 gp x CL	Equal share of loot +/- 1d10%
11-15	50 gp x CL	14
16-20	100+ gp x CL	20

(Note that the **FTEG SAT** also contains an expanded discussion on cost rates for mercenaries with class levels, meant as a temporary expansion of an adventuring party.)

Switching Formats to OPMC

Instead of buying your way out of Role Gaps, you can simply give up on the concept of OPOC, and create additional characters to join your forces as PCs. This effectively switches your play style from OPOC to OPMC.

In solo play, you are the GM and all of the players, so you can switch back and forth between these formats whenever you like!

Round-Robin Hybrid Play

You can also create a group of PCs, and take each on a solo, OPOC adventure, rotating among the group as you like. Then, for significant adventures or major threats, you can combine more than one of those PCs together for OPMC play.

These topics are explored in much greater detail in the **FTEG SAT** tome.

Majors and Minors

For novice players and/or those who have not used an OPOC play style, or those new to creating multiclassed characters, the following is recommended, in terms of **Majors** and **Minors**:

- Melee Combat Grunt
- Distance Magician
- Noncombat Toolbox

Any variation of the above focus is done at your own risk, to some extent, though it can certainly prove worthwhile,

particularly if your approach to solo play leans away from combat.

As with everything else in this book, these are merely recommendations and guidelines, culled from decades of experience.

Your mileage may vary, and ultimately, whatever gives you entertainment is paramount to something written by one person in one book!

Multiclassing Emphasis

This may be quite obvious, but it's worth noting when crafting a multiclassed character for OPOC play: For the purposes of OPOC, a "Major" in a PC Role means that that class receives Primary focus, and a "Minor" in a PC Role means that class receives Secondary focus.

Scaling Considerations

Moreso than with OPMC play, OPOC "parties" must take long-term character design planning into consideration.

Whereas bad planning in OPMC might mean a single piece of the party might be rendered less useful than they had previously been, poor design in OPOC might mean it is impossible to continue your adventure past a certain level of advancement.

In practice, of course, this book and the FTEG SAT contain a wealth of workarounds to this problem: switch to OPMC, hire PC-caliber mercenaries, use Quadded content with a lower difficulty band of challenge than might otherwise be appropriate for your OPOC character level, just to name a few.

Solo Encounters

Overview

This whole section can be summarized by saying: do as you normally would.

That is to say: Generate, or use pre-defined, encounters as you normally would in a traditional gaming context. Resolve them using the combat mechanics and rules your games system defines.

The only wrinkles, which this section does try to add value in tackling, are twofold:

- How to simulate monster behavior in combat?
- How to generate new encounters that are appropriate for my level of capability?

But first, a general discussion about combat encounter generation, which goes to the ultimately point that you don't need to change what you're already doing anyway for a normal group RPG game.

Combat Mechanics

This part's easy: Use the rules for your game of choice to resolve combat.

There's no reason these should differ, simply because you're playing a solo game.

The differences should be in how you handicap monsters, extend your party's capabilities, and reward your PC(s) for success.

The wealth of **Rules Adjustments** should assist with that element.

EL, CR, etc.: Traditional Approaches

It is beyond the scope of this book to try and establish a comprehensive calculus for how to create combat encounters. Each rules system tackles this subject in a different manner, and uses different rules and tables to try and ensure that, given a certain level of PC capability, the monsters that are thrown at you are a challenging, but not necessarily overwhelming, match.

Published adventures contain prefabricated encounters specifying what monsters are faced, where, and under what circumstances. Most also typically contain lists of random encounters, indicating what other groups of creatures might threaten you in your travels throughout the adventure. Theoretically, each of these combats has been engineered to be a reasonable amount of threat given the target PC levels for which the adventure was created.

The degree to which such systems and approaches succeed in mapping to PC levels, and offering challenge while still being surmountable, is a matter of some debate.

However much you like or dislike the Encounter Level, Challenge Rating, massive lists of tables, or other approaches of trying to sort monsters into degrees of threat relative to your PC level, it's a good starting point to use.

Homebrewed Approaches

Most gaming groups, and most DMs, have their own approach to gauging monster capability and matching it to PC capability. Whether this is a slight extension to the existing formulae or an entire complex calculus all your own, many gamers create their own homebrew approach to encounter generation.

There is, fundamentally, no reason why such approaches would not also apply equally well to solo adventuring.

Dynamic Encounters

"Dynamic Encounters" simply means an encounter whose composition is determined on the fly, or as you are playing. Most random encounters or wandering monster situations are dynamic encounters, because they're not predefined as occurring in a particular location.

Most published adventures beyond a certain size and scale of play will include at least one random encounter table.

If you're looking for something a lot more comprehensive, the ***FlexTale Encounter Generator (FTEG)*** contains more tables than you could ever care to use to dynamically generate appropriate adventure content.

Quadded Challenge

This topic is covered in a separate, free, IGS product, ***Quadded Statblocks to Enable Variable-Difficulty Adventures.***

The gist of this concept is that you can break down PC capability into four general buckets, or "Quads": ***Low,*** ***Moderate,*** ***Advanced***, and ***Elite***.

Roughly speaking, assuming a maximum PC level of 20 for most game systems, these correspond as follows:

Table 21: Scaling Quadded Statblocks for Solo Play

PC Level / Creature Challenge Rating	Variable-Challenge Quad
1-4	Low
5-10	Moderate
11-15	Advanced
16+	Elite

Generally speaking, an encounter faced by a Low-quadded group of PCs should be far easier than an encounter faced by a Moderate-quadded group.

As written so far, this is merely a vast oversimpliciation of the more complex Challenge Rating and Encounter Level systems and similar concepts written for many games.

The difference with the Quadded Challenge concept is that every single obstacle the party faces can be altered and presented to any group of adventurers, no matter what their level.

A trap, a poison, a spell, or a monster: in all traditional contexts, each gameplay element is written and defined for a specific level of capability. Some of these have built-in scaling capabilities, like a *fireball* that defines its damage in terms of the level of the creature who casts it.

But overall, every single traditional piece of RPG gameplay material is written and described and intended only for a limited range of PC levels.

The concept of Quadded Challenge is that any piece of adventure content should work with any level of PC, so long as you use the correct "Quadded" version of that.

All of the QuickStart and other FlexTables in this book engineered toward the dynamic generation of adventure content are structured around this approach. If you know what Quad your party is, then you should be able to determine the Quad of the content that you should be facing.

FlexAI

The FlexAI Guidebook, available on DriveThruRPG, includes more than 800 tables for governing combat and social encounter behavior in a context-appropriate manner.

An "essentials" subset of that tome is included in the appendix of this book for ease of reference and to get you started with dynamically driving monster behavior in encounters.

Please refer to "***FlexAI Free Sample***" on page 560, and "***FlexAI for Social Encounters***" on page 561 for more information.

ABR

Aquilae: Bestiary of the Realm, available on **DriveThruRPG**, created specifically to address the Quadded Difficulty concept. It contains more than 1,660 monsters, each with four complete statblocks, one for each Quad of difficulty.

It's the perfect companion to this book, because it allows for almost endless permutations of monster challenge, for any supported rules system, for any PC level.

You can download nearly-free ***QuickStart Bestiaries***, one for each supported rules system, which align to the dynamic-encounter generation tables found in this book, to get started.

Scaling Quadded Statblocks

You can take a one-to-one approach with Quadded Statblocks. Determine the Quad of your party, based on the table above, and generate or use content that matches that Quad.

Alternately, you can add a bit of a handicap to that process, recognizing that solo play is by definition more challenging already than a traditional gaming group and party of PCs.

Your choice of OPOC or OPMC makes a difference, too.

Use the table below to map from your party's quad to the target quad of content that you should use to match that difficulty, based on your choice of solo play approach.

Table 22: Scaling Quadded Statblocks for Solo Play

Your PC Quad	OPOC Quad	OPMC Quad
Low	Low	Low
Moderate	Low	Moderate
Advanced	Moderate	Moderate
Elite	Moderate	Advanced

Solo Quests

Solo Questing Overview

Overview

Specific encounters are one thing, but how best to string them together alongside exploration and discovery to form a story?

It's possible to simply roll up a bunch of random encounters and play them through, but without an overarching structure to hang them off of, it will feel a bit like an assembly line video game.

For most people, combat without story becomes tedious very quickly.

The challenge specific to solo storytelling, of course, is that the same person who is defining that story is also playing it through.

This section provides some thoughts and tools around addressing that challenge, and to generate solo quests that remain satisfying in a manner similar to their traditional-gaming-table counterparts.

What is a Quest?

Might as well start here.

"***Quest***" is an intentionally vague word. It can be a small task or a big journey; it can last a few minutes or be the definition of the structure of an entire multi-year adventuring campaign.

Generally speaking, most people think of a "Quest" as a goal, an objective, an aim. Rescue the prisoners, steal the artifact, defeat the dragon. Those sorts of things.

For our purposes, we will think of a **Quest** as being ***any set of goals that an adventuring party can pursue, and the activities required or enacted toward those goals***.

Which is really just a very overblown and self-important way of saying "***do stuff***".

The Value of a Quest

Quests are valuable gameplay elements. They help drive action, they provide tangible motivation, and they can reveal and keep stories moving along.

They also have value to the game by providing some framework from which we can hang all of the pieces of the game we usually consider to be the hour-to-hour bread-and-butter of gameplay. Fighting a combat encounter, followed by a social encounter, and then doing a bunch of skill checks may be mechanically satisfying, but without something bigger than these individual elements that ties them together, they are simply a series of nonsensical events that is unlikely to be very fun.

So Quests serve many functions in a traditional roleplaying game, not the least of which is to make the game fun.

That's probably obvious, but it's worth recognizing, particularly as we discuss the aspects of traditional Quests that will be more difficult to manifest in a solo context.

Reminder: Shared Storytelling

Another thing to keep in mind is that most successful gaming groups use a shared storytelling approach to questing. That is, it's not just the D/GM telling the players what happens; it's the players working together with the D/GM, and whatever predefined materials s/he may have prepared beforehand, to tell a story. ***Together***.

I've been D/GMing on and off for over 30 years as of this writing, and I think I can count on one hand the number of gaming sessions that went precisely as I had planned. The best memories, the most significant moments, and the parts of the game that I most value are when the players surprise me, and riff on the story that I had laid out or that I am adapting from published material.

Imagine how very boring things would be for a D/GM if the players just followed the breadcrumbs precisely as they were laid out!

Why do I get on my soapbox and talk about this here? It's of vital importance to recognize that, even in a traditional gaming group, the players have a great deal of agency and input to shape the story. Even though we may envision the traditional role of a Dungeon Master to hold all the secrets behind a cardboard screen and unveil them one at a time to the players who are mere consumers of the tale being told, the truth of the matter in most circles is that the DM is constantly adapting and improvising that tale in response to input from and actions by the players.

This is crucial when facing the problem of solo questing. Your immediate response might be to consider it pointless and impossible to approximate the questing or storytelling feel that happens in a traditional gaming group, but the truth of the matter is, you already have everything you need to tell a great story on your own.

Writers and DMs

If you're a writer or a Dungeon / Game Master already, you probably approach this aspect of solo adventuring a bit more easily. You're already used to creating stories in your head, and giving them life, either with pen or keyboard or dice.

Doing so on your own is something that you've been preparing for in other forms already.

Indeed, one could argue that a fantasy fiction author is probably a pretty close thing to a solo adventurer!

Not Writers or DMs

Does this mean that only fiction authors, or Dungeon / Game Masters, can solo adventure successfully? Heck, no!

It just means that you might want to read through this book a bit more carefully than you would otherwise.

On the plus side, it also means that solo adventuring has a good chance of making you a better fantasy author or D/GM. (No guarantees, but it sure can't hurt!)

Adventure Session Types

Before you start a solo gaming session, you might want to decide what type of session you want to have.

This is a luxury that most gaming groups don't really enjoy. Sometimes, the D/GM will intentionally sculpt a session's activities and lean things more toward exploration, or combat. But by and large, the content and nature of most traditional gaming sessions happens "organically": that is, as a result of the decisions made by those involved, rather than defined ahead of time.

Time and Scale

Part of the value of solo adventuring is that you can do it any time, any place, for arguably any amount of time that you may happen to have. Compared to a traditional gaming group, where sessions can only even occur at all when schedules align and everyone in the group dedicates their time, solo adventuring is almost infinitely more flexible in terms of logistics.

So you have the luxury of being able to decide: do I want to have a quick combat? Or would I rather explore the map?

Two Types of Session

There are as many ways to play a tabletop roleplaying game as there are gaming groups who play them. Fundamentally, however, it is useful to think of a given gaming session as belonging to one of two categories: ***Story***, or ***Exploration***.

This is not to say that a single session cannot contain elements of both, nor that one is better than the other. It's also not intended as a commentary on what the right breakdown between these two session types is "correct" for a game. As I've said many other times throughout this book, your personal and group calculus for fun will and should dictate how much time you spend doing one type of thing versus another type of thing.

Changing Themes

It's worth noting that this distinction between a Story Session and an Exploration Session is only as valuable as it happens to be useful to you as a solo gamer. Making the decision, and recognizing the difference, may make your solo adventuring time more efficient. It may instead serve as a distraction when you'd just prefer to be free-wheeling for an hour or two.

It's probably obvious, and you'd do it anyway, but let's be clear: you can easily switch between these two approaches at any time during a session. You can even "tangent" one approach with the other, or flip back and forth as your interests (or the story) dictate.

For example, you may plan on starting an Exploration Session, but you might immediately discover a really interesting Quest. Then you'd flip to it being a Story Session.

Similarly, you might have a deep list of Quests you want to pursue, so you start up a Story Session. But then, you conclude one of those Quests quickly, and you feel more like just roaming the countryside for a bit, so you switch to it being an Exploration Session instead.

No worries either way.

Story Session

In a ***Story Session***, the focus is on the **Quest**. Pursuing Quests, advancing the story, and obtaining specific objectives is the minute-to-minute nature of the session.

This focus helps drive activity, but it also lets you plan. If you're setting up for a **Story Session**, you might dog-ear different parts of this book than otherwise, for example.

When to Choose

If you have a bunch of Quests outstanding, a Story Session might be a great option.

Similarly, if you have no Quests identified that you can chase after, then a Story Session might not really consist of very much!

Output

After a successful Story Session, chances are good that you've closed out, or at least made progress on, one or more Quests.

You may also have picked up some new Quests in the course of resolving the ones you set out to pursue. But this is typically a side effect; the most common addition of a Quest at the conclusion of a Story Session is "chaining" the Quest you just completed into a new one that leads from it.

Exploration / "Crawl" Session

In an ***Exploration Session***, you're roaming about, searching for new things to do. You may have a general direction—e.g., "travel west"—but it's not necessarily linked to anything in particular.

This "roaming" can be done in any landscape, and any environment, and pretty much any circumstance. Underground, you can explore the dungeon, discovering new chambers and encountering new things to do. In an unfamiliar countryside, you can travel for days, finding new villages and caverns to explore.

When to Choose

If you don't have any Quests to pursue, then an **Exploration Session** seems a perfect fit.

Conversely, if you have an overwhelming amount of Quests already outstanding, then maybe a Story Session might serve you better.

Output

The output of an **Exploration Session** is typically finding more Quests, discovering more points of interest, and fleshing out your map of the landscape you're in.

You may also resolve one or more Quests along the way, but this tends to be incidental to the purpose of simply exploring.

Clues

Overview

This book will strive mightily to provide approaches and tools that simulate the shared-storytelling experience of a traditional gaming table. But it cannot perfectly replicate the experience of having someone else know something that you don't know, and having to discover those secrets as part of your fundamental objectives.

I can talk about **Late Determination** (p 78) and other concepts all I want, and provide all of the tables I can possibly imagine, but at the end of the day, there's something to be said for the simple concept of a secret.

Clues as Abstract Secrets

One way of keeping this concept alive in some manner in a solo adventuring context is by introducing ***Clues***.

Clues, when you think about them, are abstract secrets. They're mileposts along the way toward a larger discovery, and pieces of a more significant picture that you're trying to unravel.

Most clues in and of themselves tend to be of only slight interest; it's the big-bang conclusion that they lead toward that is the more interesting element of the story.

Take the example of a private detective investigating a spouse: the fact that the client's spouse was at a motel for an evening on a certain date is almost certainly a clue. But in and of itself, a motel receipt isn't very interesting; it's the insinuation that it was part of a possible affair that grants the simple piece of paper import.

Viewed in this way, you can lean in to the willing suspension of disbelief for solo gameplay, and simply conceive of any given clue as an abstract piece of information that leads toward a conclusion.

Clues and Conclusions

In logic terms, a single clue is ***necessary***, but not ***sufficient***, to lead to a conclusion.

But, any ***significant subset*** of all of the possible clues that exist may be sufficient to reach that conclusion.

Clues as Storytelling Elements

Now that we've (hopefully, mostly!) talked ourselves into thinking of clues as abstract things in our mental inventory, we can make the final leap of conceptual faith, and talk about clues as ***storytelling elements***.

A given Quest might require you to discover something: Who Framed Vincent Vermin, for example. The tools in this book will help you generate that Quest, and make the determination as to whodunnit. But once you, the solo player, know about that determination, how do you keep that secret from your player-character?

Using **Clues** is one way. That whodunnit Quest might also define a minimum number of Clues required to reach the correct conclusion. It may also define a number of Clues that guarantees that conclusion.

Abstract vs. Literal Clues

I recommend conceiving of Clues as abstract pieces of information. You've discovered 4 Clues in Quest ABC, for example. What each of those Clues actually is in the context of that Quest can be anything at all.

Some people, and certain storytellers, have a higher tolerance of ambiguity than others, and some embrace abstraction more than others. Some people need something solid, specific, to think of along these lines.

For literal thinkers, it's easy enough to imagine what a given Clue might be, if you know what the target and the nature of the Quest is.

This book cannot—and indeed, no one book can—fully reproduce the concept of dynamically generating entire complete works of fiction. (That's a long-term objective that will require ***many*** FlexTale Encounter Generator books to achieve.)

The tables and tools and approaches defined in this book take a decidedly abstract approach to Clues for this reason. It is left to those solo adventurers who feel they need to flesh those Clues out into specific concepts applicable to the Quests they are playing through.

Clues and Quest Context

Discovering a piece of information means nothing on its own. Who cares about someone spending a night in a motel? It happens millions of times every evening. What makes a particular hotel stay interesting is the ***Quest context*** that piece of information is associated with.

As you pursue a given Quest, you may discover a Clue. Tables are provided herein to help make that determination (see later in this section).

You will only ever discover a Clue as being in the context of a Quest. It doesn't really make much sense to discover a Clue "on its own"; any given piece of data is pretty boring absent some context that grants it value when analyzed.

Whenever you discover a Clue in the context of pursuing a Quest, simply increment the Clue count associated with that Quest that you're tracking.

Unlinked Clues

There's an exception that proves most rules, right?

I just said that you can't find Clues unless they're linked to a specific Quest.

But it's entirely possible in real life to discover information before you know how valuable that information is—to find a Clue, before you even know that it's a Clue.

You can search rooms and bodies and chambers and treasure chests and safes blindly, trying to find loot and discover information even without a specific aim. Or, you might be in a house that has nothing whatsoever to do with a Quest you are pursuing.

In these scenarios, you may discover an ***Unlinked Clue***.

An **Unlinked Clue** is a piece of information that may prove useful in the future.

When you discover an Unlinked Clue, log it in your character sheet. (The Quest Tracker in the appendix provides a space for this.)

Whenever you receive a new Quest that involves a **Clue Target**, if you have one or more Unlinked Clues in your inventory, use the ***Unlinked Clue Utility*** table below to determine the percentage chance that one or more of the Unlinked Clues you have applies to the newly-discovered Quest.

Table 23: Unlinked Clue Utility

# Unlinked Clues	Chance of Utility to New Quest
1	10%
2	15%
3	20%
4-5	25%
6-9	30%
10-14	40%
15-19	50%
20+	75%

Once you have used the above table to determine the chance, you may make a **d100** roll to determine success.

If you determine using the above table that one or more of your Unlinked Clues does apply to the newly-discovered Quest, you may reference the ***Unlinked Clues Applicable*** table below to determine how many of your Unlinked Clues apply to the new Quest.

Table 24: Unlinked Clues Applicable

# Unlinked Clues	# Applicable to New Quest
1	1
2	1
3	1
4-5	1d2
6-9	1d3
10-14	1d4
15-19	1d6
20+	1d8

Once you've determined the number of Unlinked Clues using the above table, reduce the number of Unlinked Clues in your inventory by that amount, and increase the number of Discovered Clues against the newly-discovered Quest by the same amount.

You must accept the full number of Unlinked Clues as applying to the new Quest; you cannot choose for only some of the applicable Unlinked Clues to apply to the new Quest.

For example, you might have 8 Unlinked Clues in your inventory, and you might discover a new Quest with a Clue Target of 2. You roll on the Unlinked Clue Utility table, and succeed. You then roll on the Unlinked Clues Applicable table, and roll a 3. Though you only need 2 Clues to resolve the new Quest, all 3 of the Unlinked Clues you rolled for must apply to that Quest.

Rolling on these tables basically solidifies what the Unlinked Clues apply to; it defines their nature, and you can't go back once that's determined.

Using this approach, it's entirely possible to resolve a newly-discovered Quest immediately. The real-world reason for this might be that, when you are faced with a new problem (the new Quest), you might already have found by pure happenstance information that allows you to arrive at an accurate conclusion.

Clues and Conclusions

Some Quests involve ***Conclusions***: A revelation of knowledge, driven by the amassing of one or more Clues that lead logically to that conclusion.

For example: Finding evidence that the spouse was in the hotel room on a certain night is one piece of information. Discovering that the soccer coach bought vodka at the nextdoor liquor store that same evening is a second piece of information. On their own, each of those things may not lead to very much; combined, they form a much more solid conclusion.

Simply put: you reach a Conclusion by gathering Clues.

For Quests that involve Conclusions, reaching that Conclusion is either the main objective of the Quest, or a required precursor to resolving the Quest.

Quests and Clue Targets

Any Quest generated by this book that involves a clue-driven Conclusion will also have a ***Clue Target***. This represents how complex the Quest is, and how many pieces of information are necessary to guarantee that you'll be able to unravel the mystery—or, formally in the terms of this book, arrive at a Conclusion.

A **Clue Target** might be 1, 4, 10, or even higher for a given Quest.

Once you have at least one Clue against a Quest with a Clue Target, at any time in pursing that Quest, you may attempt to analyze the information you've gathered and form a Conclusion.

If you have a number of Clues equal to or greater than the Quest's Clue Target, you automatically succeed in forming an accurate Conclusion. You know whodunnit, you know where the prince is being kept, you know who stole the diamond.

You may also attempt to form a Conclusion with partial evidence in hand, but that approach comes with risks. You may form the wrong conclusion, and the consequences for that may be dire indeed.

Whenever you attempt to form a Conclusion using Clues for a Quest involving a Clue Target, compare the number of Clues you have in hand for that Quest against that Quest's Clue Target. For example, if you have 2 Clues against a Quest with a Clue Target of 6, you are at **-4**.

Use the result to reference the ***Clues and Conclusions*** table below to determine the chance of successfully forming the correct Conclusion, and the suggested Consequences if you fail that check.

Table 25: Clues and Conclusions

# Clues Relative to Quest Target	Chance of Forming Correct Conclusion	Chance of Forming False Conclusion
-6 or more	0%	n/a
-5	15%	85%
-4	25%	75%
-3	35%	65%
-2	50%	50%
-1	75%	25%
0	100%	n/a

If you determine the chance that applies, and roll successfully against that chance, then you form the correct Conclusion, and you may resolve that Quest, even with incomplete information (i.e., Clues less than the Clue Target).

Consequences for Failed Conclusions

If however you fail the **Chance of Forming Correct Conclusion** roll, there may be ***consequences***: negative effects as a result of forming an inaccurate conclusion.

Roll again, using instead the **Chance of Forming False Conclusion** value above (note that this is actually the inverse of your chance of successfully forming the correct conclusion).

Rolling within the indicated range means that you not only fail to form the correct conclusion, but you instead form the **wrong** conclusion, and there may be additional **Consequences** (see below). Rolling outside the indicated range means that you merely fail to make a conclusion at all.

If you determine there are Consequences for forming a wrong conclusion, roll on the ***Clues and Consequences*** table below to determine the magnitude of the impact of your wrong conclusion.

In real-world terms, this represents the unintended impact of such a situation: if you wrongly accuse an innocent person, that might itself be a crime, for example.

Table 26: Clues and Consequences

D20	Consequences for Failure
1	Catastrophic
2-8	Major
9-13	Moderate
14-19	Minor
20	No Consequences

The exact meaning of these terms is left to your interpretation in the context of the Quest you're playing through. Some general guidelines are provided below, however.

Catastrophic consequences are the worst possible, irrevocable, outcome: an innocent person is hanged; a marriage is destroyed; someone murders the wrong person in the heat of passion. Mechanically, someone probably dies, or undergoes such a transformation of character that they are hardly recognizable.

Major consequences are terrible, but can be recovered from once the correct conclusion is understood and shared. An innocent person goes to jail or is exiled, for example, or a major lovers' spat that leads to a married couple living apart. Mechanically, an NPC (or one of your PCs!) is put in jail or exiled or otherwise removed from the story temporarily; alternately, you can degrade an NPC's **Attitude** (p 97) toward another character's down to **Enemy**.

Moderate consequences are bad, but do not fundamentally affect the livelihood of innocents, and generally involve suspicion, not action. The wrong person is suspected of a crime, but not convicted of it, as one example. Mechanically, you could degrade the **Attitude** of an NPC toward another

NPC or toward your PC.

Minor consequences are trivial at best, and often momentary. Brief disbelief of, or incredulity toward, someone else at the sheer audacity to propose something so obviously incorrect. Consider degrading the **Attitude** of an NPC toward your party by one degree for only the duration of one day or encounter.

If you roll a **20**, it turns out to all be a mistake, and there are **No Consequences**.

Finding Clues

Clues can crop up anywhere. When you're searching a house, when you're searching a body, or when you're bribing a priest to look the other way while you sort through records.

You may decide to intentionally search for clues, or you may discover them completely by accident in the course of ordinary adventuring.

Clue-Searching and Quests

Whenever you explicitly declare your intent to search an environment for clues, you must declare the one and only one Quest for which you are searching for clues.

Perhaps obviously, you must have at least one Quest active that has a Clue Target in order to search explicitly for clues in the first place.

You may only intentionally search for clues in the context of one and only one Quest at a time.

You may search the same environment for clues in the

FlexTable 30: Clue-Finding by Environment (d20)

A	B	C	D	Relevant Building	Unrelated Building	NPC Corpse	Monster Hoard	Dungeon	Divination	Social Encounter
1	-	-	-	No	No	No	No	No	No	No
2	-	-	-	No	No	No	No	No	No	No
3	1	1-11	-	No	No	No	No	No	No	No
4	-	12-14	1-10	Yes	No	No	No	No	No	No
5	-	-	-	Yes	No	No	No	No	No	No
6	-	-	-	Yes	No	No	No	No	No	No
7	-	-	-	Yes	No	No	No	No	No	No
8	-	-	-	Yes	No	No	No	No	No	No
9	-	-	-	Yes	No	No	No	No	No	No
10	-	-	-	Yes	No	No	No	No	No	No
11	2-14	15-17	-	Yes	No	No	No	No	No	No
12	15	-	11-12	Yes	No	No	No	No	Yes	No
13	16	-	-	Yes	No	No	No	No	Yes	No
14	-	18	13-14	Yes	No	No	No	No	Yes	Yes
15	17	-	15	Yes	Yes	No	No	No	Yes	Yes
16	-	19	-	Yes	Yes	No	No	No	Yes	Yes
17	18	-	16	Yes	Yes	Yes	No	No	Yes	Yes
18	19	-	17	Yes	Yes	Yes	No	No	Yes	Yes
19	-	20	18	Yes	Yes	Yes	Yes	No	Yes	Yes
20	20	-	19-20	Yes	Yes	Yes	Yes	Yes	Yes	Yes

Clue-Finding by Environment

- **Use Context A:**
  By **default**, or if no other Context described applies to the circumstances.
- **Use Context B:**
  If you currently have 1-2 Quests, and/or they represent a low level of difficulty.
- **Use Context C:**
  If you currently have 3 or more Quests active, and/or if your Quests represent a high level of difficulty.
- **Use Context D:**
  If you wish to decrease the difficulty that clue discovery represents to your solo party.

context of more than one Quest. To do so, you must perform multiple searches. For example, if you are in a shrine that you feel is related to three active Quests, each with a Clue Target, you may search that shrine three times, checking each time relative to a specific one of those Quests.

Methodical Searches

For rules systems that allow "Taking 10" or "Taking 20" to perform skill checks, or other mechanics that grant you automatic bonuses or roll values if you take a long amount of time to make a search, those options apply to searching for clues as they normally would.

Risks associated with such search duration also apply as normal. For example, if you are in wilderness, and would normally risk a wandering monster encounter if you Take 20 on a check, doing so in the context of searching for clues would also prompt a wandering monster check.

Accidentally-Discovered Clues and Quests

If you discover a clue when you're explicitly searching for clues in the context of a specific Quest, any clue you discover is automatically in support of that Quest; increment the **Clues Found** counter against that Quest by 1.

Any time you discover a clue "by accident"; that is, as a result of a roll on the ***Clue-Finding by Environment*** table that you did not explicitly call for, you must randomize the active Quest it is associated with.

Similarly, any time you roll on this table and successfully discover a Clue, randomize which active Quest it is associated with.

Finding Multiple Clues

Normally, searching for a clue in a particular location will, at best, yield one clue toward any given Quest.

However, if you succeed greatly in your search, you may discover more than one clue.

Results on the ***Clue-Finding by Environment*** table that indicate "**Yes**" mean you automatically discover one clue, but there is also a chance you may discover more than one clue.

Roll again on this table, using the same Context and environment reference column. If you receive a "***Yes***" result, it means you discover one additional clue.

"**Yes**" results stack in this manner: you may theoretically discover an endless number of clues if your luck holds.

Searching for Clues

Explicitly searching for clues should be exercised just like any other search: make a relevant skill or ability check. Use the dynamic FlexTable "***FlexTable 6: QuickStart Difficulty Class***" on page 37 to generate appropriate DCs for such checks.

Clue-Finding by Environment

Your chance of discovering a Clue varies by the type of environment you're searching in.

Although there is an infinite number of possible ways to describe environments, particularly in the context of an outstanding Quest, let's use the following general categories as a shorthand.

- **Relevant Building**
- **Unrelated Building**
- **NPC Corpse**
- **Monster Hoard**
- **Dungeon or Organic Structure**
- **Divination or Magical Effect**
- **Social Encounter**

We'll define each of these, with examples, in the section below.

Relevant Building

A ***relevant building*** is a sentient-made structure whose nature, purpose, or current/past usage is related to the Quest you are pursuing and for which you hope to discover a Clue.

If you're working a murder case, the victim's house might qualify. If you're investigating an abduction, the residence of a suspect might qualify.

To discover a clue in a **relevant building**, you must intentionally and explicitly perform a search for clues.

Unrelated Building

Sentient-made structures that don't have a known relationship with a Quest you are pursuing are called ***unrelated buildings***.

Unless you have a specific, story-related reason for your character to believe that a building is related to a Quest you're pursuing, that building defaults to an **unrelated building**.

To discover a clue in a **unrelated building**, you must intentionally and explicitly perform a search for clues.

If you successfully discover a Clue in a building that you had previously thought was unrelated to a Quest, you may from that moment onward assume that building is in fact related to a Quest.

NPC Corpse

The dead or inert body of a sentient, humanoid character capable of language generally qualifies as an ***NPC corpse***.

This is also the category you should use if you are pickpocketing a live or sleeping NPC.

The probabilities in the ***Clue-Finding by Environment*** table

assume that the NPC in question was somehow related to the Quest. When searching the bodies of unrelated NPCs, roll on this table with **Disadvantage** (i.e., you roll twice, and select the less favorable result).

Unless you have a specific, story-related reason for your character to believe that an NPC is related to a Quest you're pursuing, that NPC must be assumed to be unrelated, and therefore you would roll with **Disadvantage**. You would also randomize the Quest association of any clue discovered in this manner.

If you successfully discover a Clue on the person of an NPC that you had previously thought was unrelated to a Quest, you may from that moment onward assume that NPC is in fact related to a Quest.

Monster Hoard

You may accidentally discover a clue in a **monster hoard**, even without intentionally looking for one.

If you have one or more active Quests that has a Clue Target, roll on the ***Clue-Finding by Environment*** table each time you search the lair or corpse of a ***qualifying monster***.

"**Qualifying monster**" means one of two things: either a sentient creature (i.e., typically having an Intelligence of 5 or higher) of any type or nature, or a creature with at least as many Hit Dice as your average party class level (APL).

Make this clue-finding roll in addition to any treasure table rolls you would normally: any clue discovered is in addition to the treasure, not instead of it.

The probabilities in the ***Clue-Finding by Environment*** table assume that the monster in question, or at least their lair or immediate environment, was somehow related to the Quest. When searching the lairs or corpses of unrelated monsters, roll on this table with **Disadvantage** (i.e., you roll twice, and select the less favorable result).

Dungeon or Organic Structure

You can search any arbitrary dungeon, cavern, or organic structure for clues. The chances for doing so are very small, but it's still possible that someone has squirreled away a backpack with information, misplaced a scroll tube, or otherwise deposited meaningful information in the most unlikely of places.

To discover a clue in a **dungeon or organic structure**, you must intentionally and explicitly perform a search for clues.

The probabilities in the ***Clue-Finding by Environment*** table, slight as they are for this category, assume that the dungeon or cavern question was somehow related to the Quest. When searching unrelated environments, roll on this table with **Disadvantage** (i.e., you roll twice, and select the less favorable result).

Unless you have a specific, story-related reason for your character to believe that a location is related to a Quest you're pursuing, that location must be assumed to be unrelated, and therefore you would roll with **Disadvantage**. You would also randomize the Quest association of any clue discovered in this manner.

If you successfully discover a Clue in a location that you had previously thought was unrelated to a Quest, you may from that moment onward assume that location is in fact related to a Quest.

If you fail in a roll to search a dungeon or organic structure for clues, and the time spent doing so would normally trigger a roll on a wandering monster encounter table or other "risky" determination, you make such rolls with **Disadvantage** (i.e., you roll twice, and select the less favorable result).

Divination or Magical Effect

Scrying, clairaudience, crystal balls, and many more spells or magical abilities can produce valuable information, if used correctly.

This is also the category to use if you are using "***social magic***" on an NPC who might have information. A *charm* spell, or any compulsion/mind-affecting magics, qualify. As with Social Encounter clue-finding (see below), the probabilities assume that the NPC you are using magic on is related to the Quest you are hoping to learn more about; roll with **Disadvantage** (i.e., you roll twice, and select the less favorable result) if you are charming someone who you have no reason to suspect is involved with the Quest you're questioning them about.

If you successfully produce a clue from a charmed NPC that you didn't initially suspect was related to a Quest, you may assume from that point onward that that NPC is in fact related to that Quest.

To discover a clue via a **divination or magical effect**, you must intentionally and explicitly perform a search for clues using the effect, and do so in relationship to a specific Quest you are pursuing that has a Clue Target.

If you declare your intent to use the effect for these purposes, cast the spell or otherwise trigger the magical effect, and resolve it as you normally would. If producing the magical effect is successful, then you may roll on the ***Clue-Finding by Environment*** table.

Additionally, if you are performing divination magic in a more general manner not directly related to a specific Quest, you may still roll on the ***Clue-Finding by Environment*** table, but do so with **Disadvantage** (i.e., you roll twice, and select the less favorable result).

Social Encounter

Often, simply talking to the right people in the right way can lead to valuable information. Discussing matters related to a Quest with an NPC via a ***social encounter*** can lead to clues.

Perhaps obviously, this "environment" is different from the others, in that the check(s) involved would be those relevant to social encounters, not merely Perception or observation or related to physical searching. The skill check(s) involved should be reasonable, and dictated by your rules system of choice. It's worth recognizing that threats may produce information just as well as seduction, so Diplomacy, Intimidate, and even Sense Motive can all be used to clue-hunt.

Note that this category refers to the act of talking normally

and non-magically with sentient creatures. If you are using mind-affecting magic on an NPC, use instead the **Divination or Magical Effect** environment.

The probabilities in the ***Clue-Finding by Environment*** table assume that the NPC in question was somehow related to the Quest. When searching the bodies of unrelated NPCs, roll on this table with **Disadvantage** (i.e., you roll twice, and select the less favorable result).

Unless you have a specific, story-related reason for your character to believe that an NPC is related to a Quest you're pursuing, that NPC must be assumed to be unrelated, and therefore you would roll with **Disadvantage**. You would also randomize the Quest association of any clue discovered in this manner.

In a social encounter with an NPC, you must clue-hunt with a specific Quest in mind. Either that NPC is known by your character to be related to that specific Quest, or you are testing out a theory that they might be. You cannot just randomly talk to unrelated people about your list of Quests; asking a given person about a given Quest requires a check on its own and must be repeated for other Quests.

If you successfully discover a Clue in discussion with a person of an NPC that you had previously thought was unrelated to a Quest, you may from that moment onward assume that NPC is in fact related to that Quest.

Performing a Clue Discovery

Once you've established which of the above Environments apply to the circumstances of your clue search, you can now actually search for clues!

If you're explicitly searching:

Make your **Perception** or other kind of searching check as you normally would.

If you fail, you merely waste time, and incur the normal risks and penalties associated with doing so in the environment you're searching. This may trigger a roll on an applicable Wandering Monster encounter table, for example.

If you are successful in the check, then you may discover a Clue. Roll on the ***Clue-Finding by Environment*** table, referencing the Environment which applies (along the top columns), and using the Context column on the left which applies.

If you have a chance of discovering a clue by accident:

Roll directly on the ***Clue-Finding by Environment*** table.

Clues and the Role of Imagination

We've discussed at great length the concept that Clues, in the context of solo adventuring as presented by this book, are abstract; they represent pieces of information, but really it's just an incremental counter.

So what does finding a clue mean in real life? What does ***not*** finding a clue mean?

This is left largely up to you in your role as both D/GM and player, but some examples might help.

Finding a clue should be a piece of information relevant to the Quest you're working on.

If it's an investigation, a clue is typically evidence. Think of all those police procedural dramas you may have watched.

If it's a search for a missing item, it might be a receipt indicating that the item was sold, or transport paid for.

Receipts, letters, and other literal paper trails of what might have happened already relative to the Quest is a good general description of what a Clue represents in the game beyond simple abstract mechanics.

Searching and Failing

Failing to find a clue in a location can mean many different things, beyond what you might be inclined to initially interpret.

The failure might mean that you simply didn't look hard enough, or didn't have time to do so without being noticed. It could mean that the culprit of a crime simply did a good job of covering her tracks, and burning evidence that might otherwise have incriminated her.

It could also mean that the entire location you're searching turns out to be irrelevant to the Quest you're pursuing. You thought that the village apothecary was a suspect in the crime, but searching his workshop, you don't discover anything: not because he covered his tracks well, but because he's actually innocent, and there was nothing to discover.

The exact interpretation is left to you, your imagination, and the Quest and story you're building. But as with much else in this book, there's also an opportunity here for randomness to play a part in helping to tell the tale.

As the adage goes, there's victory in failure, so long as we learn from it. And so, if you do search for clues and fail, you can either interpret it as you wish relative to the story you're constructing, or you can randomize the interpretation using the ***Failing to Discover a Clue*** table below.

Table 27: Failing to Discover a Clue

D20	Failure Interpretation
1-4	Insufficient skill or time to locate the clue
5-10	Suspect destroyed evidence
11-16	Suspect took evidence with them
17-19	Location / environment actually not related to the Quest
20	Reroll your clue-finding check: though you fail to find a Clue for the Quest you're searching for, there may instead be evidence for ***another*** Quest you're pursuing

Plot-Based Solo Adventuring

Overview

Much of solo adventuring will be resolving combats using the rules mechanics of the system of your choice. For many books that attempt to spell out an approach to solo play, the adventure begins and ends with that concept.

This book recognizes that for a vast majority of all tabletop roleplayers, story is king. Combat, exploration, treasure: it's all a result of, and follows from, story. Without story, there may not be a great deal to enjoy for many players.

Just because you're playing solo doesn't mean that you cannot also focus on an enjoyable and complex story.

The Golden Guide of Dynamic Generation

Throughout this book, there are places where you have the opportunity of either selecting something intentionally, or letting the dice decide and picking a result you prefer. Arguably, every single table or FlexTable in this book is such an opportunity: you can either follow the text and roll on that table, or you can overrule it and simply select your preference.

Any time—literally any time—you are faced with this choice of approaches, you can use the following table as a preface to the selection.

One might say that this is one step of abstraction and randomization too far, that it introduces more chaos and embraces too much entropy. And that's fair.

But, after all, you're a solo player. What's the harm in a few more dice rolls?

Table 28: Golden Guide to Dynamic Generation

D20	Approach
1-7	**Pick**
8-15	**Random**
16-20	Alternate from prior

The "***Alternate from prior***" result means that whichever result you obtained from this table most recently, use the opposite approach.

For example, if a few minutes ago you rolled "**Random**" on this table, interpret an "***Alternate from prior***" result as being "***Pick***" instead.

FTEG Plots

An entire ***FlexTale Encounter Generator*** (FTEG) book dedicated to generating dynamic plots is in the works as of this writing. This book will spell out the rudiments of how FTEG approaches plots, and the mechanics of how FTEG conceives of plot structure.

As with everything else in this (or indeed any RPG) book, you are welcome to use any part of these concepts, or not, as you see fit to best match your needs as a solo adventurer.

Generating a solo plot involves the following:

- Determine plot ***structure***.
- Define ***targets***.
- Identify ***milestones***.
- Discover ***clues***.
- Resolve ***events***.
- ***Conclude*** the plot.

Each of these steps is discussed in more detail below.

Determine the Plot Structure

There are thousands, tens of thousands, probably hundreds of thousands of adventure modules and stories that have been created in support of tabletop roleplaying games across the many decades they've existed. There are hundreds, thousands even, of different games themselves.

This book recognizes that there is an enormous amount of diversity in the wealth of products that have been published, and that the boundaries of what is possible to imagine are being pushed every single day by publishers and authors, both big and small.

So to condense that wealth of myriad options into a concise list is always going to be an exercise in futility that makes things fuzzy or forces things into slots. Your favorite adventure is likely much more than a single bucket that I'm about to describe.

But if you consider a given Quest, a concise, specific set of objectives, and the path that your adventuring party undertakes to reach those goals, you can imagine a fairly explicit set of buckets that it might fall into.

More than anything, the ***structure*** of a plot or story gives us a framework to build off of. Each category has its own section in this book with tools and description and inspiration specific to that structure of story.

This book will define those categories, and lay out what is involved in creating a solo adventure plot based in each of those structures.

Types of Plot Structure

This book defines nine different structures of story.

These are:

- ***Chase:*** Follow someone or something as it moves.
- ***Slay:*** Destroy, kill, erase, or eliminate one or more things.
- ***Deliver:*** Take something and move it elsewhere.
- ***Obtain:*** Go somewhere and gather one or more things.
- ***Stop:*** Prevent something from happening.
- ***Abstract Mystery:*** Discover clues toward the revelation of a conclusion.
- ***Explore:*** Make discoveries about where things are.
- ***Interaction:*** Talk with one or more people about something.
- ***Complex:*** Two or more of the above structures, linked together.

"***Thing***" is used a lot above, and it's an intentionally weak, vague word that can represent any of the following, and more, depending on the needs of the story involved: people, creatures, items, factions, nations, locations, logistics, information, geography, spells, dimensions, concepts... you get the idea. A noun, basically; anything at all that makes sense in the context of your game world or the story, as needed.

You can pick one of these Plot Structures yourself, explicitly. Alternately, you can simply roll on the table below to randomly select one instead.

Table 29: Random Plot Structure

D20	Plot Structure
1-2	Chase
3-5	Slay
6-7	Deliver
8-9	Obtain
10-11	Stop
12-13	Abstract Mystery
14-15	Explore
16-17	Interaction
18-20	Complex

Once you've made your determination, skip to the sections after this one to read through the aspects of your chosen plot structure in more detail.

Roles and Targets

A ***Role*** is a "slot" or component of a plot that plays an important part in its story.

Roles must be filled by **Actors**; assigning an Actor to a Role is called **Targeting**, and the Actor assigned to a Role is the **Target** of that Role.

Each Role has some additional information that we'll describe the terminology of in more detail below.

Terminology

There are some terms that FTEG plots use whose meaning may not be intuitive. The following establishes a common terminology.

Role

A ***role*** is a meaningful "slot" in a plot.

You can think of this as a "who, what, where, why" kind of question: ***Who*** got murdered, ***what*** was stolen, ***where*** was the princess taken, and so on.

Actor

Your game world that you are currently playing in is populated by ***actors***. Each specific instance of a concept is a different actor.

Despite the real-world association of the word "actor" with a human in the acting profession, in FTEG, an Actor may be anything: man, woman, orc, dragon, sword, guild, city, continent, or even another plot!

Think of this as any noun that is in your game world: a given magic ***sword***, a specific emerald ***necklace***, the village priest whose name is ***Gavath***, the ***Thieves Guild*** faction that is in a specific town, the dread ***wyvern*** that lives in the cavern in the northern mountain, and so on.

The ***set of actors*** in your game world is the complete list of all of the specific nouns that populate it, ***that your adventuring party is aware of***.

It's worth recognizing that although any game world

probably has millions of people, places, and things that populate it, you as an adventurer are usually only really aware of a few handfuls of those actors at any given moment.

As you play and explore, you will discover more and more **actors**. Each NPC you meet, each town you visit, each item you discover: all of these add to the set of actors that are in your game world.

The ***Actor Trackers*** contained in the Appendix of this book provide an easy way to keep track of the actors in your game world.

Target

So with Roles and Actors being discussed, we can talk about **targets**.

A ***target*** is simply a specific thing in your particular game that the plot refers to.

Slightly more formally, a ***Target*** is a specific Actor in your game world that fills the Role of a plot.

In the Role of "Kidnap Victim" in a given story, for example, the Actor "Merchant's Daughter" might be the Target of that Role.

Selecting an Actor and putting them in the role of a Role so that Actor is the Target of that Role is called ***assigning*** that actor to that Role. Assigning a target to a role involves selecting an actor that qualifies and matching it to the role.

Assigning an actor to a role as a target may occur in one of the following ways:

- ***Pick:*** You (the D/GM) simply ***picks*** a preferred Actor that makes sense for the Role.
- ***Random:*** You randomly determine which of the Actors already defined in your game world gets the Role. The Actor Trackers in this book's Appendix include a randomizer value for each Actor you note, so that you can simply roll a die to select one at random.
- ***Create:*** You ***create*** a brand-new Actor that qualifies to be assigned the Role, and make that new actor the target.

Which of the above approaches makes sense in a given situation is a function of the context of the story involved, and your own storytelling preference.

However, as with pretty much everything else this book described, there is naturally a table you can roll on to randomize your approach if you're stymied or simply want to imbue your game with additional variety and randomness. This table is repeated separately for each plot structure in the following sections, because some plot structures work better with certain kinds of role targeting approaches.

Table 30: Random Role Target Approach

D20	Role Target Approach
1-7	Pick
8-14	Random
15-20	Create

Qualifications

Most Roles may only be filled by Actors with certain kinds of characteristics. These requirements are called ***qualifications***.

Qualifications can be pretty much any descriptive characteristic. They can refer to an Actor's nature, background, current circumstances, or previous history or actions.

It's hard to imagine a Role that doesn't have a least one Qualification. Even the simplest quests still have Roles that cannot be filled by any noun in the universe. "Go kill that thing" would have a Role that defines what you're supposed to go kill; that Role would have a qualification that it has to be an alive thing. "Go gather those things" would probably define "those things" as needing to be stationary, or non-sentient.

Dynamic Backstory

Whatever you don't know about an Actor is available to "fill in" as you generate plots.

This is a simple premise, but it leads to infinite possibility: any Actor, at any time, could be assigned to a Role that grants them additional characteristics and backstory (see "***Imbuements***", below). This means that as you fill Roles, you're also fleshing out the backstory of Actors who are assigned to those Roles, dynamically, as the plot unfolds.

This is realistic, from the PC's perspective, and as an analogue for the real world: we don't know very much about the complex intrigue going on in the rest of the world until we interact with it and learn about it. There are literally billions of subplots happening right now throughout the world; you personally are aware of perhaps a few dozen of them at any given time, and those only because you've interacted with them directly.

Just so in the fantasy world of your solo campaign setting.

Worldbuilding by Plot Generation

You can generate a complex, interesting campaign world with a rich history and engaging current drama, simply by continuing to roll up Quests.

Each plot you generate will have Roles, and each time you assign an Actor to a Role,

When considering Actors for Roles, it's generally easiest to assume that whatever you do not know about an Actor in your game world, it's available to fill a Role whose Qualifications would normally mandate that it have certain attributes.

Basically, it's a "veto" system: unless you already know something about an Actor that conflicts with a Qualification of a Role, then that Actor is available to fill that Role.

Imbuements

When an Actor is assigned as the Target of a Role in a dynamically-generated quest, that Actor may receive one or more attributes that they weren't known to have had before that point. Such newly-added characteristics are called ***imbuements***, in that the Actor is imbued with these additional pieces of information and backstory.

Any Qualifications that an Actor must meet, that did not get "vetoed" as part of the Actor being assigned to a Role, that Actor immediately receives and is assumed to have always had.

In addition, a Role may also have additional **Imbuements** defined.

Sanity-Checking Dynamic Backstory

This approach can lead to some truly awesome things. It is a simple, easy to implement way to dynamically generate an infinite amount of intrigue and complexity in any game world, whether it's for your solo gameplay or a traditional setting.

However, this approach is certainly not infallible. It will, at times, end up imbuing Actors you know already in the game world with attributes that you might not have known about, but seem to conflict with what might have made sense for their behavior in your prior interactions.

For example, let's say you meet a blacksmith in your home village. You interact with her, you buy from her, and you go on quests for her to gather, say, iron ore.

Then, many gaming sessions later, you generate a Quest that assigns that blacksmith to a Role, and imbues her with an attribute requiring her to be a psychopath who butchers rats for fun. Now, you may not have seen anything that contradicts that possibility, but it certainly would be shocking to have that revealed to your PC who has known this blacksmith for possibly years in-game. Realistically, your PC might have used a social encounter check to have picked up on the derangement before this point.

There are two solutions to such odd revelations as a result of dynamic plot and backstory generation.

First, you can simply ignore it. Lean into the suspension of disbelief. You're using a massive book, a bunch of dice, and dozens of tables to simulate an entire world; overlooking a slight gaffe as to what you might have learned already via interpersonal interactions hardly seems like a big stretch.

Second, you can recast it. If you are randomly assigning Actors to Roles when you generate your quests, and this kind of scenario is the result, simply reroll the result and assign the Role to an Actor who wouldn't fail the sanity check to receive the Imbuements required.

Description

This one's easy: a brief description of the Role in question. The text here mainly serves not to describe the Actor that fills the Role, but to describe the purpose of the Role in the plot template it inhabits.

Preferences

Sometimes, a Role may be filled by a wide variety of different kinds of Actor, but some types might make more sense logically for the Role than others. Such attributes for a better fit are called ***preferences***.

If you are picking an Actor to fill a Role, you might only consider picking from among the known Actors who meet the **preferences** of that Role.

Mechanically, if you are randomly assigning a Role to an Actor, you might consider rolling twice on your Actor Tracker list; if one of the Actors that results meets the preferences that Role mentions, then pick that Actor.

Early vs. Late Determination

This distinction of alternate approaches is also discussed elsewhere in this book. For the purposes of defining targets, this difference applies more than anywhere else.

Each time you generate a Quest, you should pick the approach that makes sense for that Quest, your game, your tolerance for ambiguity, and your preferences as a player and as a D/GM.

If you are truly undecided about whether to use Early or Late Determination, you can simply roll on the following table. This table is repeated separately for each plot type in the following sections, because some plot structures lend themselves better to certain kinds of Determination.

Table 31: Random Determination Approach

D20	Determination Approach
1-10	Early Determination
11-20	Late Determination

Early Determination

This is what you probably assume has to occur: generate a dynamic plot, identify some Roles, and immediately fill those Roles with Targets.

You can certainly do that. And, in fact, in many cases, this approach will make the most sense. Knowing who is what in advance will help you play the quest without making blatantly nonsensical discoveries or wasting time.

The drawback, of course, is that discovering the "big secret" of some plots won't have the emotional hit that it would otherwise, since you knew about it already.

Late Determination

In most cases, you can choose ***not*** to immediately determine the target of a role as you are defining a new plot. Knowing that a Role exists is sufficient in many cases for you to start pursuing the story. Early Determination works best for Abstract Mystery plots, or Roles where the Actor who fills them would not be immediately known to the PC if the quest were being played out in a traditional gaming table.

If you're using Late Determination, you will have to assign an Actor—and reveal that information to yourself!—to the Role eventually. Do so when it makes sense. Typically, this means that you'll make the determination when and only when your PC has come by the information in-game.

Late Determination & Clue Relevance

In the section discussing **Clues** (p 125), we addressed that when you intend to search for a clue in a location, or on the corpse of an NPC, you must know whether the place you're searching is ***relevant*** to the Quest for which you're searching for clues.

If you're using **Early Determination**, you can easily make that assessment and pick the right column to use on the table when determining the probabilities involved.

However, if you're using **Late Determination**, you won't necessarily know if the person you're pickpocketing has anything to do with the quest you're trying to find clues for.

If, based on the information that your PC has revealed in-game, you have good reason to believe that the location or NPC in question is indeed relevant to the Quest you're finding clues for, you may assume that they are relevant for the sake of the roll to find clues.

Late Determination & Clue Discovery

No matter what approach you use, if you ***do*** find a clue in a location or on an NPC, you may thereafter correctly assume that they ***do*** have something to do with that Quest, and are therefore ***relevant***. You may also take this opportunity to assign the location or NPC to a Role in that Quest that hasn't yet been filled, because you're using **Late Determination**.

If you are searching a location or NPC for clues relative to a certain Quest, and you do not know if the place or person being searched is relevant, and you ***do not find*** a clue, then that location or character is confirmed to be not relevant. When you make your Late Determination assignation of targets to a role, this location or NPC is disqualified from selection as a result.

Alternately to the above, you may simply randomize whether the target of your search is relevant before you make your search roll, as follows:

Table 32: Random Clue Relevance

D20	Is Location/NPC Relevant?
1-6	Relevant
7-19	Not Relevant
20	You Choose

If you have good in-game reason to suspect, but not quite know for certain, that the target of your search is relevant, you may make the above roll with **Advantage** (i.e., you roll twice, and select the preferred result).

Actor Tracking

As you populate your solo-adventuring game world with Actors, it will be essential to keep track of them. Items, people, places, and factions: in addition to being good worldbuilding from a D/GM point of view, and good note-taking from a player's perspective, noting these things down is essential to the Actors/Roles/Targeting aspect that's at the center of generating dynamic plots.

Whether you use the Actor Trackers in the Appendix of this book, write them down on paper, or create a spreadsheet to manage things, use whatever method makes sense for you to make sure that you write down Actors as you become aware of them in, or create them for, your game world.

Quest Tracking

As with Actors, keeping track of your Quests is going to be essential as well. This aspect of RPG bookkeeping is even more important as a solo player, for several reasons.

First, it's just you. If you forget something essential, you're screwed, and you have to start over again with that story.

Second, remember that you're playing the role of both the D/GM, and several players. Pessimistically, that means you have to do everything that around five separate people would normally do.

Third, remember that in a traditional gaming context, the D/GM keeps track of all of this stuff anyway, so asking yourself to do so as a solo adventurer isn't that far off base. If you've played TTRPGs before, it may seem as though the D/GM hasn't been writing anything down, and has been "winging it" the entire time. Although there are certainly those of us

who excel at that sort of improv, even the most by-the-seat-of-their-pants D/GM is still keeping track of what happens, even if it's just in their exceedingly good memory.

Finally, since it's just you, you're free to have as many Quests active at a time as you feel comfortable with. Though most gaming groups start to get confused or overwhelmed once their party has picked up more than a handful of things to do, you as an individual player have no such restriction. There's nothing stopping you from rolling up 30 different Quests and then picking which one strikes your fancy the most to begin with.

Milestones

Think of a Plot as a kind of flowchart, with various stages or major events separated by other kinds of action. These big moments of activity are called ***milestones***.

Why, yes, the author is an IT project manager by day job. However did you guess? :)

You'll see a few bits in here, like "***milestones***", that may strike a chord (or hit a nerve!) if you've ever done professional, not-at-all-RPG day-job work that involves rigorous project management methodologies.

For those without this sort of background: I apologize for even including the word "methodologies" in what's supposed to be a book that's entirely to help you have fun. That was mean.

Either way, stick with me here; I promise it's worth it!

Right, then: Milestones are major parts of a plot. Think of them as defining Chapters of a story, where you move from one Chapter to the next.

In a video game, you can think of Milestones as "levels", where you work on Level 1, then complete that level, and advance to Level 2, and focus on that level.

Terminology

If I've done my job right, you can probably skip this part where I try and very specifically describe each component of the design of FTEG plots, and just skip to the type of plot you want and start rolling things up.

It should make sense even if you just dive right in and ignore all of the following descriptions.

That said, I recognize that many people benefit from a degree of formality in description, and for those who have never D/GM'd, or written a story, or conceived a complex plot, establishing a common lexicon will be enormously helpful.

Or, chances are good that you'll just skip ahead anyway, and then report back here to look up the odd term that isn't intuitive at all.

Either way, here we go: terminology for milestones and plots.

Milestones and Simple Quests

In the simplest possible quest, there's only one Milestone. Once you achieve that milestone, the quest is completed.

"Go kill all the rats in my basement", the tavern-keeper asks you. Guess what, you've just scored a simple quest: it has one milestone, and that's when all of the rats are dead.

Milestones and Complex Plots

Plots may have twists and turns, and may allow you to pursue parts of them in any order you choose.

The town apothecary grumbles to you: "Round up 20 green mushrooms, and 15 nightshade toadstools", may not seem like a complex quest, but it is: there are two milestones.

One milestone is "have gathered 20 green mushrooms", and the other is "have gathered 15 nightshade toadstools".

Parallel Milestones

Two or more milestones that can be achieved in any order are called ***parallel milestones***.

Let's take that fungi-rustling example from above: the quest contains two milestones, and they are *parallel* milestones.

Although the verbiage from the apothecary places them in a sequence, and you can certainly think of them as "Milestone 1" and "Milestone 2", there's nothing that logically or logistically dictates they must be pursued in that order.

Milestone Convergence

Much of the time, parallel milestones will ***converge***.

This simply means that two or more parallel milestones must all be resolved before the story can continue.

Let's say you're out to rescue the princess. To do so, you must hire a boat, equip some armor, and get permission for your voyage from the sailing guild. That's three things you need to do, but you can really do them in any order: three parallel milestones.

These three milestones converge at the point where you embark upon your voyage. The story progresses from there, but your immediate three needs must be met before it does.

Convergence Point

This is a fancy-sounding phrase for the milestone that follows a bunch of parallel milestones, and coalesces the flowchart back into a single path rather than multiple milestone options.

Let's continue the princess-rescuing endeavor from above. You, at the dock, with your travel papers and armor, and a hired captain ready to sail: that's a ***convergence point*** of the quest. You had three paths forward, and now you're back to having one path ahead of you.

Path

A ***path*** is, graphically, a line connecting two or more milestones (circles).

It represents the logical flow of the story from one milestone to another.

For example, perhaps the quest you're playing through has you first talk to the village priest, then obtain some holy water, then venture into the undercroft, and finally slay whatever vile beast has been causing trouble down there.

That's four milestones, in sequence, with each milestone connected to the next one in a ***path*** line:

- Talk to priest
- Get holy water
- Go downstairs
- Kill wight

Plot Flowchart

If you draw circles to represent each milestone, and draw lines connecting them in a logical representation of that story, then you've just depicted the ***flowchart*** of that plot.

Simple plots have a very linear flowchart: one circle, maybe two, connected in a straight line by paths.

Complex plots, depending on scale, can be labyrinthine creations involving dozens of circles and many different paths.

Flowchart Template

Each major plot type contained herein has at least one ***flowchart template***. You can also think of this as a ***plot template***.

This is simply a skeleton, a general structure for a quest that defines milestones and paths and so on, that you can take and make your own.

You don't play through a flowchart template. You play through a plot that you've created, ***using*** the template.

Custom Plots

You can also of course create your own plots using the terms and concepts presented in this book.

Any plot template that you make yourself is a ***custom plot***, as opposed to the plot templates that are in this book.

Mandatory Milestones

Mandatory milestones are things that have to be completed successfully in order to succeed with the quest.

Simple quests may consist of only a single milestone: if that's the case, then that single milestone is almost automatically a mandatory milestone by default.

If you're supposed to kill the wyvern, "Killing the Wyvern" might be the sole milestone, and you better believe it's mandatory.

Critical Path

Sorry. Day job influencing this book's design, again.

The ***critical path*** of a plot is a sequence of milestones and paths that traverse the entire plot flowchart where there are no optional milestones.

It is the simplest, easiest, and least complicated way to complete the plot.

The critical path may contain optional milestones only if there is no path that can be taken to circumvent them; even if optional milestones rest on the critical path, they all may be skipped entirely.

If the plot flowchart is a straight line, then chances are really good that every single milestone along that flowchart is mandatory, and therefore the critical path is equivalent to the entire plot flowchart itself.

Events

An ***event*** is something that takes place in the context of a quest, over which you don't have direct control. It typically represents an action, decision, or impact that happens at a specific time in the traversal of the story, that does not itself end the story.

For example, in the "**Split Gang**" plot template, you start by chasing multiple gang members, but at one point, there is an Event where the gang members split up. You as the PC don't control when that happens.

Optional Milestones

Perhaps obviously, ***optional milestones*** are those that do not have to be completed successfully in order to still be successful with the overall quest.

The mayor might ask you to follow a suspect and see where she goes, and if you can, try to subdue her. If you merely follow the culprit, and can tell the mayor her whereabouts, then that's the **critical path**, and that's the minimum of what you need to accomplish; you're still successful. If you additionally are able to subdue the suspect, then you've succeeded in an ***optional milestone*** as well.

Note that in a cluster of parallel milestones, some or all of those milestones might be optional, but the completion of some subset of them might be mandatory at the convergence

point.

For example, the Adventurer's Guild might give you six missions, the completion of any four of which will grant you membership into the guild. Each of those six missions might be an optional milestone—you do not have to complete all six, and any individual mission is something you can ignore.

But the convergence point beneath them might require that you have completed four of the optional milestones above it in order to proceed with the plot.

Objectives

Most milestones have ***objectives***: one or more things that you want to achieve, or have happen, before you can consider that milestone completed.

Obtaining an item is an objective. So is killing an orc, or barricading a door, or moving to the church bell tower.

Sometimes, you'll have one or more ***optional objectives***. These are goals that you can achieve if you want, but they're not absolutely required for the milestone to be completed. Reaching the bell tower before the first ship's cannon fires might be an optional objective, for example.

Conditions

Think of ***conditions*** these as *prerequisites* for the milestone.

You cannot kill rats in the basement, for example, if you haven't gotten the key from the landlord.

Conditions can represent something that you have to do, and can control. "Get the key", in the above example, or "have talked with Vladimir", or "be friends with a member of the merchants guild".

Conditions might instead be an attribute of what you are, and might therefore prevent you from ever being able to complete the milestone. "You are an orc", for example; if you're a gnome, you're out of luck meeting that condition.

A condition could also be something that can be satisfied, but yet that you have no control over directly. "It's raining" might be a condition; so might "it's a full moon" for, say, a werewolf-related quest.

Simple or small-scale plots might represent a condition as a separate milestone: "Go get the key" could be a milestone or a condition in the above example.

Resolved

A ***resolved milestone*** is one that has been completed, or that has not been completed, but can no longer be completed.

All **completed** milestones, and all **failed** milestones, are ***resolved*** milestones.

Completed

A milestone is ***completed*** it has been resolved in satisfaction of all mandatory **objectives**.

If you needed to kill 5 dire wolves, and you slew 7, you've ***completed*** that milestone.

One or more **optional objectives** can still be missed, and you can still consider the milestone to be Completed if you met all of the mandatory objectives.

Failed

You ***fail*** a milestone if you have not satisfied all of its mandatory **objectives**, and more than that, it is no longer possible to do so.

If your objective was to prevent the murder of the archduke, and the archduke is murdered, then you've failed that milestone, because no matter what you do now, the archduke is dead.

Failing an objective may not be the end of the quest entirely, but it can be, and is always for simple quests.

Failing any mandatory milestone typically fails the entire quest automatically.

Impacts

An ***impact*** is a positive, desired, and welcome effect resulting from success.

Although **impacts** are most often associated with the completion of an entire Quest (e.g., rescue the prince, get the gold), they can also apply more granularly to individual milestones.

Impacts can be anything that's a good thing, really. The table below lists out common categories; we will decode and provide examples for each impact category underneath the table.

Generally speaking, an **Impact** is a ***Reward***. Please refer to the ***Rewards*** section (p 400) for additional information, and a host of tables that can be used to generate and determine impact rewards.

Consequences

A ***consequence*** is the inverse of an **impact**: an unwelcome, undesired, negative effect resulting from failure.

As with impacts, consequences most typically result from quest failure, though they may also be triggered by failing an

individual milestone.

Clue Targets

Some quests, and some milestones within them, have a ***Clue Target*** value.

This is simply an indicator that regardless of other progress made or any other activity executed in pursuing the milestone or quest, you cannot resolve the milestone or complete the quest without accumulating a certain number of Clues against that quest.

If a milestone or quest does not have a Clue Target value, or if at any point it has a zero or negative Clue Target value, it does not require any clues or any further clues to resolve.

Random Quest Events

Most Quest Types have a list of ***Random Quest Events*** that may apply. Typically, the set of random quest events that is listed in a given quest template is unique to that quest type.

Think of Random Quest Events as a kind of narrative-specific "wandering monster" table.

Advancement Reward

Every quest, in addition to the formal Rewards that this book introduces as a possible benefit to successful completion, also involves the potential for experience point-based gain.

Roll on the table below to randomize how much level progression-related benefit you stand to gain from completing a quest successfully.

The timing of your roll on this table should follow the determination type for the quest. For example, if you are using **Late Determination** for a given quest, you should only roll on the table below at the conclusion of that quest.

Note that as with all other mentions of Reward Stars in this book, if you are instead using a traditional experience point-based progression and tracking, use the Reward Star to XP conversion tables to calculate how much XP a single Reward Star is worth.

Table 33: Random Quest Advancement Rewards

D20	Advancement Reward
1-2	No Advancement
3-7	1 Reward Star
8-13	1d2 Reward Stars
14-16	2 Reward Stars
17-18	1d4 Reward Stars
19	1d4+1 Reward Stars
20	Reroll with Advantage

Some of these values require additional description, as follows:

- ***No Advancement:*** Although completing the quest may involve Rewards and other benefits such as establishing a better Attitude with an NPC or revealing the location of new territories or points of interest, there is no level-advancement benefit to resolving this quest. Any creatures you destroy or obstacles you face that would normally involve XP gain still grant you their typical benefit; it's just that completing the quest itself doesn't grant you any Reward Stars or experience.

Quests and Plots

A ***quest*** is a particular instantiation of a plot template. "**Quest**" and "**plot**" are largely interchangeable words for this purpose, though typically we think of "quests" being simpler in structure.

There are some additional attributes about quests that we'll discuss below.

Terminology

Let's discuss some terms that FTEG uses to build complex, dynamic plots out of merely a few tables.

Prerequisites

A plot template may have ***prerequisites***. Unless these conditions exist when the plot template is selected, then it cannot be used.

The plot templates contained in this book were designed so that this situation very rarely applies; after all, it's no fun to randomize something, only to have to reroll that result after checking to make sure if its prerequisites exist.

Most of what we might think of as prerequisites can be handled in other ways. Instead of a plot template using prerequisites, it will simply define a Role, and if your game world does not yet have any Actors that could satisfy that Role, then you can simply create a new Actor that fits that Role, and assign it as the Target.

For example, if a plot template uses the conflict between two

Factions, and your game world doesn't yet have any Factions defined in it, you can simply create two new Factions and consider them to be at war with one another.

Unlike most of the remaining "header" elements of a plot template, Prerequisites can't be randomized: they either do, or do not, apply to a given plot template, and this will be clarified explicitly in the plot template description.

Urgency

Some quests may be pursued at any time; others demand immediate attention. This distinction is referred to as the ***Urgency*** of a quest.

The same plot template can generate vastly different quest experiences, depending on what kind of urgency applies to the proceedings. Urgency generally dictates how long you can ignore or fail to make much progress on solving the quest before it fails automatically.

If a plot template works best only with a single category of urgency, then that category will be provided to you explicitly in the plot template description.

Most plot templates, however, instead have ***dynamic urgency***. This is just a complex-sounding way of saying that you can roll to determine what level of urgency a specific quest generated from the template might have. Rest assured that in such scenarios, a table is provided with probabilities.

Alternately to the above two possibilities, however, you can just pick whatever level of **Urgency** you wish to apply. Or, you can roll on the table below to randomize the level if no other more specific table applies, or if you wish to ignore the more specific table. We will decode the results beneath the table.

Table 34: Random Quest Urgency: Default

D20	Stakes
1-2	Almost Too Late
3-5	Behind Already
6-12	Immediate
13-15	Eventual
16-18	Ignorable
19	Reroll with Advantage
20	Pick your preference

These are intentionally phrased so as to be somewhat ambiguous, so that they might apply reasonably to a wide variety of potential circumstances.

Some decoding is probably helpful, however, as to intent. A suggested mechanical-terms timeframe for the need to take action is provided for each value.

- ***Almost Too Late:*** The objectives of the quest are nearly impossible unless immediate action is taken. The chances of success plummet dramatically unless the PCs engage in the **next round**.
- ***Behind Already:*** Though there's technically still time left to complete the objectives, you're already running late, and you better get moving. If the PCs fail to take action and pursue the quest in the next **5 minutes** of game time, they will likely fail.
- ***Immediate:*** This quest must be pursued in the next **1 hour** of game time, or it will likely fail.
- ***Eventual:*** The party should actively engage with this quest before the end of the **next 1d4 gaming sessions** (that is, not the end of the current one, but the 1d4 beyond this one) if they wish to succeed.
- ***Ignorable:*** There is no ticking clock; the PCs may choose to pursue this quest as they wish.

Stakes

Stakes are what is at risk if the quest succeeds or fails; it refers to the enormity of the reward, and the gravity of the consequences.

More perhaps than any other factor in a quest, its **stakes** represent how much you, as a player and as a PC, should care about the quest in question.

The same plot template can generate vastly different quest experiences, depending on what kind of stakes apply to the proceedings. For example, "go and kill X" seems enormously straightforward, but depending on the level of **stakes**, this could be the difference between life and death of the entire realm!

If a plot template works best only with a single category of urgency, then that category will be provided to you explicitly in the plot template description.

Most plot templates, however, instead have ***dynamic urgency***. This is just a complex-sounding way of saying that you can roll to determine what level of urgency a specific quest generated from the template might have. Rest assured that in such scenarios, a table is provided with probabilities.

Alternately to the above two possibilities, however, you can just pick whatever level of Urgency you wish to apply. Or, you can roll on the table below to randomize the level if no other more specific table applies, or if you wish to ignore the more specific table. We will decode the results beneath the table.

Table 35: Random Quest Stakes: Default

D20	Stakes
1-2	Life or Death (macro)
3-5	Life or Death (individual)
6-12	Medium
13-15	Minor
16-18	Trivial
19	Reroll with Advantage
20	Pick your preference

Interpreting Stakes Categories

As with **Urgency** values, there's a great deal of versatility in these intentionally-indescriptive results.

Some suggested context and examples are provided below:

Life or Death (Macro)

The stakes for this plot are, as the category indicates, life or death, but on a macro scale: an entire village is threatened; an entire faction may be subjugated; or even an entire realm's way of life may hang in the balance. It could also be merely an entire family or building.

Dozens, or hundreds, or thousands or more, lives are potentially at risk if this quest is not carried through.

Life or Death (Individual)

As Life or Death, but the stakes are more intimate: a person, or very small group, is threatened by the plot's resolution failing.

Take liberties: "life or death" could be metaphorical, not literal. Yes, the duke's daughter may be threatened with a murder plot, but it could also be that someone is framing the merchant queen's husband, and the evidence that a vengeful third party faked about the affair he did not in fact have may not cause her to murder her husband, but the divorce would be a major shockwave through the entire town.

Medium

The default stakes: it's kind of a big deal if it fails, but probably no one will actually die. Similarly, you won't be able to retire from the rewards.

Minor

There's very little consequence of action here: discomfort, disappointment, or a slight change of view.

This doesn't mean that the task isn't worth doing, or that it doesn't matter; it simply means that the immediate impact of having won or lost isn't immediately visible.

Trivial

These are true side quests: plots that don't truly matter, and for which there is incredibly little at stake.

When making rolls for a Trivial quest to determine the quantity of **Rewards** or **Penalties**, roll twice, and choose the least quantity of the two results.

Chainability

Some plot templates more readily lead to other quests as a result of their completion. Others are one-and-done.

This concept is awkwardly referred to as a plot's ***chainability***.

If a plot structure really only makes sense in the context of a certain kind of chainability—such as a follow-on plot that requires a quest that leads into it, and leverages Roles from that plot explicitly—then it will explicitly tell you the chainability of quests resulting from that template in the plot template description.

Most plot templates instead have ***dynamic chainability***. This simply means that quests generated from that plot template might have different levels of chainability; a table is provided in each such case to roll on to determine this.

Alternately to any information provided, however, you are free to overrule what the plot template says, and simply pick the chainability of the quest in question. Or, you could roll on the table below, as a way of randomizing chainability by default. We'll decode the results below the table.

Table 36: Random Quest Chainability: Default

D20	Chainability
1-4	No links
5-8	Leads from completed
9-13	Leads from active
14-18	Leads to new
19	Reroll with Advantage

D20	Chainability
20	Pick your preference

Interpreting Chainability Categories

Unlike Stakes or Urgency results, there is a clear definitive meaning to each value, which will be explained further below.

No Links

This quest does not contain links to other quests. No further action is required.

Leads from Completed

This quest only happens as a result of having completed another quest.

If you get this result on a quest you're creating, finish creating it, but it's not available to pursue as of yet—it's in "stasis", pending the completion of another active quest you have.

If you have no active quests when you get this result, the Leads from Completed quest comes "out of stasis" once your very next other quest is received and then completed.

Leads from Active

Choose one of your active quests at random. This new Leads from Active quest will kick off at the completion of that chosen quest.

Leads to New

Upon the completion of this Leads to New quest, generate another quest to which it chains.

Pace

Whereas **Urgency** dictates how soon you must begin to make progress on a quest, ***Pace*** describes how rapidly you must complete it.

The same basic elements of a quest can represent a vastly different experience depending on how rapidly events transpire. The speed at which elements of a plot unravel is referred to as its ***pace***, or its ***pacing***.

A Chase quest is a perfect example of the difference. Consider a simple chase quest where you are pursuing a single person. If the Pace of the quest is set to "***Breakneck***", it might be a horseback race, whipping among trees in a dense and dangerous forest; if instead that same exact quest were instead set to "***Passive***", it might be a clandestine trod through city streets to see where the culprit is going.

Some plot templates allow you to build different versions of the same structure with different **Pacing**. Such templates will have a table allowing you to randomize the result.

Alternately, or as a default starting point of randomization you can use if no other specific one applies, you can use the table below to randomly select a pacing. We'll discuss what each of these results means beneath the table.

Table 37: Random Quest Pacing: Default

D20	Pacing
1-2	Breakneck
3-5	Urgent
6-12	Medium
13-15	Passive
16-18	Optional
19	Reroll with Advantage
20	Pick your preference

Interpreting Pacing Categories

Okay, so how do we interpret the various Pacing options? First, it's important to note that for the most part, this is up to your interpretation. Unless you want there to be, there's no real mechanical impact to these results; it's just for flavor and atmosphere.

Generally speaking, the different categories of Pacing above reflect timing levels of urgency.

Make no mistake, however: there is absolutely a difference in how interpreting these results can generate completely different quests from the identical plot template.

Let's take a simple example and walk through how to interpret it based on each of the possible Pacing results.

Let's take a "rescue the kidnapped princess" trope: the evil Bowser has made away with Princess Peach, and it's up to the PCs to remedy the situation.

Narrative description, as well as game-mechanic timing suggestions, are provided.

Since **Pace** and **Urgency** are different concepts, you should assume that the timers described below only begin once you have engaged with the quest according to its **Urgency**.

Breakneck

You have until the end of the **current gaming session** to resolve the quest, or it is failed automatically.

(Perhaps Bowser plans to kill and eat the princess at sundown.)

Urgent

You have until the end of the **next gaming session** to complete the quest, or else it fails by default.

(Bowser still plans to consume the fair maiden, but he wants to do so in the safety of his castle, which is a bit of a trek away.)

Medium

You have a bit more time, here: 1d4 gaming sessions after the current one.

Alternately, and for greater suspense, you could make it an unpredictable timer: at the conclusion of each gaming session, there is a **40%** chance that the quest is failed it you haven't completed it.

Another option is to make this check at the beginning of each gaming session for each Medium-pace quest: this approach assumes that whatever the sudden change in pace is, you're aware of the alteration of circumstances.

(Bowser isn't quite certain whether he wants to kill the princess, or maybe he is waiting until he simply gets hungry.)

Passive

As Medium, but you have **2d6** gaming sessions, and the chance is lowered to **5%**.

(Bowser has a lot of other priorities right now, and a lot of other plumbers to harass.)

Optional

There is no ticking clock whatsoever on Optional quests. They never fail automatically because of timing, and you can take your time in completing them.

(Bowser has found that he quite likes Peach's singing voice, and although he still has a vague ambition to devour her liver with a nice chianti, on a day-to-day basis, he generally can't be bothered to go to the trouble involved.)

Rewards

Most Quests involve ***Rewards***, or at minimum the potential for rewards: beneficial results leading from the successful completion of the quest.

Each Quest Type contains a set of tables that can be used to randomly determine how many, if any, Rewards may be received upon completion of a quest of that type.

Some quest templates contain even more specific rewards tables that override those.

As with everything else in this book, ultimately, use whatever tables you wish to randomly determine Rewards.

Additional Mechanics

Some milestones, and/or quests, contain ***Additional Mechanics***. These are new rules that are introduced as part of the quest that make it easier to track progress.

A quest template's description will contain a detailed rundown of what, if any, additional mechanics apply to quests of that type.

Clue Targets

If a milestone or quest requires nonzero Clues to resolve, its Clue Targets value will describe this.

Impacts

Some milestones have positive effects resulting from their completion, over and above the Rewards that may apply for successfully completing the quest itself. These are listed under ***Impacts***.

Consequences

As with Impacts, some milestones will have disadvantageous effects that result from failing to complete them successfully. These ***Consequences*** are listed in the milestone description.

Building a Quest

The next several sections of the book describe an approach for dynamically generating quests that adhere to a wide variety of general archetypes.

Before we get to that, however, let's take stock quickly of where we are, and what your appetite for doing so truly might be.

Guiding Principles

The FlexTale Encounter Generator approach to dynamically generating quests has been in development for over four decades as of this writing. The goal in its design is to provide tools and logic that makes it fun, and potentially an all-consuming, thoroughly-enjoyable endeavor on its own.

Here are some recommended thoughts to keep handy in your mind going into the process, however.

- ***Keep it simple, unless you enjoy complexity.***
- ***Quest-building is optional.***
- ***Sanity check what you build.***
- ***Try Late Determination.***
- ***Encounters are Elements of a Quest.***
- ***Have fun!***

Let's talk about each of these in a bit more detail below.

Keep it Simple

...unless you enjoy complexity.

I enjoy the irony of writing that sentence in a many-hundreds-of-pages book designed for a single person at the helm of their own imagination, but it's still good advice. Your first time doing this, whip up a single plot and see how it goes. Then, maybe, later, make a dozen, if that's what you're into.

Can you use this book to generate a 4,000-step mega-plot

that it would take you years of solo gameplay to complete? Absolutely. Is that really the most fun way to use this book?

That's up to you, your level of interest in details, your calculus for fun, and the amount of time you have to devote to gameplay.

But the answer is "no". :)

Quest-Building is Optional!

You don't have to do build dynamic plots. You can just use the QuickStart tables in this book to immediately dive into the mechanics of exploring, fighting, talking, and looting. That's awesome.

No harm, no foul if you stop reading this section and go do that. Seriously. That's fine.

But if you want something more involved, then you can use the plot-building tables and tools and structures to generate something that resembles a traditional tabletop quest, adventure, or module.

Sanity-Check What You Build

It's mentioned many times throughout this book, but sanity-checking the results of what a dice roll tells you reality should be is always going to be useful.

The tools and tables in this book were designed to make sense, and to lead to results that (for the most part!) largely make sense as well. That's not at all to say that they're infallible.

You, and your feeling for what feels right, are the last line of defense against zany, completely bizarre things happening as a result of using this book.

If it doesn't feel right, then don't do it. Reroll anything that sounds too weird, or doesn't seem as though it would be enjoyable.

Give yourself an "eternal mulligan" for literally any combination of results this book tells you should happen, that you disagree with or that you feel might be improved if you just rerolled the results.

Try Late Determination

Chances are very good that the whole concept of Late Determination gives you the willies. It's a weird leap of faith that I have not seen despite having read through a huge mass of RPG books over the years.

But even if the whole concept of not knowing major elements of a story you're supposed to follow on your own seems hugely frustrating, give it a chance.

At worst, you get frustrated, confused, or bored, and you can always abandon the quest and create a new one immediately.

At best, you've discovered a new way of self-storytelling with enormous potential for surprise even without someone else holding the cards of tale-spinning.

Encounters are Elements of a Quest

...and ***not*** their defining nature.

Sure, you might be in this game for the combats and maybe too for the social encounters, but ultimately, any quest merely ***involves*** those things; it is not entirely those things.

Sure, the "kill all the rats in the tavern cellar" quest archetype is rarely going to be about much more than that combat encounter in the basement, but there's so much more potential than that. If you've played TTRPGs before, think of the most memorable adventures you've had; though many surely involved amazing combats, so too do many of those iconic adventures involve plot twists, revelations, and fact-finding discoveries.

When you're playing with a bunch of other people, you see their reactions, you feel their excitement, and you share their enthusiasm for things beyond swinging a sword and rolling a die. As a solo player, those connections might not be as present.

Map things out and pursue them, and do so with gameplay rigor, particularly if that's what draws you to the game to begin with. But do try to remember that all of this stuff is just structure, just tools, to try to help form a coherent narrative out of what is, despite its best efforts, still just a bunch of tables and dice.

Simply put: this book is nothing without your imagination.

Have Fun!

Your experience may differ, but in more than 30 years, I've accumulated over a thousand RPG books, and although I'm ashamed to admit that I have not yet read them all, I have read most of them.

The more I read without actually playing, the more "academic" I feel my approach to the game system becomes.

I read a section on a PC option, and I don't see an opportunity to roleplay something completely different, I see a bunch of modifiers that accumulate to something that's net better or worse than the character options that I've seen before. I see a book about a new genre option, and I immediately wonder how those rules and new equipment might be used to break the game that I know already.

I want to be clear that I don't think that this is a bad thing. If you're reading this at all, it means you want to, or have to, play the game that you love alone, and doing so means that you likely have read many books, and might even know and have experienced what I'm talking about here.

It's also possible to confuse the "academic tunnel vision" I'm describing with "min/maxing" or "character optimization". They're similar, to be sure, but what I'm describing is that the more I read without playing, the less, sometimes, I actually want to play.

I don't like that. I want to play.

So if I were reading this book for the first time, having not designed it in the first place, I might well be tempted to just read through it, and maybe roll up a few dozen quests just to put the tables through their paces. I'd probably raise my eyebrows, nod, chuckle, and think something positive.

And then I'd shelve the book, never to actually use it to play through a solo game.

Whatever your approach to reading vs. playing vs. whatever, please don't do that. Use this system to generate, and play through, at least one dynamic quest.

See how it feels. See if it's fun. See if you learn anything about creating quests for your players, if you're a D/GM. See if you learn anything about how to tackle a quest, if you've

always been a player.

And above all: let me know what you think. Though in development to varying degrees for more than 30 years, I would be greatly surprised if this system couldn't be improved with feedback.

General Approach Outline

To adventure with dynamic plots, use the following approach.

- ***Determine Quest Type:*** Use "Table 29: Random Plot Structure" on page 133, or just pick one.
- ***Determine Quest Structure:*** Use the appropriate tables and tools within the section following that applies to the structure you've selected.
- ***Determine the Quest Outline:*** Assign Targets for your plot by filling Roles with Actors. Or, choose Late Determination.
- Play the Quest: Pursue milestones, achieve objectives, and resolve the Quest.
- ***Roll for Outcomes:*** This is optional, and adds to the rewards and impacts that normally would follow successful conclusion of a Quest.
- ***Determine Next Steps:*** Use the following tools to determine whether there is a tack-on impact to completing this Quest.

Next Steps

Before determining the next steps to take after concluding a plot, make sure you have applied all Impacts, rolled for any Rewards that may apply, and so on. Fully finish the plot before proceeding.

Then, if you are interested in adding a bit of additional randomness into your quest after it's finished, roll on the following table to determine what happens next.

Table 38: Quest Resolution Next Steps

D20	Next Step
1-10	Nothing
11-12	Create new quest of **same** type
13-14	Create new quest of **random** type
15-16	Create new quest; type of your **choice**
17-18	**Linked quest:** reroll until you get a "Create new quest" result, and assign one of the Actors from the recently-completed quest to the newly-created quest
19	**Bonus reward:** roll again on the Reward table that you just rolled on for the completed quest
20	**Reroll** on this table with **Advantage**

Chase Quests

Introduction

Chase Quests are fast-paced, and time-sensitive.

There's a real chance that you might lose sight of the objective you're chasing, and you don't always know their destination as they move.

Purpose Summary

All **Chase Quests** involve a similar structure and nature, as follows:

- Someone or something is ***moving***.
- You have an interest in following that ***quarry***.
- Your quarry moves along one or more ***destinations***.

Quest Prototypes

The following quest prototypes are included for quests of this nature. You should feel free to create your own templates as well!

If you're looking to randomize which template to use, roll on the following table.

Table 39: Random Quest Templates: Chase Quests

D20	Quest Template
1-5	Simple Thief
6-9	Gang
10-13	Split Gang
14-18	Multi-Location
19	Reroll with Advantage; ignore this result if rolled again
20	Reroll twice; ignore this result if rolled again

Random Aspects

You can use the following sections and tables to randomize the aspects of a quest of this type.

In some cases, more specific rules and probabilities for randomization may apply in a more granular context; feel free to use those, or to overrule those and use these more generally-applicable ones instead.

Determination

If you wish to randomly select whether a quest of this type uses a certain type of determination, use the table below.

Table 40: Random Determination Approach: Chase Quests

D20	Determination Approach
1-10	Early Determination
11-20	Late Determination

Role Targeting

For each Role in a quest of this type, you can use the following table to randomly determine how the role will be filled.

Table 41: Random Role Target Approach: Chase Quests

D20	Role Target Approach
1-7	Pick
8-14	Random
15-20	Create

Randomized Clue Requirements

Most Chase Quests do not involve Clues. Those that do rely upon the gathering of Clues to provide vital information about where the quarry is headed.

Roll on the table below to determine the Clue requirement for a given Chase Quest if no other circumstance applies.

Table 42: Random Clue Requirements: Chase Quests

D20	Clue Requirement
1-11	No Clue Requirement
12-15	1 Clue to Resolve
16	1d4 Clues to Resolve

D20	Clue Requirement
17-18	1 Clue Each Milestone
19	1d4 Clues Each Milestone
20	Reroll with Advantage; ignore this result if rolled again

Some of these bear further explanation, as follows:

- ***No Clue Requirement:*** The quest does not involve, or require, Clues of any sort for progression or resolution. Any which might otherwise apply to this quest have no effect.
- ***1 Clue to Resolve:*** The quest cannot be solved until you discover at least 1 Clue which is counted to it.
- ***1d4 Clues to Resolve:*** As above, but with the potential for a higher number of required Clues.
- ***1 Clue Each Milestone:*** Each and every milestone of this quest requires 1 Clue to progress.
- ***1d4 Clues Each Milestone:*** As above, but with the potential for a far greater threshold. Roll separately to determine the requirement for each milestone.

Randomized Quest Events

In the course of pursuing a quest of this nature, you may encounter random events unique to it.

For every 5 minutes of real-life time spent actively pursuing a quest of this type, roll on the following table to determine what occurs. If it takes you more than 5 minutes to resolve an encounter in the course of pursuing this quest, roll only once on the table for however long that takes. For example, if you take 23 minutes to resolve a combat encounter, you'd roll on the following table once afterwards to determine whether a random quest event took place.

Table 43: Random Quest Events: Chase Quests

D20	Random Quest Event
1-8	No Event
9	Lost the Trail
10-11	Stumbled
12-13	Difficult Terrain
14	Quarry Advance 10'
15	Quarry Advance 1d4x10'
16-17	Quarry Stumbles
18	Quarry Trips
19	Quarry Stopped
20	Reroll with Advantage; ignore this result if rolled again

These results bear some explanation, as follows:

- ***No Event:*** Nothing exceptional occurs outside of what you're already doing.
- ***Lost the Trail:*** Spend your next round finding the trail using an appropriate skill (Track, Survival, Wisdom, etc.). Resume the chase only once you've discovered the trail again. Until you do, any Quarry you are pursuing leads by its Speed each round.
- ***Stumbled:*** Make an appropriate skill or ability check (Acrobatics, Dexterity, Agility, etc.) to avoid having your speed reduced to 10' this round.
- ***Difficult Terrain:*** This round, you and your Quarry move through Difficult Terrain. If your rules system lacks this notion formally, your movement speed is cut in half, lacking exceptional or magical abilities which would ignore difficult terrain (e.g., *fly*).
- ***Quarry Advance 10':*** A burst of speed, a secret passage, or a wind at their back means your quarry gains a lead of 10' this round.
- ***Quarry Advance 1d4x10':*** As above, but with the possibility of an even greater gain.
- ***Quarry Stumbles:*** Your quarry moves only 10' this round, as they recover their step. They may ignore this effect on a successful and appropriate skill check (Acrobatics, Dexterity, Agility, etc.).
- ***Quarry Trips:*** Your quarry does not move at all this round, as they stand back up from a nasty fall. They may ignore this effect on a successful and appropriate skill check (Acrobatics, Dexterity, Agility, etc.).
- ***Quarry Stopped:*** An intervening force stops the quarry dead in their tracks (a boulder falling, a giant bear attacking, or the village security forces gazing their way). There is no way for them to avoid the effect this round; they do not move.

Randomized Rewards

Quests of this nature may specify their own rewards or probabilities therefor in their quest templates.

If none of those applies, or to overrule and determine rewards at the successful conclusion of a quest of this nature dynamically, roll on the following table.

Table 44: Random Rewards: Chase Quests

D20	Reward
1-12	No Reward
13-16	1 Reward

D20	Reward
17-18	1d2 Rewards
-	1d3 Rewards
19	Reroll; Advantage on Category; reroll this result if rolled again
20	Reroll with Advantage; ignore this result if rolled again

One of these bears further explanation:

- ***Reroll; Advantage on Category:*** Reroll on this table. If you receive this result again, ignore it and reroll. Any rewards that result as an outcome of your reroll receive **Advantage** (roll twice, select your preferred result) on the ***Reward Category*** table below.

Randomized Reward Categories

If you successfully complete a quest of this type, and determine that one or more Rewards is applicable, then you can use the table below to determine the category.

Table 45: Random Reward Categories: Chase Quests

D20	Reward Category
1-7	**Material** (p 403)
8-12	**Social** (p 408)
13-14	**Mechanical** (p 415)
15	**Magical** (p 421)
16-18	**Narrative** (p 431)
19	**Exploration** (p 437)
20	Reroll with Advantage

Randomized Penalties

As with Rewards, a more specific context for determining **Penalties** for failed quests of this type may apply.

Below is a more general list of results and probabilities that you can use.

Table 46: Random Penalties: Chase Quests

D20	Penalty
1-6	No Penalty
7-14	1 Penalty
15-17	1d2 Penalties
18	1d3 Penalties
19	Reroll; Advantage on Category; reroll this result if rolled again
20	Reroll with Advantage; ignore this result if rolled again

One of these bears further explanation, as follows:

- ***Reroll; Advantage on Category:*** Reroll on this table. If you receive this result again, ignore it and reroll. Any penalties that result as an outcome of your reroll receive **Advantage** (roll twice, select your preferred result) on the ***Reward Penalty*** table below.

Randomized Penalty Categories

Quests of this type have a specific variability as to what types of penalty may apply in the case of a failed quest.

If you fail a quest of this nature, and determine that one or more penalties apply, roll on the table below to determine the penalty category each falls into.

Table 47: Random Penalty Categories: Chase Quests

D20	Penalty Category
1-7	**Material** (p 446)
8-12	**Social** (p 452)
13-14	**Mechanical** (p 459)
15	**Magical** (p 465)
16-18	**Narrative** (p 474)
19	**Exploration** (p 479)
20	Reroll with Advantage

Randomized Urgency

Quests of this nature may have a variable sense of **Urgency** (p 141). Roll on the table below to randomly determine the

Urgency of a particular quest of this type.

Table 48: Random Quest Urgency: Chase Quests

D20	Stakes
1-12	Almost too late
13-15	Behind already
16-17	Immediate
18	Eventual
-	Ignorable
19	Reroll with Advantage
20	Pick your preference

Randomized Stakes

As with Urgency, the ***Stakes*** (p 141) of a quest of this type can be randomly determined. Use the table below if no other context applies or dictates a value.

Table 49: Random Quest Stakes: Chase Quests

D20	Stakes
1-2	Life or Death (macro)
3-8	Life or Death (individual)
9-12	Medium
13-16	Minor
17-18	Trivial
19	Reroll with Advantage
20	Pick your preference

Pace

Quests of this type tend to have a certain ***Pacing*** (p 143). Use the table below to select one of the possibilities.

Table 50: Random Quest Pace: Chase Quests

D20	Pace
1-8	Breakneck
9-15	Urgent
16-17	Medium
18	Passive
-	Optional
19	Reroll with Advantage
20	Pick your preference

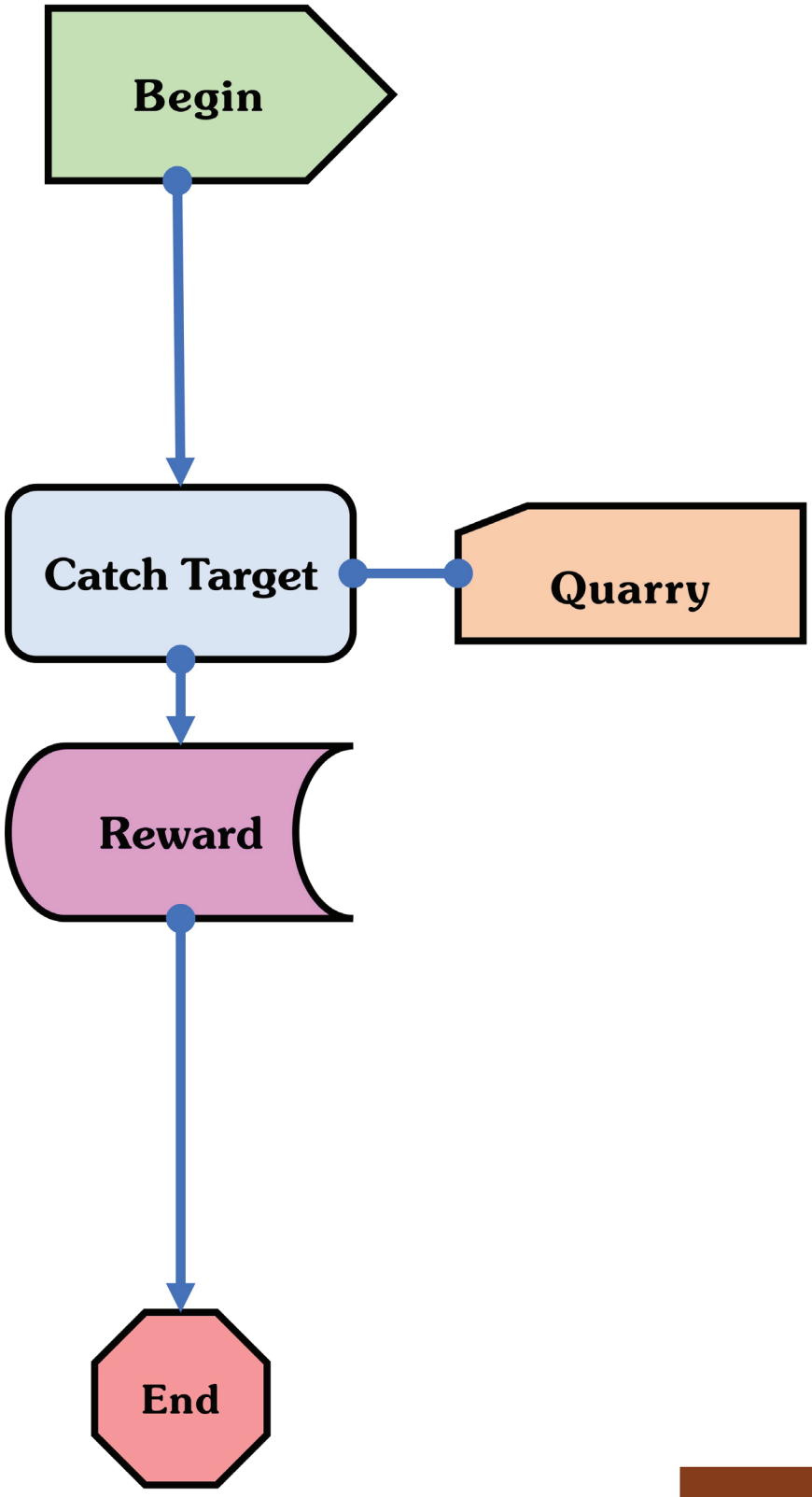
Chainability

Chase Quests have a high possibility of being intermingled with other events. Use the table below if no other context applies to determine ***chainability*** (p 142).

Table 51: Random Quest Chainability: Chase Quests

D20	Chainability
1-8	No links
9-10	Leads from completed
11-12	Leads from active
13-18	Leads to new
19	Reroll with Advantage
20	Pick your preference

Flowchart 1: Plot Template: Chase, Simple Thief



Plot Structure: Chase
Template Name: Simple Thief

Plot Template: Chase, Simple Thief

Summary

You are compelled to follow someone who has stolen something.

Prerequisites

None, though an urban setting that involves many NPCs already milling about works best.

Context Overrides

Use the defaults for the Chase Quest described starting on page 147 for most aspects of a quest created using this template.

Some other qualities of this plot template use more specific randomization tables, as follows.

Clues: Simple Thief

Table 52: Random Clue Requirements: Simple Thief

D20	Clue Requirement
1-14	No Clue Requirement
15-17	1 Clue to Resolve
18	1d4 Clues to Resolve
19	1 Clue Each Milestone
-	1d4 Clues Each Milestone
20	Reroll with Advantage; ignore this result if rolled again

Quest Events: Simple Thief

For every 5 minutes of real-life time spent actively pursuing a quest of this type, roll on the following table to determine what occurs.

Table 53: Random Quest Events: Simple Thief

D20	Random Quest Event
1-6	No Event
7-8	Lost the Trail
9-11	Stumbled
12-14	Difficult Terrain
15	Quarry Advance 10'
16	Quarry Advance 1d4x10'
17	Quarry Stumbles
18	Quarry Trips
19	Quarry Stopped
20	Reroll with Advantage; ignore this result if rolled again

Urgency: Simple Thief

Table 54: Random Quest Urgency: Simple Thief

D20	Stakes
1-15	Almost too late
16-17	Behind already
18	Immediate
-	Eventual
-	Ignorable
19	Reroll with Advantage
20	Pick your preference

Stakes: Simple Thief

Table 55: Random Quest Stakes: Simple Thief

D20	Stakes
-	Life or Death (macro)
1	Life or Death (individual)
2-3	Medium

D20	Stakes
4-10	Minor
11-18	Trivial
19	Reroll with Advantage
20	Pick your preference

Pace: Simple Thief

Table 56: Random Quest Pace: Simple Thief

D20	Pace
1-14	Breakneck
15-16	Urgent
17	Medium
18	Passive
-	Optional
19	Reroll with Advantage
20	Pick your preference

Chainability: Simple Thief

Chase Quests have a high possibility of being intermingled with other events. Use the table below if no other context applies to determine ***chainability*** (p 142).

Table 57: Random Quest Chainability: Simple Thief

D20	Chainability
1-6	No links
7-8	Leads from completed
9	Leads from active
10-18	Leads to new
19	Reroll with Advantage
20	Pick your preference

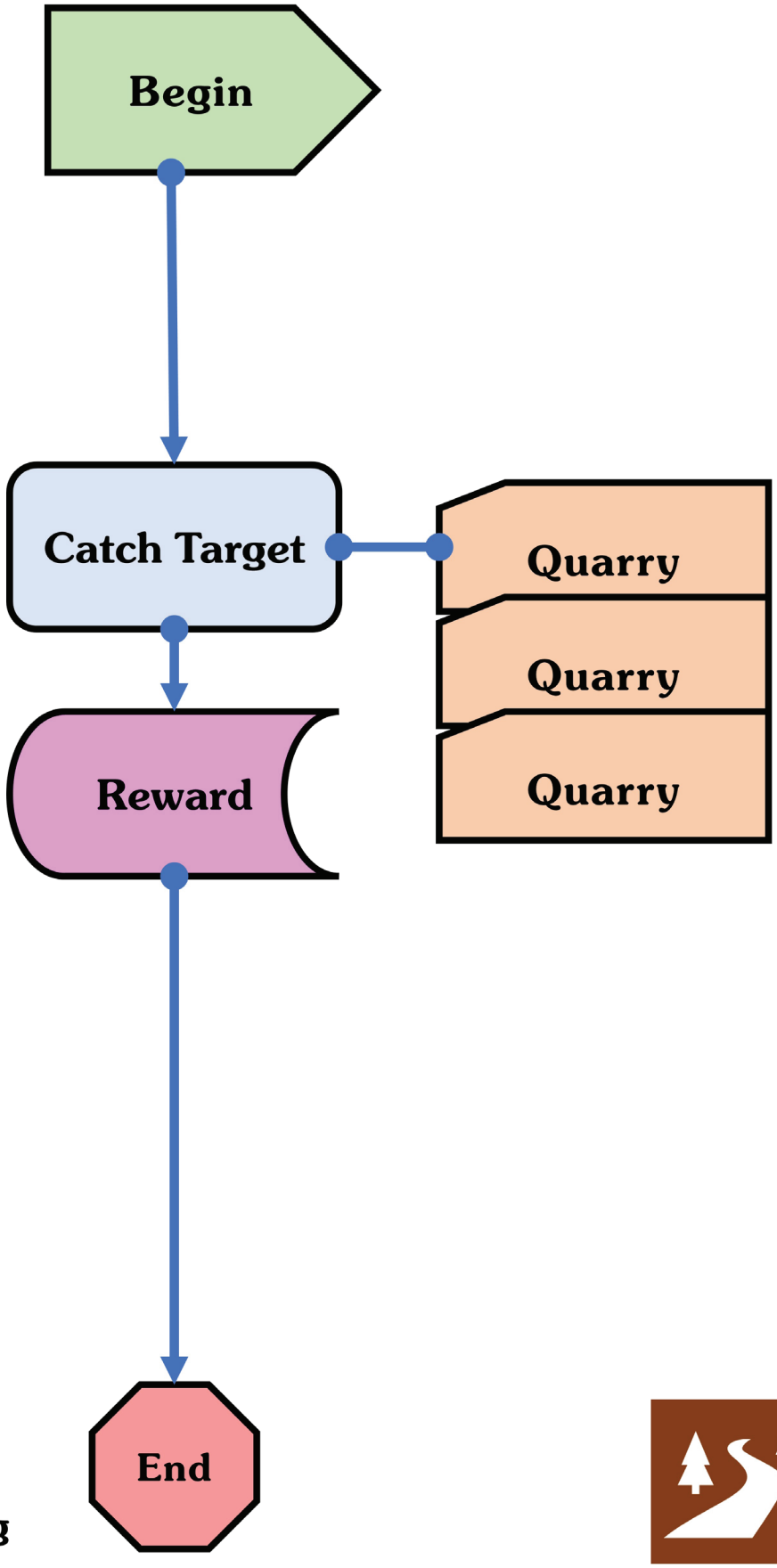
Table 59: Roles: Chase, Simple Thief

Role	Qualifications	Preferences	Description	Imbues
Quarry	Creature	NPCs, sentient monsters	The creature you are chasing.	Runs away from you
Stolen Item	Item	Valuables	The item that was stolen.	Owned by the **Quarry**
Victim	Creature	NPC	The person from whom the Stolen Item was stolen	No longer owned by the **Victim**

Table 58: Milestones: Chase, Simple Thief

Milestone	Req'd?	Objectives	Optional Obj's	Impacts	Consequences	Clue Targets	Add'l Mechanics
Catch Target	Yes	Restrain or disable the Quarry	Avoid killing the Quarry	Quarry in your custody	Quarry flees; quest failed	n/a	

Flowchart 2: Plot Template: Chase, Gang



Plot Structure: Chase
Template Name: Gang

Plot Template: Chase, Gang

Summary

You are compelled to follow a group of people, at least one of whom has stolen something.

Prerequisites

None, though an urban setting that involves many NPCs already milling about works best.

Context Overrides

Use the defaults for the Chase Quest described starting on page 147 for most aspects of a quest created using this template.Some other qualities of this plot template use more specific randomization tables, as follows.

Clues: Gang

Table 60: Random Clue Requirements: Gang Quest

D20	Clue Requirement
1-8	No Clue Requirement
9-16	1 Clue to Resolve
17	1d4 Clues to Resolve
18	1 Clue Each Milestone
19	1d4 Clues Each Milestone
20	Reroll with Advantage; ignore this result if rolled again

Quest Events: Gang

For every 5 minutes of real-life time spent actively pursuing a quest of this type, roll on the following table to determine what occurs.

Table 61: Random Quest Events: Gang Quest

D20	Random Quest Event
1-8	No Event
9-12	Lost the Trail
13	Stumbled
14	Difficult Terrain
15	Quarry Advance 10'
16	Quarry Advance 1d4x10'
17	Quarry Stumbles
18	Quarry Trips
19	Quarry Stopped
20	Reroll with Advantage; ignore this result if rolled again

Urgency: Gang

Table 62: Random Quest Urgency: Gang Quest

D20	Stakes
1-8	Almost too late
9-14	Behind already
15-16	Immediate
17-18	Eventual
-	Ignorable
19	Reroll with Advantage
20	Pick your preference

Stakes: Gang

Table 63: Random Quest Stakes: Gang Quest

D20	Stakes
1	Life or Death (macro)
2	Life or Death (individual)
3-7	Medium

D20	Stakes
8-10	Minor
11-18	Trivial
19	Reroll with Advantage
20	Pick your preference

Pace: Gang

Table 64: Random Quest Pace: Gang Quest

D20	Pace
1-10	Breakneck
11-15	Urgent
16-17	Medium
18	Passive
-	Optional
19	Reroll with Advantage
20	Pick your preference

Chainability: Gang

Table 65: Random Quest Chainability: Gang Quest

D20	Chainability
1-4	No links
5-6	Leads from completed
7-10	Leads from active
11-18	Leads to new
19	Reroll with Advantage
20	Pick your preference

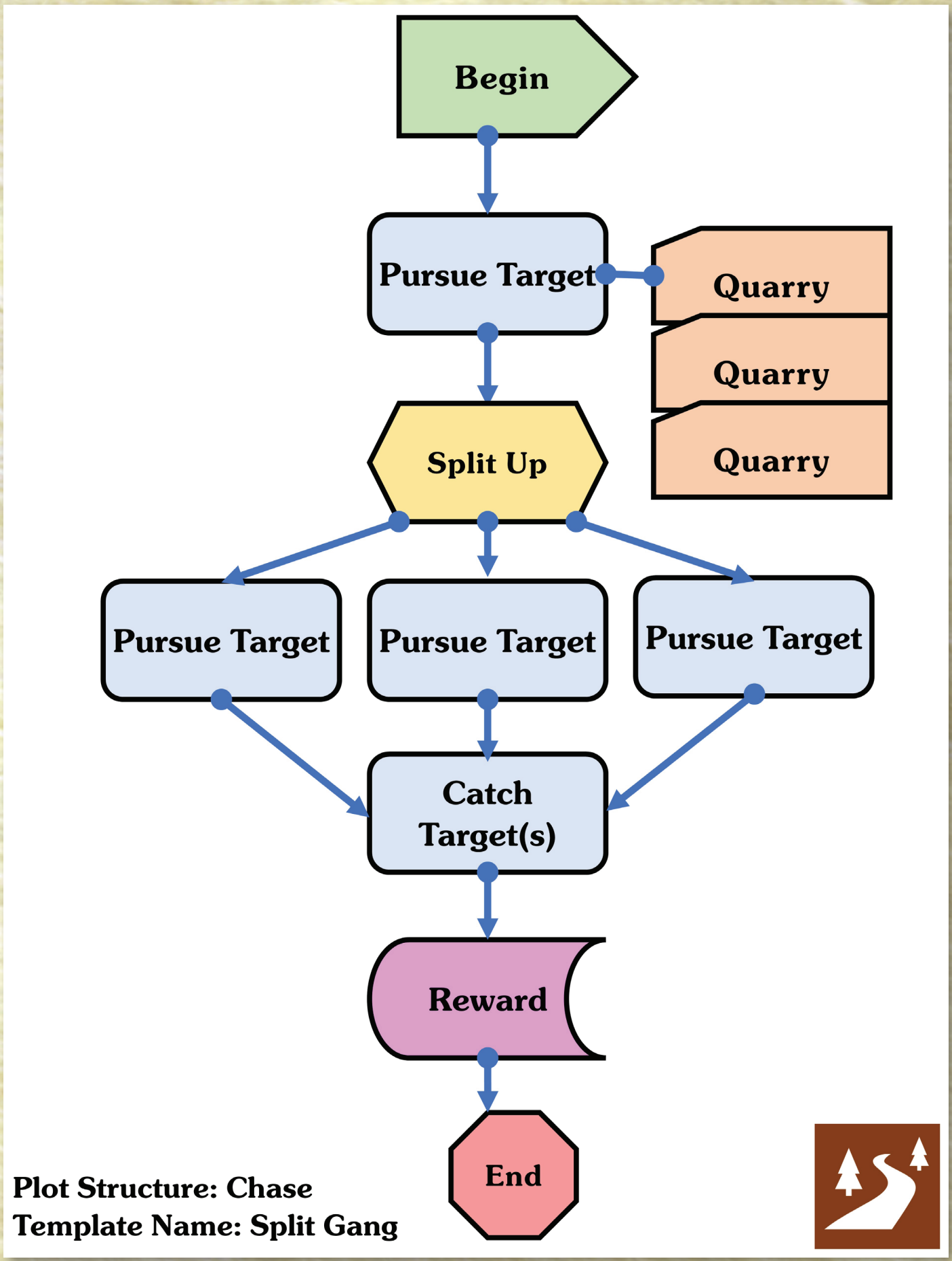
Table 67: Roles: Chase, Gang

Role	Qualifications	Preferences	Description	Imbues
Quarry (2d4)	Creature	NPCs, sentient monsters	The creature you are chasing.	Runs away from you
Stolen Item	Item	Valuables	The item that was stolen.	Owned by the **Quarry**
Victim	Creature	NPC	The person from whom the Stolen Item was stolen	No longer owned by the **Victim**

Table 66: Milestones: Chase, Gang

Milestone	Req'd?	Objectives	Optional Obj's	Impacts	Consequences	Clue Targets	Add'l Mechanics
Catch Target	Yes	Restrain or disable at least one of the Quarry	Avoid killing the Quarry	Quarry in your custody	Quarry flees; quest failed	n/a	

Flowchart 3: Plot Template: Chase, Split Gang



Plot Structure: Chase
Template Name: Split Gang

Plot Template: Chase, Split Gang

Summary

You are compelled to follow a group of people, at least one of whom has stolen something. They split up, and flee in different directions.

Prerequisites

None, though an urban setting that involves many NPCs already milling about works best.

Context Overrides

Use the defaults for the Chase Quest described starting on page 147 for most aspects of a quest created using this template.

Some other qualities of this plot template use more specific randomization tables, as follows.

Clues: Split Gang

Table 68: Random Clue Requirements: Split Gang Quests

D20	Clue Requirement
1-8	No Clue Requirement
9-14	1 Clue to Resolve
15-16	1d4 Clues to Resolve
17-18	1 Clue Each Milestone
19	1d4 Clues Each Milestone
20	Reroll with Advantage; ignore this result if rolled again

Quest Events: Split Gang

For every 5 minutes of real-life time spent actively pursuing a quest of this type, roll on the following table to determine what occurs.

Table 69: Random Quest Events: Split Gang Quests

D20	Random Quest Event
1-6	No Event
7-10	Lost the Trail
11	Stumbled
12	Difficult Terrain
13	Quarry Advance 10’
14	Quarry Advance 1d4x10’
15-16	Quarry Stumbles
17-18	Quarry Trips
19	Quarry Stopped
20	Reroll with Advantage; ignore this result if rolled again

Urgency: Split Gang

Table 70: Random Quest Urgency: Split Gang Quest

D20	Stakes
1-7	Almost too late
8-12	Behind already
13-16	Immediate
17-18	Eventual
-	Ignorable
19	Reroll with Advantage
20	Pick your preference

Stakes: Split Gang

Table 71: Random Quest Stakes: Split Gang Quest

D20	Stakes
1-2	Life or Death (macro)
3-6	Life or Death (individual)
7-11	Medium

D20	Stakes
12-15	Minor
16-18	Trivial
19	Reroll with Advantage
20	Pick your preference

Pace: Split Gang

Table 72: Random Quest Pace: Split Gang Quest

D20	Pace
1-7	Breakneck
8-14	Urgent
15-17	Medium
18	Passive
-	Optional
19	Reroll with Advantage
20	Pick your preference

Chainability: Split Gang

Table 73: Random Quest Chainability: Split Gang Quest

D20	Chainability
1-6	No links
7-10	Leads from completed
11-12	Leads from active
13-18	Leads to new
19	Reroll with Advantage
20	Pick your preference

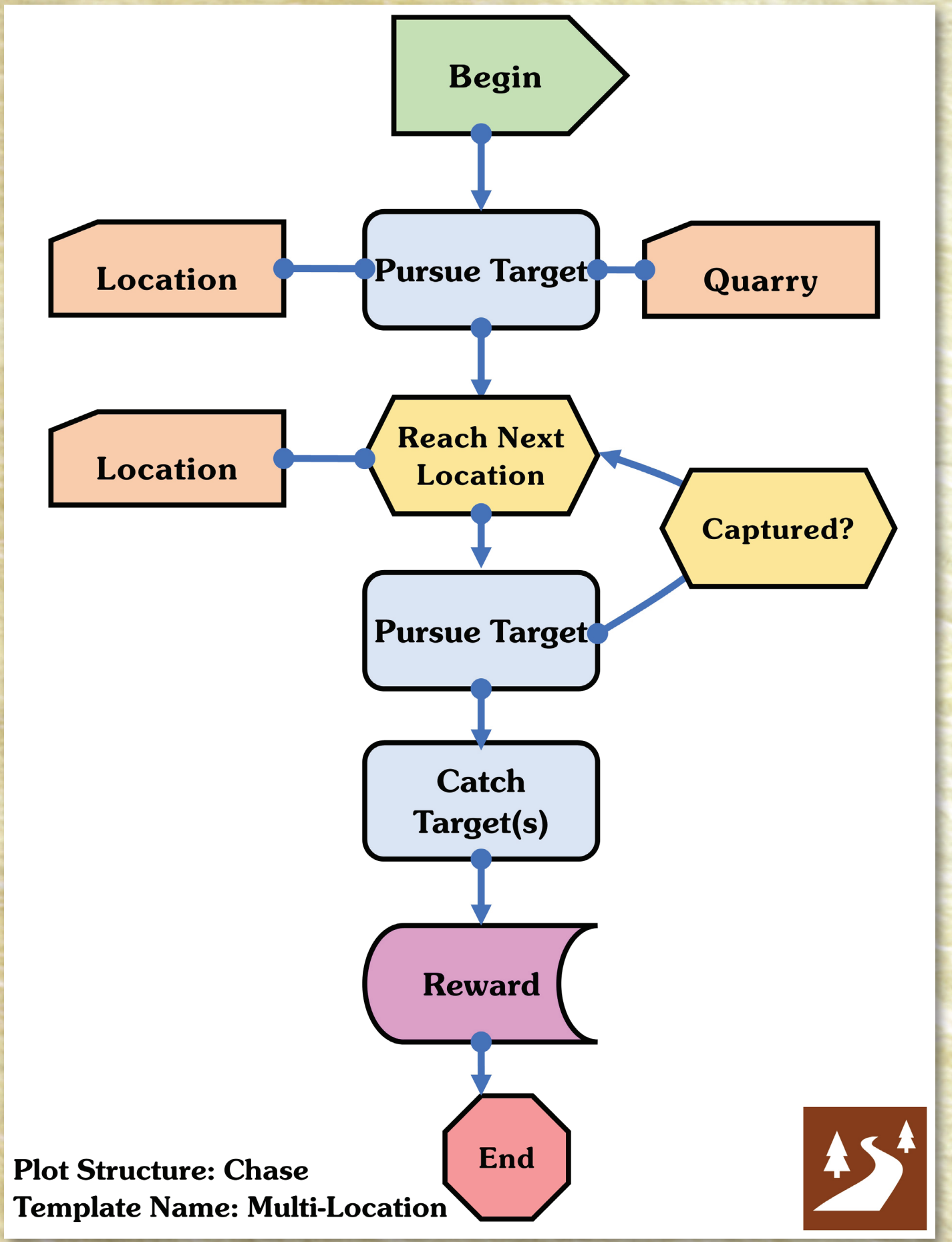
Table 75: Roles: Chase, Split Gang

Role	Qualifications	Preferences	Description	Imbues
Quarry (2d4)	Creature	NPCs, sentient monsters	The creature you are chasing.	Runs away from you
Stolen Item	Item	Valuables	The item that was stolen.	Owned by the **Quarry**
Victim	Creature	NPC	The person from whom the Stolen Item was stolen	No longer owned by the **Victim**

Table 74: Milestones: Chase, Split Gang

Milestone	Req'd?	Objectives	Optional Obj's	Impacts	Consequences	Clue Targets	Add'l Mechanics
Catch Target	Yes	Restrain or disable at least one of the Quarry	Avoid killing the Quarry	Quarry in your custody	Quarry flees; quest failed	n/a	

Flowchart 4: Plot Template: Chase, Multilocation



Plot Template: Chase, Multilocation

Summary

You are compelled to follow a group of people, at least one of whom has stolen something.

Prerequisites

None, though an urban setting that involves many NPCs already milling about works best.

Context Overrides

Use the defaults for the Chase Quest described starting on page 147 for most aspects of a quest created using this template.Some other qualities of this plot template use more specific randomization tables, as follows.

Clues: Multilocation

Table 76: Random Clue Requirements: Multilocation Quests

D20	Clue Requirement
1-8	No Clue Requirement
9-10	1 Clue to Resolve
11	1d4 Clues to Resolve
12-18	1 Clue Each Milestone
19	1d4 Clues Each Milestone
20	Reroll with Advantage; ignore this result if rolled again

Quest Events: Multilocation

For every 2 minutes of real-life time spent actively pursuing a quest of this type, roll on the following table to determine what occurs.

Table 77: Random Quest Events: Multilocation Quests

D20	Random Quest Event
1-5	No Event
6-10	Lost the Trail
11	Stumbled
12	Difficult Terrain
13-15	Quarry Advance 10'
16	Quarry Advance 1d4x10'
17	Quarry Stumbles
18	Quarry Trips
19	Quarry Stopped
20	Reroll with Advantage; ignore this result if rolled again

Rewards: Multilocation

Table 78: Random Rewards: Multilocation Quests

D20	Reward
1-6	No Reward
7-14	1 Reward
15-16	1d2 Rewards
17-18	1d3 Rewards
19	Reroll; Advantage on Category; reroll this result if rolled again
20	Reroll with Advantage; ignore this result if rolled again

Reward Categories: Multilocation

Table 79: Random Reward Categories: Multilocation Quest

D20	Reward Category
1-10	Material (p 403)
9-14	Social (p 408)

D20	Reward Category
15	**Mechanical** (p 415)
16	**Magical** (p 421)
17-18	**Narrative** (p 431)
19	**Exploration** (p 437)
20	Reroll with Advantage

Urgency: Multilocation

Table 80: Random Quest Urgency: Multilocation Quest

D20	Stakes
1-8	**Almost too late**
9-14	**Behind already**
15-17	**Immediate**
18	**Eventual**
-	**Ignorable**

D20	Stakes
19	Reroll with Advantage
20	Pick your preference

Stakes: Multilocation

Table 81: Random Quest Stakes: Multilocation Quest

D20	Stakes
1	**Life or Death (macro)**
2-5	**Life or Death (individual)**
6-11	**Medium**
12-15	**Minor**
16-18	**Trivial**
19	Reroll with Advantage
20	Pick your preference

Table 85: Roles: Chase, Multilocation

Role	Qualifications	Preferences	Description	Imbues
Quarry (2d4)	Creature	NPCs, sentient monsters	The creature you are chasing.	Runs away from you
Stolen Item	Item	Valuables	The item that was stolen.	Owned by the **Quarry**
Victim	Creature	NPC	The person from whom the Stolen Item was stolen	No longer owned by the **Victim**
Locations	Physical places	In town	One or more target locations to which the Quarry flees	n/a

Table 84: Milestones: Chase, Multilocation

Milestone	Req'd?	Objectives	Optional Obj's	Impacts	Consequences	Clue Targets	Add'l Mechanics
Catch Target	Yes	Restrain or disable at least one of the Quarry	Avoid killing the Quarry	Quarry in your custody	Quarry flees; quest failed	n/a	

Pace: Multilocation

Table 82: Random Quest Pace: Multilocation Quest

D20	Pace
1-10	**Breakneck**
11-14	**Urgent**
15-17	**Medium**
18	**Passive**
-	**Optional**
19	Reroll with Advantage
20	Pick your preference

Chainability: Multilocation

Table 83: Random Quest Chainability: Multilocation Quest

D20	Chainability
1-6	**No links**
7-9	**Leads from completed**
10-14	**Leads from active**
15-18	**Leads to new**
19	Reroll with Advantage
20	Pick your preference

Slay Quests

Introduction

Slay Quests are the stereotypical backbone of most fantasy roleplaying games: "kill a certain number of monsters."

However, even this tried-and-true trope can possess some variation, and there's ultimately a reason that it's such a popular form of objective: it's easy to understand, easy to implement, and particularly for a solo adventurer, involves very few narrative complexities that might otherwise derail enjoyment.

Purpose Variability

To introduce a bit of narrative interest into the proceedings of a Slay Quest, you can randomize the nature of the objective using the table below.

Use the results of this determination to inform the Role filling process as best makes sense.

Table 86: Purpose Variability: Slay Quests

D20	Slay Quest Purpose
1-5	**Assassinate**
6-9	**Clear**
10-13	**Trophies**
14-18	Reroll twice; ignore this result if rolled again
19	Reroll with Advantage
20	Pick your preference

These may each require some description, as follows:

- ***Assassinate:*** Hunt down and kill one particular sentient creature. Victims should be NPCs.
- ***Clear:*** Clear out an area of monsters. Mechanically, this should involve a target **Location** (add this Role to the quest if it does not already exist from the template), and a target number of **2d4** successful combat encounters of any kind of creature, or **2d10** total creatures slain, after which the zone is considered at least temporarily safe for travel.
- ***Trophies:*** Kill a certain number of a specific kind of monster, and collect something from their corpses. This can be a literal trophy such as the antlers from a deer, or a more utilitarian item such as the venom sacs from a cobra so that the local apothecary can concoct an antivenom potion. Mechanically, add a Role to the quest designating a specific kind of monster (randomize which from the area's wandering-monster table); you must slay **2d6** of that monster. If a single monster of the type selected has more Hit Dice than you do (or than your average party level, if you are playing OPMC style), that number decreases to **1d4** kills of that specific type.

Purpose Summary

All **Slay Quests** involve a similar structure and nature, as follows:

- One or more ***creatures*** must be slain.
- There may be a ***location*** of interest, or there may simply be the ***creature*** of interest.

Quest Prototypes

The following quest prototypes are included for quests of this nature. You should feel free to create your own templates as well!

If you're looking to randomize which template to use, roll on the following table.

Table 87: Random Quest Templates: Slay Quests

D20	Quest Template
1-5	**One Target**
6-9	**Multiple Targets**
10-13	**Distant Target**
14-18	**Protected Target**
19	Reroll with Advantage; ignore this result if rolled again
20	Reroll twice; ignore this result if rolled again

Random Aspects

You can use the following sections and tables to randomize

the aspects of a quest of this type.

In some cases, more specific rules and probabilities for randomization may apply in a more granular context; feel free to use those, or to overrule those and use these more generally-applicable ones instead.

Determination

If you wish to randomly select whether a quest of this type uses a certain type of determination, use the table below.

Table 88: Random Determination Approach: Chase Quests

D20	Determination Approach
1-10	Early Determination
11-20	Late Determination

Role Targeting

For each Role in a quest of this type, you can use the following table to randomly determine how the role will be filled.

Table 89: Random Role Target Approach: Slay Quests

D20	Role Target Approach
1-7	Pick
8-14	Random
15-20	Create

Randomized Clue Requirements

Most Slay Quests do not involve Clues. Those that do rely upon the gathering of Clues to provide vital information about where to find the creature(s) that you must destroy.

Roll on the table below to determine the Clue requirement for a given Slay Quest if no other circumstance applies.

Table 90: Random Clue Requirements: Slay Quests

D20	Clue Requirement
1-13	No Clue Requirement
14-17	1 Clue to Resolve
18	1d4 Clues to Resolve
19	1 Clue Each Milestone
-	1d4 Clues Each Milestone
20	Reroll with Advantage; ignore this result if rolled again

Some of these bear further explanation, as follows:

- ***No Clue Requirement:*** The quest does not involve, or require, Clues of any sort for progression or resolution. Any which might otherwise apply to this quest have no effect.
- ***1 Clue to Resolve:*** The quest cannot be solved until you discover at least 1 Clue which is counted to it.
- ***1d4 Clues to Resolve:*** As above, but with the potential for a higher number of required Clues.
- ***1 Clue Each Milestone:*** Each and every milestone of this quest requires 1 Clue to progress.
- ***1d4 Clues Each Milestone:*** As above, but with the potential for a far greater threshold. Roll separately to determine the requirement for each milestone.

Randomized Quest Events

In the course of pursuing a quest of this nature, you may encounter random events unique to it.

For every 5 minutes of real-life time spent actively pursuing a quest of this type, roll on the following table to determine what occurs. If it takes you more than 5 minutes to resolve an encounter in the course of pursuing this quest, roll only once on the table for however long that takes. For example, if you take 23 minutes to resolve a combat encounter, you'd roll on the following table once afterwards to determine whether a random quest event took place.

Table 91: Random Quest Events: Slay Quests

D20	Random Quest Event
1-8	No Event
9	Flees
10-15	Reinforcements
16-18	Difficult Terrain
19	Different Reinforcements
20	Reroll with Advantage; ignore this result if rolled again

These results bear some explanation, as follows:

- ***No Event:*** Nothing exceptional occurs outside of what you're already doing.
- ***Flees:*** The creature(s) you're pursuing or fighting already get scared, think better of their chances, suddenly

remember an urgent appointment, or otherwise come up with a reason to be elsewhere. They flee away from the party as quickly as they are capable of doing.

- ***Reinforcements:*** The creature(s) you are fighting suddenly receive the support of friendly combatants. If you are fighting an NPC target, **1d4** guards arrive to bolster their forces. If you are fighting a monster, **1d6** of that same monster arrive next round. If each monster you are already fighting has more Hit Dice than you (or if each has more Hit Dice than your average party level, if you are playing OPMC-style), only **1d3** reinforcements arrive.
- ***Difficult Terrain:*** Through an environmental effect, good tactical positioning, or a magical condition, the combat shifts to unstable footing. The remainder of this combat encounter takes place on **Difficult Terrain** for both your party and any foes you are facing. If your rules system lacks the formal designation of this term, all movement speeds are halved, and creatures suffer **Disadvantage** (roll twice, select the less favorable result) for complex maneuvers or **Dexterity / Agility** related checks, saves, or abilities.
- ***Different Reinforcements:*** As Reinforcements, but a randomly-determined different kind of creature arrives. Use the random encounter tables for the area you're playing in; keep rolling on that table until you get a monstrous result. Quantities and guidelines for such are as under ***Reinforcements***, above.

Randomized Rewards

Quests of this nature may specify their own rewards or probabilities therefor in their quest templates.

If none of those applies, or to overrule and determine rewards at the successful conclusion of a quest of this nature dynamically, roll on the following table.

Table 92: Random Rewards: Slay Quests

D20	Reward
1-3	No Reward
4-14	1 Reward
15-17	1d2 Rewards
18	1d3 Rewards
19	Reroll; Advantage on Category; reroll this result if rolled again
20	Reroll with Advantage; ignore this result if rolled again

One of these bears further explanation:

- ***Reroll; Advantage on Category:*** Reroll on this table. If you receive this result again, ignore it and reroll. Any rewards that result as an outcome of your reroll receive **Advantage** (roll twice, select your preferred result) on the ***Reward Category*** table below.

Randomized Reward Categories

If you successfully complete a quest of this type, and determine that one or more Rewards is applicable, then you can use the table below to determine the category.

Table 93: Random Reward Categories: Slay Quests

D20	Reward Category
1-12	**Material** (p 403)
13	**Social** (p 408)
14-15	**Mechanical** (p 415)
16-18	**Magical** (p 421)
19	**Narrative** (p 431)
-	**Exploration** (p 437)
20	Reroll with Advantage

Randomized Penalties

As with Rewards, a more specific context for determining **Penalties** for failed quests of this type may apply.

Below is a more general list of results and probabilities that you can use.

Table 94: Random Penalties: Slay Quests

D20	Penalty
1-8	No Penalty
9-16	1 Penalty
17	1d2 Penalties
18	1d3 Penalties
19	Reroll; Advantage on Category; reroll this result if rolled again
20	Reroll with Advantage; ignore this result if rolled again

One of these bears further explanation, as follows:

- ***Reroll; Advantage on Category:*** Reroll on this table. If you receive this result again, ignore it and reroll. Any

penalties that result as an outcome of your reroll receive **Advantage** (roll twice, select your preferred result) on the ***Reward Penalty*** table below.

Randomized Penalty Categories

Quests of this type have a specific variability as to what types of penalty may apply in the case of a failed quest.

If you fail a quest of this nature, and determine that one or more penalties apply, roll on the table below to determine the penalty category each falls into.

Table 95: Random Penalty Categories: Slay Quests

D20	Penalty Category
1-6	**Material** (p 446)
7	**Social** (p 452)
8-15	**Mechanical** (p 459)
16	**Magical** (p 465)
17	**Narrative** (p 474)
18-19	**Exploration** (p 479)
20	Reroll with Advantage

Randomized Urgency

Quests of this nature may have a variable sense of **Urgency** (p 141). Roll on the table below to randomly determine the ***Urgency*** of a particular quest of this type.

Table 96: Random Quest Urgency: Slay Quests

D20	Stakes
1-3	**Almost too late**
4-6	**Behind already**
7-10	**Immediate**
11-16	**Eventual**
17-18	**Ignorable**
19	Reroll with Advantage
20	Pick your preference

Randomized Stakes

As with Urgency, the ***Stakes*** (p 141) of a quest of this type can be randomly determined. Use the table below if no other context applies or dictates a value.

Table 97: Random Quest Stakes: Slay Quests

D20	Stakes
1	**Life or Death (macro)**
2	**Life or Death (individual)**
3-5	**Medium**
6-11	**Minor**
12-18	**Trivial**
19	Reroll with Advantage
20	Pick your preference

Pace

Quests of this type tend to have a certain ***Pacing*** (p 143). Use the table below to select one of the possibilities.

Table 98: Random Quest Pace: Slay Quests

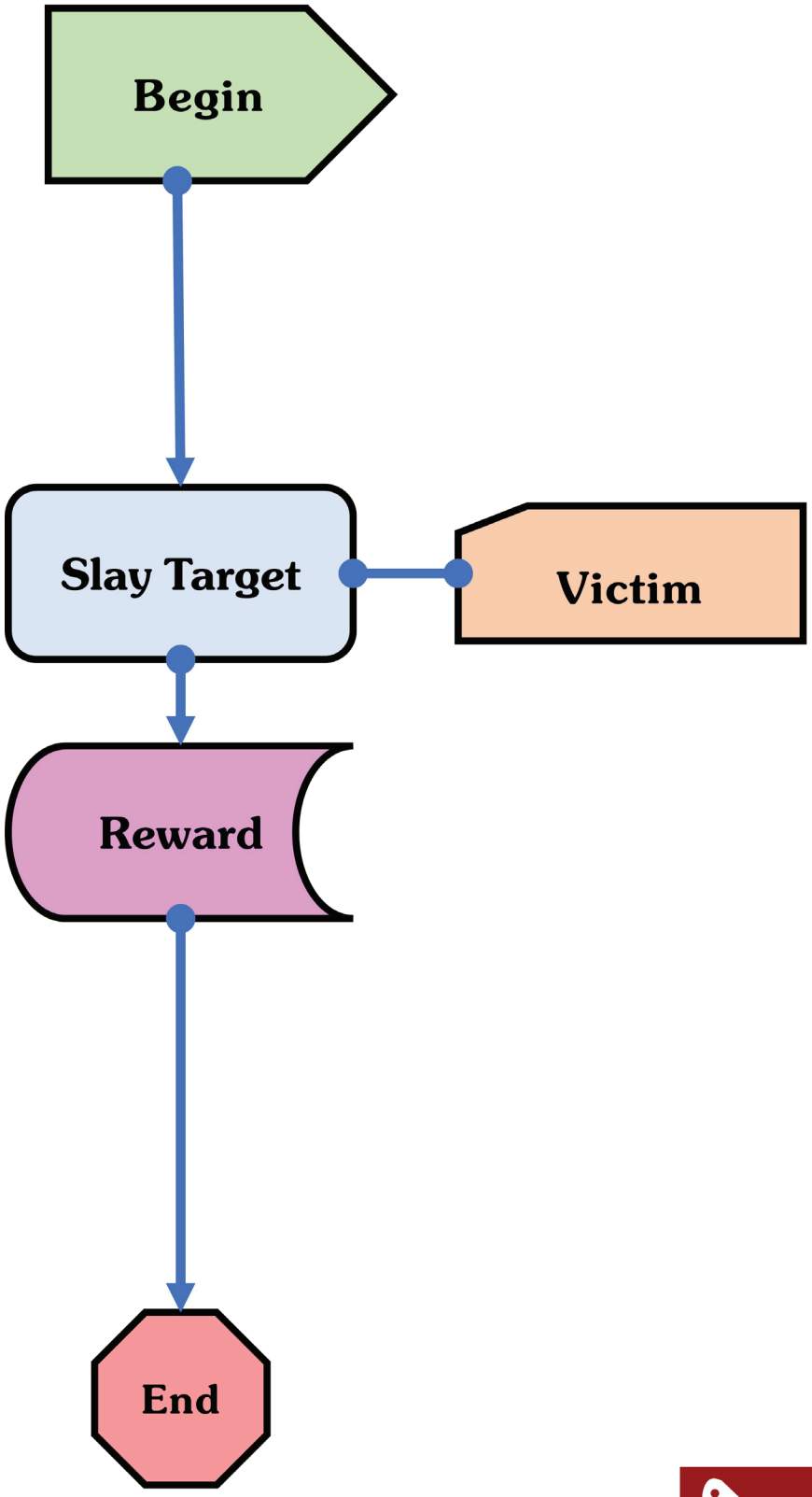
D20	Pace
1	**Breakneck**
2-3	**Urgent**
4-7	**Medium**
8-14	**Passive**
15-18	**Optional**
19	Reroll with Advantage
20	Pick your preference

Chainability

Chase Quests have a high possibility of being intermingled with other events. Use the table below if no other context applies to determine ***chainability*** (p 142).

Table 99: Random Quest Chainability: Slay Quests

D20	Chainability
1-14	**No links**
15-16	**Leads from completed**
17	**Leads from active**
18	**Leads to new**
19	Reroll with Advantage
20	Pick your preference



Plot Structure: Slay
Template Name: One Target

Plot Template: Slay, One Target

Summary

You are asked to kill one creature.

Prerequisites

None.

Context Overrides

Use the defaults for the Slay Quest described starting on page 164 for most aspects of a quest created using this template.

Some other qualities of this plot template use more specific randomization tables, as follows.

Clues: Slay, One Target

Table 100: Random Clue Requirements: Slay, One Target

D20	Clue Requirement
1-8	No Clue Requirement
9-18	1 Clue to Resolve
19	1d4 Clues to Resolve
-	1 Clue Each Milestone
-	1d4 Clues Each Milestone
20	Reroll with Advantage; ignore this result if rolled again

Quest Events: Slay, One Target

For every 5 minutes of real-life time spent actively pursuing a quest of this type, roll on the following table to determine what occurs.

Table 101: Random Quest Events: Slay, One Target

D20	Random Quest Event
1-8	No Event
9	Flees
10-14	Reinforcements
15-18	Difficult Terrain
19	Different Reinforcements
20	Reroll with Advantage; ignore this result if rolled again

Urgency: Slay, One Target

Table 102: Random Quest Urgency: Slay, One Target

D20	Stakes
1	Almost too late
2	Behind already
3-4	Immediate
5-9	Eventual
10-18	Ignorable
19	Reroll with Advantage
20	Pick your preference

Stakes: Slay, One Target

Table 103: Random Quest Stakes: Slay, One Target

D20	Stakes
-	Life or Death (macro)
-	Life or Death (individual)
1-3	Medium
4-7	Minor
8-18	Trivial
19	Reroll with Advantage
20	Pick your preference

Pace: Slay, One Target

Table 104: Random Quest Pace: Slay, One Target

D20	Pace
-	**Breakneck**
1	**Urgent**
2-4	**Medium**
5-7	**Passive**
8-18	**Optional**
19	Reroll with Advantage
20	Pick your preference

Chainability: Slay, One Target

Slay Quests have a low possibility of being intermingled with other events. Use the table below if no other context applies to determine ***chainability*** (p 142).

Table 105: Random Quest Chainability: Slay, One Target

D20	Chainability
1-15	**No links**
16	**Leads from completed**
-	**Leads from active**
17-18	**Leads to new**
19	Reroll with Advantage
20	Pick your preference

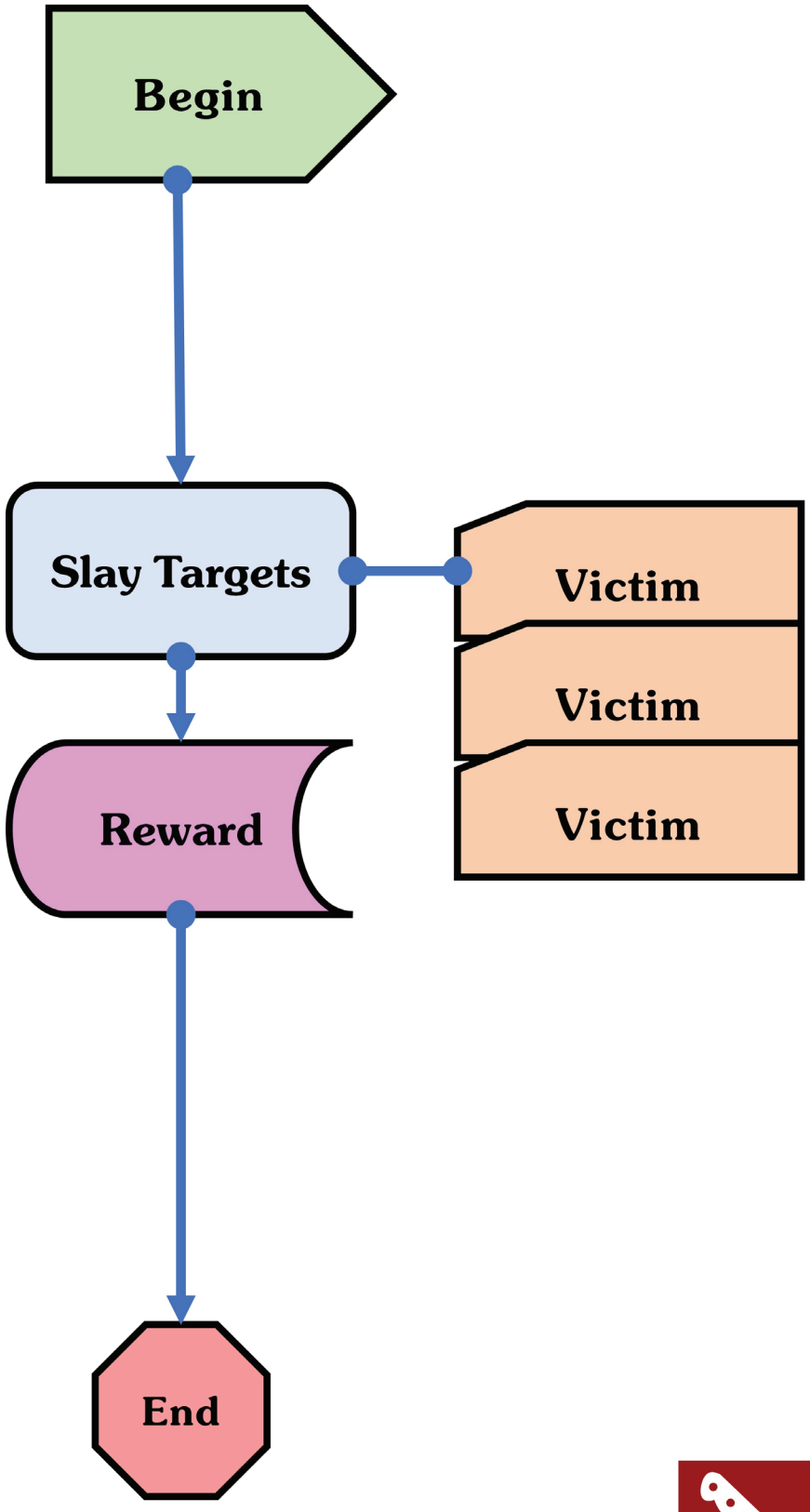
Table 107: Roles: Slay, One Target

Role	Qualifications	Preferences	Description	Imbues
Victim	Creature	Monsters	The creature you're supposed to kill.	***Hostile*** **Attitude** toward party

Table 106: Milestones: Slay, One Target

Milestone	Req'd?	Objectives	Optional Obj's	Impacts	Consequences	Clue Targets	Add'l Mechanics
Slay Target	Yes	Kill the Victim	None	Loot the corpse	Victim flees; quest failed	n/a	**None**

Flowchart 6: Plot Template: Slay, Multiple Targets



Plot Structure: Slay
Template Name: Multiple Targets

Plot Template: Slay, Multiple Targets

Summary

You are asked to kill multiple creatures.

Prerequisites

None, though for monsters, a non-urban setting tends to be best.

Context Overrides

Use the defaults for the Slay Quest described starting on page 164 for most aspects of a quest created using this template.

Some other qualities of this plot template use more specific randomization tables, as follows.

Clues: Slay, Multiple Targets

Table 108: Random Clue Requirements: Slay, Multiple Targets Quest

D20	Clue Requirement
1-11	No Clue Requirement
12-17	1 Clue to Resolve
18	1d4 Clues to Resolve
19	1 Clue Each Milestone
-	1d4 Clues Each Milestone
20	Reroll with Advantage; ignore this result if rolled again

Quest Events: Slay, Multiple Targets

For every 5 minutes of real-life time spent actively pursuing a quest of this type, roll on the following table to determine what occurs.

Table 109: Random Quest Events: Slay, Multiple Targets Quest

D20	Random Quest Event
1-10	No Event
11	Flees
8-12	Reinforcements
13-16	Difficult Terrain
17-19	Different Reinforcements
20	Reroll with Advantage; ignore this result if rolled again

Urgency: Slay, Multiple Targets

Table 110: Random Quest Urgency: Slay, Multiple Targets Quest

D20	Stakes
-	Almost too late
1	Behind already
2-6	Immediate
7-11	Eventual
12-18	Ignorable
19	Reroll with Advantage
20	Pick your preference

Stakes: Slay, Multiple Targets

Table 111: Random Quest Stakes: Slay, Multiple Targets Quest

D20	Stakes
-	Life or Death (macro)
-	Life or Death (individual)
1-2	Medium
3-7	Minor
8-18	Trivial

D20	Stakes
19	Reroll with Advantage
20	Pick your preference

Pace: Slay, Multiple Targets

Table 112: Random Quest Pace: Slay, Multiple Targets Quest

D20	Pace
-	**Breakneck**
1	**Urgent**
2-4	**Medium**
5-9	**Passive**
10-18	**Optional**
19	Reroll with Advantage
20	Pick your preference

Chainability: Slay, Multiple Targets

Table 113: Random Quest Chainability: Slay, Multiple Targets Quest

D20	Chainability
1-9	**No links**
10-12	**Leads from completed**
13-14	**Leads from active**
15-18	**Leads to new**
19	Reroll with Advantage
20	Pick your preference

Table 115: Roles: Slay, Multiple Targets

Role	Qualifications	Preferences	Description	Imbues
Victims	Creature	Monsters	The creatures you're supposed to kill (2d4).	***Hostile* Attitude** toward the party

Table 114: Milestones: Slay, Multiple Targets

Milestone	Req'd?	Objectives	Optional Obj's	Impacts	Consequences	Clue Targets	Add'l Mechanics
Slay Target	Yes	Kill the Victim	None	Loot the corpse	Victim flees; quest failed	n/a	**None**

Flowchart 7: Plot Template: Distant Target

Plot Structure: Slay
Template Name: Distant Target

Plot Template: Distant Target

Summary

You're asked to kill one or more creatures. They are located in a different area.

Prerequisites

None, though a non-urban zone is preferred.

Context Overrides

Use the defaults for the Slay Quest described starting on page 164 for most aspects of a quest created using this template.

Some other qualities of this plot template use more specific randomization tables, as follows.

Clues: Distant Target

Table 116: Random Clue Requirements: Distant Target Quests

D20	Clue Requirement
1-8	No Clue Requirement
9-14	1 Clue to Resolve
15-16	1d4 Clues to Resolve
17-18	1 Clue Each Milestone
19	1d4 Clues Each Milestone
20	Reroll with Advantage; ignore this result if rolled again

Quest Events: Distant Target

For every 5 minutes of real-life time spent actively pursuing a quest of this type, roll on the following table to determine what occurs.

Table 117: Random Quest Events: Distant Target Quests

D20	Random Quest Event
1-6	No Event
7-10	Lost the Trail
11	No Event
12	Flees
13	Reinforcements
14-17	Difficult Terrain
18-19	Different Reinforcements
20	Reroll with Advantage; ignore this result if rolled again

Urgency: Distant Target

Table 118: Random Quest Urgency: Distant Target Quest

D20	Stakes
1	Almost too late
2-3	Behind already
4-8	Immediate
9-15	Eventual
16-18	Ignorable
19	Reroll with Advantage
20	Pick your preference

Stakes: Distant Target

Table 119: Random Quest Stakes: Distant Target Quest

D20	Stakes
1	Life or Death (macro)
2-3	Life or Death (individual)
4-8	Medium
9-15	Minor
16-18	Trivial

D20	Stakes
19	Reroll with Advantage
20	Pick your preference

Pace: Distant Target

Table 120: Random Quest Pace: Distant Target Quest

D20	Pace
1	**Breakneck**
2-4	**Urgent**
5-9	**Medium**
10-15	**Passive**
16-18	**Optional**
19	Reroll with Advantage
20	Pick your preference

Chainability: Distant Target

Table 121: Random Quest Chainability: Distant Target Quest

D20	Chainability
1-5	**No links**
6-7	**Leads from completed**
8-10	**Leads from active**
11-18	**Leads to new**
19	Reroll with Advantage
20	Pick your preference

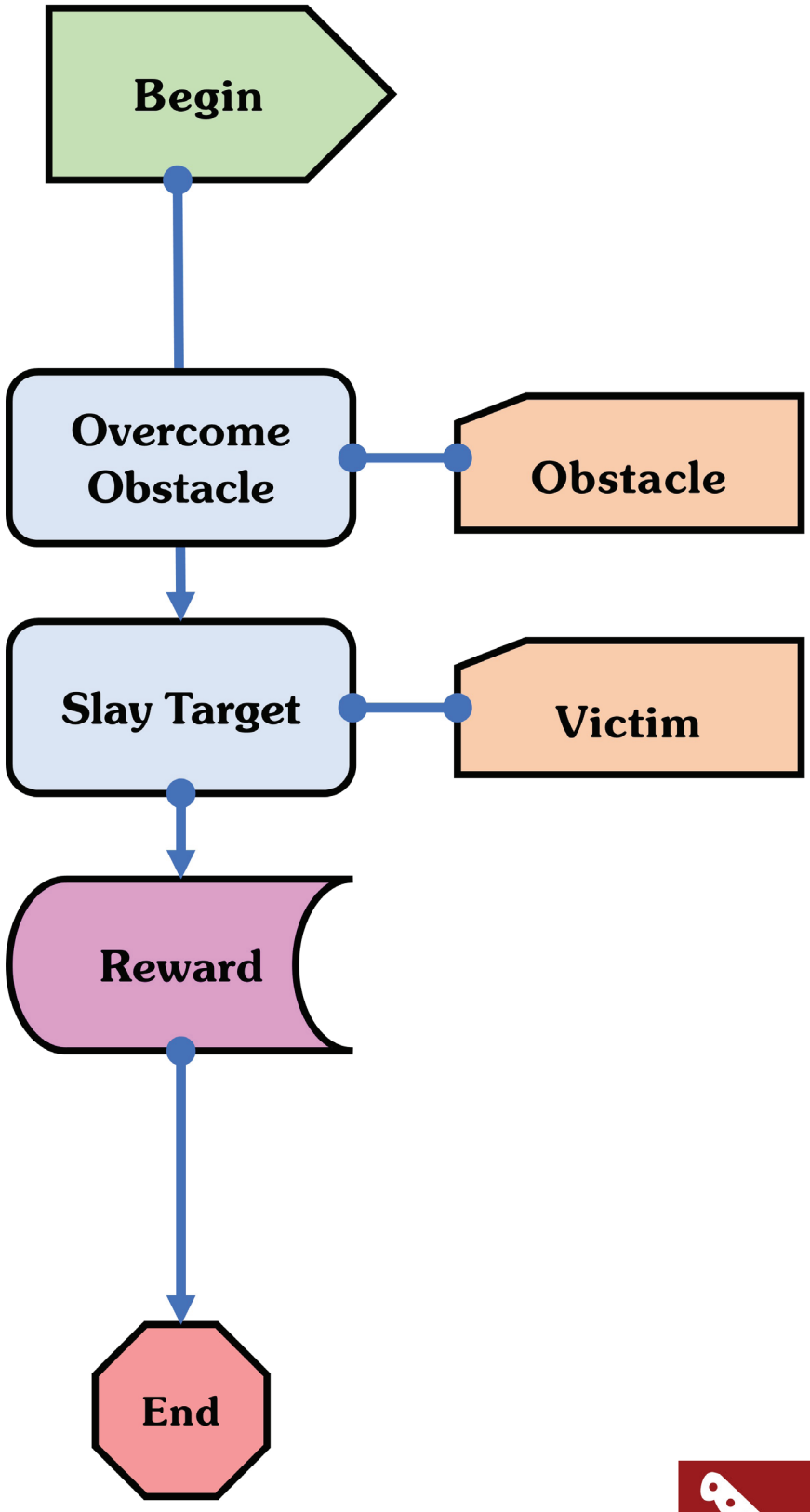
Table 123: Roles: Slay, Distant Target

Role	Qualifications	Preferences	Description	Imbues
Victim (1d4)	Creature	Monsters	The creature you're supposed to kill.	***Hostile* Attitude** toward the party
Location	Physical location	Non-urban	The location of the Victim.	**Victim** is located there

Table 122: Milestones: Slay, Distant Target

Milestone	Req'd?	Objectives	Optional Obj's	Impacts	Consequences	Clue Targets	Add'l Mechanics
Slay Target	Yes	Kill the Victim	None	Loot the corpse	Victim flees; quest failed	n/a	**None**
Travel to Destination	Yes	Move to the location of the Victim	None	You gain access to the Victim	Victim not findable; quest failed	1d4	**None**

Flowchart 8: Plot Template: Slay, Protected Target



Plot Structure: Slay
Template Name: Protected Target

Plot Template: Slay, Protected Target

Summary

You've been asked to destroy one or more creatures.

Unfortunately, to get to them, you'll have to conquer an environmental obstacle, behind which they lurk.

Prerequisites

None. For monsters, prefer a non-urban environment.

Context Overrides

Use the defaults for the Slay Quest described starting on page 164 for most aspects of a quest created using this template.

Some other qualities of this plot template use more specific randomization tables, as follows.

Clues: Slay, Protected Target

Table 124: Random Clue Requirements: Slay, Protected Target Quests

D20	Clue Requirement
1-6	No Clue Requirement
7-12	1 Clue to Resolve
13-17	1d4 Clues to Resolve
18	1 Clue Each Milestone
19	1d4 Clues Each Milestone
20	Reroll with Advantage; ignore this result if rolled again

Quest Events: Slay, Protected Target

For every 2 minutes of real-life time spent actively pursuing a quest of this type, roll on the following table to determine what occurs.

Table 125: Random Quest Events: Slay, Protected Target Quests

D20	Random Quest Event
1-4	No Event
5	Flees
6-7	Reinforcements
8-14	Difficult Terrain
15-19	Different Reinforcements
20	Reroll with Advantage; ignore this result if rolled again

Rewards: Slay, Protected Target

Table 126: Random Rewards: Slay, Protected Target Quests

D20	Reward
1-2	No Reward
3-7	1 Reward
8-13	1d2 Rewards
14-18	1d3 Rewards
19	Reroll; Advantage on Category; reroll this result if rolled again
20	Reroll with Advantage; ignore this result if rolled again

Reward Categories: Slay, Protected Target

Table 127: Random Reward Categories: Slay, Protected Target Quests

D20	Reward Category
1-5	Material (p 403)
6	Social (p 408)
7-9	Mechanical (p 415)
10-13	Magical (p 421)
14-15	Narrative (p 431)

D20	Reward Category
16-19	**Exploration** (p 437)
20	Reroll with Advantage

Urgency: Slay, Protected Target

Table 128: Random Quest Urgency: Slay, Protected Target Quests

D20	Stakes
1	**Almost too late**
2-3	**Behind already**
4-9	**Immediate**
10-16	**Eventual**
17-18	**Ignorable**
19	Reroll with Advantage
20	Pick your preference

Stakes: Slay, Protected Target

Table 129: Random Quest Stakes: Slay, Protected Target Quests

D20	Stakes
1-2	**Life or Death (macro)**
3-4	**Life or Death (individual)**
5-11	**Medium**
12-16	**Minor**
17-18	**Trivial**
19	Reroll with Advantage
20	Pick your preference

Pace: Slay, Protected Target

Table 130: Random Quest Pace: Slay, Protected Target Quests

D20	Pace
1-2	**Breakneck**
3-4	**Urgent**
5-9	**Medium**

Table 133: Roles: Slay, Protected Target

Role	Qualifications	Preferences	Description	Imbues
Victim	Creature	Monsters	The creature you're supposed to kill.	***Hostile* Attitude** toward the party
Obstacle	Obstacle	Any	The obstacle that prevents access to the Victim.	Physically placed between your present location and the Victim's location; environment is reshaped so that the Obstacle must be overcome to gain access to the Victim.

Table 132: Milestones: Slay, Protected Target

Milestone	Req'd?	Objectives	Optional Obj's	Impacts	Consequences	Clue Targets	Add'l Mechanics
Slay Target	Yes	Kill the Victim	None	Loot the corpse	Victim flees; quest failed	n/a	**None**

D20	Pace
10-15	**Passive**
16-18	**Optional**
19	Reroll with Advantage
20	Pick your preference

Chainability: Slay, Protected Target

Table 131: Random Quest Chainability: Slay, Protected Target Quests

D20	Chainability
1-4	**No links**
5-8	**Leads from completed**
9-11	**Leads from active**
12-18	**Leads to new**
19	Reroll with Advantage
20	Pick your preference

Deliver Quests

Introduction

Delivery Quests incorporate a slightly wide variety of quest archetypes from traditional lore.

They all involve an item or people of interest, and taking those things to a secondary location.

Purpose Summary

All **Deliver Quests** involve a similar structure and nature, as follows:

- One or more pieces of ***freight***. These are the items or people to be transported.
- One or more ***locations*** of interest. This is almost always the location to which the freight must be delivered. The exception to this is the Rescue purpose variability, wherein the Location is the place where the freight currently resides and must be freed from. In a quest template involving multiple Locations, these represent possible, but not definite, locations where a Rescue quest's freight might reside; for all other Delivery quests, multiple locations define a path which must be followed in the order in which the locations are determined.

Purpose Variability

To introduce a bit of narrative interest into the proceedings of a **Deliver Quest**, you can randomize the nature of the objective using the table below.

Use the results of this determination to inform the Role filling process as best makes sense.

Table 134: Purpose Variability: Deliver Quests

D20	Deliver Quest Purpose
1-6	Courier
7-9	Caravan
10-13	Escort
14-15	Rescue
16-17	Defend
18	Reroll twice; ignore this result if rolled again
19	Reroll with Advantage
20	Pick your preference

These may each require some description, as follows:

- ***Courier:*** The stereotypical "delivery" quest: take one or more items and bring them to a destination and/or give them to an NPC.
- ***Caravan:*** Slightly different than **Courier:** This involves delivering cargo. The difference between the item(s) transported in a Courier quest and the cargo transported in a Caravan quest is capacity: if it's beyond what the party can carry on their own backs, it's cargo. By that definition, any Caravan quest will involve one or more pack animals or beasts of burden, either to carry the cargo in question, and/or to pull devices onto which the gear is loaded (wagons, sleds, and such). You may assume **2d4** horses, mules, or other animals, and a **30%** chance of **1d4** wagons.
- ***Escort:*** "Deliver" one or more people to a destination safely. They may be carrying sensitive information, are sensitive in their demeanor, unable to defend themselves on their own, sufficiently high-ranking so as to view it uncouth to have to bring about their own safety directly... or it could all simply be an elaborate ruse to lure the party into a trap. There is a **60%** chance that the delivery involves one person only; otherwise, **1d8** people are in the care of the party.
- ***Rescue:*** Your objective is to set an item or people free from their current confines. Be it an item that's locked in a private residence that "belongs in a museum", or the equally traditional trope of young royalty being held captive in a dragon-guarded tower, your mission is to find the thing or person and set it free. Note that any Location identified represents the current location of the freight.
- ***Defend:*** Protect the freight from theft or harm. If the freight is a person, your job is to protect them from attack; for material freights, the mission is to ensure they're not stolen or defaced. Note that any Location identified represents the current location of the freight.

Purpose Variability Tables

Some of the purpose variabilities above involve additional elements that you may wish to incorporate into your quest.

Courier Item Physical Description

In a Courier quest, what you're asked to carry makes a big difference: not only in terms of logistics (particularly for an OPOC solo adventurer), but also in terms of the risk/reward assessment that most non-Paladin parties end up making when figuring out what to do.

Use the table below to determine the physical nature of the

freight.

Table 135: Purpose Variability: Courier Item Physical Description

D20	Result
1-8	One item
9-11	1d4 items
12-15	One package
16-17	Supplies
18-19	Mysterious
20	Reroll with Advantage; ignore this result if rolled again

Some of these bear further explanation, as follows:

- ***One Package:*** A sealed package, either a small wooden box, a wax-sealed scroll, or a wax paper package.
- ***Mysterious:*** A glass orb, pulsating with arcane power. A rod that seems to be a writhing snake if viewed out of the corner of your eye. Whatever the particular form, it's noteworthy and interesting to all who see it... and that's not necessarily a good thing, for someone whose mission it is to ensure nobody steals it!

Courier Item Nature

In addition to simply describing the physical nature of the item(s) being transported, greedy PCs will of course wish to know the value of what they've been asked to transport.

Use the table below to determine what is being carried, so your party can make an informed decision as to whether it's worth it to risk failure to keep the freight.

If the table above describes "What is it?", this table describes "why does anyone care?"

Table 136: Purpose Variability: Courier Item Nature

D20	Result
1-7	Mundane supplies
8-12	Sentimental
13-15	Martial
16-17	Political
18-19	Magical
20	Reroll with Advantage; ignore this result if rolled again

Some of these bear further explanation, as follows:

- ***Mundane Supplies:*** Fishhooks, paper and quills, or bullseye lanterns: it's not to say that this gear isn't valuable or even vitally useful to the right population, but it's the sort of thing you can find in a trading post or general store most of the time. You can randomize what actual items are transported; their monetary value is what you'd typically be able to sell them for in a store.
- ***Sentimental:*** Personal items, of enormous value, but strictly to those with an attachment to them. Love letters, but not an engagement ring; an ancestral horn, but not ancestral magical armor; for example. These items are likely to have zero monetary value on their own. When engaging in a quest that involves Sentimental freight, assign **1d3** NPCs to the item(s) as additional Roles as you normally would (i.e., randomize New / Random / Pick targeting). The Attitude of any of those NPCs is increased by one level toward your party at the successful completion of the quest; it decreases **1d2** levels if you fail.
- ***Martial:*** Arms, armor, battle plans, or strategic maps, of use primarily to the military forces in the area... or their enemies. There's a **30%** chance that the item has no monetary value in and of itself (e.g., a scroll with vague, coded descriptions); otherwise, randomize the particular armor or weapon. Create a new Role for a quest involving Martial freight; assign it to a military Faction (or create one, if your game world does not yet have one identified). The freight is in association with that Faction. Then, roll d100 again: there's a **30%** chance that the gear is in association with an active, or burgeoning, conflict with a second military Faction; create that Role and fill it randomly (but, perhaps obviously, NOT with the same military Faction that you had designated as owning the gear to begin with).
- ***Political:*** Resources, tax logs, census data, plans to expand township buildings, and other rigmarole of administrative life: there's a chance that there's something of interest and value to the layperson here, but it's a remote one. Create a new Role and assign it to a Settlement in your game world; the boring but useful political information is in association with that location.
- ***Magical:*** The item(s) are magical in nature, or of deep interest to anyone magical. There's an even chance (**50%**) that this is arcane or divine in orientation. If divine, create a Role for the quest and assign it to a religious Faction in your game world. If you determine it's arcane in nature, any arcanist you encounter may be interested in the freight.

Caravan Variability

Escorting a single pack mule is a great deal different than traveling with forty wagons through the desert. Roll on the table below to determine the nature of what is being transported, and what comes along for the ride alongside it.

Table 137: Purpose Variability: Caravan Freight Physical Description

D20	Result
1-7	One laden beast of burden

D20	Result
8-13	2d4 beasts of burden
14-16	2d6 beasts, 2d4 commoners
17-18	3d8 beasts, 3d4 commoners
19	Reroll, Add Escort ignore this result if rolled again
20	Reroll with Advantage; ignore this result if rolled again

Some of these bear further explanation, as follows:

- ***One Laden Beast of Burden:*** Bill the Baggage Pony, a hesitant mule, or a nimble mountain goat: whatever it is, there's only one of it, and you can make it go, more or less.
- ***X Beasts, Y Commoners:*** Multiple beasts are laden with supplies. In addition, some commoners are along for the ride. They help guide the beasts and take care of them during the journey. They might simply be hirelings, or even the owners of the rented beasts of burden. Although your mission is not to protect them, there is general disappointment if you make it to your destination successfully but have let the commoners get slaughtered; if any dies during the journey, you are limited to a single **Reward** no matter what the randomization would normally suggest.
- ***Reroll, Add Escort:*** It's a large group, and it's important to safeguard not only the freight, but the people: in addition to whatever beasts and/or commoners are determined in your reroll on this table, you must also roll on the ***Escort Nature*** and ***Escort Demeanor*** variability tables below and add that to those accompanying you.

Caravan Item Nature

As with the ***Courier Item Nature*** table earlier, this is the "why does anyone care, and who cares" aspect of your freight.

Roll on the table below to determine the nature of your charge; the descriptions and additional implications of each are the same as they are with the ***Courier Item Nature*** table.

Table 138: Purpose Variability: Courier Item Nature

D20	Result
1-8	Mundane supplies
9-10	Sentimental
11-17	Martial
18	Political
19	Magical
20	Reroll with Advantage; ignore this result if rolled again

Escort Demeanor

When you're asked to accompany one or more important people to a destination, the attitude those people have toward the journey (and toward your role in it) matters a great deal. A willing companion can make the trip easy, even pleasurable; someone who fights you tooth and nail every step of the way can make it a horrid ordeal.

When receiving an Escort Quest, roll on the table below to determine the perspective of your charge toward the situation. These results are somewhat a combination of the defining the nature of your escorted freight, as well as defining their attitude toward the quest.

The wording below applies most readily to people being escorted. If you instead find yourself escorting material freight, feel free to skip this element altogether... or, you can try to roll, and adapt the result not to your charge, but to the attitudes of those who you encounter on your journey.

If one of these results refers to a single NPC you are escorting, and you are escorting multiple creatures, randomly select which one it applies to.

Table 139: Purpose Variability: Deliver, Escort Quests

D20	Result
1-7	Belligerent
8-16	Eager
17	Lustful
18	Insane
19	Criminal
20	Reroll with Advantage; ignore this result if rolled again

Some of these bear further explanation, as follows:

- ***Belligerent:*** Your charge doesn't want to participate in the journey, at least not the way you're expected to approach it. Roll a **d6** to further identify the problem, at least from their viewpoint.

  On a **1-2**, they resent the journey altogether. Apply the effects of ***both*** of the following results.

  On a **3-4**, they accept, or even desire, the journey, but resent your accompanying them on it. They will try to escape from you at every opportunity, but will generally still pursue the same intended objective. Whenever you are distracted—by combat, for example, or if you sleep without posting a guard—the escorted person attempts a Stealth (or appropriate equivalent) check to escape. If they run away, you may begin a **Chase Quest** separately to pursue them; however, since they are heading the same general direction, you gain **Advantage** (roll twice, select and use the preferred result) on all of your rolls in that quest. Alternately, you can simply head that way yourself; you may attempt a **Survival** (or equivalent for your rules system, e.g., Tracking) check to

find them. The DC for any such check decreases by 1 per hour you continue on your journey in the direction of the destination.

On a **5-6**, they're fine with your presence, even welcoming the protection you represent, but they have no intention of traveling to the intended destination. They don't actively try to run away, but they will constantly attempt to trick you into heading elsewhere through bribes, falsehoods, and outright lies of navigation. They'll sabotage your map, destroy your compass, and generally be a navigational nuisance. You suffer **Disadvantage** (roll twice, select the less preferred result to use) on all logistical rolls during the quest. This includes random event or encounter rolls, as well as tracking/survival and other related checks.

- ***Eager:*** You're heading to a place your charge wishes to go, and they're eager and grateful for your involvement and protection. They can be relied upon to stay with you, and they will help actively however they can. You gain **Advantage** (roll twice, select and use the preferred result) on any **d4** rolls of your choice during your quest for matters related to navigation and logistics. This can include random encounter checks. Declare your intent to use this effect prior to rolling.

  Furthermore, your charge will seek you out if they get lost or are abducted. If you lose sight of your freight, there is a cumulative **5%** chance per hour that they will come back to you, so long as you continue in the same general direction of the target location.

- ***Lustful:*** Your charge is eager, but in a physical and emotional sense. Roll a **d6** to further identify the nature of their desire.

  On a **1-2**, they are adventure-embracing thrill-seekers, eager to be underway on this exciting endeavor. Such is their passion for the new and the unknown that you suffer **Disadvantage** (roll twice, select the less preferred result to use) on all random encounter checks during your trip. However, they are also constantly looking around and scanning, announcing celebrating the unusual. As a result, you gain **Advantage** (roll twice, select and use the preferred result) on all **Perception**, **Survival**, and **Tracking** checks made during the journey (or appropriate equivalents for your rules system).

  On a **3-4**, their interest lies more with their escort than with the destination or the journey. Their **Attitude** increases to **Ally** the day after you embark upon the quest. You also receive the ***Romance Reward***, for better or for worse, with the NPC you're escorting as the love interest.

  On a **5-6**, your charge is supremely eager to reach your destination, because the object of their affection awaits them there (or, at least, that is what they believe). They will do everything they can to get there as rapidly as possible. On the plus side, this means you gain **Advantage** (roll twice, select and use the preferred result) on checks made to navigate and make progress, and you increase your travel speed by **1d10 x 5%**. On the other hand, whenever you begin a combat encounter along the way, your charge will attempt to flee, that they might run toward the destination rather than risk death.

- ***Insane:*** Your charge is mentally unstable. Whether this is the reason for the journey ("take him away to the asylum"), or whether it's just a happenstance element ("prisoners A-J have to be moved"), you're still in charge of an insane person during your journey. Use the madness or insanity rules for your rules system; if your game lacks such mechanics, your charge will make completely unpredictable actions in combat, even to the point of attacking you; and will try to flee half of the time if not restrained. There is no reasoning with an insane freight, so all social encounters or socially-related skill or ability checks automatically fail; your charge is effectively immune to mind-affecting effects. This is also tremendously unfortuante if you run into other people along the way, because there is a **35%** chance your charge will disavow any knowledge of your circumstances, and plead with the strangers that they are being taken and restrained against their will, inventing terrible stories to prove their innocence. Not ideal.

- ***Criminal:*** Your charge is a criminal, and a prisoner. There's a **75%** chance they've been convicted; otherwise, it's merely a suspicion. Roll a **d6** to further identify the nature of their criminality.

  On a **1**, they are innocent, falsely accused or framed for a crime they did not commit. Roll **d6** again to determine the nature of the crime they're accused of, ignoring and rerolling further results of a **1**.

  On a **2-3**, they are accused and/or convicted of a misdemeanor or minor offense: being rowdy in public, defacing property, taking the king's name in vain, or comedic blasphemies against a minor church with little political power. There's no mechanical effect to such a scenario, but opportunities for a narrative impact are rich.

  On a **4-6**, the crime is a more severe one: theft, breaking and entering, arson, bar-room brawl that escalated to a nasty (but not deadly) wound, or a political/religious faux pas against a powerful faction lacking a sense of humor. Security forces are aware of your charge, and although they will help you if you need it, they're also deeply suspicious that you, and not members of their forces, have been chosen to make the escort. Mechanically, you suffer **Disadvantage** (roll twice, select the less preferred result to use) on social encounters with security forces, military members, or factional representatives that are not strictly related to needing their help urgently to secure or recover the prisoner. However, there is a **5%** chance per round of combat that **1d3** security forces (guards) will join the fight to help ensure that your charge makes it to their destination without escape.

Escort Nature

What you are escorting is just as important as how the creature being escorted feels about it. Roll on the table below to determine the nature of what you have been asked to escort.

Table 140: Purpose Variability: Escort Nature

D20	Result
1-3	Single item
4-15	Single person
16	1d4 items
17-18	1d4 people
19	Reroll with Advantage; ignore this result if rolled again
20	Reroll twice; ignore this result if rolled again

Some of these bear further explanation, as follows:

- ***Single Item:*** Randomly select a type of item as you would a piece of treasure. That item has some significance. Roll a **d6** to further identify the reason this item has significance, and must be transported from one place to another.

  On a **1-2**, the item has ***political*** significance: the signet ring of a recently-deceased duke; a crown or other symbol of office; the breastplate worn by and passed down to each successive leader of the town guard. Add a Role to the quest, and randomly determine a **settlement** as you normally would fill a Role (randomize, create, or pick, etc.); that's the locality that cares about this item.

  On a **3-4**, the item has ***factional*** significance: the lucky weighted dice rumored to grant fortune to the leader of the thieves' guild; the quill used by eight generations of scribes in the region's foremost library; the holy symbol that some say grants power over death itself. Add a Role to the quest, and randomly determine a **faction** as you normally would... that's the faction that needs this item safeguarded.

  On a **5-6**, the item has ***personal*** significance: a love letter; a weathered grandfather's hat; a framed portrait; a music box that is the only remaining memory of a departed relative. Add a Role to the quest, and randomly determine an NPC as you normally would; that's the person who sheds tears over this item.

- ***1d4 Items:*** As above, but it's more than one object. Randomly determine the nature of each item, but roll the d6 roll to determine the nature of the collective significance of the batch of items.

Rescue Location

A quest to rescue the princess from the dragon's keep is far different than excising political prisoners from the archbishop's undercroft.

When you receive a Rescue Quest, roll on the table below to determine the location of the item or people in need of rescue.

Table 141: Purpose Variability: Rescue Location

D20	Result
1-4	Jail
5-9	Prison (political)
10-14	Dungeon
15-16	"Free to Go"
17-19	Fantastical Location
20	Reroll with Advantage; ignore this result if rolled again

Some of these bear further explanation, as follows:

- ***Jail:*** Whether they earned it or were just unlucky, the freight is in a jail or prison for a crime. Items in this situation have been confiscated as possessions of entering criminals; your job doesn't care at all so much about the person who had the item on them when they entered the jail, merely that the item be returned.

- ***Prison:*** As Jail, largely, but the crime is a political offense—voicing concerns about the efficacy of the current leadership, for example.

- ***Dungeon:*** Whether it's merely the more subterranean version of a prison underneath a queen's castle, or a monster's holding ground for a later dinner, the freight is in a stereotypical fantasy dungeon holding cell.

- ***"Free to Go":*** The object of the rescue is being held in civil, perhaps even opulent, environs, and is nominally told that they are free to go whenever they choose. The guards outside? They're for your own protection.

- ***Fantastical Location:*** Ah, now we're getting to the "highest room in the tallest tower of the dragon's keep" kind of situation.

Rescue Nature

Roll on the table below to determine the nature of what needs to be rescued.

Table 142: Purpose Variability: Rescue Nature

D20	Result
1-2	Single item
3-13	Single person
14	1d4 items
15-18	1d4 people
19	Reroll with Advantage; ignore this result if rolled again

D20	Result
20	Reroll twice; ignore this result if rolled again

Defend Against

Defend Quests are unique among Delivery quests, in that they're the only ones in which your goal is to have the freight remain in one place.

Templates that involve one Location indicate that the freight is already at that location, and must be defended there.

For templates involving multiple Locations, the freight is currently at the first location, and must be escorted (as per an Escort Quest) to the other locations. The very last location defined in the template is the one where defense must occur.

For narrative purposes, it may help to understand the nature of what the freight is being defended against. Roll on the table below to determine this randomly.

Note that you may wish to take this determination into consideration when filling Roles defined in the quest template.

Table 143: Purpose Variability: Defend Against

D20	Result
1-11	Monsters
12-13	Security
14-15	Justice
16-17	Mob
18-19	Vigilantes
20	Reroll with Advantage; ignore this result if rolled again

Some of these bear further explanation, as follows:

- ***Monsters:*** Simple and straightforward: monsters are attacking. Kill them or make them flee to defend the freight.
- ***Security:*** Legitimate security forces are trying to abscond with the freight. This could be a Lawful Evil kind of following of bad orders, or it could be with genuine goodwill: perhaps they believe they can keep the freight protected more effectively than a lone adventurer or party of PCs. If the freight is a person, they may wish to take them to a safe house or to put them under guard; for material freight, they may want to secure the item in a vault (or perhaps the item "belongs in a museum").
- ***Justice:*** Legal powers are imposing their will on the freight. If you're defending people, the law may wish to extradite them to a foreign power, or perhaps they are due to appear in court or even show up at a state-ordered political wedding. Objects in need of defense are likely those whose ownership is in question, and the law has made a different determination than you and/or your quest-giver.
- ***Mob:*** An angry, slightly unhinged group of normally ordinary townsfolk have gathered and are demanding that the freight be turned over to them. Think torches and pitchforks. Although things may have started out in civil demeanor, it's escalating quickly, and force will certainly be required soon. Justified or not in your defense of the freight against this mob, consider the implications of slaughtering major components of that mob in a city or town.
- ***Vigilantes:*** A cross between a mob and justice, really: a small group of private citizens has taken it upon themselves to do what they believe is right, and to try and take the freight away from you. This could be a family who feels scorned or wronged by a person you're defending; it could be a single spurned lover seeking revenge; it could be someone who sold a precious possession and now wishes it returned.

Quest Prototypes

The following quest prototypes are included for quests of this nature. You should feel free to create your own templates as well!

If you're looking to randomize which template to use, roll on the following table.

Table 144: Random Quest Templates: Deliver Quests

D20	Quest Template
1-5	Simple
6-9	Multi-Location
10-13	Ambushed
14-18	Pickup and Deliver
19	Reroll with Advantage; ignore this result if rolled again
20	Reroll twice; ignore this result if rolled again

Random Aspects

You can use the following sections and tables to randomize

the aspects of a quest of this type.

In some cases, more specific rules and probabilities for randomization may apply in a more granular context; feel free to use those, or to overrule those and use these more generally-applicable ones instead.

Determination

If you wish to randomly select whether a quest of this type uses a certain type of determination, use the table below.

Table 145: Random Determination Approach: Deliver Quests

D20	Determination Approach
1-10	Early Determination
11-20	Late Determination

Role Targeting

For each Role in a quest of this type, you can use the following table to randomly determine how the role will be filled.

Table 146: Random Role Target Approach: Deliver Quests

D20	Role Target Approach
1-5	Pick
6-13	Random
14-20	Create

Randomized Clue Requirements

Most Deliver Quests do not involve Clues. Those that do rely upon the gathering of Clues to provide vital information about what path to take to the destination(s) involved.

Roll on the table below to determine the Clue requirement for a given Deliver Quest if no other circumstance applies.

Table 147: Random Clue Requirements: Deliver Quests

D20	Clue Requirement
1-8	No Clue Requirement
9-12	1 Clue to Resolve
13-14	1d4 Clues to Resolve
15-18	1 Clue Each Milestone
19	1d4 Clues Each Milestone
20	Reroll with Advantage; ignore this result if rolled again

Some of these bear further explanation, as follows:

- ***No Clue Requirement:*** The quest does not involve, or require, Clues of any sort for progression or resolution. Any which might otherwise apply to this quest have no effect.
- ***1 Clue to Resolve:*** The quest cannot be solved until you discover at least 1 Clue which is counted to it.
- ***1d4 Clues to Resolve:*** As above, but with the potential for a higher number of required Clues.
- ***1 Clue Each Milestone:*** Each and every milestone of this quest requires 1 Clue to progress.
- ***1d4 Clues Each Milestone:*** As above, but with the potential for a far greater threshold. Roll separately to determine the requirement for each milestone.

Randomized Quest Events

In the course of pursuing a quest of this nature, you may encounter random events unique to it.

For every 5 minutes of real-life time spent actively pursuing a quest of this type, roll on the following table to determine what occurs. If it takes you more than 5 minutes to resolve an encounter in the course of pursuing this quest, roll only once on the table for however long that takes. For example, if you take 23 minutes to resolve a combat encounter, you'd roll on the following table once afterwards to determine whether a random quest event took place.

Table 148: Random Quest Events: Deliver Quests

D20	Random Quest Event
1-9	No Event
10-11	Ambush!
12-13	Lost the Trail
14-15	Stumbled
16	Calm Passage
17-18	Difficult Terrain
19	Change in Plans
20	Reroll with Advantage; ignore this result if rolled again

These results bear some explanation, as follows:

- ***No Event:*** Nothing exceptional occurs outside of what you're already doing.
- ***Ambush!:*** Roll immediately for a combat encounter; use the random encounter table for your current location, but keep rerolling until you get a combat encounter. Enemies spawned for that encounter automatically get surprise and/or win initiative. If you are already
- ***Lost the Trail:*** Spend your next round finding the trail to the next location destination using an appropriate skill (Track, Survival, Wisdom, etc.). Resume the journey only once you've discovered the trail again.
- ***Stumbled:*** Make an appropriate skill or ability check (Acrobatics, Dexterity, Agility, etc.) to avoid having your speed reduced to **0** for **2d10** minutes.
- ***Calm Passage:*** There's a lull in ambient threats. Until your next roll on this Random Events table, do not roll on random encounter tables.
- ***Difficult Terrain:*** For **5** minutes, you move through Difficult Terrain. If your rules system lacks this notion formally, your movement speed is cut in half, lacking exceptional or magical abilities which would ignore difficult terrain (e.g., *fly*).
- ***Change in Plans:*** The final location defined in the quest template has changed. Make a determination for another location to fill that Role.

Randomized Rewards

Quests of this nature may specify their own rewards or probabilities therefor in their quest templates.

If none of those applies, or to overrule and determine rewards at the successful conclusion of a quest of this nature dynamically, roll on the following table.

Table 149: Random Rewards: Deliver Quests

D20	Reward
1-2	No Reward
3-10	1 Reward
11-15	1d2 Rewards
16-18	1d3 Rewards
19	Reroll; Advantage on Category; reroll this result if rolled again
20	Reroll with Advantage; ignore this result if rolled again

One of these bears further explanation:

- ***Reroll; Advantage on Category:*** Reroll on this table. If you receive this result again, ignore it and reroll. Any rewards that result as an outcome of your reroll receive **Advantage** (roll twice, select your preferred result) on the ***Reward Category*** table below.

Randomized Reward Categories

If you successfully complete a quest of this type, and determine that one or more Rewards is applicable, then you can use the table below to determine the category.

Table 150: Random Reward Categories: Deliver Quests

D20	Reward Category
1-12	**Material** (p 403)
13-14	**Social** (p 408)
15	**Mechanical** (p 415)
16-17	**Magical** (p 421)
18	**Narrative** (p 431)
19	**Exploration** (p 437)
20	Reroll with Advantage

Randomized Penalties

As with Rewards, a more specific context for determining **Penalties** for failed quests of this type may apply.

Below is a more general list of results and probabilities that you can use.

Table 151: Random Penalties: Deliver Quests

D20	Penalty
1-3	No Penalty
4-12	1 Penalty
13-15	1d2 Penalties
16-18	1d3 Penalties
19	Reroll; Advantage on Category; reroll this result if rolled again
20	Reroll with Advantage; ignore this result if rolled again

One of these bears further explanation, as follows:

- ***Reroll; Advantage on Category:*** Reroll on this table. If you receive this result again, ignore it and reroll. Any penalties that result as an outcome of your reroll receive **Advantage** (roll twice, select your preferred result) on the ***Reward Penalty*** table below.

Randomized Penalty Categories

Quests of this type have a specific variability as to what types of penalty may apply in the case of a failed quest.

If you fail a quest of this nature, and determine that one or more penalties apply, roll on the table below to determine the penalty category each falls into.

Table 152: Random Penalty Categories: Deliver Quests

D20	Penalty Category
1-4	**Material** (p 446)
5-9	**Social** (p 452)
10	**Mechanical** (p 459)
11	**Magical** (p 465)
12-18	**Narrative** (p 474)
19	**Exploration** (p 479)
20	Reroll with Advantage

Randomized Urgency

Quests of this nature may have a variable sense of **Urgency** (p 141). Roll on the table below to randomly determine the ***Urgency*** of a particular quest of this type.

Table 153: Random Quest Urgency: Deliver Quests

D20	Stakes
1	**Almost too late**
2-3	**Behind already**
4-9	**Immediate**
10-16	**Eventual**
17-18	**Ignorable**
19	Reroll with Advantage
20	Pick your preference

Randomized Stakes

As with Urgency, the ***Stakes*** (p 141) of a quest of this type can be randomly determined. Use the table below if no other context applies or dictates a value.

Table 154: Random Quest Stakes: Deliver Quests

D20	Stakes
1-2	**Life or Death (macro)**
3-5	**Life or Death (individual)**
6-12	**Medium**
13-15	**Minor**
16-18	**Trivial**
19	Reroll with Advantage
20	Pick your preference

Pace

Quests of this type tend to have a certain ***Pacing*** (p 143). Use the table below to select one of the possibilities.

Table 155: Random Quest Pace: Deliver Quests

D20	Pace
1-4	**Breakneck**
5-10	**Urgent**
11-13	**Medium**
14-16	**Passive**
17-18	**Optional**
19	Reroll with Advantage
20	Pick your preference

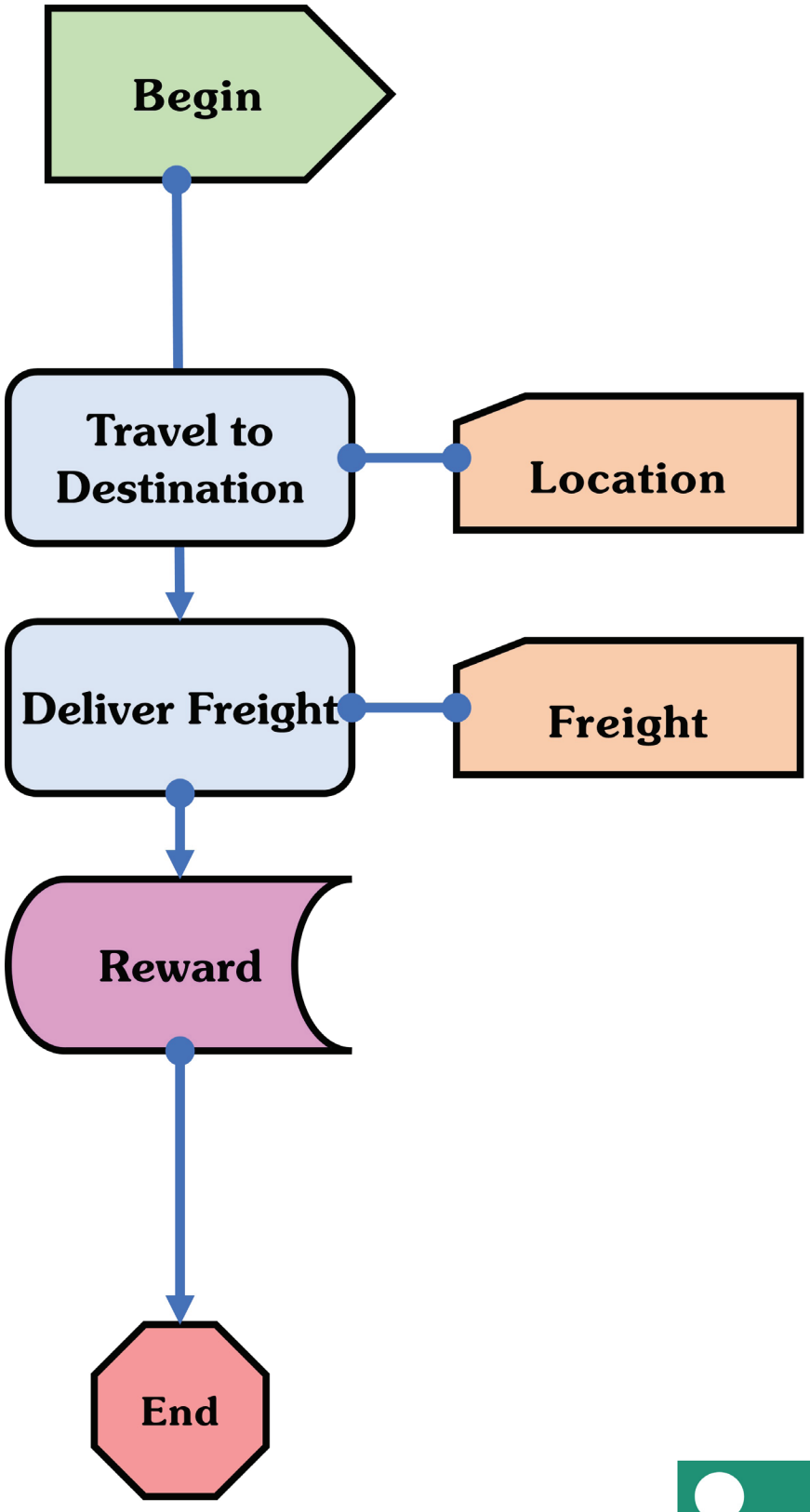
Chainability

Chase Quests have a high possibility of being intermingled with other events. Use the table below if no other context applies to determine ***chainability*** (p 142).

Table 156: Random Quest Chainability: Deliver Quests

D20	Chainability
1-7	**No links**
8-9	**Leads from completed**
10-11	**Leads from active**
12-18	**Leads to new**
19	Reroll with Advantage
20	Pick your preference

Flowchart 9: Plot Template: Deliver, Simple



Plot Structure: Deliver
Template Name: Simple Delivery

Plot Template: Deliver, Simple

Summary

Your task is straightforward: deliver freight to a single location.

The path to doing so may be extraordinarily clear and simple, or it could be fraught with peril.

Prerequisites

None.

Context Overrides

Use the defaults for the Deliver Quest described starting on page 182 for most aspects of a quest created using this template.

Some other qualities of this plot template use more specific randomization tables, as follows.

Clues: Deliver, Simple

Table 157: Random Clue Requirements: Deliver, Simple

D20	Clue Requirement
1-10	No Clue Requirement
11-17	1 Clue to Resolve
18	1d4 Clues to Resolve
19	1 Clue Each Milestone
-	1d4 Clues Each Milestone
20	Reroll with Advantage; ignore this result if rolled again

Quest Events: Deliver, Simple

For every 5 minutes of real-life time spent actively pursuing a quest of this type, roll on the following table to determine what occurs.

Table 158: Random Quest Events: Deliver, One Target

D20	Random Quest Event
1-8	No Event
9-11	Ambush!
12-13	Lost the Trail
14-15	Stumbled
16	Calm Passage
17-18	Difficult Terrain
19	Change in Plans
20	Reroll with Advantage; ignore this result if rolled again

Urgency: Deliver, Simple

Table 159: Random Quest Urgency: Deliver, Simple

D20	Stakes
1-4	Almost too late
5-7	Behind already
8-12	Immediate
13-15	Eventual
16-18	Ignorable
19	Reroll with Advantage
20	Pick your preference

Stakes: Deliver, Simple

Table 160: Random Quest Stakes: Deliver, Simple

D20	Stakes
1	Life or Death (macro)
2	Life or Death (individual)
3-10	Medium

D20	Stakes
11-15	Minor
16-18	Trivial
19	Reroll with Advantage
20	Pick your preference

Pace: Deliver, Simple

Table 161: Random Quest Pace: Deliver, Simple

D20	Pace
1-6	Breakneck
7-12	Urgent
13-15	Medium
16-17	Passive
18	Optional
19	Reroll with Advantage
20	Pick your preference

Chainability: Deliver, Simple

Deliver Quests have a high possibility of being intermingled with other events. Use the table below if no other context applies to determine ***chainability*** (p 142).

Table 162: Random Quest Chainability: Deliver, Simple

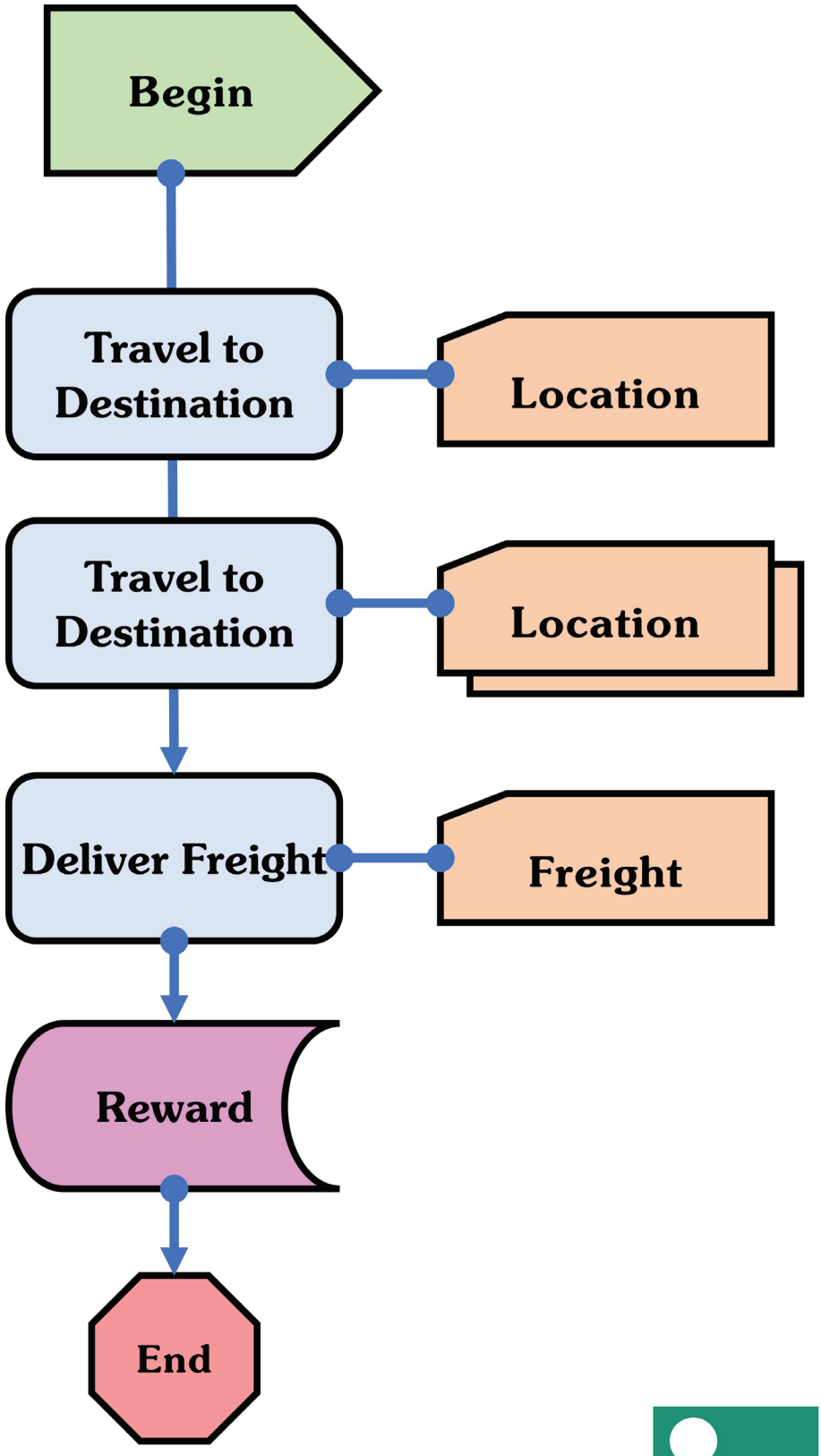
D20	Chainability
1-6	No links
7	Leads from completed
8-9	Leads from active
10-18	Leads to new
19	Reroll with Advantage
20	Pick your preference

Table 164: Roles: Deliver, Simple

Role	Qualifications	Preferences	Description	Imbues
Freight	NPC(s) or item(s).	Unknown / new actors.	The object or people you are supposed to deliver.	No lower than a neutral **Attitude** toward party.
Location	None.	None.	The location to which you are supposed to deliver the **Freight**.	None.

Table 163: Milestones: Deliver, Simple

Milestone	Req'd?	Objectives	Optional Obj's	Impacts	Consequences	Clue Targets	Add'l Mechanics
Travel to Destination	Yes	Physically go to location	None	None.	Quest failed	n/a	**None**
Deliver Freight	Yes	Deliver the Freight.	None	Reward.	Quest failed	n/a	None



Plot Structure: Deliver
Template Name: Multi-Location Delivery

Plot Template: Deliver, Multi-Location

Summary

You are charge

Prerequisites

None, though for monsters, a non-urban setting tends to be best.

Context Overrides

Use the defaults for the Deliver Quest described starting on page 182 for most aspects of a quest created using this template.

Some other qualities of this plot template use more specific randomization tables, as follows.

Clues: Deliver, Multi-Location

Table 165: Random Clue Requirements: Deliver, Multi-Location Quest

D20	Clue Requirement
1-5	No Clue Requirement
6-9	1 Clue to Resolve
10-11	1d4 Clues to Resolve
11-16	1 Clue Each Milestone
17-19	1d4 Clues Each Milestone
20	Reroll with Advantage; ignore this result if rolled again

Quest Events: Deliver, Multi-Location

For every 5 minutes of real-life time spent actively pursuing a quest of this type, roll on the following table to determine what occurs.

Table 166: Random Quest Events: Deliver, Multi-Location Quest

D20	Random Quest Event
1-8	No Event
9-12	Ambush!
13-15	Lost the Trail
16	Stumbled
17	Calm Passage
18	Difficult Terrain
19	Change in Plans
20	Reroll with Advantage; ignore this result if rolled again

Urgency: Deliver, Multi-Location

Table 167: Random Quest Urgency: Deliver, Multi-Location Quest

D20	Stakes
-	Almost too late
1-4	Behind already
5-11	Immediate
12-17	Eventual
18	Ignorable
19	Reroll with Advantage
20	Pick your preference

Stakes: Deliver, Multi-Location

Table 168: Random Quest Stakes: Deliver, Multi-Location Quest

D20	Stakes
1-2	Life or Death (macro)
3-6	Life or Death (individual)
7-14	Medium

D20	Stakes
15-16	**Minor**
17-18	**Trivial**
19	Reroll with Advantage
20	Pick your preference

Pace: Deliver, Multi-Location

Table 169: Random Quest Pace: Deliver, Multi-Location Quest

D20	Pace
1-3	**Breakneck**
4-9	**Urgent**
10-15	**Medium**
16-17	**Passive**
18	**Optional**
19	Reroll with Advantage
20	Pick your preference

Chainability: Deliver, Multi-Location

Table 170: Random Quest Chainability: Deliver, Multi-Location Quest

D20	Chainability
1-6	**No links**
7	**Leads from completed**
8-13	**Leads from active**
14-18	**Leads to new**
19	Reroll with Advantage
20	Pick your preference

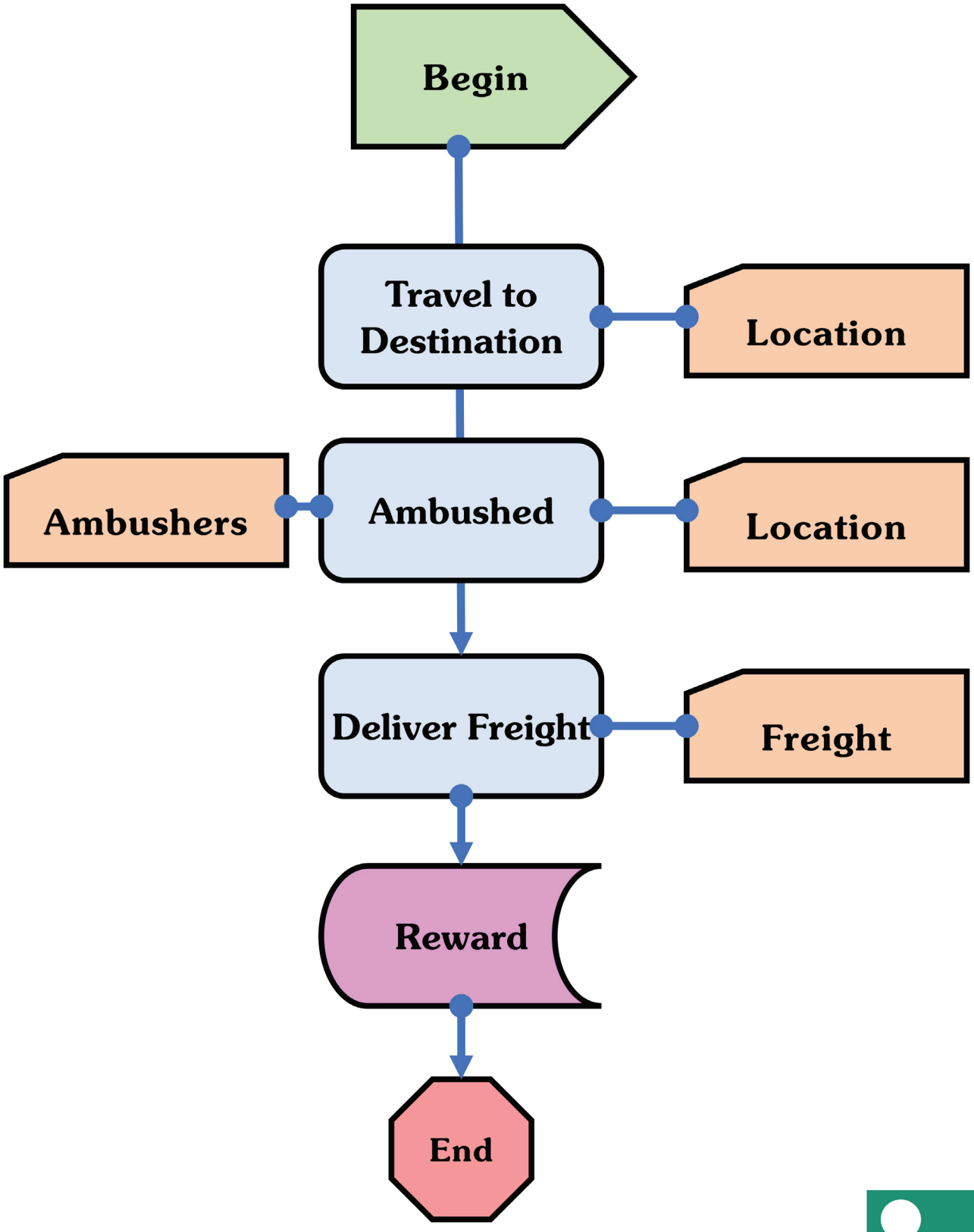
Table 172: Roles: Deliver, Multi-Location

Role	Qualifications	Preferences	Description	Imbues
Freight	NPC(s) or item(s).	Unknown / new actors.	The object or people you are supposed to deliver.	No lower than a neutral **Attitude** toward party.
Locations (2d4)	None.	None.	The location to which you are supposed to deliver the **Freight**, and the path along which you must travel to do so.	None.

Table 171: Milestones: Deliver, Multi-Location

Milestone	Req'd?	Objectives	Optional Obj's	Impacts	Consequences	Clue Targets	Add'l Mechanics
Travel to Destination	Yes	Physically go to location	None	None.	Quest failed	n/a	**None**
Deliver Freight	Yes	Deliver the Freight.	None	Reward.	Quest failed	n/a	None

Flowchart 11: Plot Template: Deliver, Ambushed



Plot Structure: Deliver
Template Name: Ambushed Delivery

Plot Template: Deliver, Ambushed

Summary

It seems straightforward to begin with, but then your delivery encounters an ambush.

Note that this attack is in addition to any other environmental effects or random encounters that you might encounter along the way to the destination location(s).

Prerequisites

None, though thematically, urban environments are less condusive to monster attacks.

Context Overrides

Use the defaults for the Deliver Quest described starting on page 182 for most aspects of a quest created using this template.

Some other qualities of this plot template use more specific randomization tables, as follows.

Clues: Deliver, Ambushed

Table 173: Random Clue Requirements: Deliver, Ambushed Quests

D20	Clue Requirement
1-12	No Clue Requirement
13-15	1 Clue to Resolve
16	1d4 Clues to Resolve
17-18	1 Clue Each Milestone
19	1d4 Clues Each Milestone
20	Reroll with Advantage; ignore this result if rolled again

Quest Events: Deliver, Ambushed

For every 5 minutes of real-life time spent actively pursuing a quest of this type, roll on the following table to determine what occurs.

Table 174: Random Quest Events: Deliver, Ambushed Quests

D20	Random Quest Event
1-7	No Event
8-12	Ambush!
13-15	Lost the Trail
16	Stumbled
17	Calm Passage
18	Difficult Terrain
19	Change in Plans
20	Reroll with Advantage; ignore this result if rolled again

Urgency: Deliver, Ambushed

Table 175: Random Quest Urgency: Deliver, Ambushed Quest

D20	Stakes
-	Almost too late
1-2	Behind already
3-9	Immediate
10-17	Eventual
18	Ignorable
19	Reroll with Advantage
20	Pick your preference

Stakes: Deliver, Ambushed

Table 176: Random Quest Stakes: Deliver, Ambushed Quest

D20	Stakes
1	Life or Death (macro)

D20	Stakes
2	Life or Death (individual)
3-11	Medium
12-15	Minor
16-18	Trivial
19	Reroll with Advantage
20	Pick your preference

Pace: Deliver, Ambushed

Table 177: Random Quest Pace: Deliver, Ambushed Quest

D20	Pace
1-3	Breakneck
4-12	Urgent
13-15	Medium
16-17	Passive
18	Optional
19	Reroll with Advantage
20	Pick your preference

Chainability: Deliver, Ambushed

Table 178: Random Quest Chainability: Deliver, Ambushed Quest

D20	Chainability
1-7	No links
8-9	Leads from completed
10-11	Leads from active
12-18	Leads to new
19	Reroll with Advantage
20	Pick your preference

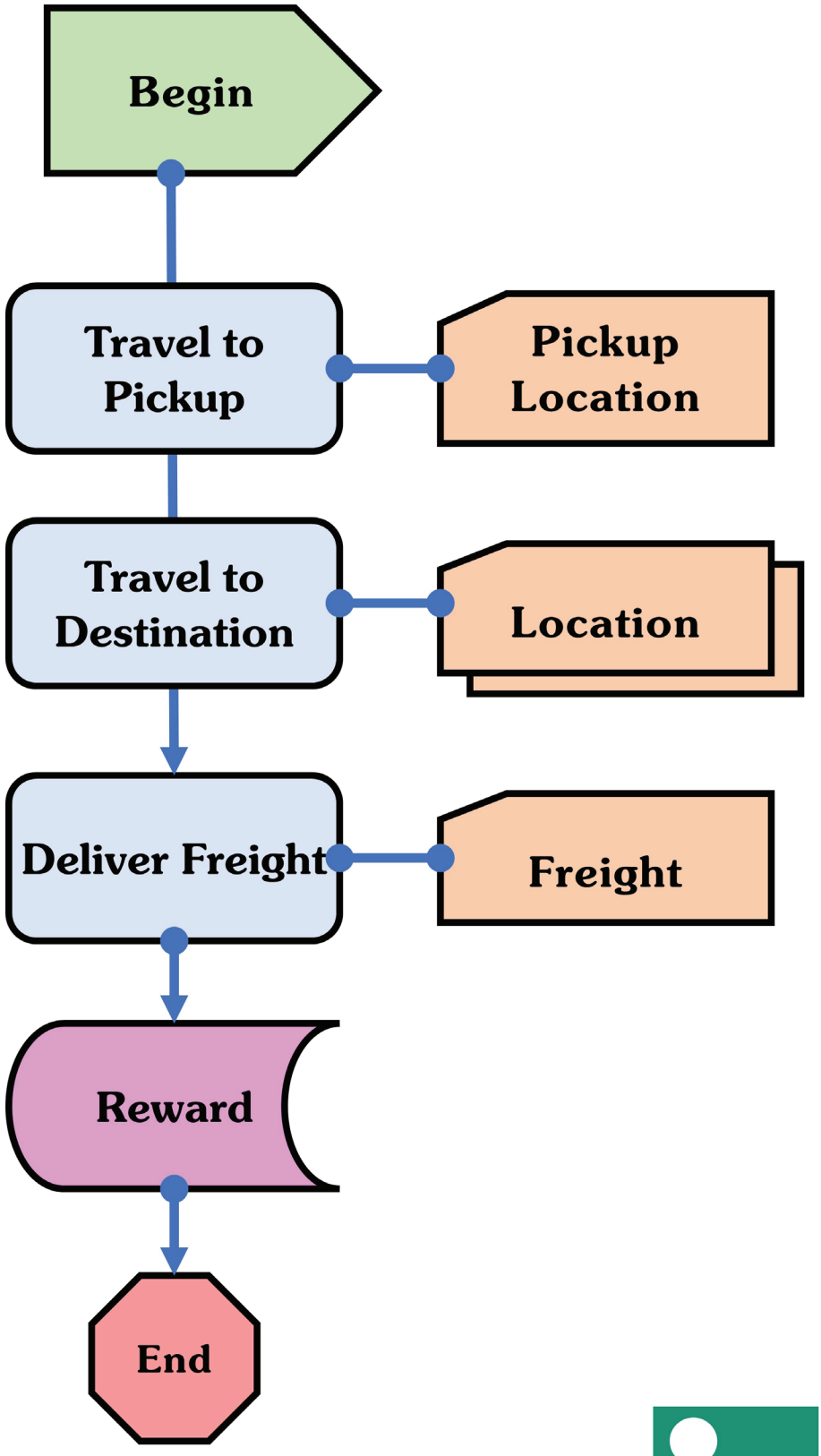
Table 180: Roles: Deliver, Ambushed

Role	Qualifications	Preferences	Description	Imbues
Freight	NPC(s) or item(s).	Unknown / new actors.	The object or people you are supposed to deliver.	No lower than a neutral **Attitude** toward party.
Location	None.	None.	The location to which you are supposed to deliver the **Freight**.	None.
Ambushers	NPCs or monsters.	Evil NPCs or monsters.	Creatures that ambush you at a certain location.	Hostile **Attitude** toward the party.

Table 179: Milestones: Deliver, Ambushed

Milestone	Req'd?	Objectives	Optional Obj's	Impacts	Consequences	Clue Targets	Add'l Mechanics
Travel to Destination	Yes	Physically go to location	None	None.	Quest failed	n/a	**None**
Deliver Freight	Yes	Deliver the Freight.	None	Reward.	Quest failed	n/a	None
Ambushed	Yes	Survive the attack.	Destroy all enemies.	None.	Quest failed	n/a	**None**

Flowchart 12: Plot Template: Deliver, Pickup and Deliver



Plot Structure: Deliver
Template Name: Pickup and Deliver

Plot Template: Deliver, Pickup and Deliver

Summary

Travel to a location, pick up the freight, and then possibly deliver to another location, possibly traversing other locations in between.

Prerequisites

None.

Context Overrides

Use the defaults for the Deliver Quest described starting on page 182 for most aspects of a quest created using this template.

Some other qualities of this plot template use more specific randomization tables, as follows.

Clues: Deliver, Pickup and Deliver

Table 181: Random Clue Requirements: Deliver, Pickup and Deliver Quests

D20	Clue Requirement
1-5	No Clue Requirement
6-10	1 Clue to Resolve
11-14	1d4 Clues to Resolve
15-17	1 Clue Each Milestone
18-19	1d4 Clues Each Milestone
20	Reroll with Advantage; ignore this result if rolled again

Quest Events: Deliver, Pickup and Deliver

For every 2 minutes of real-life time spent actively pursuing a quest of this type, roll on the following table to determine what occurs.

Table 182: Random Quest Events: Deliver, Pickup and Deliver Quests

D20	Random Quest Event
1-8	No Event
9-12	Ambush!
13-15	Lost the Trail
16	Stumbled
17	Calm Passage
18	Difficult Terrain
19	Change in Plans
20	Reroll with Advantage; ignore this result if rolled again

Rewards: Deliver, Pickup and Deliver

Table 183: Random Rewards: Deliver, Pickup and Deliver Quests

D20	Reward
1	No Reward
2-7	1 Reward
8-12	1d2 Rewards
13-18	1d3 Rewards
19	Reroll; Advantage on Category; reroll this result if rolled again
20	Reroll with Advantage; ignore this result if rolled again

Reward Categories: Deliver, Pickup and Deliver

Table 184: Random Reward Categories: Deliver, Pickup and Deliver Quests

D20	Reward Category
1-9	Material (p 403)

D20	Reward Category
10-11	**Social** (p 408)
12-14	**Mechanical** (p 415)
15-17	**Magical** (p 421)
18	**Narrative** (p 431)
19	**Exploration** (p 437)
20	Reroll with Advantage

Urgency: Deliver, Pickup and Deliver

Table 185: Random Quest Urgency: Deliver, Pickup and Deliver Quests

D20	Stakes
1-3	**Almost too late**
4-11	**Behind already**
12-16	**Immediate**
17	**Eventual**
18	**Ignorable**
19	Reroll with Advantage
20	Pick your preference

Stakes: Deliver, Pickup and Deliver

Table 186: Random Quest Stakes: Deliver, Pickup and Deliver Quests

D20	Stakes
1-4	**Life or Death (macro)**
5-8	**Life or Death (individual)**
9-15	**Medium**
16-17	**Minor**
18	**Trivial**
19	Reroll with Advantage
20	Pick your preference

Table 190: Roles: Deliver, Pickup and Deliver

Role	Qualifications	Preferences	Description	Imbues
Freight	NPC(s) or item(s).	Unknown / new actors.	The object or people you are supposed to deliver.	No lower than a neutral **Attitude** toward party.
Locations (1d4)	None.	None.	The location to which you are supposed to deliver the **Freight**.	None.
Pickup Location	None.	None.	The location from which you are supposed to pick up the **Freight**.	None.

Table 189: Milestones: Deliver, Pickup and Deliver

Milestone	Req'd?	Objectives	Optional Obj's	Impacts	Consequences	Clue Targets	Add'l Mechanics
Travel to Destination	Yes	Physically go to location	None	None.	Quest failed	n/a	**None**
Deliver Freight	Yes	Deliver the Freight.	None	Reward.	Quest failed	n/a	None
Travel to Pickup	Yes	Physically go to location	None	None.	Quest failed	n/a	**None**

Pace: Deliver, Pickup and Deliver

Table 187: Random Quest Pace: Deliver, Pickup and Deliver Quests

D20	Pace
1-8	**Breakneck**
9-14	**Urgent**
15-16	**Medium**
17	**Passive**
18	**Optional**
19	Reroll with Advantage
20	Pick your preference

Chainability: Deliver, Pickup and Deliver

Table 188: Random Quest Chainability: Deliver, Pickup and Deliver Quests

D20	Chainability
1-5	**No links**
6-9	**Leads from completed**
10-13	**Leads from active**
14-18	**Leads to new**
19	Reroll with Advantage
20	Pick your preference

Obtain Quests

Introduction

Obtain Quests involve locating and gathering certain items.

Purpose Variability

To introduce a bit of narrative interest into the proceedings of an **Obtain Quest**, you can randomize the nature of the objective using the table below.

Roll on the table below once per quest to determine the circumstances under which you are likely to discover the target item.

For even more complexity, for quest templates that involve more than one target item, you can roll separately on the table below for each target item Role. This means that a single quest might lead you to **Fetch** some items from a known location, **Find** others in an unknown destination, and also **Gather** some items as you go.

The purpose variability described below largely influences the circumstances under which you are most likely to discover the target item required.

Table 191: Purpose Variability: Obtain Quests

D20	Obtain Quest Purpose
1-5	**Gather**
6-9	**Fetch**
10-13	**Find**
14-18	Reroll twice; ignore this result if rolled again
19	Reroll with Advantage
20	Pick your preference

- ***Gather:*** You never know when the required item is going to pop up. At the conclusion of each **Treasure** result, each **Material Reward**, and each **Combat Encounter**, you may search for the item desired.
- ***Fetch:*** Retrieve one or more specific target items from a ***known location***. Add a Role to the quest, and assign it a Location as you normally would (pick/random/create, etc.). You must undertake your gathering in that location, and only that location; the Ease of Discovery probabilities apply only to that zone. All other regions have zero chance of you discovering the target item.
- ***Find:*** As Fetch, but the location where you can most readily find the target item is unknown. Each time you venture to a location, make a roll on the ***Ease of Discovery*** table below to determine the probability, and then make a roll against that probability to determine whether the target item might be found there. Success indicates you may gather that item in that location; failure means there is zero chance to do so. Make this check only once at each location, and only as you visit it.
- ***Reroll Twice:*** Reroll; if you get two different results, it means that you may discover the target item under either of those circumstances.

Purpose Variability Tables

Some of the purpose variabilities above involve additional elements that you may wish to incorporate into your quest.

Ease of Discovery

Perhaps the most defining mechanical element of an Obtain Quest is the ***Ease of Discovery***.

Simply put: How hard is it to find what you need to find? Roll on the table below to find out.

For quest templates that involve more than one target item, roll separately on the table below for each target item Role. This means that if you're trying to gather 2 different kinds of item, it could be easier to discover one kind than the other kind.

The percentage indicated in the result is the chance that you have to successfully locate one instance of the target item each time you search for it. This value only applies to circumstances based in the type of Obtain Quest you are undertaking; see ***Purpose Variability: Obtain Quests*** above.

Table 192: Purpose Variability: Obtain Ease of Discovery

D20	Result
1-3	5%
4-9	25%
10-14	50%
15-17	75%
18-19	90%
20	Reroll with Advantage; ignore this result if rolled again

Nature of Target Items

Although it's possible to keep your obtaining entirely in the abstract, it can be useful for narrative as well as mechanical purposes to have some texture to the thing(s) you're trying to find.

Use the table below to determine the general nature of the target item you are trying to obtain.

For quest templates that involve more than one target item, roll separately on the table below for each target item Role.

Table 193: Purpose Variability: Obtain Target Item Nature

D20	Result
1-3	Flora
4-9	Fauna Bits
10-13	Rock or Mineral
14-17	Dead Animal
18-19	Live Animal
20	Reroll with Advantage; ignore this result if rolled again

These results bear some explanation, as follows:

- ***Flora:*** Typical alchemical ingredients: toadstools, mandrake root, and certain fungus.
- ***Fauna Bits:*** Pieces of animals, typically harvested from their corpses. In some circumstances (20%), the "bits" can be safely harvested from the creatures without harm pending a successful **Survival, Knowledge (Nature), Animal Handling**, or system-appropriate equivalent check.
- ***Rock or Mineral:*** Basalt, clay, limestone, or some other naturally-occurring, somewhat-plentiful rock or mineral found in the earth's crust.
- ***Dead Animal:*** An entire creature carcass, or such a substantial portion thereof that it might as well be. Skins fall into this category.
- ***Live Animal:*** Scorpions and snakes, whose glands and ducts must be salvaged while they are alive to glean the elements necessary to create antivenom; crickets, whose curative properties cease to function upon their death; or luminescent algae, which can be stored in a jar for transport; as some examples.

Purpose Summary

All **Obtain Quests** involve a similar structure and nature, as follows:

- One or more ***target items*** must be obtained.

Quest Prototypes

The following quest prototypes are included for quests of this nature. You should feel free to create your own templates as well!

If you're looking to randomize which template to use, roll on the following table.

Table 194: Random Quest Templates: Obtain Quests

D20	Quest Template
1-5	Simple
6-9	Multiple
10-13	Guarded
14-18	Get and Deliver
19	Reroll with Advantage; ignore this result if rolled again
20	Reroll twice; ignore this result if rolled again

Random Aspects

You can use the following sections and tables to randomize the aspects of a quest of this type.

In some cases, more specific rules and probabilities for randomization may apply in a more granular context; feel free to use those, or to overrule those and use these more generally-applicable ones instead.

Determination

If you wish to randomly select whether a quest of this type uses a certain type of determination, use the table below.

Table 195: Random Determination Approach: Obtain Quests

D20	Determination Approach
1-10	Early Determination
11-20	Late Determination

Role Targeting

For each Role in a quest of this type, you can use the following table to randomly determine how the role will be filled.

Table 196: Random Role Target Approach: Obtain Quests

D20	Role Target Approach
1-7	Pick
8-14	Random
15-20	Create

Randomized Clue Requirements

Roll on the table below to determine the Clue requirement for a given Obtain Quest if no other circumstance applies.

Table 197: Random Clue Requirements: Obtain Quests

D20	Clue Requirement
1-6	No Clue Requirement
7-12	1 Clue to Resolve
13-15	1d4 Clues to Resolve
16-18	1 Clue Each Milestone
19	1d4 Clues Each Milestone
20	Reroll with Advantage; ignore this result if rolled again

Some of these bear further explanation, as follows:

- ***No Clue Requirement:*** The quest does not involve, or require, Clues of any sort for progression or resolution. Any which might otherwise apply to this quest have no effect.
- ***1 Clue to Resolve:*** The quest cannot be solved until you discover at least 1 Clue which is counted to it.
- ***1d4 Clues to Resolve:*** As above, but with the potential for a higher number of required Clues.
- ***1 Clue Each Milestone:*** Each and every milestone of this quest requires 1 Clue to progress.
- ***1d4 Clues Each Milestone:*** As above, but with the potential for a far greater threshold. Roll separately to determine the requirement for each milestone.

Randomized Quest Events

In the course of pursuing a quest of this nature, you may encounter random events unique to it.

For every 5 minutes of real-life time spent actively pursuing a quest of this type, roll on the following table to determine what occurs. If it takes you more than 5 minutes to resolve an encounter in the course of pursuing this quest, roll only once on the table for however long that takes. For example, if you take 23 minutes to resolve a combat encounter, you'd roll on the following table once afterwards to determine whether a random quest event took place.

Table 198: Random Quest Events: Obtain Quests

D20	Random Quest Event
1-8	No Event
9-11	Relocate
12-15	Scarcity
16	Bounty
17-19	Contested
20	Reroll with Advantage; ignore this result if rolled again

These results bear some explanation, as follows:

- ***No Event:*** Nothing exceptional occurs outside of what you're already doing.
- ***Relocate:*** The target item can no longer be found in the location that you had previously thought it could be found in. If you are **Gathering**, the current location is "dry"; you must move elsewhere in order for the **Ease of Discovery** probability to apply. If instead you are **Fetching**, you must re-assign the location Role in which you had been hunting. If you are **Finding**, and have discovered a viable location, it's run dry and you must continue your search; if you are still hunting for a viable location, ignore this **Relocate** event.
- ***Scarcity:*** The target item is suddenly difficult to discover. Cut the **Ease of Discovery** chance in half, rounded down, until the next time you roll for a Random Quest Event on this quest.
- ***Bounty:*** The opposite of scarcity: the target item is much more readily available, all of a sudden. Consider the item's **Ease of Discovery** as being one result higher than it is. If it is already at the highest probability, ignore this Quest Event result. This increased chance of discovery lasts until the next time you roll for a Quest Event on this quest.
- ***Contested:*** The next time you successfully discover an instance of the target item, someone else arrives immediately on the scene, having been searching for the very same item. Resolve a combat encounter against a random creature (NPC foe **20%**, monster **70%**, both **10%**,). If you win, you get the item; if you flee, treat this as a **Relocate** quest event.

Randomized Rewards

Quests of this nature may specify their own rewards or probabilities therefor in their quest templates.

If none of those applies, or to overrule and determine

rewards at the successful conclusion of a quest of this nature dynamically, roll on the following table.

Table 199: Random Rewards: Obtain Quests

D20	Reward
1-5	No Reward
6-15	1 Reward
16-17	1d2 Rewards
18	1d3 Rewards
19	Reroll; Advantage on Category; reroll this result if rolled again
20	Reroll with Advantage; ignore this result if rolled again

One of these bears further explanation:

- ***Reroll; Advantage on Category:*** Reroll on this table. If you receive this result again, ignore it and reroll. Any rewards that result as an outcome of your reroll receive **Advantage** (roll twice, select your preferred result) on the ***Reward Category*** table below.

Randomized Reward Categories

If you successfully complete a quest of this type, and determine that one or more Rewards is applicable, then you can use the table below to determine the category.

Table 200: Random Reward Categories: Obtain Quests

D20	Reward Category
1-6	**Material** (p 403)
7-11	**Social** (p 408)
12-14	**Mechanical** (p 415)
15	**Magical** (p 421)
16-18	**Narrative** (p 431)
19	**Exploration** (p 437)
20	Reroll with Advantage

Randomized Penalties

As with Rewards, a more specific context for determining **Penalties** for failed quests of this type may apply.

Below is a more general list of results and probabilities that you can use.

Table 201: Random Penalties: Obtain Quests

D20	Penalty
1-10	No Penalty
11-15	1 Penalty
16-17	1d2 Penalties
18	1d3 Penalties
19	Reroll; Advantage on Category; reroll this result if rolled again
20	Reroll with Advantage; ignore this result if rolled again

One of these bears further explanation, as follows:

- ***Reroll; Advantage on Category:*** Reroll on this table. If you receive this result again, ignore it and reroll. Any penalties that result as an outcome of your reroll receive **Advantage** (roll twice, select your preferred result) on the ***Reward Penalty*** table below.

Randomized Penalty Categories

Quests of this type have a specific variability as to what types of penalty may apply in the case of a failed quest.

If you fail a quest of this nature, and determine that one or more penalties apply, roll on the table below to determine the penalty category each falls into.

Table 202: Random Penalty Categories: Obtain Quests

D20	Penalty Category
1-4	**Material** (p 446)
5-8	**Social** (p 452)
9-10	**Mechanical** (p 459)
11-12	**Magical** (p 465)
13-15	**Narrative** (p 474)
16-19	**Exploration** (p 479)
20	Reroll with Advantage

Randomized Urgency

Quests of this nature may have a variable sense of **Urgency** (p 141). Roll on the table below to randomly determine the ***Urgency*** of a particular quest of this type.

Table 203: Random Quest Urgency: Obtain Quests

D20	Stakes
1-2	Almost too late
3-5	Behind already
6-10	Immediate
11-16	Eventual
17-18	Ignorable
19	Reroll with Advantage
20	Pick your preference

Randomized Stakes

As with Urgency, the ***Stakes*** (p 141) of a quest of this type can be randomly determined. Use the table below if no other context applies or dictates a value.

Table 204: Random Quest Stakes: Obtain Quests

D20	Stakes
-	Life or Death (macro)
1-4	Life or Death (individual)
5-8	Medium
9-14	Minor
15-18	Trivial
19	Reroll with Advantage
20	Pick your preference

Pace

Quests of this type tend to have a certain ***Pacing*** (p 143). Use the table below to select one of the possibilities.

Table 205: Random Quest Pace: Obtain Quests

D20	Pace
1-5	Breakneck
6-9	Urgent
10-11	Medium
12-13	Passive
14-18	Optional
19	Reroll with Advantage
20	Pick your preference

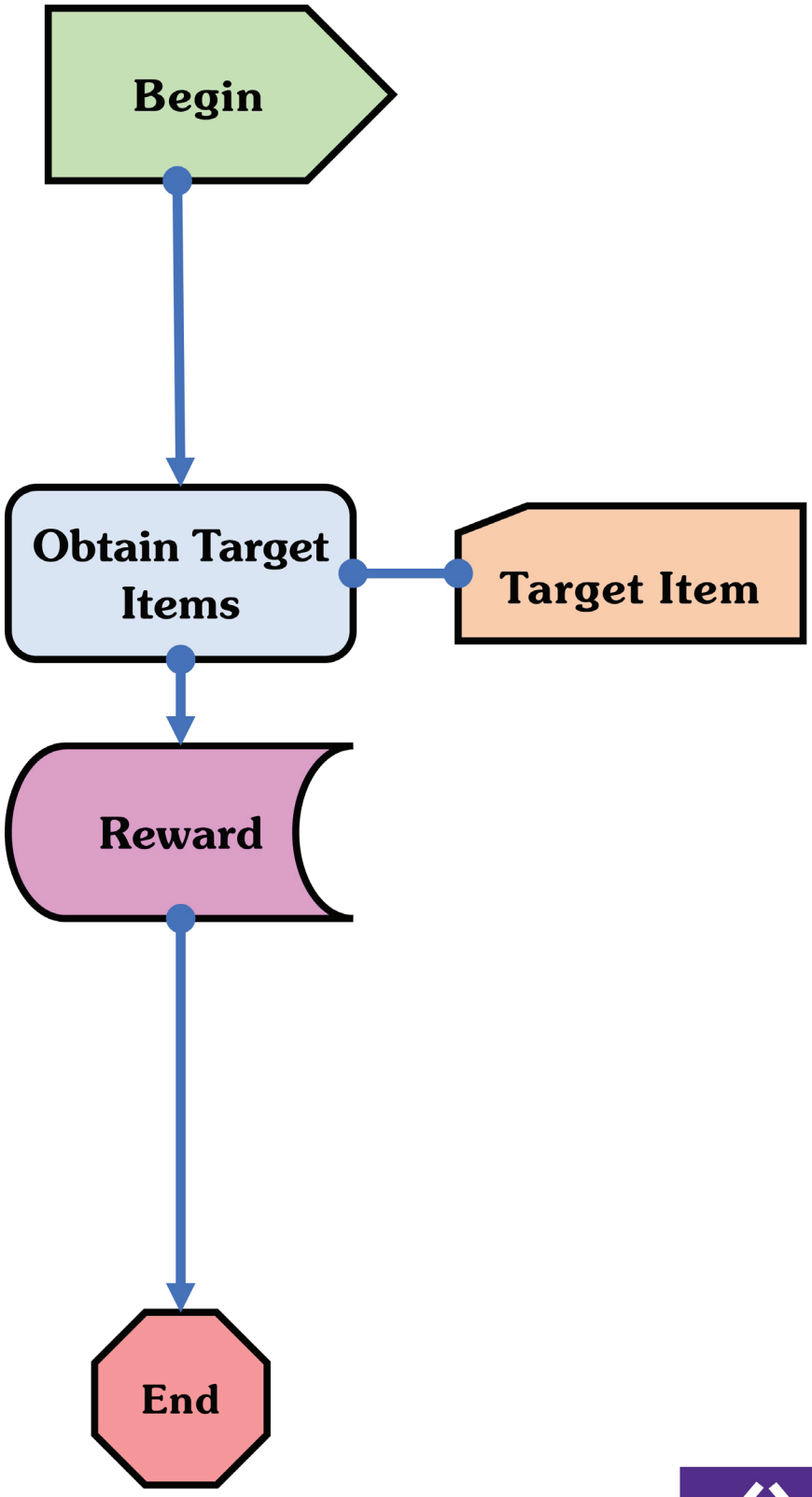
Chainability

Chase Quests have a high possibility of being intermingled with other events. Use the table below if no other context applies to determine ***chainability*** (p 142).

Table 206: Random Quest Chainability: Obtain Quests

D20	Chainability
1-10	No links
11	Leads from completed
12	Leads from active
13-18	Leads to new
19	Reroll with Advantage
20	Pick your preference

Flowchart 13: Plot Template: Obtain, Simple



Plot Structure: Obtain
Template Name: Simple

Plot Template: Obtain, Simple

Summary

You are asked to obtain target items. Do so, and there's likely to be a reward in store.

Prerequisites

None.

Context Overrides

Use the defaults for the **Obtain Quest** described starting on page 205 for most aspects of a quest created using this template.

Some other qualities of this plot template use more specific randomization tables, as follows.

Clues: Obtain, Simple

Table 207: Random Clue Requirements: Obtain, Simple

D20	Clue Requirement
1-8	No Clue Requirement
9-14	1 Clue to Resolve
15-19	1d4 Clues to Resolve
-	1 Clue Each Milestone
-	1d4 Clues Each Milestone
20	Reroll with Advantage; ignore this result if rolled again

Quest Events: Obtain, Simple

For every 5 minutes of real-life time spent actively pursuing a quest of this type, roll on the following table to determine what occurs.

Table 208: Random Quest Events: Obtain, Simple

D20	Random Quest Event
1-6	No Event
7-8	Relocate
9-12	Scarcity
13-14	Bounty
15-19	Contested
20	Reroll with Advantage; ignore this result if rolled again

Urgency: Obtain, Simple

Table 209: Random Quest Urgency: Obtain, Simple

D20	Stakes
1	Almost too late
2-6	Behind already
7-12	Immediate
13-16	Eventual
17-18	Ignorable
19	Reroll with Advantage
20	Pick your preference

Stakes: Obtain, Simple

Table 210: Random Quest Stakes: Obtain, Simple

D20	Stakes
-	Life or Death (macro)
1-3	Life or Death (individual)
4-7	Medium
8-14	Minor
15-18	Trivial
19	Reroll with Advantage
20	Pick your preference

Pace: Obtain, Simple

Table 211: Random Quest Pace: Obtain, Simple

D20	Pace
1-3	Breakneck
4-8	Urgent
9-11	Medium
12-13	Passive
14-18	Optional
19	Reroll with Advantage
20	Pick your preference

Chainability: Obtain, Simple

Slay Quests have a low possibility of being intermingled with other events. Use the table below if no other context applies to determine ***chainability*** (p 142).

Table 212: Random Quest Chainability: Obtain, Simple

D20	Chainability
1-6	No links
-	Leads from completed
7-8	Leads from active
9-18	Leads to new
19	Reroll with Advantage
20	Pick your preference

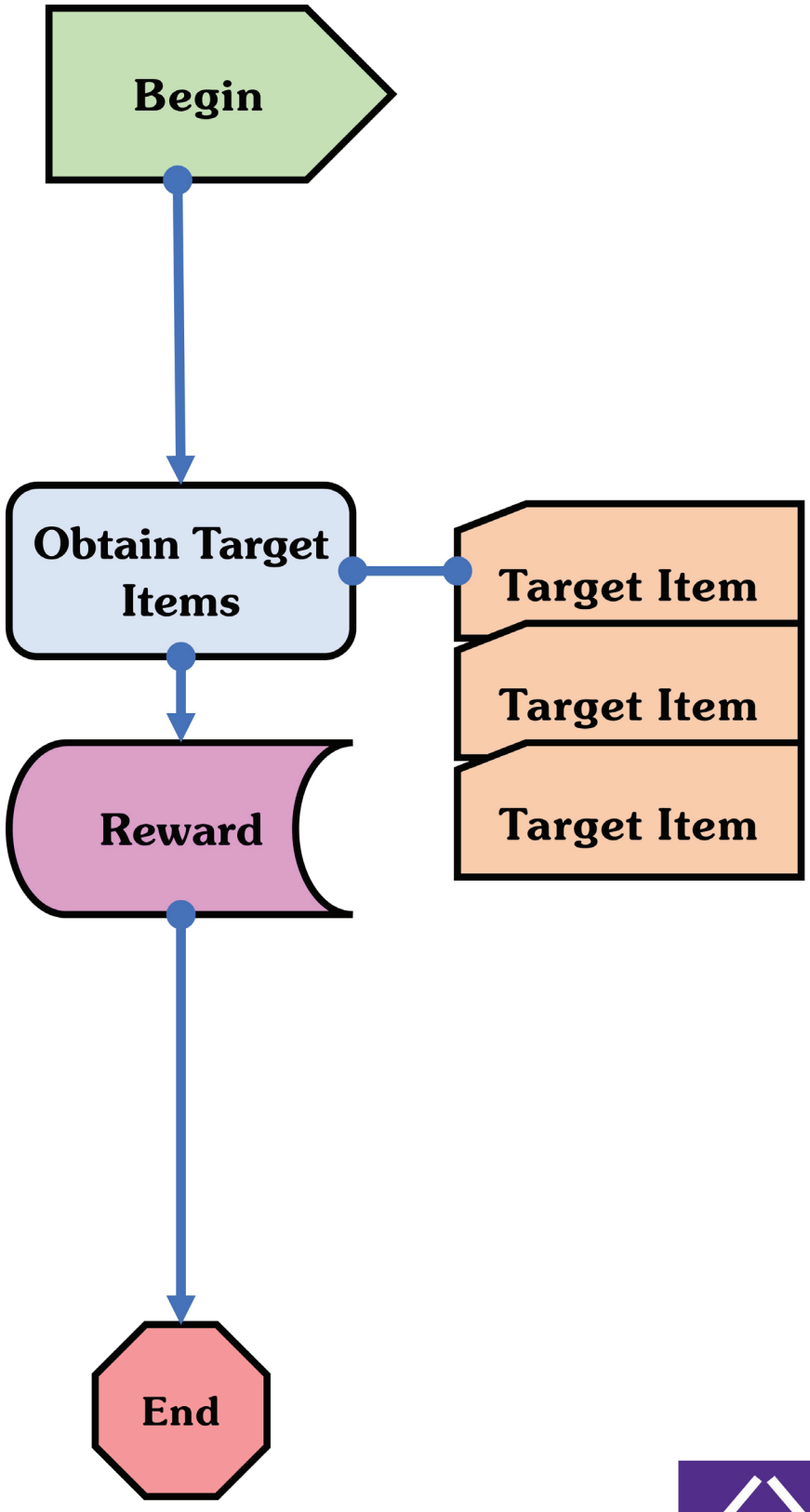
Table 214: Roles: Obtain, Simple

Role	Qualifications	Preferences	Description	Imbues
Target Item	None (except those dictated by Purpose Variability)	None (except those dictated by Purpose Variability)	The item or person you are supposed to obtain.	None.

Table 213: Milestones: Obtain, Simple

Milestone	Req'd?	Objectives	Optional Obj's	Impacts	Consequences	Clue Targets	Add'l Mechanics
Obtain Target Items	Yes	Get the target item in your possession, or establish connection with the target person	None	Item in your inventory; likely Attitude changes for people	Quest failed	n/a	**None**

Flowchart 14: Plot Template: Obtain, Multiple



Plot Structure: Obtain
Template Name: Multiple

Plot Template: Obtain, Multiple

Summary

You are asked to recover multiple kinds of target object.

Prerequisites

None.

Context Overrides

Use the defaults for the **Obtain Quest** described starting on page 205 for most aspects of a quest created using this template.

Some other qualities of this plot template use more specific randomization tables, as follows.

Clues: Obtain, Multiple

Table 215: Random Clue Requirements: Obtain, Multiple Quest

D20	Clue Requirement
1-5	No Clue Requirement
6-12	1 Clue to Resolve
13-15	1d4 Clues to Resolve
16-18	1 Clue Each Milestone
19	1d4 Clues Each Milestone
20	Reroll with Advantage; ignore this result if rolled again

Quest Events: Obtain, Multiple

For every 5 minutes of real-life time spent actively pursuing a quest of this type, roll on the following table to determine what occurs.

Table 216: Random Quest Events: Obtain, Multiple Quest

D20	Random Quest Event
1-13	No Event
14-15	Relocate
16	Scarcity
17	Bounty
18-19	Contested
20	Reroll with Advantage; ignore this result if rolled again

Urgency: Obtain, Multiple

Table 217: Random Quest Urgency: Obtain, Multiple Quest

D20	Stakes
1-2	Almost too late
3-6	Behind already
7-9	Immediate
10-17	Eventual
18	Ignorable
19	Reroll with Advantage
20	Pick your preference

Stakes: Obtain, Multiple

Table 218: Random Quest Stakes: Obtain, Multiple Quest

D20	Stakes
-	Life or Death (macro)
1-2	Life or Death (individual)
3-7	Medium
8-14	Minor
15-18	Trivial
19	Reroll with Advantage
20	Pick your preference

Pace: Obtain, Multiple

Table 219: Random Quest Pace: Obtain, Multiple Quest

D20	Pace
1-3	Breakneck
4-10	Urgent
11-14	Medium
15-17	Passive
18	Optional
19	Reroll with Advantage
20	Pick your preference

Chainability: Obtain, Multiple

Table 220: Random Quest Chainability: Obtain, Multiple Quest

D20	Chainability
1-11	No links
12	Leads from completed
13-14	Leads from active
15-18	Leads to new
19	Reroll with Advantage
20	Pick your preference

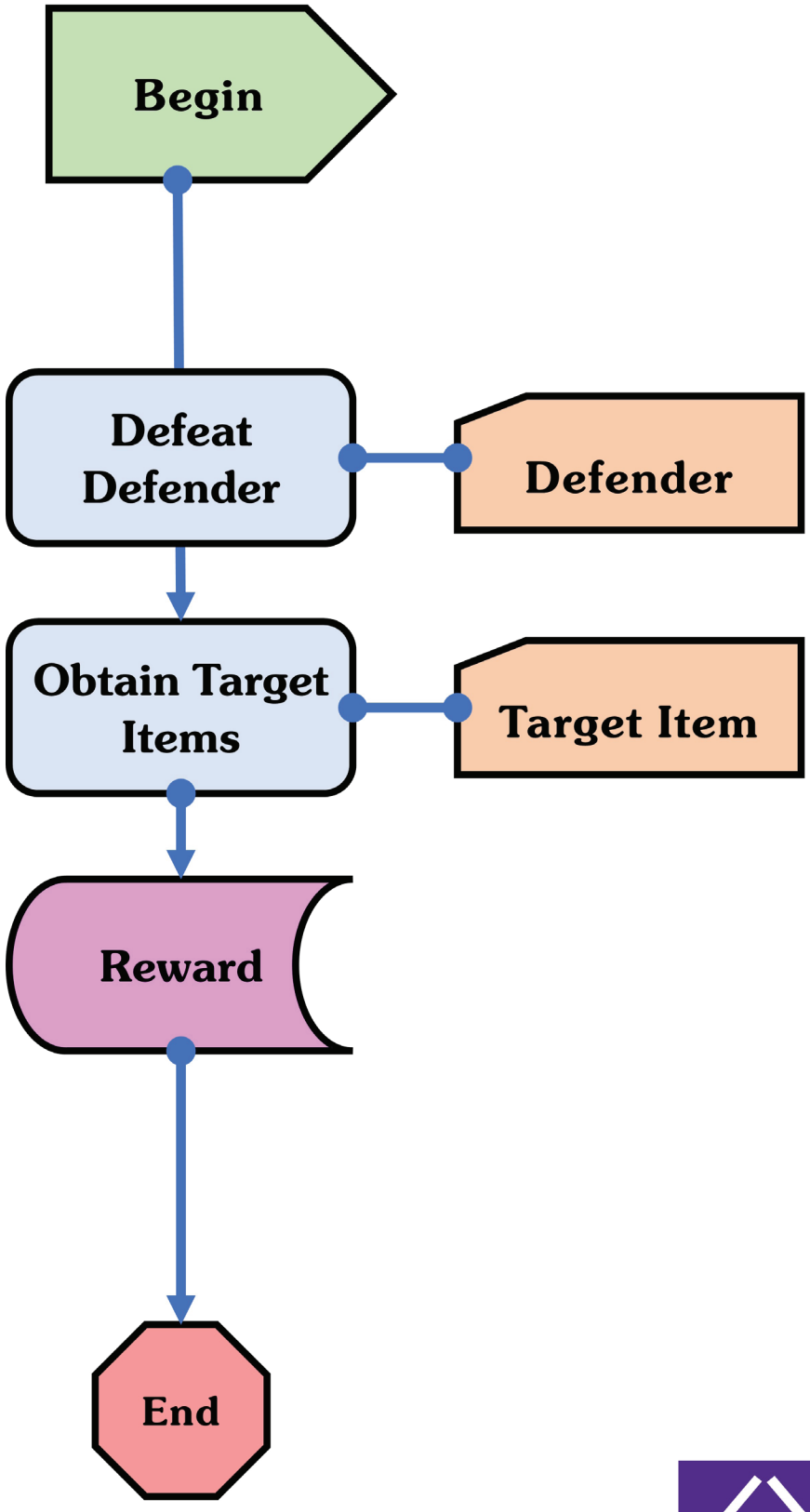
Table 222: Roles: Obtain, Multiple

Role	Qualifications	Preferences	Description	Imbues
Target Item (1d4)	None (except those dictated by Purpose Variability)	None (except those dictated by Purpose Variability)	The item or person you are supposed to obtain.	None.

Table 221: Milestones: Obtain, Multiple

Milestone	Req'd?	Objectives	Optional Obj's	Impacts	Consequences	Clue Targets	Add'l Mechanics
Obtain Target Items	Yes	Get the target item in your possession, or establish connection with the target person	None	Item in your inventory; likely Attitude changes for people	Quest failed	n/a	**None**

Flowchart 15: Plot Template: Obtain, Guarded



Plot Structure: Obtain
Template Name: Guarded

Plot Template: Obtain, Guarded

Summary

You must recover a **target item**. The twist is that it's guarded by a **Protector**, who must be either defeated or convinced to flee before you may gain access to the item.

Prerequisites

None.

Context Overrides

Use the defaults for the **Obtain Quest** described starting on page 205 for most aspects of a quest created using this template.

Some other qualities of this plot template use more specific randomization tables, as follows.

Clues: Obtain, Guarded

Table 223: Random Clue Requirements: Obtain, Guarded Quests

D20	Clue Requirement
1-5	No Clue Requirement
6-10	1 Clue to Resolve
11-15	1d4 Clues to Resolve
16-18	1 Clue Each Milestone
19	1d4 Clues Each Milestone
20	Reroll with Advantage; ignore this result if rolled again

Quest Events: Obtain, Guarded

For every 5 minutes of real-life time spent actively pursuing a quest of this type, roll on the following table to determine what occurs.

Table 224: Random Quest Events: Obtain, Guarded Quests

D20	Random Quest Event
1-2	No Event
3-7	Relocate
8	Scarcity
9	Bounty
10-19	Contested
20	Reroll with Advantage; ignore this result if rolled again

Urgency: Obtain, Guarded

Table 225: Random Quest Urgency: Obtain, Guarded Quest

D20	Stakes
1-4	Almost too late
5-8	Behind already
9-14	Immediate
15-16	Eventual
17-18	Ignorable
19	Reroll with Advantage
20	Pick your preference

Stakes: Obtain, Guarded

Table 226: Random Quest Stakes: Obtain, Guarded Quest

D20	Stakes
1	Life or Death (macro)
2-7	Life or Death (individual)
8-12	Medium
13-15	Minor
16-18	Trivial
19	Reroll with Advantage
20	Pick your preference

Pace: Obtain, Guarded

Table 227: Random Quest Pace: Obtain, Guarded Quest

D20	Pace
1-7	**Breakneck**
8-12	**Urgent**
13-16	**Medium**
17	**Passive**
18	**Optional**
19	Reroll with Advantage
20	Pick your preference

Chainability: Obtain, Guarded

Table 228: Random Quest Chainability: Obtain, Guarded Quest

D20	Chainability
1-2	**No links**
3-8	**Leads from completed**
9-13	**Leads from active**
14-18	**Leads to new**
19	Reroll with Advantage
20	Pick your preference

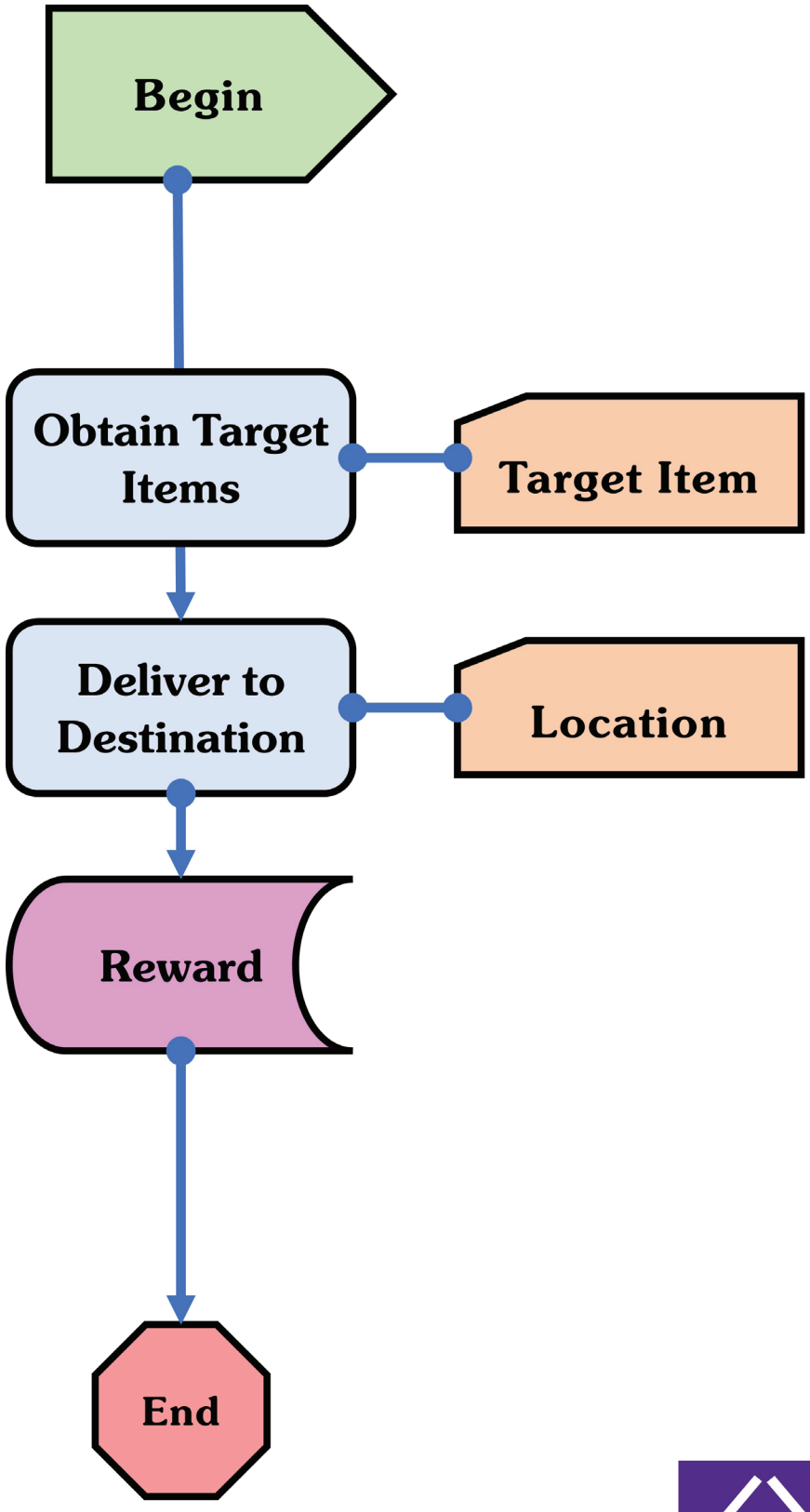
Table 230: Roles: Obtain, Guarded

Role	Qualifications	Preferences	Description	Imbues
Target Item	None (except those dictated by Purpose Variability)	None (except those dictated by Purpose Variability)	The item or person you are supposed to obtain.	None.
Defender	None	Monster preferred	The creature that is guarding the **Target Item**.	Located near the **Target Item** and will not move.

Table 229: Milestones: Obtain, Guarded

Milestone	Req'd?	Objectives	Optional Obj's	Impacts	Consequences	Clue Targets	Add'l Mechanics
Obtain Target Items	Yes	Get the target item in your possession, or establish connection with the target person	None	Item in your inventory; likely Attitude changes for people	Quest failed	n/a	**None**
Defeat Defender	Yes	Kill **Defender** or force them to flee	None	None	Quest failed	n/a	**None**

Flowchart 16: Plot Template: Obtain, Get and Deliver



Plot Structure: Obtain
Template Name: Get and Deliver

Plot Template: Obtain, Get and Deliver

Summary

You must obtain a number of a **target item**, and then deliver it somewhere.

Prerequisites

None.

Context Overrides

Use the defaults for the **Obtain Quest** described starting on page 205 for most aspects of a quest created using this template.

Some other qualities of this plot template use more specific randomization tables, as follows.

Clues: Obtain, Get and Deliver

Table 231: Random Clue Requirements: Obtain, Get and Deliver Quests

D20	Clue Requirement
1-3	No Clue Requirement
4-10	1 Clue to Resolve
11-13	1d4 Clues to Resolve
14-15	1 Clue Each Milestone
16-19	1d4 Clues Each Milestone
20	Reroll with Advantage; ignore this result if rolled again

Quest Events: Obtain, Get and Deliver

For every 2 minutes of real-life time spent actively pursuing a quest of this type, roll on the following table to determine what occurs.

Table 232: Random Quest Events: Obtain, Get and Deliver Quests

D20	Random Quest Event
1-4	No Event
5-9	Relocate
10-13	Scarcity
14	Bounty
15-19	Contested
20	Reroll with Advantage; ignore this result if rolled again

Rewards: Obtain, Get and Deliver

Table 233: Random Rewards: Obtain, Get and Deliver Quests

D20	Reward
1	No Reward
2-9	1 Reward
10-14	1d2 Rewards
15-18	1d3 Rewards
19	Reroll; Advantage on Category; reroll this result if rolled again
20	Reroll with Advantage; ignore this result if rolled again

Reward Categories: Obtain, Get and Deliver

Table 234: Random Reward Categories: Obtain, Get and Deliver Quests

D20	Reward Category
1-4	Material (p 403)
5-7	Social (p 408)
8-9	Mechanical (p 415)
10-14	Magical (p 421)

D20	Reward Category
15-17	**Narrative** (p 431)
18-19	**Exploration** (p 437)
20	Reroll with Advantage

Urgency: Obtain, Get and Deliver

Table 235: Random Quest Urgency: Obtain, Get and Deliver Quests

D20	Stakes
1	**Almost too late**
2-4	**Behind already**
5-12	**Immediate**
13-16	**Eventual**
17-18	**Ignorable**
19	Reroll with Advantage
20	Pick your preference

Stakes: Obtain, Get and Deliver

Table 236: Random Quest Stakes: Obtain, Get and Deliver Quests

D20	Stakes
1-3	**Life or Death (macro)**
4-8	**Life or Death (individual)**
9-12	**Medium**
13-16	**Minor**
17-18	**Trivial**
19	Reroll with Advantage
20	Pick your preference

Pace: Obtain, Get and Deliver

Table 240: Roles: Obtain, Get and Deliver

Role	Qualifications	Preferences	Description	Imbues
Target Item	None (except those dictated by Purpose Variability)	None (except those dictated by Purpose Variability)	The item or person you are supposed to obtain.	None.
Location	None	None	The location to which you must deliver the **target item**.	None.

Table 239: Milestones: Obtain, Get and Deliver

Milestone	Req'd?	Objectives	Optional Obj's	Impacts	Consequences	Clue Targets	Add'l Mechanics
Obtain Target Items	Yes	Get the target item in your possession, or establish connection with the target person	None	Item in your inventory; likely Attitude changes for people	Quest failed	n/a	**None**
Deliver to Destination	Yes	Transport the target item to the location of the destination and deliver them.	None	Item removed from your inventory	Quest failed	n/a	**None**

Table 237: Random Quest Pace: Obtain, Get and Deliver Quests

D20	Pace
1-6	**Breakneck**
7-12	**Urgent**
13-14	**Medium**
15-17	**Passive**
18	**Optional**
19	Reroll with Advantage
20	Pick your preference

Chainability: Obtain, Get and Deliver

Table 238: Random Quest Chainability: Obtain, Get and Deliver Quests

D20	Chainability
1-6	**No links**
7	**Leads from completed**
8-16	**Leads from active**
17-18	**Leads to new**
19	Reroll with Advantage
20	Pick your preference

Stop Quests

Introduction

Your enterprise with Stop Quests is to prevent something from occurring.

What this something is, how it is being brought about, and who might be responsible all contribute to forming the set of possible solutions to the problem.

Purpose Summary

All **Stop Quests** involve a similar structure and nature, as follows:

- A ***target event*** to be stopped. Note that somewhat uniquely among the plot structures described in this book, Stop Quests do not have a defined Role for this important element of their structure. Rather, the purpose variability tables below will help give the target event life. Mechanically, the nature of the **target event** does not matter to the structure of the templates, so it's not included as a Role explicitly.
- A ***responsible party*** that is causing or precipitating the event.
- A ***timer*** which dictates the timeframe in which the event will take place, barring successful intervention by the party. Note that the timer on a **Stop Quest** is not a separate concept, but rather is already dictated by the **Urgency** and **Pacing** of the quest.

Purpose Variability

To introduce a bit of narrative interest into the proceedings of a **Stop Quest**, you can randomize the nature of the objective using the table below.

Use the results of this determination to inform the Role filling process as best makes sense.

Table 241: Purpose Variability: Stop Quest Event Type

D20	Stop Quest Event Type
1-6	Natural
7-9	Ritual
10-13	Sacrifice
14-15	Magical
16-17	Political
18	Reroll twice; ignore this result if rolled again
19	Reroll with Advantage
20	Pick your preference

These may each require some description, as follows:

- ***Natural:*** You must prevent a natural disaster from taking place. Mudslides, avalanches, floods, tsunami, hurricanes, and more: anything that threatens one or more settlements of sentient creatures is involved. Note that although natural disasters are, well, natural, this doesn't mean that the **responsible party** is always "nature". It can be a person or faction that is encouraging the disaster, or in the case of a powerful sorcerer, even outright casting the spell that will be interpreted as a natural event.
- ***Ritual:*** This could be to prevent a marriage, or to stop a religious ceremony. The ritual itself poses no direct threat to the populace, but the implications may spread far and wide.
- ***Sacrifice:*** This could be the stereotypical human sacrifice, but it need not be a sheep, bull, or other animal. Whether to appease the gods, or as an "eye for an eye" retribution, some manner of creature is going to be slain in the name of ceremony.
- ***Magical:*** Similar to **Ritual**, but with arcane or divine nature: an individual or group of magic-users plan to wield their powers toward a greater, and likely more destructive, purpose.
- ***Political:*** Matters of state. Crowning a usurper into a position of authority; validating the horrific acts of a war criminal, appointing an imposter to a rank of power, signing a treaty that effectively sells an entire village or population into slavery for the convenience of those who remain on one side of an arbitrarily-decreed line, or other significant geopolitical event that spells doom for a great many people in the region.

Purpose Variability Tables

Some of the purpose variabilities above involve additional elements that you may wish to incorporate into your quest.

Stop Responsible Party

To help guide the assignation of the **Responsible Party** Role in **Stop Quests**, use the table below to help inform preferences as to what sort of Actor should be selected.

Table 242: Purpose Variability: Stop Responsible Party

D20	Result
1-6	Lunatic
7-10	Chaos
11-14	Nature
15-18	Schemer
19	Faction
20	Reroll with Advantage; ignore this result if rolled again

Some of these bear further explanation, as follows:

- ***Lunatic:*** The responsible party is insane. Deluded, narcissistic, or otherwise, there's something deeply irregular about the way they think, which has led them to conclude that the target event is not only a good thing, but either inevitable or crucial to their own success, happiness, or even survival. If the **Responsible Party Size** (see below) is greater than "Individual", it means that the lunatic has either convinced others of his point of view, or that there are others who suffer from his condition. There is no reasoning with such an individual; all social challenges or checks attempting to get them to stop fail automatically. Your resolution path requires you to contain, or destroy, the responsible party.
- ***Chaos:*** There is no true responsible party here, which makes it both frustrating, as well as deeply difficult to prevent. The **Responsible Party Size** (see below) indicates the volume of people who have become dedicated to bringing about the target event, but they would not consider themselves to be truly responsible for it. Rather, they feel as though the target event is inevitable, or necessary for continued survival or success. Think of ritual sacrifices that those enacting them are convinced are "demanded" by the gods, or rain dances to please the cloud spirits so that the crops will be fruitful this season. You can convince the people involved to think twice, but doing so is challenging: your social checks suffer **Disadvantage** (roll twice, select the less preferable result).
- ***Nature:*** A natural disaster is the target event. Responsible parties indicated in other Purpose Variability tables merely indicate those who might have taken action to prevent the event. Think of the storms in the Gulf of Mexico that have repeatedly destroyed major components of New Orleans in the United States: the levees didn't work to protect the city or its people, but the true responsible party there is nature. Your path to resolution is to convince those in the area to help you prepare for the event: reinforce dams, build barricades, evacuate townsfolk. Whether or not those responsible understood what their actions (e.g., too much urban development leading to erosion) or inactions (e.g., not building damns or levees correctly) would inflict, the immediacy of the predicament is becoming more clear now: your social checks to convince those responsible to take action gain **Advantage** (roll twice, select your preferred result), but you cannot "kill your way out" of this conflict.
- ***Schemer:*** A tactician, a strategist, a master planner: the target event is being conducted or facilitated as part of a much grander enterprise. Though few see the pieces put together in the round, the responsible party feels that this event is but one component of a longer-term result. Such a responsible party can be slain, or reasoned with: checks suffer or gain no effect.
- ***Faction:*** An entire group is enacting the target event as part of what they feel or mandate is needed to further their goals. A thieves' guild may require different leadership in the city, who would turn a blinder eye to their endeavors; a small temple in town might benefit from seeing a festival (sponsored by their larger rival church) turn into fiery chaos. This result is the most difficult to resolve, because it's not just one or two people; it's an entire group. Leadership in that group can be reasoned with, or slain; the former approach suffers **Disadvantage** (roll twice, select the less preferable result) if conducted in the presence of any other Faction members, and the latter might be doomed because Reinforcements constantly arrive (**20%** chance of **1d4** Faction members arriving each round). Your best bet is to join the faction and effect change from within: if you are a member of the Faction with at worst neutral Attitude from the Faction toward your party, you gain **Advantage** (roll twice, select your preferred result) on social checks to change their mind about the target event.

Stop Responsible Party Size

Is it a single madman, acting out of lunacy? Or is it an entire tribe, whose well-meaning interpretation of religious doctrine has driven them to unspeakable plans?

Roll on the table below to determine the size and scope of those responsible for bringing about the **target event**.

If in the ***Stop Responsible Party*** table above you determined that a Faction was the responsible party, ignore the table below, and assume a Factional result.

Table 243: Purpose Variability: Stop Responsible Party Size

D20	Result
1-9	Individual
10-14	Small Group
15-16	Large Group
17-18	Faction
19	Village / Region
20	Reroll with Advantage; ignore this result if rolled again

Some of these bear further explanation, as follows:

- ***Individual:*** It's just one sentient creature responsible for all of this. They may have hirelings or allies (thus the

Quest Events mentioned later still apply), but in terms of true believers, it's just them.

- ***Small Group:*** **2d6** people adhere to the reasons why this target event is necessary. To change the group's mind, you must convince (through social challenges) or slay at least **1d4** of those people.
- ***Large Group:*** **4d20** people adhere to the reasons why this target event is necessary. To change the group's mind, you must convince (through social challenges) or slay at least **2d6** of those people.
- ***Faction:*** An entire group of people of common interests and/or intent are the responsible parties. See "Faction" result of ***Stop Responsible Party***, above, for remedy options.
- ***Village / Region:*** An entire culture or subculture of people, geographically bound, is bringing about the target event en masse. To convince them to stop, you must gather a large group of citizens (i.e., at least **25** for smaller villages, at least **50** for cities) together, and make a public statement, or publicly execute one or more restrained leaders of the group as a performance / Intimidate check. Regardless of the approach used—speech or violent display—the attempt suffers **Disadvantage** (roll twice, select the less preferable result) due to the communal belief.

Stop Goal

Although it may not have a distinct mechanical impact, knowing why the responsible party is enacting this terrible event may help from a narrative standpoint.

Roll on the table below to determine the purported purpose of the **responsible party** in bringing about the **target event**.

Table 244: Purpose Variability: Stop Goal

D20	Result
1-4	Glory
5-8	Chaos / Revenge
9-13	Love
14-17	Political Power
18-19	Magical Power
20	Reroll with Advantage; ignore this result if rolled again

Some of these bear further explanation, as follows:

- ***Glory:*** The responsible party seeks fame and renown as a result of their endeavors. Depending on what works best narratively, this could be good attention, and/or bad attention.
- ***Chaos / Revenge:*** Some people just want to see the world burn, and revenge is a dish best served cold. Whether as a result of a traumatic upbringing, feeling slighted and singled out, a foreboding sense of loneliness and despair, or simple ennui and depression, the responsible party has grown to believe that the target event will somehow change all of that... or at the very least, to demonstrate to others in a tangible manner just what they themselves feel and suffer.
- ***Love:*** Fools rush in. The responsible party is acting out of pure emotion, and in the hopes of securing a positive reaction from someone else. For individuals, this could be an infatuated but spurned would-be lover. For groups, this could be to show a larger power that they are ready for acceptance (e.g., in the present day, gaining nuclear weapons in a bid for recognition as a legitimate political entity and entry into the United Nations). Note that although many acts inspired by the header of "love" are delusional or mad, this motivation could also be explicitly requested by the object of the responsible party's affections: "prove to me that you love me by doing this". Add a Role to the quest, and randomize an NPC (for **Individual** or **Small Group** results in the ***Stop Responsible Party Size*** table above) or a Faction (for any other result from that table); that Role represents the object of the responsible party's affections or attentions.
- ***Political Power:*** The responsible party is only doing this because they believe the target event will increase their political power. Typically, this means getting others to believe that the responsible party is the only savior from predicaments like this, or weakening the political power of others because the target event occurred under their watch. It could also be completely delusional: a ritual, sacrifice, or magical ceremony might be designed to have the gods or arcane powers from beyond the void grant the responsible party power, but nothing will come of it.
- ***Magical Power:*** As Political Power, but for arcanists or divine practitioners. There is a **40%** chance that a particular deity or religion is the target of the responsible party's interest; if so, add a Role to this quest and assign it with a religious Faction as you normally would: this represents the church institution the responsible party is acting in the context of.

Stop Area of Effect

The purpose variability tables above have dictated who is enacting the catastrophe, and why. But it remains to be determined the scope of the disaster.

A madman might bring about a blizzard to kill off a competing suitor, or a self-assured general might send a thousand warriors to their doom merely to further his own career.

Note that not all of the results below will be easily incorporated into certain other results of the other purpose variability tables. Use your own judgment as to whether you should reroll a given result so as to make it pass a sanity check.

Roll on the table below to lend some flavor as to the consequences of the intended **target event**.

Table 245: Purpose Variability: Stop Area of Effect

D20	Result
1-2	Single Person
3-9	Group
10-16	Village / Settlement
17-18	Entire Tribe or Culture
19	Entire Region
20	Reroll with Advantage; ignore this result if rolled again

Some of these bear further explanation, as follows:

- ***Single Person:*** Only one person is potentially directly affected by the target event. This could still be a big deal, though: if it's a **Sacrifice**, the Single Person is the person who will be sacrificed; and if there is anything political about the target event or responsible party, then the person affected could be the region's legitimate ruler. Social checks made with the Single Person to be affected, related to the target event and/or responsible party, gain **Advantage** (roll twice, select your preferred result).
- ***Group:*** A Faction, a cluster of houses, or a single large building: between 2 and 200 people are to be impacted by the target event, should it occur. Social checks attempted to convince people to either help prevent the target event or otherwise get involved are made at **Disadvantage** (roll twice, select the less preferable result) when conducted with people who are ***not*** a part of the **Group** to be affected; doing so with those who ***are*** part of the **Group** gain **Advantage** (roll twice, select your preferred result).
- ***Village / Settlement:*** An entire settlement, city, or town is to be destroyed or otherwise impacted by the target event. Social checks related to this quest made with people outside this settlement suffer **Disadvantage** (roll twice, select the less preferable result).
- ***Entire Tribe or Culture:*** Typically includes multiple settlements. These villages or cities may all belong to or might be significantly comprised of members of a particular group, but it could simply be that the zones are all in the geography of physical effect of the target event. This has no net effect on social checks of any kind related to the quest.
- ***Entire Region:*** Multiple cities, and encompassing an entire geographic swath of effect. This typically means that the scope of the target event is so obvious that social checks made with those to be affected gain **Advantage** (roll twice, select your preferred result).

Quest Prototypes

The following quest prototypes are included for quests of this nature. You should feel free to create your own templates as well!

If you're looking to randomize which template to use, roll on the following table.

Table 246: Random Quest Templates: Stop Quests

D20	Quest Template
1-5	Simple
6-9	Multi-Location
10-13	Ambushed
14-18	Pickup and Deliver
19	Reroll with Advantage; ignore this result if rolled again
20	Reroll twice; ignore this result if rolled again

Random Aspects

You can use the following sections and tables to randomize the aspects of a quest of this type.

In some cases, more specific rules and probabilities for randomization may apply in a more granular context; feel free to use those, or to overrule those and use these more generally-applicable ones instead.

Determination

If you wish to randomly select whether a quest of this type uses a certain type of determination, use the table below.

Table 247: Random Determination Approach: Stop Quests

D20	Determination Approach
1-15	Early Determination
16-20	Late Determination

Role Targeting

For each Role in a quest of this type, you can use the following table to randomly determine how the role will be filled.

Table 248: Random Role Target Approach: Stop Quests

D20	Role Target Approach
1-5	Pick
6-13	Random
14-20	Create

Randomized Clue Requirements

Roll on the table below to determine the Clue requirement for a given Chase Quest if no other circumstance applies.

Table 249: Random Clue Requirements: Stop Quests

D20	Clue Requirement
1-2	No Clue Requirement
3-8	1 Clue to Resolve
9-13	1d4 Clues to Resolve
14-15	1 Clue Each Milestone
16-19	1d4 Clues Each Milestone
20	Reroll with Advantage; ignore this result if rolled again

Some of these bear further explanation, as follows:

- ***No Clue Requirement:*** The quest does not involve, or require, Clues of any sort for progression or resolution. Any which might otherwise apply to this quest have no effect.
- ***1 Clue to Resolve:*** The quest cannot be solved until you discover at least 1 Clue which is counted to it.
- ***1d4 Clues to Resolve:*** As above, but with the potential for a higher number of required Clues.
- ***1 Clue Each Milestone:*** Each and every milestone of this quest requires 1 Clue to progress.
- ***1d4 Clues Each Milestone:*** As above, but with the potential for a far greater threshold. Roll separately to determine the requirement for each milestone.

Randomized Quest Events

In the course of pursuing a quest of this nature, you may encounter random events unique to it.

For every 5 minutes of real-life time spent actively pursuing a quest of this type, roll on the following table to determine what occurs. If it takes you more than 5 minutes to resolve an encounter in the course of pursuing this quest, roll only once on the table for however long that takes. For example, if you take 23 minutes to resolve a combat encounter, you'd roll on the following table once afterwards to determine whether a random quest event took place.

Table 250: Random Quest Events: Stop Quests

D20	Random Quest Event
1-5	No Event
6-9	Thugs
10	Distraction
11-12	Migrate Lair
13-14	Counter-Offer
15-18	Accelerate
19	Delay
20	Reroll with Advantage; ignore this result if rolled again

These results bear some explanation, as follows:

- ***No Event:*** Nothing exceptional occurs outside of what you're already doing.
- ***Thugs:*** The responsible party recognizes your interference, and sends some miscreants your way as a disincentive. Roll a wandering encounter for the region you're in, but keep rerolling until you get a combat encounter.
- ***Distraction:*** A new, urgent priority distracts you from your pursuit of the Stop Quest. Create a new **Cohesion Quest** at random; set the **Urgency** of that new quest to "**Almost Too Late**" and the **Pace** to "**Breakneck**". You must complete that new quest successfully before continuing your pursuit of this Stop Quest. If you fail the cohesion quest, it represents that the distraction gave the responsible party sufficient time to enact their plan and bring about the target event, and you fail this Stop Quest. On the plus side: each time you successfully complete a **Distraction** cohesion quest, add +1 Rewards to what you receive for successfully completing this Stop Quest. This bonus is in addition to any Rewards that may apply to the cohesion quest itself. While you are resolving the Distraction cohesion quest, suspend rolls on this Stop Quest's Random Quest Events table above.
- ***Migrate Lair:*** The responsible party moves their base of operations elsewhere. You must gather **1d4** **Clues** in order to even determine the new location of the moved lair. If this quest has a Location Role associated with it, change that location to a new value as you normally would make that determination. Once you gather these Clues: if this quest does not already have a Location Role, create one, and assign it as you normally would. In either case, you must move to that location to continue your pursuit of this Stop Quest.

- ***Counter-Offer:*** The responsible party, potentially through an intermediary or maybe in person, tries to dissuade your efforts with a bribe. Roll on the applicable **Random Rewards** table that you used to initially determine the rewards for this Stop Quest; the result is what is offered to you. If you choose to accept this counter-offer, this Stop Quest is automatically failed (and you suffer any **Penalties** that apply as a result), but you receive the rewards from the counter-offer as promised.
- ***Accelerate:*** The responsible party has moved more swiftly than you anticipated! As a result, the **Pace** of this Stop Quest increases by one step. For example, if it had been **Medium**, it is now **Urgent**. If the Pace of this Stop Quest was already **Breakneck** when you roll an **Accelerate**, the target event takes place immediately, and you fail this quest.
- ***Delay:*** The reverse of Accelerate: the responsible party has encountered a setback, or their plans are taking longer to enact than they had figured. The **Pace** of this quest decreases by one step (e.g., **Medium** becomes **Passive**). If the **Pace** of this Stop Quest was already **Optional**, the responsible party can no longer successfully bring about their target event, and you successfully complete this quest.

Randomized Rewards

Quests of this nature may specify their own rewards or probabilities therefor in their quest templates.

If none of those applies, or to overrule and determine rewards at the successful conclusion of a quest of this nature dynamically, roll on the following table.

Table 251: Random Rewards: Stop Quests

D20	Reward
1-7	No Reward
8-10	1 Reward
11-13	1d2 Rewards
14-18	1d3 Rewards
19	Reroll; Advantage on Category; reroll this result if rolled again
20	Reroll with Advantage; ignore this result if rolled again

One of these bears further explanation:

- ***Reroll; Advantage on Category:*** Reroll on this table. If you receive this result again, ignore it and reroll. Any rewards that result as an outcome of your reroll receive **Advantage** (roll twice, select your preferred result) on the ***Reward Category*** table below.

Randomized Reward Categories

If you successfully complete a quest of this type, and determine that one or more Rewards is applicable, then you can use the table below to determine the category.

Table 252: Random Reward Categories: Stop Quests

D20	Reward Category
1-4	**Material** (p 403)
5-10	**Social** (p 408)
11-12	**Mechanical** (p 415)
13-16	**Magical** (p 421)
17-18	**Narrative** (p 431)
19	**Exploration** (p 437)
20	Reroll with Advantage

Randomized Penalties

As with Rewards, a more specific context for determining **Penalties** for failed quests of this type may apply.

Below is a more general list of results and probabilities that you can use.

Table 253: Random Penalties: Stop Quests

D20	Penalty
1	No Penalty
2-5	1 Penalty
6-9	1d2 Penalties
10-18	1d3 Penalties
19	Reroll; Advantage on Category; reroll this result if rolled again
20	Reroll with Advantage; ignore this result if rolled again

One of these bears further explanation, as follows:

- ***Reroll; Advantage on Category:*** Reroll on this table. If you receive this result again, ignore it and reroll. Any penalties that result as an outcome of your reroll receive **Advantage** (roll twice, select your preferred result) on the ***Reward Penalty*** table below.

Randomized Penalty Categories

Quests of this type have a specific variability as to what types of penalty may apply in the case of a failed quest.

If you fail a quest of this nature, and determine that one or more penalties apply, roll on the table below to determine the penalty category each falls into.

Table 254: Random Penalty Categories: Stop Quests

D20	Penalty Category
1-2	**Material** (p 446)
3-8	**Social** (p 452)
9	**Mechanical** (p 459)
10-12	**Magical** (p 465)
13-16	**Narrative** (p 474)
17-19	**Exploration** (p 479)
20	Reroll with Advantage

Randomized Urgency

Quests of this nature may have a variable sense of **Urgency** (p 141). Roll on the table below to randomly determine the ***Urgency*** of a particular quest of this type.

Table 255: Random Quest Urgency: Stop Quests

D20	Stakes
1-10	**Almost too late**
11-13	**Behind already**
14-17	**Immediate**
18	**Eventual**
-	**Ignorable**
19	Reroll with Advantage
20	Pick your preference

Randomized Stakes

As with Urgency, the ***Stakes*** (p 141) of a quest of this type can be randomly determined. Use the table below if no other context applies or dictates a value.

Table 256: Random Quest Stakes: Stop Quests

D20	Stakes
1-12	**Life or Death (macro)**
13-15	**Life or Death (individual)**
16-17	**Medium**
18	**Minor**
-	**Trivial**
19	Reroll with Advantage
20	Pick your preference

Pace

Quests of this type tend to have a certain ***Pacing*** (p 143). Use the table below to select one of the possibilities.

Table 257: Random Quest Pace: Stop Quests

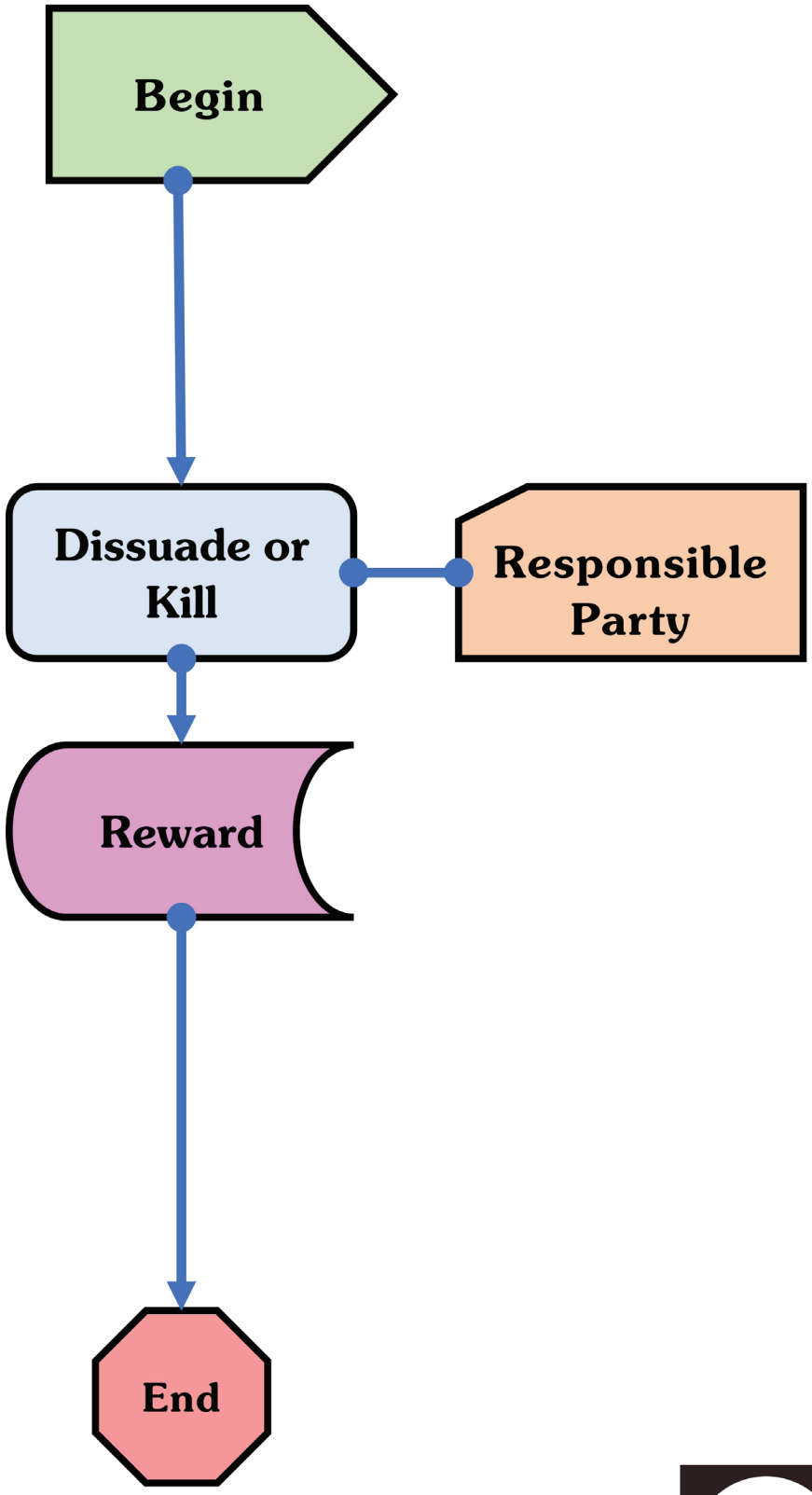
D20	Pace
1-10	**Breakneck**
11-13	**Urgent**
14-17	**Medium**
18	**Passive**
-	**Optional**
19	Reroll with Advantage
20	Pick your preference

Chainability

Chase Quests have a high possibility of being intermingled with other events. Use the table below if no other context applies to determine ***chainability*** (p 142).

Table 258: Random Quest Chainability: Stop Quests

D20	Chainability
1-2	**No links**
3-9	**Leads from completed**
10-15	**Leads from active**
16-18	**Leads to new**
19	Reroll with Advantage
20	Pick your preference



Plot Structure: Stop
Template Name: Simple

Plot Template: Stop, Simple

Summary

Stop a target event from taking place at the direction of or with the encouragement of the responsible party.

Prerequisites

None.

Context Overrides

Use the defaults for the **Stop Quest** described starting on page 223 for most aspects of a quest created using this template.

Some other qualities of this plot template use more specific randomization tables, as follows.

Clues: Stop, Simple

Table 259: Random Clue Requirements: Stop, Simple

D20	Clue Requirement
1-5	No Clue Requirement
6-8	1 Clue to Resolve
9-13	1d4 Clues to Resolve
14-15	1 Clue Each Milestone
16-19	1d4 Clues Each Milestone
20	Reroll with Advantage; ignore this result if rolled again

Quest Events: Stop, Simple

For every 5 minutes of real-life time spent actively pursuing a quest of this type, roll on the following table to determine what occurs.

Table 260: Random Quest Events: Deliver, One Target

D20	Random Quest Event
1-5	No Event
6-12	Thugs
13	Distraction
14	Migrate Lair
15	Counter-Offer
16-18	Accelerate
19	Delay
20	Reroll with Advantage; ignore this result if rolled again

Urgency: Stop, Simple

Table 261: Random Quest Urgency: Stop, Simple

D20	Stakes
1-12	Almost too late
13-14	Behind already
15-16	Immediate
17	Eventual
18	Ignorable
19	Reroll with Advantage
20	Pick your preference

Stakes: Stop, Simple

Table 262: Random Quest Stakes: Stop, Simple

D20	Stakes
1-8	Life or Death (macro)
9-10	Life or Death (individual)
11-14	Medium
15-17	Minor
18	Trivial

D20	Stakes
19	Reroll with Advantage
20	Pick your preference

Pace: Stop, Simple

Table 263: Random Quest Pace: Stop, Simple

D20	Pace
1-13	**Breakneck**
14-16	**Urgent**
17	**Medium**
18	**Passive**
-	**Optional**
19	Reroll with Advantage
20	Pick your preference

Chainability: Stop, Simple

Table 264: Random Quest Chainability: Stop, Simple

D20	Chainability
1-5	**No links**
6-7	**Leads from completed**
8-14	**Leads from active**
15-18	**Leads to new**
19	Reroll with Advantage
20	Pick your preference

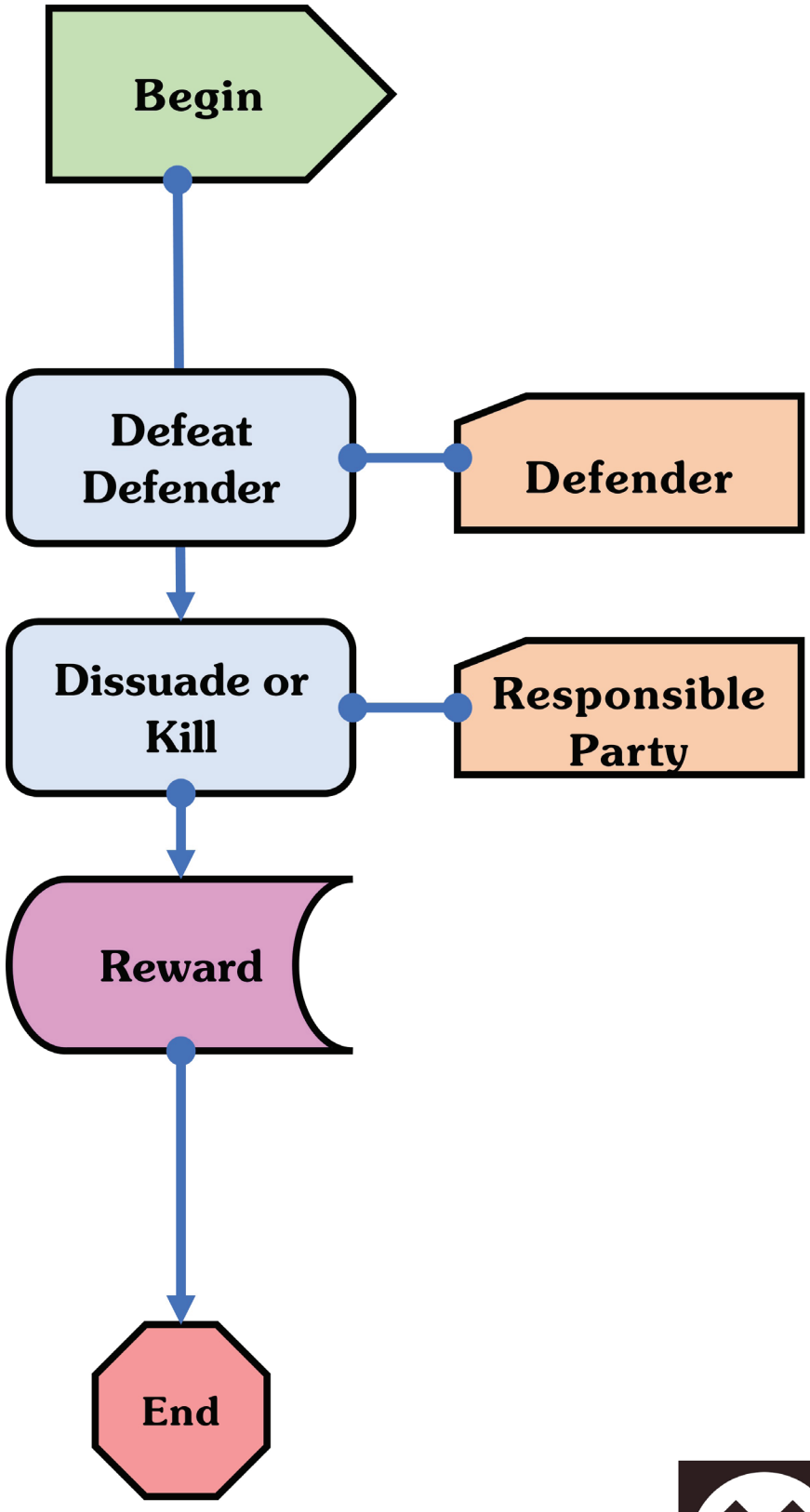
Table 266: Roles: Stop, Simple

Role	Qualifications	Preferences	Description	Imbues
Responsible Party	NPC or sentient monster.	None.	The person or people who are bringing about the target event.	**Hostile** toward party once the quest is engaged.

Table 265: Milestones: Stop, Simple

Milestone	Req'd?	Objectives	Optional Obj's	Impacts	Consequences	Clue Targets	Add'l Mechanics
Dissuade or Kill	Yes	Convince responsible party to stop, or kill them	None	Dead NPC(s) or Attitude change	Quest failed	n/a	**None**

Flowchart 18: Plot Template: Stop, Guarded Responsible Party



Plot Structure: Stop
Template Name: Guarded Responsible Party

Plot Template: Stop, Guarded Responsible Party

Summary

You must prevent the target event from occurring at the guidance of the responsible party. The twist is that the responsible party is guarded, and these guards must be defeated before you can try to dissuade or kill the responsible party.

Prerequisites

None.

Context Overrides

Use the defaults for the **Stop Quest** described starting on page 223 for most aspects of a quest created using this template.

Some other qualities of this plot template use more specific randomization tables, as follows.

Clues: Stop, Guarded Responsible Party

Table 267: Random Clue Requirements: Stop, Guarded Responsible Party Quest

D20	Clue Requirement
1-4	No Clue Requirement
5-10	1 Clue to Resolve
11-16	1d4 Clues to Resolve
17-18	1 Clue Each Milestone
19	1d4 Clues Each Milestone
20	Reroll with Advantage; ignore this result if rolled again

Quest Events: Stop, Guarded Responsible Party

For every 5 minutes of real-life time spent actively pursuing a quest of this type, roll on the following table to determine what occurs.

Table 268: Random Quest Events: Stop, Guarded Responsible Party Quest

D20	Random Quest Event
1-4	No Event
5-12	Thugs
13	Distraction
14	Migrate Lair
15-16	Counter-Offer
17-18	Accelerate
19	Delay
20	Reroll with Advantage; ignore this result if rolled again

Urgency: Stop, Guarded Responsible Party

Table 269: Random Quest Urgency: Stop, Guarded Responsible Party Quest

D20	Stakes
1-12	Almost too late
13-14	Behind already
15-16	Immediate
17	Eventual
18	Ignorable
19	Reroll with Advantage
20	Pick your preference

Stakes: Stop, Guarded Responsible Party

Table 270: Random Quest Stakes: Stop, Guarded Responsible Party Quest

D20	Stakes
1-8	Life or Death (macro)
9-11	Life or Death (individual)
12-16	Medium
17	Minor
18	Trivial
19	Reroll with Advantage
20	Pick your preference

Pace: Stop, Guarded Responsible Party

Table 271: Random Quest Pace: Stop, Guarded Responsible Party Quest

D20	Pace
1-9	Breakneck
10-14	Urgent
15-16	Medium
17	Passive
18	Optional
19	Reroll with Advantage
20	Pick your preference

Chainability: Stop, Guarded Responsible Party

Table 272: Random Quest Chainability: Stop, Guarded Responsible Party Quest

D20	Chainability
1-4	No links
5-8	Leads from completed
9-12	Leads from active
13-18	Leads to new
19	Reroll with Advantage
20	Pick your preference

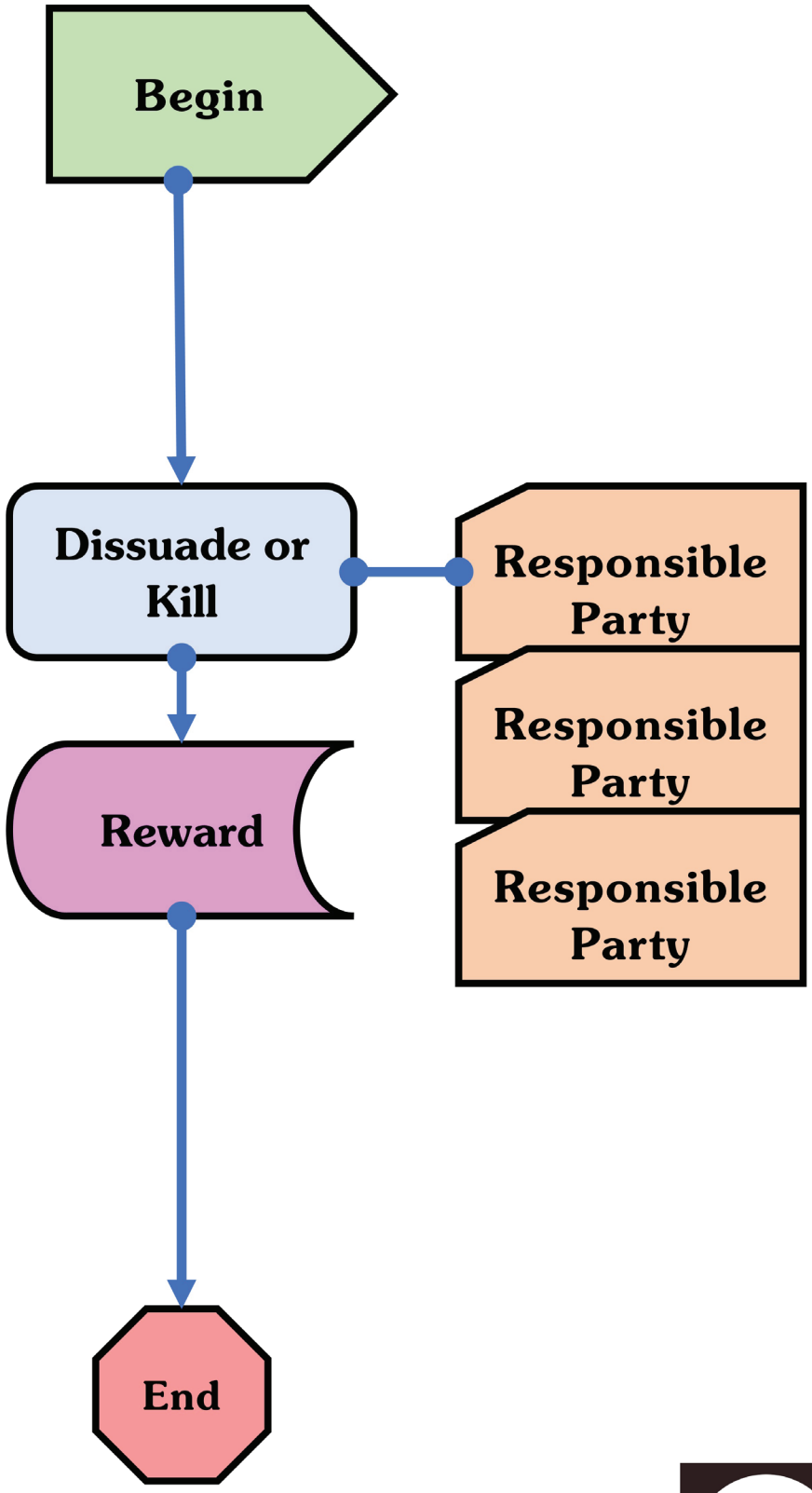
Table 274: Roles: Stop, Guarded Responsible Party

Role	Qualifications	Preferences	Description	Imbues
Responsible Party	NPC or sentient monster.	None.	The person or people who are bringing about the target event.	**Hostile** toward party once the quest is engaged.
Defender (2d4)	None.	Monsters or hireling NPCs.	The creatures guarding the responsible party.	**Hostile** toward party.

Table 273: Milestones: Stop, Guarded Responsible Party

Milestone	Req'd?	Objectives	Optional Obj's	Impacts	Consequences	Clue Targets	Add'l Mechanics
Dissuade or Kill	Yes	Convince responsible party to stop, or kill them	None	Dead NPC(s) or Attitude change	Quest failed	n/a	**None**
Defeat Defender	Yes	Kill the defenders or force them to flee.	None	None.	Quest failed	n/a	None

Flowchart 19: Plot Template: Stop, Multiple Responsible Parties



Plot Structure: Stop
Template Name: Multiple Responsible Parties

Plot Template: Stop, Multiple Responsible Parties

Summary

Instead of a single culprit, there are several different people, groups, or factions with a stake in bringing about the target event. These responsible parties may be approached in any sequence you desire.

Prerequisites

None.

Context Overrides

Use the defaults for the **Stop Quest** described starting on page 223 for most aspects of a quest created using this template.

Some other qualities of this plot template use more specific randomization tables, as follows.

Clues: Stop, Multiple Responsible Parties

Table 275: Random Clue Requirements: Stop, Multiple Responsible Parties Quests

D20	Clue Requirement
1-2	No Clue Requirement
3-6	1 Clue to Resolve
7-12	1d4 Clues to Resolve
13-14	1 Clue Each Milestone
15-19	1d4 Clues Each Milestone
20	Reroll with Advantage; ignore this result if rolled again

Quest Events: Stop, Multiple Responsible Parties

For every 5 minutes of real-life time spent actively pursuing a quest of this type, roll on the following table to determine what occurs.

Table 276: Random Quest Events: Stop, Multiple Responsible Parties Quests

D20	Random Quest Event
1-7	No Event
8-11	Thugs
12	Distraction
13	Migrate Lair
14-15	Counter-Offer
16-18	Accelerate
19	Delay
20	Reroll with Advantage; ignore this result if rolled again

Urgency: Stop, Multiple Responsible Parties

Table 277: Random Quest Urgency: Stop, Multiple Responsible Parties Quest

D20	Stakes
1-6	Almost too late
7-9	Behind already
10-14	Immediate
15-17	Eventual
18	Ignorable
19	Reroll with Advantage
20	Pick your preference

Stakes: Stop, Multiple Responsible Parties

Table 278: Random Quest Stakes: Stop, Multiple Responsible Parties Quest

D20	Stakes
1-5	**Life or Death (macro)**
6-8	**Life or Death (individual)**
9-14	**Medium**
15-17	**Minor**
18	**Trivial**
19	Reroll with Advantage
20	Pick your preference

Pace: Stop, Multiple Responsible Parties

Table 279: Random Quest Pace: Stop, Multiple Responsible Parties Quest

D20	Pace
1-5	**Breakneck**
6-12	**Urgent**
13-15	**Medium**
16-17	**Passive**
18	**Optional**
19	Reroll with Advantage
20	Pick your preference

Chainability: Stop, Multiple Responsible Parties

Table 280: Random Quest Chainability: Stop, Multiple Responsible Parties Quest

D20	Chainability
1-5	**No links**
6-9	**Leads from completed**
10-17	**Leads from active**
18	**Leads to new**
19	Reroll with Advantage
20	Pick your preference

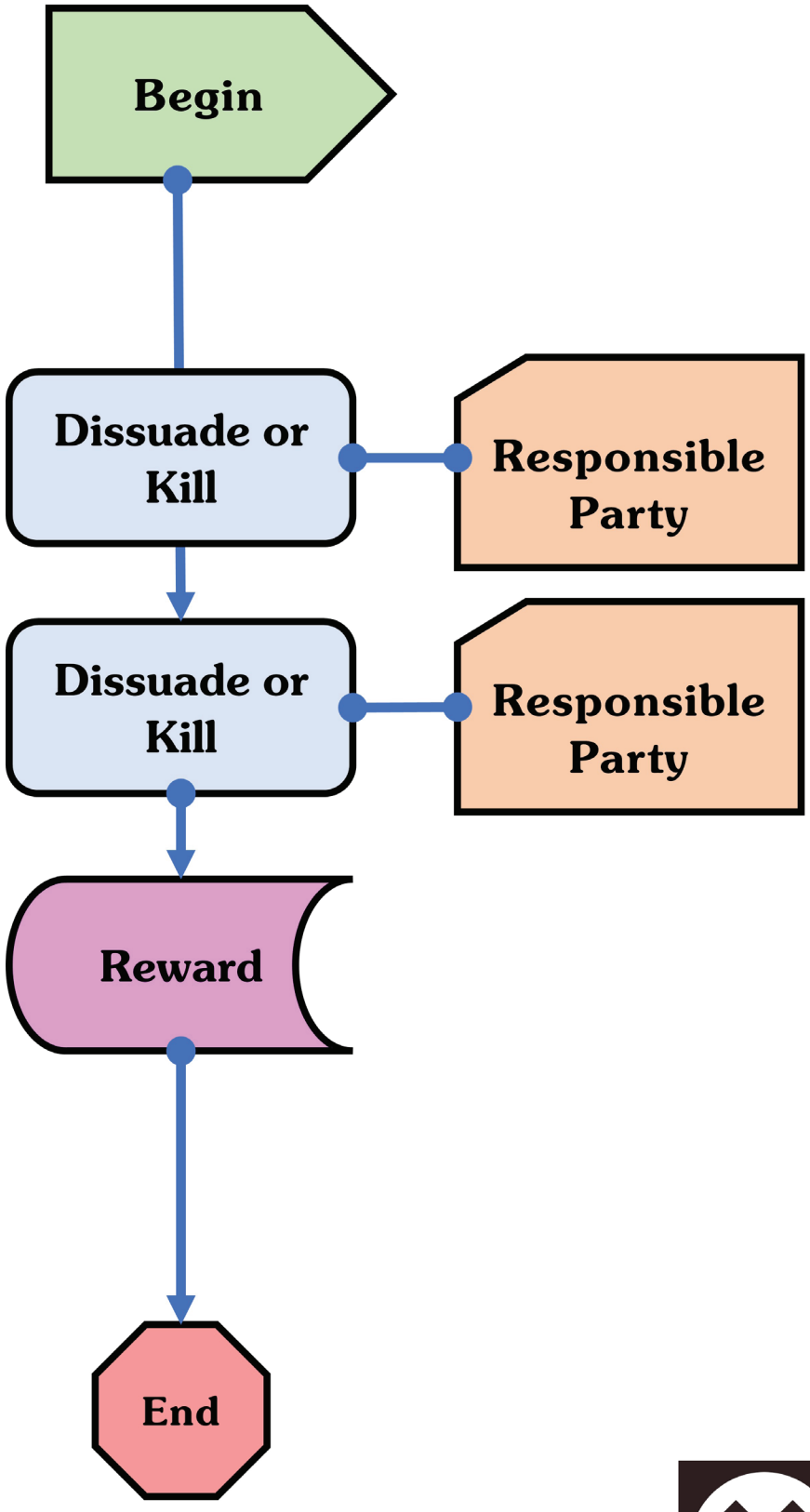
Table 282: Roles: Stop, Multiple Responsible Parties

Role	Qualifications	Preferences	Description	Imbues
Responsible Party (1d4+1)	NPC or sentient monster.	None.	The person or people who are bringing about the target event. May be approached in any order.	**Hostile** toward party once the quest is engaged.

Table 281: Milestones: Stop, Multiple Responsible Parties

Milestone	Req'd?	Objectives	Optional Obj's	Impacts	Consequences	Clue Targets	Add'l Mechanics
Dissuade or Kill	Yes	Convince responsible party to stop, or kill them	None	Dead NPC(s) or Attitude change	Quest failed	n/a	**None**

Flowchart 20: Plot Template: Stop, Smokescreen



Plot Structure: Stop
Template Name: Smokescreen

Plot Template: Stop, Smokescreen

Summary

Just as you successfully deal with who you think the responsible party is, it's revealed that they were merely a pawn in a grander scheme, behind which sits a ***second***, true, responsible party!

Prerequisites

None.

Context Overrides

Use the defaults for the **Stop Quest** described starting on page 223 for most aspects of a quest created using this template.

Some other qualities of this plot template use more specific randomization tables, as follows.

Clues: Stop, Smokescreen

Table 283: Random Clue Requirements: Stop, Smokescreen Quests

D20	Clue Requirement
-	No Clue Requirement
1-5	1 Clue to Resolve
6-10	1d4 Clues to Resolve
11-13	1 Clue Each Milestone
14-19	1d4 Clues Each Milestone
20	Reroll with Advantage; ignore this result if rolled again

Quest Events: Stop, Smokescreen

For every 2 minutes of real-life time spent actively pursuing a quest of this type, roll on the following table to determine what occurs.

Table 284: Random Quest Events: Stop, Smokescreen Quests

D20	Random Quest Event
1-7	No Event
8-11	Thugs
12-14	Distraction
15-16	Migrate Lair
17	Counter-Offer
18	Accelerate
19	Delay
20	Reroll with Advantage; ignore this result if rolled again

Rewards: Stop, Smokescreen

Table 285: Random Rewards: Stop, Smokescreen Quests

D20	Reward
1	No Reward
2-6	1 Reward
7-12	1d2 Rewards
13-18	1d3 Rewards
19	Reroll; Advantage on Category; reroll this result if rolled again
20	Reroll with Advantage; ignore this result if rolled again

Reward Categories: Stop, Smokescreen

Table 286: Random Reward Categories: Stop, Smokescreen Quests

D20	Reward Category
1-6	Material (p 403)
7-8	Social (p 408)

D20	Reward Category
9-11	**Mechanical** (p 415)
12-16	**Magical** (p 421)
17-18	**Narrative** (p 431)
19	**Exploration** (p 437)
20	Reroll with Advantage

Urgency: Stop, Smokescreen

Table 287: Random Quest Urgency: Stop, Smokescreen Quests

D20	Stakes
1-3	**Almost too late**
4-7	**Behind already**
8-14	**Immediate**
15-17	**Eventual**
18	**Ignorable**
19	Reroll with Advantage
20	Pick your preference

Stakes: Stop, Smokescreen

Table 288: Random Quest Stakes: Stop, Smokescreen Quests

D20	Stakes
1-10	**Life or Death (macro)**
11-15	**Life or Death (individual)**
16	**Medium**
17	**Minor**
18	**Trivial**
19	Reroll with Advantage
20	Pick your preference

Pace: Stop, Smokescreen

Table 289: Random Quest Pace: Stop, Smokescreen Quests

D20	Pace
1-5	**Breakneck**
6-10	**Urgent**
11-15	**Medium**
16-17	**Passive**

Table 292: Roles: Stop, Smokescreen

Role	Qualifications	Preferences	Description	Imbues
Responsible Party (2x)	NPC or sentient monster.	None.	The person or people who are bringing about the target event.	**Hostile** toward party once the quest is engaged.

Table 291: Milestones: Stop, Smokescreen

Milestone	Req'd?	Objectives	Optional Obj's	Impacts	Consequences	Clue Targets	Add'l Mechanics
Dissuade or Kill (2x)	Yes	Convince responsible party to stop, or kill them	None	Dead NPC(s) or Attitude change	Quest failed	n/a	**None**

D20	Pace
18	**Optional**
19	Reroll with Advantage
20	Pick your preference

Chainability: Stop, Smokescreen

Table 290: Random Quest Chainability: Stop, Smokescreen Quests

D20	Chainability
1	**No links**
2-6	**Leads from completed**
7-12	**Leads from active**
13-18	**Leads to new**
19	Reroll with Advantage
20	Pick your preference

Abstract Mystery Quests

Introduction

This is perhaps the most fun type of quest to integrate into narrative... but it's also the most challenging.

Abstract Mystery quests are those that involve a great deal of clue-gathering, toward an ultimate purpose, at the request of a **benefactor**.

Abstract Mystery quests can also be referred to as simply "***Mystery Quests***".

Since their goal is often informational or to generate proof, they tend to be more socially-oriented than other quest types. However, that does not mean that they are entirely without combative risk—the jealous lover, the suspicious stranger, or the unhinged mercenary guard might not take too kindly to someone poking around and asking a lot of questions, regardless of the truth of their guilt.

Purpose Summary

All **Mystery Quests** involve a similar structure and nature, as follows:

- A ***benefactor***. This is the quest-giver, and the entity most interested in seeing you successful in your pursuit of the quest.
- One or more ***persons of interest***. These can also be referred to as "***suspects***", with varying accuracy depending on the purpose variability of the quest in question (see below).

Purpose Variability

To introduce a bit of narrative interest into the proceedings of a **Mystery Quest**, you can randomize the nature of the objective using the table below. These speak not only to the nature of the quest, but even moreso to the attitude of the **benefactor**, and why they are asking the party's involvement.

Use the results of this determination to inform the Role filling process as best makes sense.

Table 293: Purpose Variability: Mystery Quest Type

D20	Mystery Quest Type
1-4	**Whodunnit**
5-8	**PCs, P.I.**
9-11	**Cover-Up**
12-15	**Espionage**
16-17	**Blackmail**
18	Reroll twice; ignore this result if rolled again
19	Reroll with Advantage
20	Pick your preference

These may each require some description, as follows:

- ***Whodunnit:*** A crime has been committed; that much is certain. The PCs are being asked to determine who did the deed. Of all the categories of Mystery Quest, this one comes with the greatest degree of legitimate authority and support: social checks made to further progress are enacted with the benefit of **Advantage** (roll twice, select your preferred result), and regional security forces will default to a **Helpful Attitude** toward the party so long as it is in relation to this quest.
- ***PCs, P.I.:*** The party is being asked to take on the role of a private investigator, to get more information about a suspected or definite activity. Although the PCs may not necessarily be asked to perform illegal activities in the quest, their actions are somewhat on the down-low. Security forces will default to a **Helpful Attitude** toward the party so long as it is in relation to this quest.
- ***Cover-Up:*** Something has taken place, and the benefactor seeks to make sure as few people find out about the event as is feasible. The PCs are being asked to take action because they are sufficiently far enough removed from the benefactor and those involved that it would arouse less suspicion than if official channels were used. Each time the PCs let slip the news of what took place, there is a cumulative **5%** chance that the quest is failed immediately.
- ***Espionage:*** The information-gathering that the benefactor seeks is to directly negate another person or entity's actions and power. For political benefactors, this may involve secretly gathering information about a rival country's industry, for example. Each time the PCs let slip the news of what took place, there is a cumulative **10%** chance that the quest is failed immediately; however, you may make your roll on the Rewards table with **Advantage** (roll twice, select your preferred result), representing the potential for enormous value in the success of your quest.
- ***Blackmail:*** The ultimate goal of the benefactor is perhaps less than savory: they wish to use gathered information against one or more persons of interest or other third parties, in the hopes of profiting or gaining power for

themselves. Lawful Good characters or merely those with certain personalities may shy away from such activity. They do so to their loss, however: you may roll ***twice*** on the Rewards table for **Blackmail Mystery Quests**.

Purpose Variability Tables

Some of the purpose variabilities above involve additional elements that you may wish to incorporate into your quest.

Mystery Benefactor

Each mystery has behind it a benefactor: someone who cares enough to resolve the mystery that they have approached a third party—you.

Roll on the table below to determine the nature of your benefactor and quest-giver. Note that like most purpose variability for quests of this type, the value in this determination is primarily narrative, though you may take the nature of your benefactor into consideration when assigning Roles in your quest.

Table 294: Purpose Variability: Mystery Benefactor

D20	Result
1-6	Political Official
7-9	Tradesperson
10-13	Ordinary
14-17	Royalty
18-19	Faction
20	Reroll with Advantage; ignore this result if rolled again

Some of these bear further explanation, as follows:

- ***Political Official:*** The mayor, the viscount, or even the queen regent: the benefactor holds a position of political office. Add a Role to the quest, and assign it to a **Settlement** as you typically would. The official is affiliated with that Settlement. There is a **25%** chance that the political official is instead a military official.
- ***Tradesperson:*** A merchant, a vendor, a general store shopkeeper, or other tradesperson typically interested in commerce. Such benefactors typically pay their informants well: rather than rolling on the **Reward Category** table as you normally would, you may instead choose to automatically select the **Material Reward** category.
- ***Ordinary:*** Though they may still be of decent means in order to reward your efforts, your benefactor is not particularly notable in any other manner. For all intents and purposes, they are simply a commoner, a townsfolk going about their lives, outside of the intrigue represented by this mystery. These benefactors may best compensate you using social means; rather than rolling on the **Reward Category** table for this quest, you may instead choose to automatically select the **Social Rewards** category.
- ***Royalty:*** A forgotten stepchild, technically of regal blood; a fourth son of a forth son; a princess desperate to escape arranged wedlock: some member of royalty is your benefactor here. With royalty typically comes power: if you determine that this quest involves more than one Reward, you may "trade" 2 Rewards to get a single Reward of the Reward Category of your choosing.
- ***Faction:*** The mystery is of interest to an entire organization or group. It's likely that a single representative of it approached you and is the face of the group for the purposes of enacting this quest. In addition to other Rewards gained through successful completion of this quest, you also are granted either membership into the Faction, or an increase in Attitude from the Faction toward the party.

Mystery Suspicion

Even the most open-ended of mysteries relies up front on a suspicion. That is: what do we know, or believe, might have happened, about which we want to know more?

Roll on the table below to determine what either definitively has occurred already, or that the benefactor believes may have or might take place.

Table 295: Purpose Variability: Mystery Suspicion

D20	Result
1-7	Murder
8-14	Affair
15	Treason
16-17	Organized Crime
18-19	Conspiracy
20	Reroll with Advantage; ignore this result if rolled again

Some of these bear further explanation, as follows:

- ***Murder:*** It appears that someone has been killed. This might be someone close to the benefactor, or simply a common townsfolk for which the benefactor feels responsibility.
- ***Affair:*** Someone has very likely committed adultery against someone related to the benefactor, or maybe it's the benefactor themselves.
- ***Treason:*** One or more people seem to be plotting against the legitimate political or military powers of the region.
- ***Organized Crime:*** Racketeering, gambling, price-fixing, or other organized methods to enact criminal activities. Note that what is legal in one city may well be illegal in another, so it could simply be that someone is attempting to provide some order to the chaos of needs that would otherwise go filled by other, even less savory, means. For magical or fantastical purposes, this might (**25%**

chance) instead be a cult, organizing to summon the vilest of demons from beyond our realm.

- ***Conspiracy:*** A group of people has been organizing in the shadows. To what purpose? That's part of the mystery, though it's suspected that it cannot possibly be good. Trying to overthrow the government? Possibly. Plotting to murder the husband of a rich and vivacious merchant queen? Could be. Basement rituals and book-thievery, designed to call into form a dark lord from beyond our plane of existence? Hopefully not!

Mystery Truth

At the conclusion of your efforts, you will come to a determination as to whether the suspicion the benefactor had was borne out, or comes to nothing. It's important to note that to most benefactors, even being disappointed in the uncovering of the truth is still valuable information; unless otherwise specified in a result below, the truth of the mystery does not affect the outcome (or, more specifically, the Rewards) you enjoy.

It is strongly recommended that, even if you are using Early Determination for this quest, that at least for resolving the Mystery Truth, that you only roll on the table below once you have accumulated the necessary Clues to resolve the mystery.

That way, the mystery itself remains a mystery to you, the solo player, until the end.

Table 296: Purpose Variability: Mystery Truth

D20	Result
1-3	Darkest Outcome
4-9	Darkly Justified
10-14	Misunderstanding
15-17	To Be Continued
18-19	Brightest Outcome
20	Reroll with Advantage; ignore this result if rolled again

Some of these bear further explanation, as follows. You will note, of course, that these result values are intentionally vague, so as to suit a wide variety of possible scenarios and mysteries. The truth about whether one's husband is cheating is always going to be fundamentally different in its specifics than knowing how to undermine the rival nation to the south—these values are designed to suit both ends of the spectrum, and all in between, with a degree of narrative rationalization on your part.

- ***Darkest Outcome:*** The worst the benefactor feared is true: the murder was executed by their closest friend or lover; the rival nation is on the brink of executing an overwhelming attack on their least-defended flank; or the gangs have fully taken over the entire criminal underworld of the city. Though they still reward you well, the benefactor is now desperate and terrified, or depressed: they either commit suicide, wander off into the sunset, or otherwise effectively remove themselves from the campaign setting shortly after the discovery. Mechanically, this NPC or Faction is no longer a factor in your campaign setting, after **1d4** more game sessions. Any Quests they were directly involved with automatically fail if not completed by the end of that time.
- ***Darkly Justified:*** Though the benefactor is shattered to discover the truth, the motivation behind the knowledge is understandable. True, the wife technically had an affair; but she had been drugged into submission; while the vizier seems to have been plotting with the sage behind the king's back, it was mainly because they wanted to keep things secret from those they did not trust. The benefactor is grateful, and offers the party one additional Reward.
- ***Misunderstanding:*** It was all a big confusing mess, and amounts to very little: the affair wasn't an affair at all, just a close-knit friendship; the plots in secret were in fact a preparation for a surprise birthday party. No additional mechanical effects are in play as a result.
- ***To Be Continued:*** Though a great deal has been learned, the conclusion as to what truly took place is still obscured. Consider this Mystery Quest to be fully resolved, and create a new **cohesion quest**, with all of the same purpose variability and benefactor. Randomize all other elements of the quest, including Rewards and Quest Template. Narratively, the benefactor pays you for the time and effort you've put forth, but still wants this matter resolved. When you conclude this cohesion quest toward the same purpose, you may reroll a "**Misunderstanding**" result on the **Mystery Truth** table above once.
- ***Brightest Outcome:*** The best, most favorable outcome delights the benefactor to no end. The person they thought was murdered shows up; it turns out that the victim was an unrelated stranger who looked a great deal like them. The voluntary affair did not, in fact, involve the husband, but his brother. The benefactor is supremely relieved: their **Attitude** toward the party increases to the highest rank, and any quests with which they are involved grant one additional roll on the Rewards table going forward (not this one, sorry!).

Mystery Morphology

Abstract Mystery quests have a way of morphing into pursuits of another nature. After all, it's a somewhat boring mystery story that exclusively involves gathering information and piecing together evidence. Traditionally, there's more suspense, more intrigue, and more conflict involved in a truly compelling noir narrative.

Each time you complete a milestone in an **Abstract Mystery** quest, you may roll on the following morophology table to determine what, if anything, occurs in between milestones.

If you choose to do so, then you may roll one additional time on the Rewards table at the conclusion of the quest, albeit suffering **Disadvantage** (roll twice, select the less preferred result). This effect stacks; after a several-milestone-long Mystery quest, you might end up rolling multiple additional times on the Rewards table.

Note that for any cohesion quests resulting from a roll on this table, you receive rewards from that cohesion quest ***in addition to*** those from this mystery quest, ***as well as*** the

additional roll on the Rewards table for this quest.

Table 297: Purpose Variability: Mystery Morphology

D20	Result
1-7	No Additional Morphology
8-10	Morphs into Stop
11	Morphs into Obtain
12-13	Morphs into Slay
14-19	Morphs into Chase
20	Reroll with Advantage; ignore this result if rolled again

Some of these bear further explanation, as follows. A quick note about the vagueness of the approach here: you'll note that the results above, and their descriptions below, do not

- ***No Additional Morphology:*** You may continue to the next quest milestone in this quest without further distraction. You do not, however, merit the additional Rewards roll simply for taking the risk of rolling on this table, sorry to say.
- ***Morphs into Stop:*** Create a new **cohesion quest**: a Stop Quest, and with the **Responsible Party** being one of the **Persons of Interest** in this Mystery quest. Beyond that, randomize the other elements as you normally would. That new quest must be completed before you may progress this Mystery Quest. Narratively, it's likely that you uncovered a plan to commit certain deeds, either as the culmination of the nefarious plotting and scheming, or to cover up an affair or other secret activity.
- ***Morphs into Obtain:*** As above, but the new cohesion quest is an **Obtain Quest**, and there is no Role carry-over from this quest into that one. It could be that you have to gather a certain amount of ore to satisfy the blacksmith who won't speak to you and provide a Clue without a bribe; it could be that as part of your negotiations, you now owe the helpful apothecary a pouch full of the seedlings to be found out on the moors.
- ***Morphs into Slay:*** As above, but the new cohesion quest is a **Slay Quest**. Though there is no formal Role overlap, this new Slay Quest is likely born out of a need to fight off allies of the **person of interest** who executed the terrible act of interest.
- ***Morphs into Chase:*** As above, but the new cohesion quest is a **Chase Quest**, and the Quarry is one of the **persons of interest** from this quest.

Mystery Suspect Involvement

For each suspect (i.e., person of interest) that has a Role in a Mystery Quest, they may or may not be involved in the deed or plan that the benefactor is concerned about.

As you uncover Clues related to each suspect, determine whether that suspect had anything to truly do with the concern using the table below.

Note that more than one suspect might turn out to be involved; in order to complete the Quest, you must rule out or confirm each and every suspect using the table below and Clues and the plot structure.

If you determine using the table below that all of the suspects are innocent of involvement, then you satisfy the requirements of the quest and can receive your reward, but the ultimate conclusion of the matter has yet to be resolved.

Table 298: Purpose Variability: Mystery Suspect Involvement

D20	Result
1-3	Innocent
4-6	Aware, But Silent
7-9	Passively Complicit
10-12	Actively Complicit
13-19	Responsible / Guilty
20	Reroll with Advantage; ignore this result if rolled again

Some of these bear further explanation, as follows.

- ***Innocent:*** The suspect has nothing whatsoever to do with the predicament, and they are indeed ignorant of it. Any questions you may have put to them about the matter is their first awareness of the situation; without you, they never would have even known about the matter.
- ***Aware, But Silent:*** The suspect had some knowledge of the events that did, or were about to, unfold, but chose to keep quiet about it. This could be out of fear of reprisal, an explicit preference to remain out of such things, or because they knew enough about the situation to sympathize with those truly responsible.
- ***Passively Complicit:*** Such people look the other way when things take place, and in so doing, help bring about the matters about which the benefactor is concerned. Whether or not this results in what we would normally consider "guilt" is a matter of interpretation, and likely of litigation, should it come to that. The benefactor's **Attitude** toward such suspects decreases one degree.
- ***Actively Complicit:*** Whether it's because they're offered a reward, or if they merely sympathize with the situation and want to help, these suspects took action to make the matter possible. They lied to cover up deeds, they stood guard while actions took place, they drove a getaway car, they distracted a security officer—whatever the specifics, it's very likely that the deeds or plan could not have been successful without this person's involvement, even if they did not themselves commit the adultery or hold the knife, so to speak. The benefactor's **Attitude** toward such people decreases two degrees. For criminal wrongdoings, it's almost certain that such people will face charges, and will likely face a misdemeanor punishment.

- ***Responsible / Guilty:*** This suspect is one of the people most actively responsible for the nefarious activity about which the benefactor has been concerned. For criminal activities, you've gathered enough evidence to convict these people, and they will likely suffer consequences proprotionate to the deeds they planned or committed.

Quest Prototypes

The following quest prototypes are included for quests of this nature. You should feel free to create your own templates as well!

If you're looking to randomize which template to use, roll on the following table.

Table 299: Random Quest Templates: Mystery Quests

D20	Quest Template
1-6	Single POI
7-12	Multiple Suspects
13-16	Web of Intrigue
17-18	Double-Cross
19	Reroll with Advantage; ignore this result if rolled again
20	Reroll twice; ignore this result if rolled again

Random Aspects

You can use the following sections and tables to randomize the aspects of a quest of this type.

In some cases, more specific rules and probabilities for randomization may apply in a more granular context; feel free to use those, or to overrule those and use these more generally-applicable ones instead.

Determination

If you wish to randomly select whether a quest of this type uses a certain type of determination, use the table below.

Table 300: Random Determination Approach: Mystery Quests

D20	Determination Approach
1-2	Early Determination
3-20	Late Determination

Role Targeting

For each Role in a quest of this type, you can use the following table to randomly determine how the role will be filled.

Table 301: Random Role Target Approach: Mystery Quests

D20	Role Target Approach
1-12	Pick
13-18	Random
19-20	Create

Randomized Clue Requirements

Roll on the table below to determine the Clue requirement for a given Mystery Quest if no other circumstance applies.

Table 302: Random Clue Requirements: Mystery Quests

D20	Clue Requirement
-	No Clue Requirement
1-3	1d4 Clues to Resolve
4-9	2d6 Clues to Resolve
10-16	1d4 Clues Each Milestone
17-19	2d6 Clues Each Milestone
20	Reroll with Advantage; ignore this result if rolled again

Some of these bear further explanation, as follows:

- ***No Clue Requirement:*** The quest does not involve, or require, Clues of any sort for progression or resolution. Any which might otherwise apply to this quest have no effect.

- ***XdY Clues to Resolve:*** The quest cannot be solved until you discover at least this many Clues which is counted to it.
- ***XdY Clues Each Milestone:*** Each and every milestone of this quest requires X Clues to progress. Roll separately to determine the requirement for each milestone.

Randomized Quest Events

In the course of pursuing a quest of this nature, you may encounter random events unique to it.

For every 5 minutes of real-life time spent actively pursuing a quest of this type, roll on the following table to determine what occurs. If it takes you more than 5 minutes to resolve an encounter in the course of pursuing this quest, roll only once on the table for however long that takes. For example, if you take 23 minutes to resolve a combat encounter, you'd roll on the following table once afterwards to determine whether a random quest event took place.

Table 303: Random Quest Events: Mystery Quests

D20	Random Quest Event
1-5	No Event
6-9	Thugs
10	Distraction
11-12	Confusing Evidence
13-14	Coordinating Evidence
15-18	Red Herring
19	Trail of Deeds
20	Reroll with Advantage; ignore this result if rolled again

These results bear some explanation, as follows:

- ***No Event:*** Nothing exceptional occurs outside of what you're already doing.
- ***Thugs:*** You're not sure if they've been sent by one of the suspects, or if it's simple happenstance, but either way, you've got to deal with some hired goons before you can proceed. Roll a wandering encounter for the region you're in, but keep rerolling until you get a combat encounter.
- ***Distraction:*** A new, urgent priority distracts you from your pursuit of this Quest. Create a new **Cohesion Quest** at random; set the **Urgency** of that new quest to "**Almost Too Late**" and the **Pace** to "**Breakneck**". You must complete that new quest successfully before continuing your pursuit of this Mystery Quest. If you fail the cohesion quest, it represents that the distraction gave the responsible party sufficient time to enact their plan and bring about the target event, and you fail this Mystery Quest. On the plus side: each time you successfully complete a **Distraction** cohesion quest, add +1 Rewards to what you receive for successfully completing this Mystery Quest. This bonus is in addition to any Rewards that may apply to the cohesion quest itself. While you are resolving the Distraction cohesion quest, suspend rolls on this Mystery Quest's Random Quest Events table above.
- ***Confusing Evidence:*** Sometimes, the new information we uncover merely serves to muddle the waters and contradict evidence that we already knew about. Add **1d4** Clues to the requirement for the current milestone.
- ***Coordinating Evidence:*** Conversely from above, sometimes, new information lines up perfectly with hunches we've formed from prior data. This quest now requires **1d4** fewer **Clues** to resolve.
- ***Red Herring:*** Information you've gathered threatens to lead you to wrongly suspecting a completely irrelevant path. Make an immediate **Sense Motive** (or equivalent in your rules system, or a simple Wisdom) check; success means you can ignore his result. Failure means you receive a **Cohesion Quest,** of type Mystery but with all other elements randomized, and with zero possibility of Rewards. You must pursue that cohesion quest before progressing back with this Mystery Quest, and failing the cohesion quest means that you fail this Mystery Quest as well.
- ***Trail of Deeds:*** Somewhat the reverse of **Red Herring**: The information you've assembled working this case corroborates in-process evidence you've also been collecting from another initiative, making that one more easily solved. Select another active Quest at random that involves at least one Clue requirement; that Quest has its Clue requirement reduced by **1d4**. If this reduces the Clues required to zero, consider that Clue requirement fully met.

Randomized Rewards

Quests of this nature may specify their own rewards or probabilities therefor in their quest templates.

If none of those applies, or to overrule and determine rewards at the successful conclusion of a quest of this nature dynamically, roll on the following table.

Table 304: Random Rewards: Mystery Quests

D20	Reward
1-2	No Reward
3-9	1 Reward
10-14	1d2 Rewards
15-18	1d3 Rewards
19	Reroll; Advantage on Category; reroll this result if rolled again

D20	Reward
20	Reroll with Advantage; ignore this result if rolled again

One of these bears further explanation:

- ***Reroll; Advantage on Category:*** Reroll on this table. If you receive this result again, ignore it and reroll. Any rewards that result as an outcome of your reroll receive **Advantage** (roll twice, select your preferred result) on the ***Reward Category*** table below.

Randomized Reward Categories

If you successfully complete a quest of this type, and determine that one or more Rewards is applicable, then you can use the table below to determine the category.

Table 305: Random Reward Categories: Mystery Quests

D20	Reward Category
1-6	**Material** (p 403)
7-9	**Social** (p 408)
10-11	**Mechanical** (p 415)
12-14	**Magical** (p 421)
15-18	**Narrative** (p 431)
19	**Exploration** (p 437)
20	Reroll with Advantage

Randomized Penalties

As with Rewards, a more specific context for determining **Penalties** for failed quests of this type may apply.

Below is a more general list of results and probabilities that you can use.

Table 306: Random Penalties: Mystery Quests

D20	Penalty
1-5	**No Penalty**
6-12	**1 Penalty**
13-16	**1d2 Penalties**
17-18	**1d3 Penalties**

D20	Penalty
19	Reroll; Advantage on Category; reroll this result if rolled again
20	Reroll with Advantage; ignore this result if rolled again

One of these bears further explanation, as follows:

- ***Reroll; Advantage on Category:*** Reroll on this table. If you receive this result again, ignore it and reroll. Any penalties that result as an outcome of your reroll receive **Advantage** (roll twice, select your preferred result) on the ***Reward Penalty*** table below.

Randomized Penalty Categories

Quests of this type have a specific variability as to what types of penalty may apply in the case of a failed quest.

If you fail a quest of this nature, and determine that one or more penalties apply, roll on the table below to determine the penalty category each falls into.

Table 307: Random Penalty Categories: Mystery Quests

D20	Penalty Category
1-3	**Material** (p 446)
4-9	**Social** (p 452)
10-13	**Mechanical** (p 459)
14	**Magical** (p 465)
15-18	**Narrative** (p 474)
19	**Exploration** (p 479)
20	Reroll with Advantage

Randomized Urgency

Quests of this nature may have a variable sense of **Urgency** (p 141). Roll on the table below to randomly determine the ***Urgency*** of a particular quest of this type.

Table 308: Random Quest Urgency: Mystery Quests

D20	Stakes
1-3	**Almost too late**
4-7	**Behind already**

D20	Stakes
8-16	**Immediate**
17-18	**Eventual**
-	**Ignorable**
19	Reroll with Advantage
20	Pick your preference

Randomized Stakes

As with Urgency, the ***Stakes*** (p 141) of a quest of this type can be randomly determined. Use the table below if no other context applies or dictates a value.

Table 309: Random Quest Stakes: Mystery Quests

D20	Stakes
1-5	**Life or Death (macro)**
6-14	**Life or Death (individual)**
15-16	**Medium**
17	**Minor**
18	**Trivial**
19	Reroll with Advantage
20	Pick your preference

Pace

Quests of this type tend to have a certain ***Pacing*** (p 143). Use the table below to select one of the possibilities.

Table 310: Random Quest Pace: Mystery Quests

D20	Pace
1-5	**Breakneck**
6-12	**Urgent**
13-17	**Medium**
18	**Passive**
-	**Optional**
19	Reroll with Advantage
20	Pick your preference

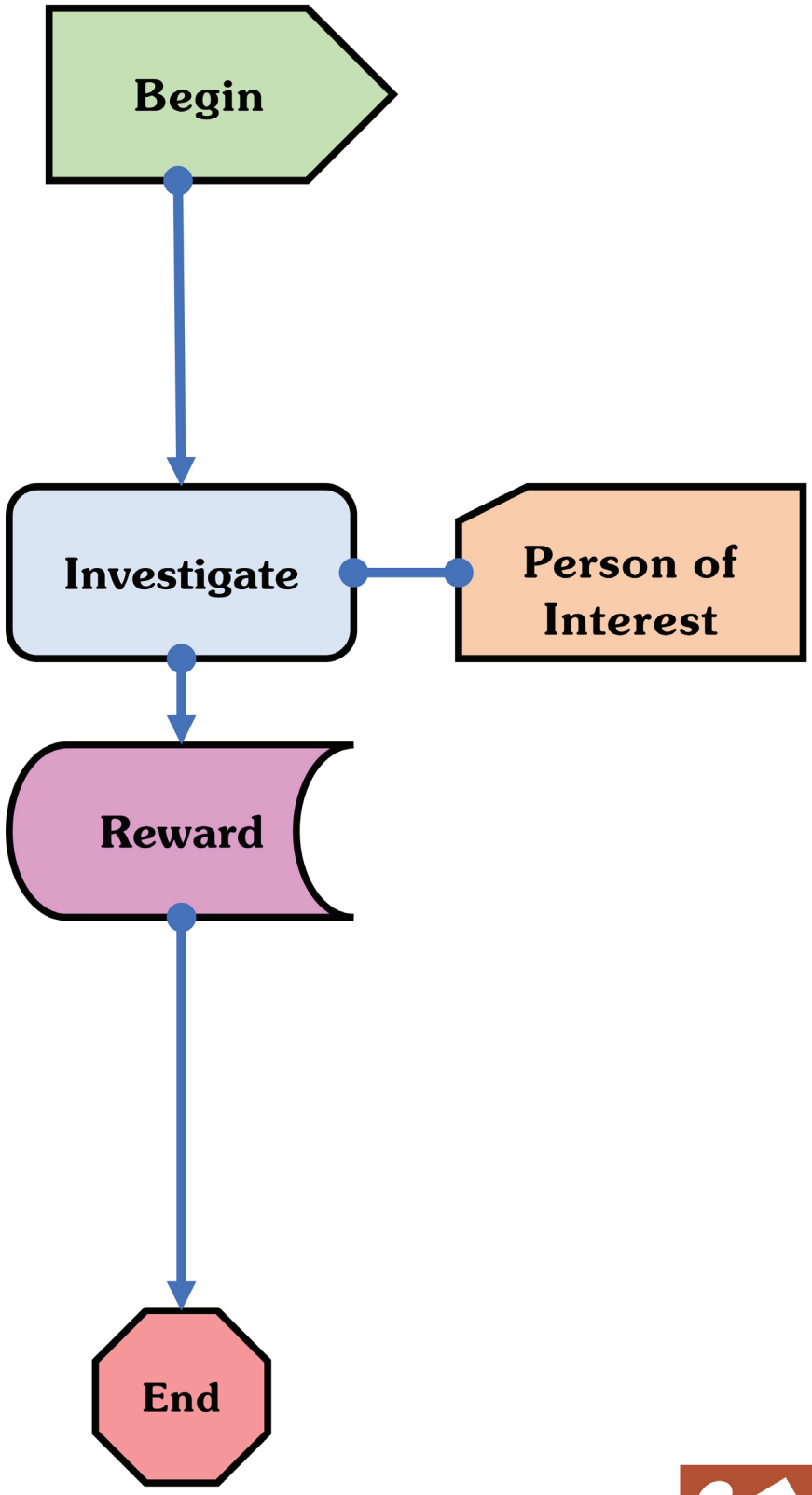
Chainability

Chase Quests have a high possibility of being intermingled with other events. Use the table below if no other context applies to determine ***chainability*** (p 142).

Table 311: Random Quest Chainability: Mystery Quests

D20	Chainability
1-2	**No links**
3-7	**Leads from completed**
8-16	**Leads from active**
17-18	**Leads to new**
19	Reroll with Advantage
20	Pick your preference

Flowchart 21: Plot Template: Mystery, Single Person of Interest



Plot Structure: Abstract Mystery
Template Name: Single Person of Interest

Plot Template: Mystery, Single Person of Interest

Summary

You've been asked to investigate the actions or plans of a single suspect.

Prerequisites

None, though an established relationship with the quest-giver is preferred from a narrative standpoint.

Context Overrides

Use the defaults for the **Abstract Mystery Quest** described starting on page 244 for most aspects of a quest created using this template.

Some other qualities of this plot template use more specific randomization tables, as follows.

Clues: Mystery, Single Person of Interest

Table 312: Random Clue Requirements: Mystery, Single Person of Interest

D20	Clue Requirement
-	No Clue Requirement
1-3	1d4 Clues to Resolve
4-14	2d6 Clues to Resolve
15-16	1d4 Clues Each Milestone
17-19	2d6 Clues Each Milestone
20	Reroll with Advantage; ignore this result if rolled again

Quest Events: Mystery, Single Person of Interest

For every 5 minutes of real-life time spent actively pursuing a quest of this type, roll on the following table to determine what occurs.

Table 313: Random Quest Events: Mystery, Single Person of Interest

D20	Random Quest Event
1-7	No Event
8-9	Thugs
10	Distraction
11-14	Confusing Evidence
15-16	Coordinating Evidence
17-18	Red Herring
19	Trail of Deeds
20	Reroll with Advantage; ignore this result if rolled again

Urgency: Mystery, Single Person of Interest

Table 314: Random Quest Urgency: Mystery, Single Person of Interest

D20	Stakes
1-5	Almost too late
6-9	Behind already
10-16	Immediate
17-18	Eventual
-	Ignorable
19	Reroll with Advantage
20	Pick your preference

Stakes: Mystery, Single Person of Interest

Table 315: Random Quest Stakes: Mystery, Single Person of Interest

D20	Stakes
1-4	Life or Death (macro)
5-13	Life or Death (individual)
14-16	Medium
17	Minor
18	Trivial
19	Reroll with Advantage
20	Pick your preference

Pace: Mystery, Single Person of Interest

Table 316: Random Quest Pace: Mystery, Single Person of Interest

D20	Pace
1-6	Breakneck
7-11	Urgent
12-17	Medium
18	Passive
-	Optional
19	Reroll with Advantage
20	Pick your preference

Chainability: Mystery, Single Person of Interest

Table 317: Random Quest Chainability: Mystery, Single Person of Interest

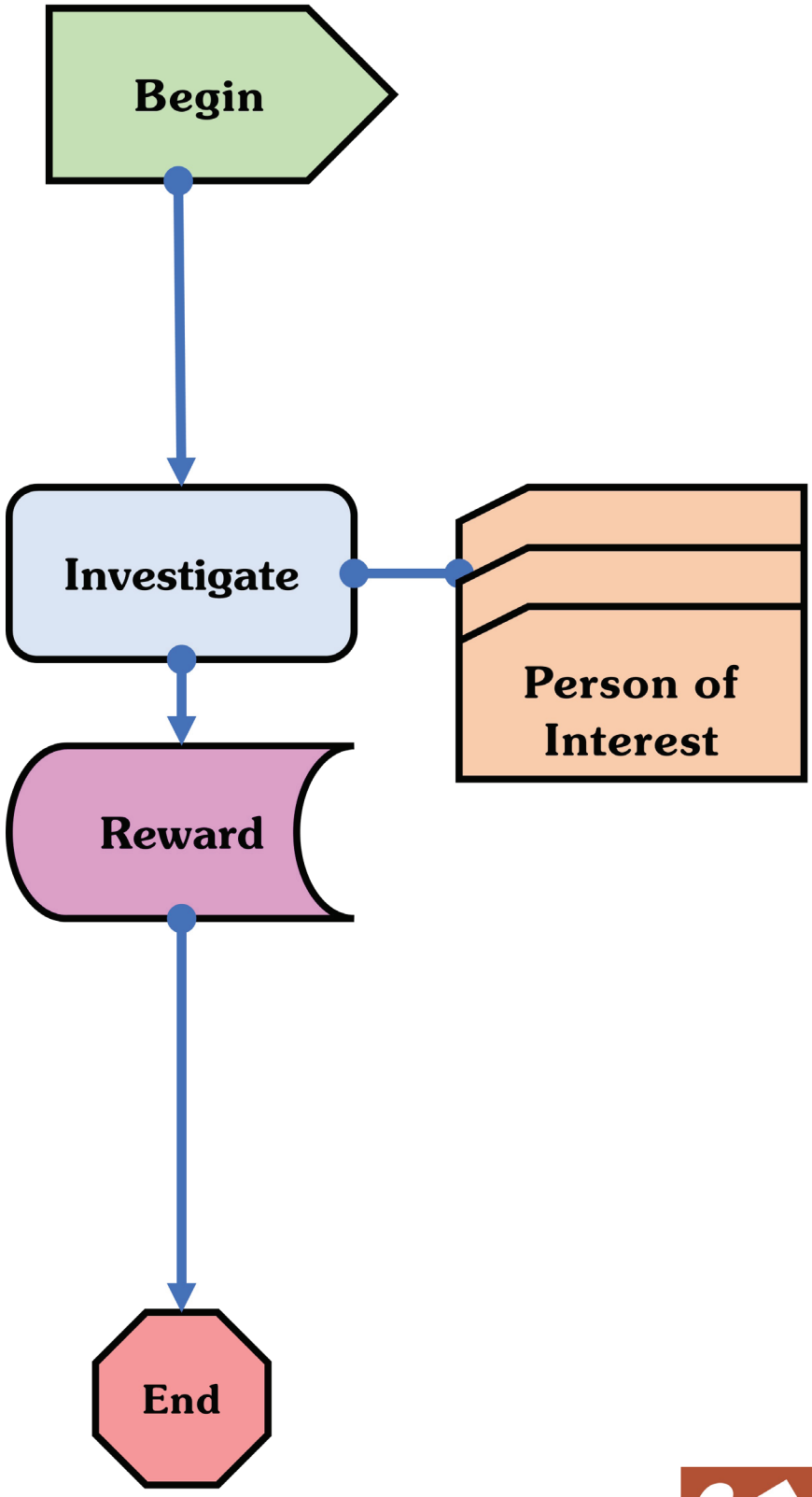
D20	Chainability
1-4	No links
5-8	Leads from completed
9-12	Leads from active
13-18	Leads to new
19	Reroll with Advantage
20	Pick your preference

Table 319: Roles: Mystery, Single Person of Interest

Role	Qualifications	Preferences	Description	Imbues
Person of Interest	NPC or sentient monster.	Known preferred to new.	The creature suspected of the action, plan, or deed you're investigating.	None.

Table 318: Milestones: Mystery, Single Person of Interest

Milestone	Req'd?	Objectives	Optional Obj's	Impacts	Consequences	Clue Targets	Add'l Mechanics
Investigate	Yes	Gather information about the POI and evidence about the plan or deed.	None	None.	Quest failed	2d4	None



Plot Structure: Abstract Mystery
Template Name: Multiple Suspects

Plot Template: Mystery, Multiple Suspects

Summary

You've been asked to investigate a plan or deed that has taken place, or that the benefactor suspects will occur. Rather than a single suspect, however, there are multiple persons of interest; it's unclear which of them is involved.

Prerequisites

None.

Context Overrides

Use the defaults for the **Abstract Mystery Quest** described starting on page 244 for most aspects of a quest created using this template.

Some other qualities of this plot template use more specific randomization tables, as follows.

Clues: Mystery, Multiple Suspects

Table 320: Random Clue Requirements: Mystery, Multiple Suspects Quest

D20	Clue Requirement
-	No Clue Requirement
1-2	1d4 Clues to Resolve
3-14	2d6 Clues to Resolve
15	1d4 Clues Each Milestone
16-19	2d6 Clues Each Milestone
20	Reroll with Advantage; ignore this result if rolled again

Quest Events: Mystery, Multiple Suspects

For every 5 minutes of real-life time spent actively pursuing a quest of this type, roll on the following table to determine what occurs.

Table 321: Random Quest Events: Mystery, Multiple Suspects Quest

D20	Random Quest Event
1-4	No Event
5-8	Thugs
9	Distraction
10-13	Confusing Evidence
14	Coordinating Evidence
15-17	Red Herring
18-19	Trail of Deeds
20	Reroll with Advantage; ignore this result if rolled again

Urgency: Mystery, Multiple Suspects

Table 322: Random Quest Urgency: Mystery, Multiple Suspects Quest

D20	Stakes
1-2	Almost too late
3-6	Behind already
7-14	Immediate
15-18	Eventual
-	Ignorable
19	Reroll with Advantage
20	Pick your preference

Stakes: Mystery, Multiple Suspects

Table 323: Random Quest Stakes: Mystery, Multiple Suspects Quest

D20	Stakes
1-5	Life or Death (macro)
6-14	Life or Death (individual)
15-16	Medium
17	Minor
18	Trivial
19	Reroll with Advantage
20	Pick your preference

Pace: Mystery, Multiple Suspects

Table 324: Random Quest Pace: Mystery, Multiple Suspects Quest

D20	Pace
1-4	Breakneck
5-13	Urgent
14-17	Medium
18	Passive
-	Optional
19	Reroll with Advantage
20	Pick your preference

Chainability: Mystery, Multiple Suspects

Table 325: Random Quest Chainability: Mystery, Multiple Suspects Quest

D20	Chainability
1-2	No links
3-5	Leads from completed
6-13	Leads from active
14-18	Leads to new
19	Reroll with Advantage
20	Pick your preference

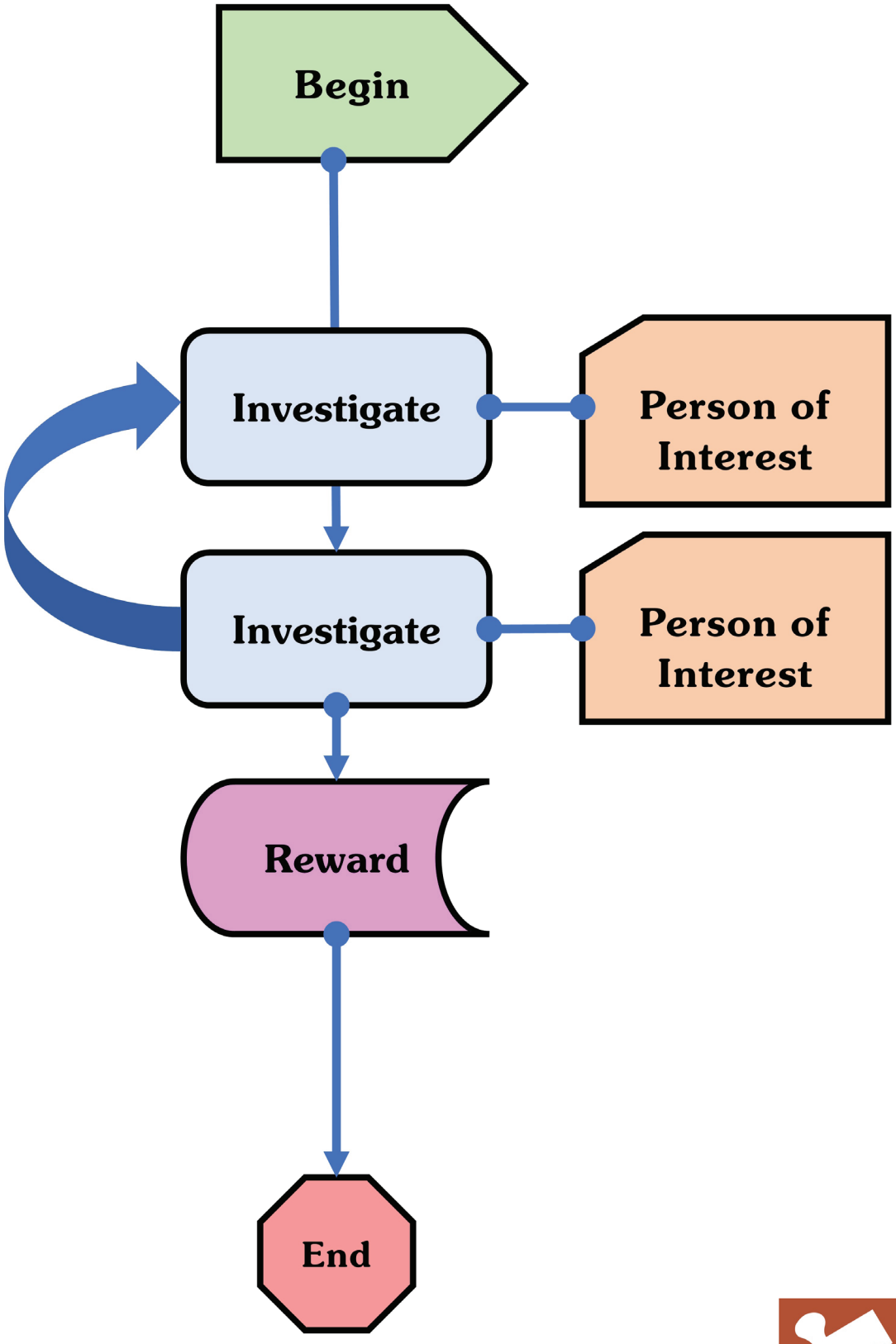
Table 327: Roles: Mystery, Multiple Suspects

Role	Qualifications	Preferences	Description	Imbues
Person of Interest (1d4+1)	NPC or sentient monsters.	Known preferred to new.	The creatures suspected of the action, plan, or deed you're investigating.	None.

Table 326: Milestones: Mystery, Multiple Suspects

Milestone	Req'd?	Objectives	Optional Obj's	Impacts	Consequences	Clue Targets	Add'l Mechanics
Investigate	Yes	Gather information about the POI and evidence about the plan or deed.	None	None.	Quest failed	2d4	None

Flowchart 23: Plot Template: Mystery, Web of Intrigue



Plot Structure: Abstract Mystery
Template Name: Web of Intrigue

Plot Template: Mystery, Web of Intrigue

Summary

Instead of a single culprit, there are several different people, groups, or factions with a stake in bringing about the target event. These responsible parties may be approached in any sequence you desire.

Prerequisites

None.

Additional Mechanics

At the conclusion of each Investigate milestone, your searching may have uncovered more questions than answers! Roll **1d20**; on a **1-10**, you must iterate through another Investigate milestone in order to conclude the quest.

For every **Clue** you have accumulated beyond the minimum **Clue Target** required to conclude the **Investigate** milestone, you may add **+1** to this roll. You may also add +1 to this roll for every **Investigate** milestone you have successfully completed in this quest prior to this one.

When you create a new Investigate milestone, re-randomize the Clue Target required for the new iteration.

Context Overrides

Use the defaults for the **Abstract Mystery Quest** described starting on page 244 for most aspects of a quest created using this template.

Some other qualities of this plot template use more specific randomization tables, as follows.

Clues: Mystery, Web of Intrigue

Table 328: Random Clue Requirements: Mystery, Web of Intrigue Quests

D20	Clue Requirement
-	No Clue Requirement
1-6	1d4 Clues to Resolve
7-12	2d6 Clues to Resolve
13	1d4 Clues Each Milestone
14-19	2d6 Clues Each Milestone
20	Reroll with Advantage; ignore this result if rolled again

Quest Events: Mystery, Web of Intrigue

For every 5 minutes of real-life time spent actively pursuing a quest of this type, roll on the following table to determine what occurs.

Table 329: Random Quest Events: Mystery, Web of Intrigue Quests

D20	Random Quest Event
1-7	No Event
8-9	Thugs
10	Distraction
11-13	Confusing Evidence
14-16	Coordinating Evidence
17	Red Herring
18-19	Trail of Deeds
20	Reroll with Advantage; ignore this result if rolled again

Urgency: Mystery, Web of Intrigue

Table 330: Random Quest Urgency: Mystery, Web of Intrigue Quest

D20	Stakes
1	Almost too late
2-4	Behind already
5-14	Immediate
15-17	Eventual
18	Ignorable
19	Reroll with Advantage
20	Pick your preference

Stakes: Mystery, Web of Intrigue

Table 331: Random Quest Stakes: Mystery, Web of Intrigue Quest

D20	Stakes
1-7	Life or Death (macro)
8-12	Life or Death (individual)
13-16	Medium
17	Minor
18	Trivial
19	Reroll with Advantage
20	Pick your preference

Pace: Mystery, Web of Intrigue

Table 332: Random Quest Pace: Mystery, Web of Intrigue Quest

D20	Pace
1-3	Breakneck
4-10	Urgent
11-16	Medium
17-18	Passive
-	Optional
19	Reroll with Advantage
20	Pick your preference

Chainability: Mystery, Web of Intrigue

Table 333: Random Quest Chainability: Mystery, Web of Intrigue Quest

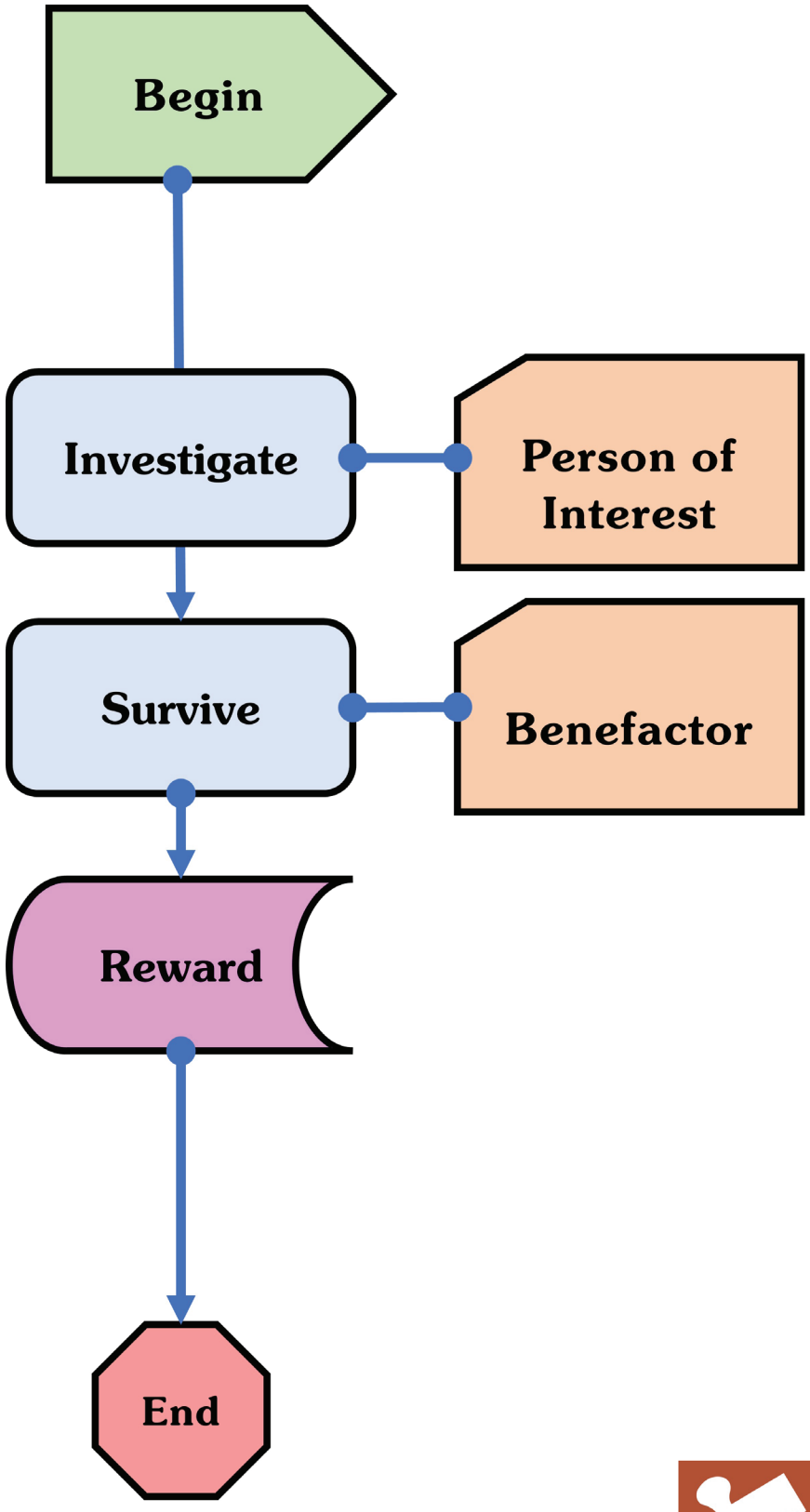
D20	Chainability
1-2	No links
3-7	Leads from completed
8-13	Leads from active
14-18	Leads to new
19	Reroll with Advantage
20	Pick your preference

Table 335: Roles: Mystery, Web of Intrigue

Role	Qualifications	Preferences	Description	Imbues
Person of Interest (multiple)	NPC or sentient monster.	Known preferred to new.	The creature suspected of the action, plan, or deed you're investigating.	None.

Table 334: Milestones: Mystery, Web of Intrigue

Milestone	Req'd?	Objectives	Optional Obj's	Impacts	Conse-quences	Clue Targets	Add'l Mechanics
Investigate (multiple)	Yes	Gather information about the POI and evidence about the plan or deed.	None	None.	Quest failed	2d4	At conclusion of each of these milestones, roll to determine if another is required.



Plot Structure: Abstract Mystery
Template Name: Double-Cross

Plot Template: Mystery, Double-Cross

Summary

Just when you finish your investigation, it turns out that the benefactor betrays you. It could be that they have no interest in the knowledge you have uncovered being released to the public, and so they have no choice, really, but to exterminate the only other people who know—your party.

It could instead be that you were hired to see if it was possible for security forces to uncover the same knowledge, and now, having secured the evidence, they are able to destroy it and you.

Whatever the motivations involved, the benefactor and their allies attack you upon resolving the mystery.

The rewards you receive for successfully completing this quest are not given by the benefactor, but either discovered on their corpse, or given by local security forces as a thank-you for clearing this up.

Prerequisites

None.

Context Overrides

Use the defaults for the **Abstract Mystery Quest** described starting on page 244 for most aspects of a quest created using this template.

Some other qualities of this plot template use more specific randomization tables, as follows.

Clues: Mystery, Double-Cross

Table 336: Random Clue Requirements: Mystery, Double-Cross Quests

D20	Clue Requirement
-	No Clue Requirement
1-6	1d4 Clues to Resolve
7-14	2d6 Clues to Resolve
15	1d4 Clues Each Milestone
16-19	2d6 Clues Each Milestone
20	Reroll with Advantage; ignore this result if rolled again

Quest Events: Mystery, Double-Cross

For every 2 minutes of real-life time spent actively pursuing a quest of this type, roll on the following table to determine what occurs.

Table 337: Random Quest Events: Mystery, Double-Cross Quests

D20	Random Quest Event
1-4	No Event
5-12	Thugs
13	Distraction
14-16	Confusing Evidence
17	Coordinating Evidence
18	Red Herring
19	Trail of Deeds
20	Reroll with Advantage; ignore this result if rolled again

Rewards: Mystery, Double-Cross

Table 338: Random Rewards: Mystery, Double-Cross Quests

D20	Reward
1-2	No Reward
3-6	1 Reward
7-12	1d2 Rewards
13-18	1d3 Rewards
19	Reroll; Advantage on Category; reroll this result if rolled again
20	Reroll with Advantage; ignore this result if rolled again

Reward Categories: Mystery, Double-

Cross

Table 339: Random Reward Categories: Mystery, Double-Cross Quests

D20	Reward Category
1-8	**Material** (p 403)
9-11	**Social** (p 408)
12	**Mechanical** (p 415)
13-14	**Magical** (p 421)
15-18	**Narrative** (p 431)
19	**Exploration** (p 437)
20	Reroll with Advantage

Urgency: Mystery, Double-Cross

Table 340: Random Quest Urgency: Mystery, Double-Cross Quests

D20	Stakes
1-2	**Almost too late**
3-8	**Behind already**
9-14	**Immediate**
15-17	**Eventual**
18	**Ignorable**
19	Reroll with Advantage
20	Pick your preference

Stakes: Mystery, Double-Cross

Table 341: Random Quest Stakes: Mystery, Double-Cross Quests

D20	Stakes
1-7	**Life or Death (macro)**
8-15	**Life or Death (individual)**
16	**Medium**
17	**Minor**

Table 345: Roles: Mystery, Double-Cross

Role	Qualifications	Preferences	Description	Imbues
Person of Interest	NPC or sentient monster.	Known preferred to new.	The creature suspected of the action, plan, or deed you're investigating.	None.
Benefactor	As Mystery Quest	n/a	n/a	None.

Table 344: Milestones: Mystery, Double-Cross

Milestone	Req'd?	Objectives	Optional Obj's	Impacts	Consequences	Clue Targets	Add'l Mechanics
Investigate	Yes	Gather information about the POI and evidence about the plan or deed.	None	None.	Quest failed	2d4	**None**
Survive	Yes	Survive the attack by the Benefactor.	Kill Benefactor	Benefactor dead.	Quest failed	n/a	None

D20	Stakes
18	**Trivial**
19	Reroll with Advantage
20	Pick your preference

Pace: Mystery, Double-Cross

Table 342: Random Quest Pace: Mystery, Double-Cross Quests

D20	Pace
1-7	**Breakneck**
8-14	**Urgent**
15-18	**Medium**
-	**Passive**
-	**Optional**
19	Reroll with Advantage
20	Pick your preference

Chainability: Mystery, Double-Cross

Table 343: Random Quest Chainability: Mystery, Double-Cross Quests

D20	Chainability
1	**No links**
2-3	**Leads from completed**
4-10	**Leads from active**
11-18	**Leads to new**
19	Reroll with Advantage
20	Pick your preference

Exploration Quests

Introduction

Exploration Quests involve geographical movement. They revolve around one or more locations on the world map, and often require you to venture forth into unknown locations.

Purpose Summary

All **Exploration Quests** involve a similar structure and nature, as follows:

- One or more ***destinations***.
- The set of all destinations that apply to a given **Exploration Quest**, and the sequence in which they must or may be approached, is called a ***path***.
- The travel between one destination and another, or between your starting position when you receive an **Exploration Quest** and the first destination, are referred to as ***legs*** of your journey.

Quest Prototypes

The following quest prototypes are included for quests of this nature. You should feel free to create your own templates as well!

If you're looking to randomize which template to use, roll on the following table.

Table 346: Random Quest Templates: Exploration Quests

D20	Quest Template
1-5	Single Location
6-9	Multi-Location
10-13	Multi-Random
14-18	Random Path
19	Reroll with Advantage; ignore this result if rolled again
20	Reroll twice; ignore this result if rolled again

Purpose Variability

Exploration Quests are arguably the simplest of all major types in terms of structure. Their implications, what they represent, the reasoning behind them, what they lead to, and what might be randomly encountered along the way: those elements are of perhaps greater importance than simply traversing legs of a journey between locations.

So it's particularly valuable to spice things up and add some narrative flavor to this sort of quest by randomly determining what the reason behind your mission happens to be.

Roll on the table below to determine why you're being asked to venture forth.

Table 347: Purpose Variability: Exploration Quest Type

D20	Exploration Quest Type
1-4	Clear Out
5-8	Ranging/Scouting
9-11	Fog of War
12-15	Cartography
16-17	Escape
18	Reroll twice; ignore this result if rolled again
19	Reroll with Advantage
20	Pick your preference

These may each require some description, as follows:

- ***Clear Out:*** Here there be monsters... it's your mission to venture to one or more locations, and destroy all nasty threatening creatures that you may encounter. When rolling for **Random Quest Events** for quests of this type, treat "**Difficult Terrain**" results as "**Hostile Fauna**" results instead.
- ***Ranging/Scouting:*** Your mission is merely to range forth and see what you can find. There may be a greater, more specific objective in mind, but whomever is giving you the quest is keeping those cards close to their chest. Use the **Random Quest Event** table as-is.
- ***Fog of War:*** Recent battles or treacherous monsters have made the locations of interest inhospitable, and

as a result, the region surrounding them has fallen into darkness. It's vital that you push forth and determine what has happened to this terrain, and if it is yet safe to travel. In the process of pursuing this sort of quest, treat "**Lost the Trail**" results on the **Random Quest Event** table as "**Terrible Disaster**" results.

- ***Cartography:*** Though the region of interest may be somewhat well-known, it's not mapped with the precision expected of a formal document. Cartographers wish to address several questions of specific interest that will take you to very particular locations within the map point. When embarking upon this sort of quest, treat **Random Quest Event** results of "**Deliver**" as "**Lost the Trail**".
- ***Escape:*** There may be a purpose in mind for venturing to a specific objective, but all goals and missions are swiftly thrown out the window once you discover what horrible monsters are waiting for you there. Your mission, such as it once was, transforms into the simple objective of surviving and getting the hell out of there. When you're in pursuit of this objective, treat all **Random Quest Event** results of "**Gather**", "**Deliver**", or "**Terrible Disaster**" as "**Hostile Fauna**" instead. In addition, make all wandering encounter rolls while traveling on legs of your journey with **Disadvantage** (roll twice, select less favorable result). However, you may make your Reward rolls (for determining quantity and for the categories involved) for this quest with **Advantage** (roll twice, select your preferred result).

Random Aspects

You can use the following sections and tables to randomize the aspects of a quest of this type.

In some cases, more specific rules and probabilities for randomization may apply in a more granular context; feel free to use those, or to overrule those and use these more generally-applicable ones instead.

Determination

If you wish to randomly select whether a quest of this type uses a certain type of determination, use the table below.

Table 348: Random Determination Approach: Exploration Quests

D20	Determination Approach
1-15	Early Determination
16-20	Late Determination

Role Targeting

For each Role in a quest of this type, you can use the following table to randomly determine how the role will be filled.

Table 349: Random Role Target Approach: Exploration Quests

D20	Role Target Approach
1-3	Pick
4-11	Random
12-20	Create

Randomized Clue Requirements

Most **Exploration Quests** do not involve Clues. Those that do rely upon the gathering of Clues to provide vital information about the best path to one or more destinations.

Roll on the table below to determine the Clue requirement for a given Exploration Quest if no other circumstance applies.

Table 350: Random Clue Requirements: Exploration Quests

D20	Clue Requirement
1-13	No Clue Requirement
14-16	1 Clue to Resolve
17	1d4 Clues to Resolve
18	1 Clue Each Milestone
19	1d4 Clues Each Milestone
20	Reroll with Advantage; ignore this result if rolled again

Some of these bear further explanation, as follows:

- ***No Clue Requirement:*** The quest does not involve, or require, Clues of any sort for progression or resolution. Any which might otherwise apply to this quest have no effect.
- ***1 Clue to Resolve:*** The quest cannot be solved until you discover at least 1 Clue which is counted to it.
- ***1d4 Clues to Resolve:*** As above, but with the potential for a higher number of required Clues.
- ***1 Clue Each Milestone:*** Each and every milestone of this quest requires 1 Clue to progress.
- ***1d4 Clues Each Milestone:*** As above, but with the potential for a far greater threshold. Roll separately to determine the requirement for each milestone.

Randomized Quest Events

In the course of pursuing a quest of this nature, you may

encounter random events unique to it.

For every 30 minutes of real-life time spent actively pursuing a quest of this type, roll on the following table to determine what occurs. If it takes you more than 30 minutes to resolve an encounter in the course of pursuing this quest, roll only once on the table for however long that takes. For example, if you take 48 minutes to resolve a combat encounter, you'd roll on the following table once afterwards to determine whether a random quest event took place.

Table 351: Random Quest Events: Exploration Quests

D20	Random Quest Event
1-5	No Event
6-7	Lost the Trail
8-9	Injury / Setback
10-12	Difficult Terrain
13	Gather
14	Deliver
15-16	Hostile Fauna
17	Terrible Disaster
18-19	Additional Leg
20	Reroll with Advantage; ignore this result if rolled again

These results bear some explanation, as follows:

- ***No Event:*** Nothing exceptional occurs outside of what you're already doing.
- ***Lost the Trail:*** Spend your next round finding the trail using an appropriate skill (Track, Survival, Wisdom, etc.). Resume the chase only once you've discovered the trail again. Until you do, roll on the appropriate random encounter table for the environment you're stuck in.
- ***Injury / Setback:*** You're forced to make camp for the night immediately, incurring whatever random encounters this might inflict upon your party. Until you survive a long rest, you are unable to progress on your journey, though you may retreat to the closest safe map location at half speed if you wish to.
- ***Difficult Terrain:*** Until you check on this quest event table again, you move through **difficult terrain**. If your rules system lacks this notion formally, your movement speed is cut in half, lacking exceptional or magical abilities which would ignore difficult terrain (e.g., *fly*).
- ***Gather:*** You discover something worth collecting. It could be that you remember an innocuous chat with a priest, who asked if you could keep an eye out for a medicinal ingredient; it could be that you feel as though harvesting a few pelts would get you in good with a certain guild back home. Whatever the narrative cause, create a new **cohesion quest**; the type is **Gather**, and there are zero penalties if you fail, but randomize other elements as you typically would. You must complete, or intentionally abandon, this new cohesion quest before you may progress with this Exploration Quest.
- ***Deliver:*** As above, but the quest type is **Deliver**, and you do have to roll on the cohesion quest's Penalties tables, though you may do so with **Advantage** (roll twice, select your preferred result).
- ***Hostile Fauna:*** Local creatures have noticed your intrusion into their domain, and are threatening you. As above, but create a **Slay** cohesion quest. There are no **Rewards** for successful completion of this cohesion quest. Similarly, there are no **Penalties** if you fail or abandon the cohesion quest, but if you do not complete it, you must retreat to the nearest safe settlement to avoid the nasty critters before setting out again.
- ***Terrible Disaster:*** As above, but the cohesion quest is a **Stop Quest**. In your exploration, you have uncovered something truly awful that is about to take place, and you are beholden to prevent it if you can.
- ***Additional Leg:*** The journey is more treacherous, or surprising, than you had anticipated, or it's clear from your vantage point that the mission will be incomplete in its ultimate purpose without additional exploration. Add an additional Milestone to the quest with a new Location Role added to it.

Randomized Rewards

Quests of this nature may specify their own rewards or probabilities therefor in their quest templates.

If none of those applies, or to overrule and determine rewards at the successful conclusion of a quest of this nature dynamically, roll on the following table.

Table 352: Random Rewards: Exploration Quests

D20	Reward
1-11	No Reward
12-15	1 Reward
16-17	1d2 Rewards
18	1d3 Rewards
19	Reroll; Advantage on Category; reroll this result if rolled again
20	Reroll with Advantage; ignore this result if rolled again

One of these bears further explanation:

- ***Reroll; Advantage on Category:*** Reroll on this table. If

you receive this result again, ignore it and reroll. Any rewards that result as an outcome of your reroll receive **Advantage** (roll twice, select your preferred result) on the ***Reward Category*** table below.

Randomized Reward Categories

If you successfully complete a quest of this type, and determine that one or more Rewards is applicable, then you can use the table below to determine the category.

Table 353: Random Reward Categories: Exploration Quests

D20	Reward Category
1-6	**Material** (p 403)
7-9	**Social** (p 408)
10-12	**Mechanical** (p 415)
13-15	**Magical** (p 421)
16-18	**Narrative** (p 431)
19	**Exploration** (p 437)
20	Reroll with Advantage

Randomized Penalties

As with Rewards, a more specific context for determining **Penalties** for failed quests of this type may apply.

Below is a more general list of results and probabilities that you can use.

Table 354: Random Penalties: Exploration Quests

D20	Penalty
1-9	**No Penalty**
10-13	**1 Penalty**
14-16	**1d2 Penalties**
17-18	**1d3 Penalties**
19	Reroll; Advantage on Category; reroll this result if rolled again
20	Reroll with Advantage; ignore this result if rolled again

One of these bears further explanation, as follows:

- ***Reroll; Advantage on Category:*** Reroll on this table. If you receive this result again, ignore it and reroll. Any penalties that result as an outcome of your reroll receive **Advantage** (roll twice, select your preferred result) on the ***Reward Penalty*** table below.

Randomized Penalty Categories

Quests of this type have a specific variability as to what types of penalty may apply in the case of a failed quest.

If you fail a quest of this nature, and determine that one or more penalties apply, roll on the table below to determine the penalty category each falls into.

Table 355: Random Penalty Categories: Exploration Quests

D20	Penalty Category
1-3	**Material** (p 446)
4-6	**Social** (p 452)
7	**Mechanical** (p 459)
8	**Magical** (p 465)
9-11	**Narrative** (p 474)
12-19	**Exploration** (p 479)
20	Reroll with Advantage

Randomized Urgency

Quests of this nature may have a variable sense of **Urgency** (p 141). Roll on the table below to randomly determine the ***Urgency*** of a particular quest of this type.

Table 356: Random Quest Urgency: Exploration Quests

D20	Stakes
1	**Almost too late**
2-4	**Behind already**
5-8	**Immediate**
9-14	**Eventual**
15-18	**Ignorable**
19	Reroll with Advantage
20	Pick your preference

Randomized Stakes

As with Urgency, the ***Stakes*** (p 141) of a quest of this type can be randomly determined. Use the table below if no other context applies or dictates a value.

Table 357: Random Quest Stakes: Exploration Quests

D20	Stakes
1	**Life or Death (macro)**
2-3	**Life or Death (individual)**
4-6	**Medium**
7-12	**Minor**
13-18	**Trivial**
19	Reroll with Advantage
20	Pick your preference

Pace

Quests of this type tend to have a certain ***Pacing*** (p 143). Use the table below to select one of the possibilities.

Table 358: Random Quest Pace: Exploration Quests

D20	Pace
1	**Breakneck**
2-4	**Urgent**
5-8	**Medium**
9-14	**Passive**
15-18	**Optional**
19	Reroll with Advantage
20	Pick your preference

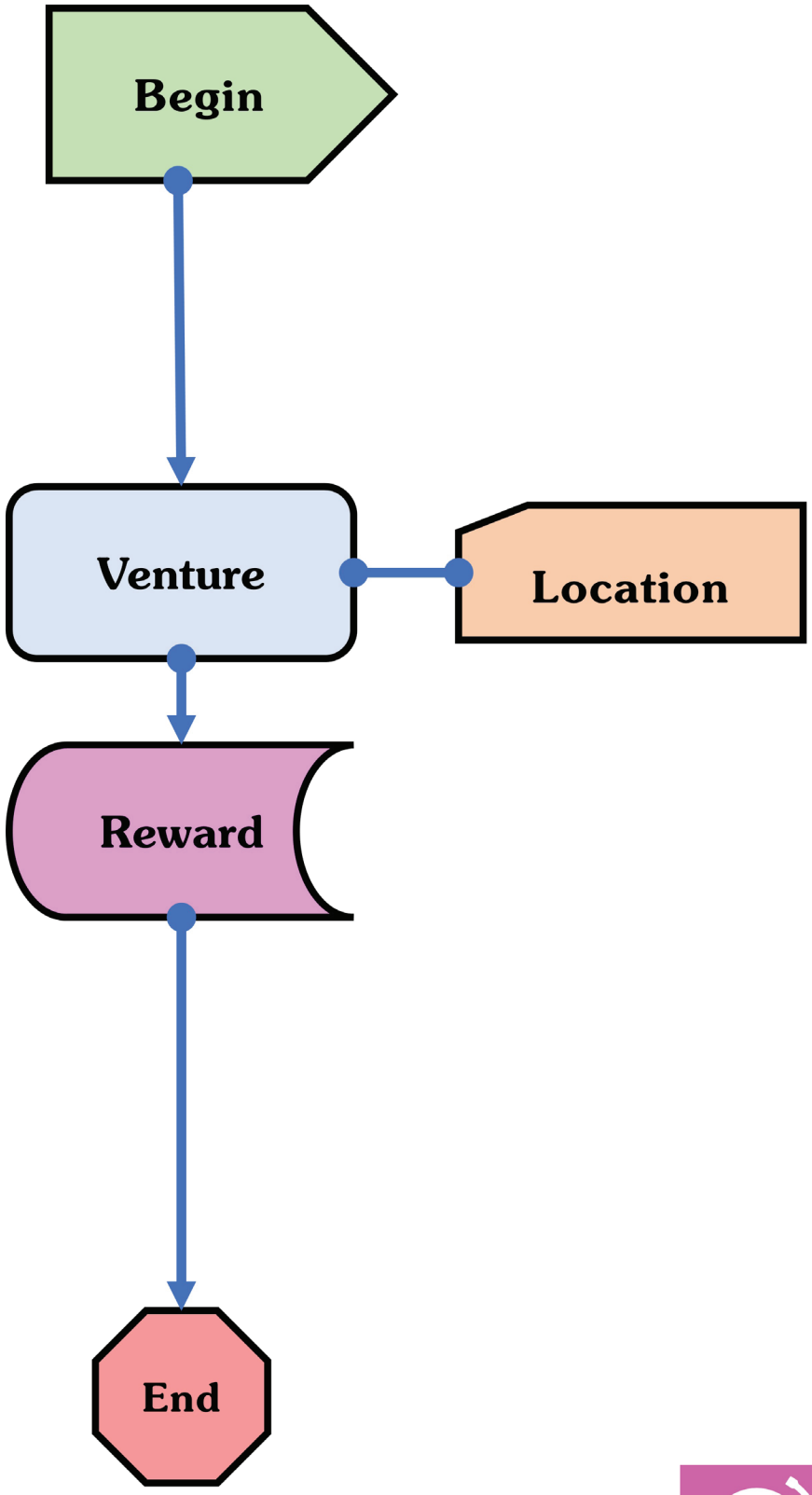
Chainability

Exploration Quests have a high possibility of being intermingled with other events. Use the table below if no other context applies to determine ***chainability*** (p 142).

Table 359: Random Quest Chainability: Exploration Quests

D20	Chainability
1-6	**No links**
7	**Leads from completed**
8-9	**Leads from active**
10-18	**Leads to new**
19	Reroll with Advantage
20	Pick your preference

Flowchart 25: Plot Template: Exploration, Single Location



Plot Structure: Exploration
Template Name: Single Location

Plot Template: Exploration, Single Location

Summary

You have been asked to venture forth and explore a single map location.

Prerequisites

None, though a non-settlement location works best.

Context Overrides

Use the defaults for the **Exploration Quest** described starting on page 265 for most aspects of a quest created using this template.

Some other qualities of this plot template use more specific randomization tables, as follows.

Clues: Exploration, Single Location

Table 360: Random Clue Requirements: Exploration, Single Location

D20	Clue Requirement
1-16	No Clue Requirement
17-18	1 Clue to Resolve
19	1d4 Clues to Resolve
-	1 Clue Each Milestone
-	1d4 Clues Each Milestone
20	Reroll with Advantage; ignore this result if rolled again

Quest Events: Exploration, Single Location

For every 5 minutes of real-life time spent actively pursuing a quest of this type, roll on the following table to determine what occurs.

Table 361: Random Quest Events: Exploration, Single Location

D20	Random Quest Event
1-4	No Event
5-7	Lost the Trail
8-10	Injury / Setback
11-12	Difficult Terrain
13	Gather
14	Deliver
15-16	Hostile Fauna
17	Terrible Disaster
18-19	Additional Leg
20	Reroll with Advantage; ignore this result if rolled again

Urgency: Exploration, Single Location

Table 362: Random Quest Urgency: Exploration, Single Location

D20	Stakes
-	Almost too late
1-3	Behind already
4-9	Immediate
10-13	Eventual
14-18	Ignorable
19	Reroll with Advantage
20	Pick your preference

Stakes: Exploration, Single Location

Table 363: Random Quest Stakes: Exploration, Single Location

D20	Stakes
1	Life or Death (macro)

D20	Stakes
2	Life or Death (individual)
3-5	Medium
6-10	Minor
11-18	Trivial
19	Reroll with Advantage
20	Pick your preference

Pace: Exploration, Single Location

Table 364: Random Quest Pace: Exploration, Single Location

D20	Pace
1	Breakneck
2	Urgent
3-7	Medium
8-15	Passive
16-18	Optional
19	Reroll with Advantage
20	Pick your preference

Chainability: Exploration, Single Location

Chase Quests have a high possibility of being intermingled with other events. Use the table below if no other context applies to determine ***chainability*** (p 142).

Table 365: Random Quest Chainability: Exploration, Single Location

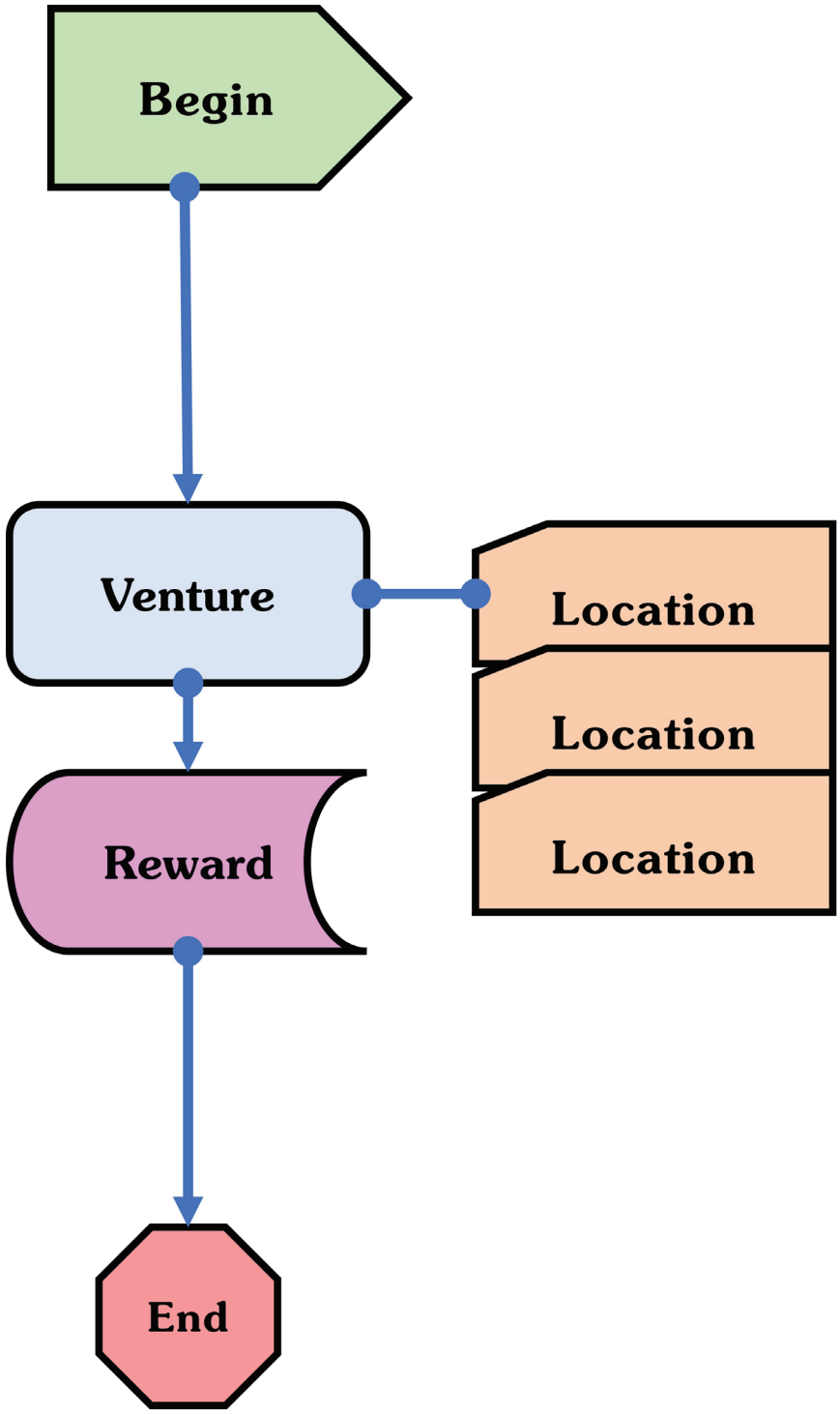
D20	Chainability
1-4	No links
5	Leads from completed
6-10	Leads from active
11-18	Leads to new
19	Reroll with Advantage
20	Pick your preference

Table 367: Roles: Exploration, Single Location

Role	Qualifications	Preferences	Description	Imbues
Location	Overland map location	Non-settlement locations	The location(s) to which you must travel.	None.

Table 366: Milestones: Exploration, Single Location

Milestone	Req'd?	Objectives	Optional Obj's	Impacts	Consequences	Clue Targets	Add'l Mechanics
Venture	Yes	Travel to the next Location	Do not flee from combat encounters	Location known to you	Location becomes hostile until traveled to	n/a	None.



Plot Structure: Exploration
Template Name: Multi-Location

Plot Template: Exploration, Multi-Location

Summary

You must travel to multiple locations in order to fulfill your exploration journey.

Prerequisites

None, though at least one non-settlement location as a target works best.

Context Overrides

Use the defaults for the **Exploration Quest** described starting on page 265 for most aspects of a quest created using this template.

Some other qualities of this plot template use more specific randomization tables, as follows.

Clues: Exploration, Multi-Location

Table 368: Random Clue Requirements: Exploration, Multi-Location Quest

D20	Clue Requirement
1-6	No Clue Requirement
7-13	1 Clue to Resolve
14-16	1d4 Clues to Resolve
17-18	1 Clue Each Milestone
19	1d4 Clues Each Milestone
20	Reroll with Advantage; ignore this result if rolled again

Quest Events: Exploration, Multi-Location

For every 5 minutes of real-life time spent actively pursuing a quest of this type, roll on the following table to determine what occurs.

Table 369: Random Quest Events: Exploration, Multi-Location Quest

D20	Random Quest Event
1-7	No Event
8-9	Lost the Trail
10-11	Injury / Setback
12-13	Difficult Terrain
14	Gather
15	Deliver
16	Hostile Fauna
17	Terrible Disaster
18-19	Additional Leg
20	Reroll with Advantage; ignore this result if rolled again

Urgency: Exploration, Multi-Location

Table 370: Random Quest Urgency: Exploration, Multi-Location Quest

D20	Stakes
1	Almost too late
2-3	Behind already
4-7	Immediate
8-14	Eventual
15-18	Ignorable
19	Reroll with Advantage
20	Pick your preference

Stakes: Exploration, Multi-Location

Table 371: Random Quest Stakes: Exploration, Multi-Location Quest

D20	Stakes
1	**Life or Death (macro)**
2-3	**Life or Death (individual)**
4-8	**Medium**
9-14	**Minor**
15-18	**Trivial**
19	Reroll with Advantage
20	Pick your preference

Pace: Exploration, Multi-Location

Table 372: Random Quest Pace: Exploration, Multi-Location Quest

D20	Pace
1	**Breakneck**
2-3	**Urgent**
4-7	**Medium**
8-14	**Passive**
15-18	**Optional**
19	Reroll with Advantage
20	Pick your preference

Chainability: Exploration, Multi-Location

Table 373: Random Quest Chainability: Exploration, Multi-Location Quest

D20	Chainability
1-5	**No links**
6-7	**Leads from completed**
8-9	**Leads from active**
10-18	**Leads to new**
19	Reroll with Advantage
20	Pick your preference

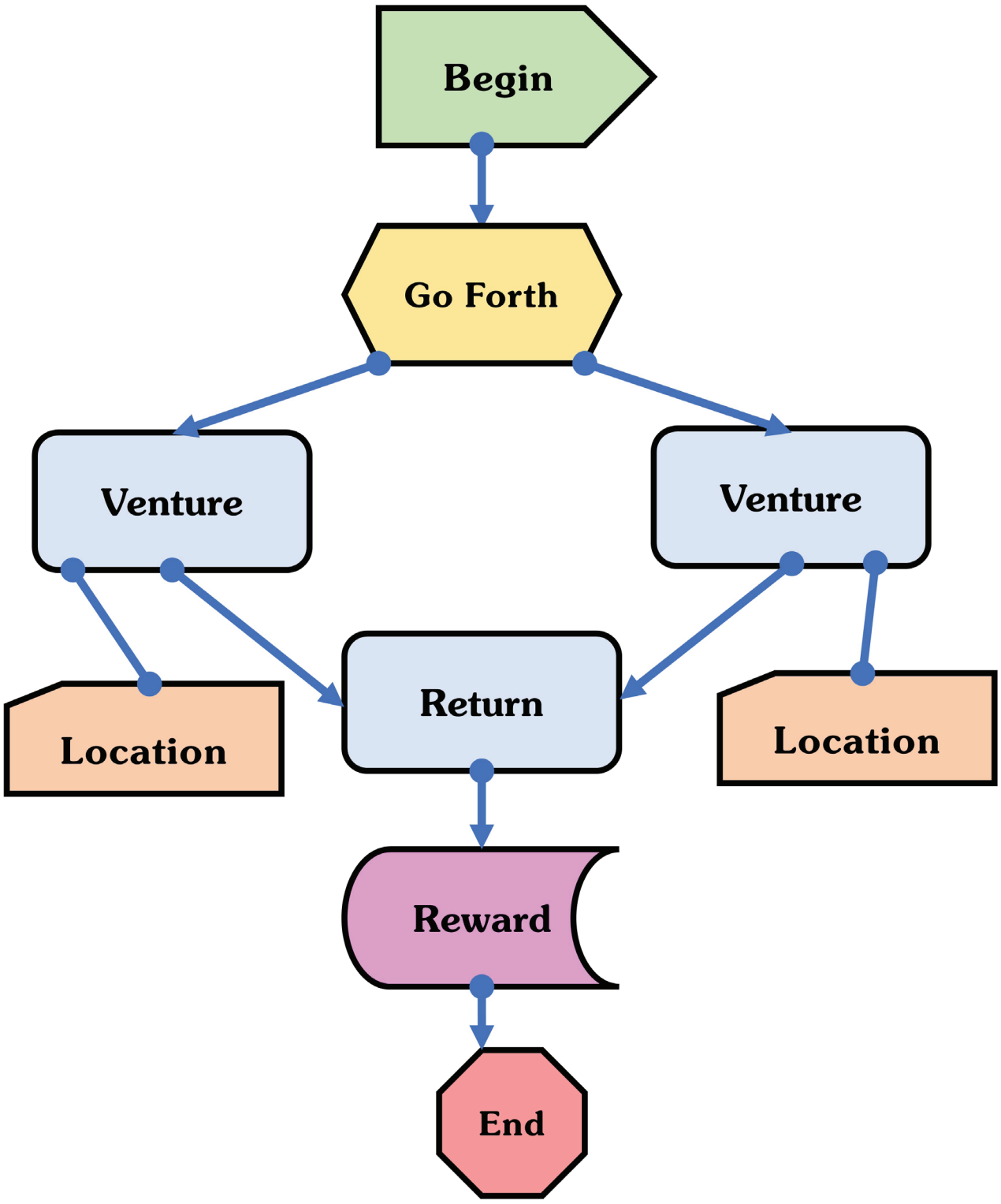
Table 375: Roles: Exploration, Multi-Location

Role	Qualifications	Preferences	Description	Imbues
Location (1d4+1)	Overland map location	Non-settlement locations	The location(s) to which you must travel.	None.

Table 374: Milestones: Exploration, Multi-Location

Milestone	Req'd?	Objectives	Optional Obj's	Impacts	Consequences	Clue Targets	Add'l Mechanics
Venture	Yes	Travel to the next Location	Do not flee from combat encounters	Location known to you	Location becomes hostile until traveled to	n/a	**None.**

Flowchart 27: Plot Template: Exploration, Multi-Random



Plot Structure: Exploration
Template Name: Multi-Random

Plot Template: Exploration, Multi-Random

Summary

You have a checklist, so to speak, of multiple locations you need to scour in order to complete your exploration. You may pursue these destinations in any order you wish.

Prerequisites

None, though at least one non-settlement location works best.

Context Overrides

Use the defaults for the **Exploration Quest** described starting on page 265 for most aspects of a quest created using this template.

Some other qualities of this plot template use more specific randomization tables, as follows.

Clues: Exploration, Multi-Random

Table 376: Random Clue Requirements: Exploration, Multi-Random Quests

D20	Clue Requirement
1-6	No Clue Requirement
7-12	1 Clue to Resolve
13-16	1d4 Clues to Resolve
17-18	1 Clue Each Milestone
19	1d4 Clues Each Milestone
20	Reroll with Advantage; ignore this result if rolled again

Quest Events: Exploration, Multi-Random

For every 5 minutes of real-life time spent actively pursuing a quest of this type, roll on the following table to determine what occurs.

Table 377: Random Quest Events: Exploration, Multi-Random Quests

D20	Random Quest Event
1-7	No Event
8-9	Lost the Trail
10	Injury / Setback
11	Difficult Terrain
12	Gather
13	Deliver
14-15	Hostile Fauna
16	Terrible Disaster
17-19	Additional Leg
20	Reroll with Advantage; ignore this result if rolled again

Urgency: Exploration, Multi-Random

Table 378: Random Quest Urgency: Exploration, Multi-Random Quest

D20	Stakes
-	Almost too late
1-2	Behind already
3-7	Immediate
8-14	Eventual
15-18	Ignorable
19	Reroll with Advantage
20	Pick your preference

Stakes: Exploration, Multi-Random

Table 379: Random Quest Stakes: Exploration, Multi-Random Quest

D20	Stakes
1	Life or Death (macro)
2	Life or Death (individual)
3-5	Medium
6-12	Minor
13-18	Trivial
19	Reroll with Advantage
20	Pick your preference

Pace: Exploration, Multi-Random

Table 380: Random Quest Pace: Exploration, Multi-Random Quest

D20	Pace
1	Breakneck
2	Urgent
3-5	Medium
6-12	Passive
13-18	Optional
19	Reroll with Advantage
20	Pick your preference

Chainability: Exploration, Multi-Random

Table 381: Random Quest Chainability: Exploration, Multi-Random Quest

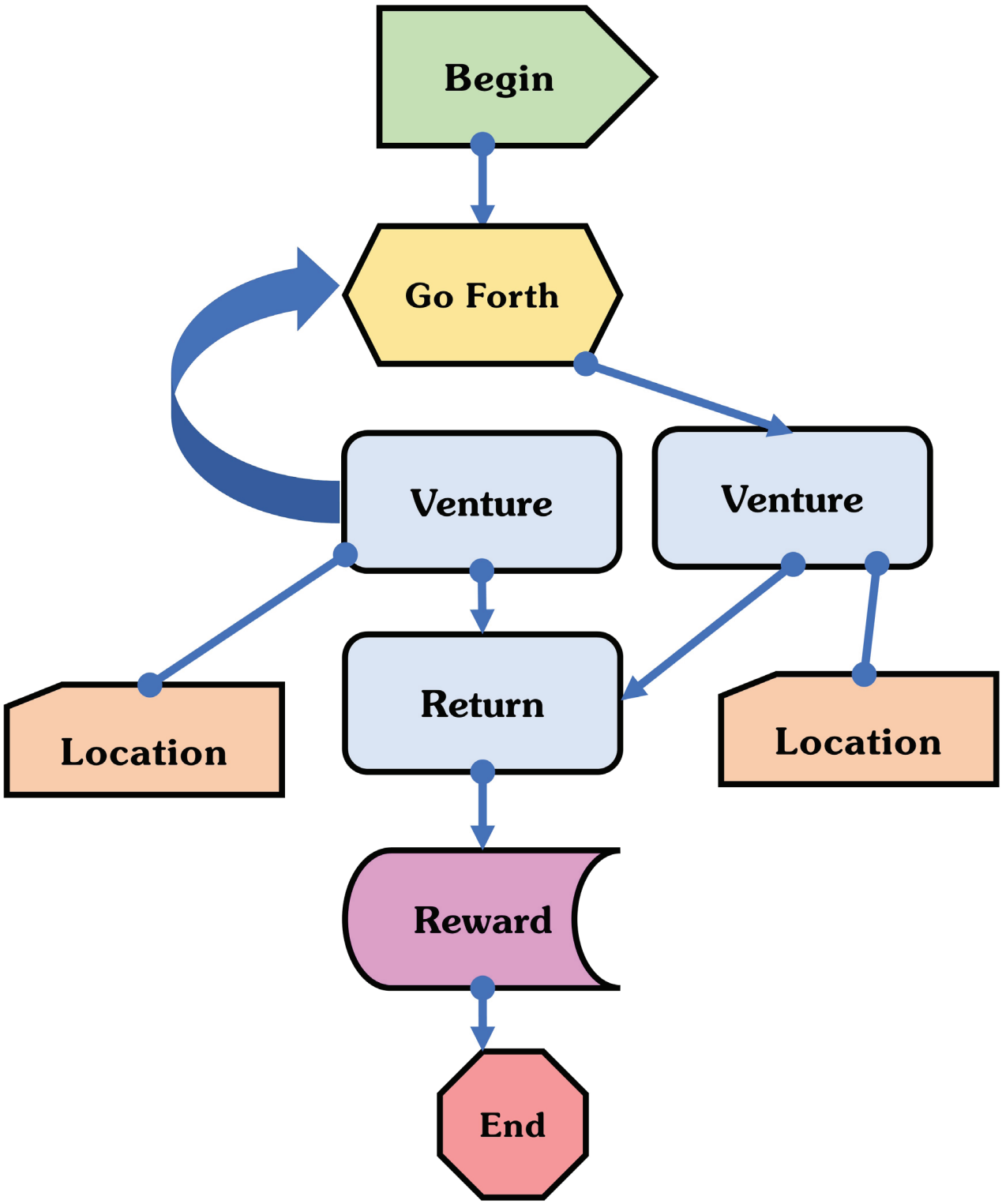
D20	Chainability
1-9	No links
10	Leads from completed
11-13	Leads from active
14-18	Leads to new
19	Reroll with Advantage
20	Pick your preference

Table 383: Roles: Exploration, Multi-Random

Role	Qualifications	Preferences	Description	Imbues
Location (2d4)	Overland map location	Non-settlement locations	The location(s) to which you must travel.	None.

Table 382: Milestones: Exploration, Multi-Random

Milestone	Req'd?	Objectives	Optional Obj's	Impacts	Consequences	Clue Targets	Add'l Mechanics
Venture	Yes	Travel to the next Location	Do not flee from combat encounters	Location known to you	Location becomes hostile until traveled to	n/a	None.



Plot Structure: Exploration
Template Name: Random Path

Plot Template: Exploration, Random Path

Summary

Each leg of your journey to multiple destinations represents a potential jumping-off point to further such locations. You won't know for sure if you've accomplished your task until you successfully navigate the path that keeps changing even as you explore it.

Prerequisites

None, though at least one non-settlement location is best.

Random Path Milestones

At the conclusion of each milestone—that is, once you reach of your known location destinations—roll a d20.

On a **1-10**, you must add one new Venture milestone with a randomized location.

On a **11-20**, you may conclude this quest after visiting all remaining known destinations, with no new milestones to be added. Add **+1** to each of these rolls for each Venture milestone you have completed in this quest.

Context Overrides

Use the defaults for the **Exploration Quest** described starting on page 265 for most aspects of a quest created using this template.

Some other qualities of this plot template use more specific randomization tables, as follows.

Clues: Exploration, Random Path

Table 384: Random Clue Requirements: Exploration, Random Path Quests

D20	Clue Requirement
1-5	No Clue Requirement
6-12	1 Clue to Resolve
13-16	1d4 Clues to Resolve
17-18	1 Clue Each Milestone
19	1d4 Clues Each Milestone
20	Reroll with Advantage; ignore this result if rolled again

Quest Events: Exploration, Random Path

For every 2 minutes of real-life time spent actively pursuing a quest of this type, roll on the following table to determine what occurs.

Table 385: Random Quest Events: Exploration, Random Path Quests

D20	Random Quest Event
1-5	No Event
6-9	Lost the Trail
10	Injury / Setback
11	Difficult Terrain
12	Gather
13	Deliver
14-15	Hostile Fauna
16	Terrible Disaster
17-19	Additional Leg
20	Reroll with Advantage; ignore this result if rolled again

Rewards: Exploration, Random Path

Table 386: Random Rewards: Exploration, Random Path Quests

D20	Reward
1-5	No Reward
6-12	1 Reward
13-16	1d2 Rewards
17-18	1d3 Rewards
19	Reroll; Advantage on Category; reroll this result if rolled again
20	Reroll with Advantage; ignore this result if rolled again

Reward Categories: Exploration, Random Path

Table 387: Random Reward Categories: Exploration, Random Path Quest

D20	Reward Category
1-4	**Material** (p 403)
5-7	**Social** (p 408)
8-9	**Mechanical** (p 415)
10-13	**Magical** (p 421)
14-18	**Narrative** (p 431)
19	**Exploration** (p 437)
20	Reroll with Advantage

Urgency: Exploration, Random Path

Table 388: Random Quest Urgency: Exploration, Random Path Quest

D20	Stakes
1	**Almost too late**
2	**Behind already**
3-6	**Immediate**
7-13	**Eventual**
14-18	**Ignorable**
19	Reroll with Advantage
20	Pick your preference

Stakes: Exploration, Random Path

Table 389: Random Quest Stakes: Exploration, Random Path Quest

D20	Stakes
1-2	**Life or Death (macro)**
3-4	**Life or Death (individual)**
5-7	**Medium**
8-13	**Minor**
14-18	**Trivial**
19	Reroll with Advantage
20	Pick your preference

Table 393: Roles: Exploration, Random Path

Role	Qualifications	Preferences	Description	Imbues
Location (2d4+)	Overland map location	Non-settlement locations	The location(s) to which you must travel.	None.

Table 392: Milestones: Exploration, Random Path

Milestone	Req'd?	Objectives	Optional Obj's	Impacts	Consequences	Clue Targets	Add'l Mechanics
Venture	Yes	Travel to the next Location	Do not flee from combat encounters	Location known to you	Location becomes hostile until traveled to	n/a	After completing each Venture milestone, roll to determine if more are added (see text)

Pace: Exploration, Random Path

Table 390: Random Quest Pace: Exploration, Random Path Quest

D20	Pace
1-2	**Breakneck**
2-3	**Urgent**
4-8	**Medium**
9-15	**Passive**
16-18	**Optional**
19	Reroll with Advantage
20	Pick your preference

Chainability: Exploration, Random Path

Table 391: Random Quest Chainability: Exploration, Random Path Quest

D20	Chainability
1-3	**No links**
4-7	**Leads from completed**
8-9	**Leads from active**
10-18	**Leads to new**
19	Reroll with Advantage
20	Pick your preference

Interaction Quests

Introduction

Interaction Quests is a general heading that recognizes everyone's calculus for fun differs, and although there is a great deal of emphasis already on social interaction and challenges to make progress, the majority of the challenges and quest structures and random events described thus far center around combat, or non-social encounters.

This section contains a number of resources to retool quests of a different fundamental type to focus more on social interaction.

Social Riffs

You might want to simply take an existing plot type and/or structure, and make it fundamentally ***feel*** like more of a social endeavor than a traditionally combat and/or exploration pursuit.

These are ***Social Riffs:*** stereotypical narratives that you can imbue into any existing quest, that give the proceedings and purpose a bit more of a social focus.

Note that without additional elements (e.g., random social encounters or dynamic social skill challenges, see below for both), introducing a **Social Riff** doesn't really do anything mechanically; it's still the same quest, just viewed through a slightly different lens.

Social Riff Stereotypes

Roll on the table below to select a social riff stereotype to apply randomly to an existing quest.

Disclaimer: There is no guarantee that the riffs below will evenly and cleanly apply to every quest you generate. Remember to use a sanity check as to whether what you're doing really makes sense.

Each of the following stereotypes also mentions one or more major Quest Types that make the most sense for it. Alternately, instead of rolling to randomize the stereotype that applies, you can simply match the quest type of your quest against these descriptions. For example, if you're rolling up a Slay quest and you want it to seem more social, you can just pick ***Seduce*** as the stereotype to apply.

Table 394: Social Riff Stereotypes

D20	Social Riff
1-4	Friendly Competition
5-8	Seduce
9-11	Persuade
12-15	Gather Allies
16-17	Political
18	Blackmail
19	Reroll with Advantage
20	Pick your preference

These may each require some description, as follows:

- ***Friendly Competition:*** A bar-room wager, an escalating negotiation, or an overcommitment to declared swagger: it's practically a public event, now. This is basically a **Chase** quest, but with social challenges instead of combat encounters.
- ***Seduce:*** This need not involve a physical culmination of a sex act to qualify as a seduction; in a more general sense, the "seduction" can be a winning-over of emotional commitment, an intellectual adherence to one's scientific ideology, or a conversion to one's theological worldview. (More than just Bards can apply, in short.) This may be an unsavory thing to type, but structurally, this may most closely parallel a **Slay** quest.
- ***Persuade:*** Convince someone that a certain task, outlook, judgment, or perspective is not the right one, and ideally, to take a different stance on whatever topic is central to the matter at hand. Structurally, this works best as a **Stop** quest.
- ***Gather Allies:*** Win several people over to your side, in a general, vague, good-feel kind of manner. Typically involves entire rooms or piazzas filled with commoners, or a tent's worth of soldiers, as a start. Most easily applied to an **Obtain** quest.
- ***Political:*** This is vaguely strutured as a **Deliver** quest: deliver a physical or verbal message, convince someone of the merits of a political perspective or stance, or argue politics with someone, and maybe even change their vote.
- ***Blackmail:*** You have, or gather, information that you intend to use against someone who would prefer that information not be shared more broadly, or to sell that information to someone with that intent. Works best with **Abstract Mystery** quests.

Random Social Encounters

Each major quest type has a substantial set of Random Quest Events that might occur in between making progress toward

various milestones in quests of that type.

Rather than roll on one of those tables, you might consider instead rolling on the ***Random Social Encounters*** table below.

By no means is this intended as a comprehensive, or exhaustive, set of possible social encounters, and future FlexTale Encounter Generator (FTEG) books intend to elaborate on the concept in exponentially more detail.

But as a starting point for swapping out combat or exploratory content for something more social, the following might represent a good place to begin.

It's recommended that once you finish rolling on this table, build a ***social encounter*** (see below) to help guide how to play through the encounter mechanically.

Table 395: Random Social Encounters

D20	Social Encounter
1-4	**Stopped by Guards**
5-8	**Called Out for Minutia**
9-11	**Recognized from Elsewhere**
12-15	**A Score to Settle**
16-17	**False Recognition** (and reroll)
18	**False Accusation**
19	Reroll with Advantage
20	Pick your preference

These may each require some description, as follows:

- ***Stopped by Guards:*** A group of **1d6** local security forces stop the party and do a general social "pat-down": who are they, when did they arrive in town, what is their business here, how long will they be staying, is there anyone who lives here who can vouch for them, and so on. The consequences of failing any social challenge which results could be that the PCs are fined or thrown in jail.
- ***Called Out for Minutia:*** Someone (a commoner) recognizes some aspect of one of your party that they believe signals their membership in a group or faction that is unsatisfactory to them. This could be a religious icon, a military crest, a family sigil, or truly a mark of membership of any faction whatsoever. It could even be a telltale physical feature representing the PC's race or background. A consequence of failing social challenges in this scenario could be a bar-room brawl.
- ***Recognized from Elsewhere:*** A commoner or NPC recognizes at least one of the party from elsewhere in their travels—or, at least, they think they do. Depending on the success or failure of resulting social checks, this could be an avid fan who wants your autograph, or someone who feels slighted by or even affected directly by collateral damage you inadvertently inflicted upon the populace during a former quest.
- ***A Score to Settle:*** Someone recognizes you—or thinks they do—and feels as though revenge or justice is called for. Whether they truly have a legitimate gripe is almost irrelevant: their feelings are strong in the matter, and the crowd is with them. Failure to defuse the situation successfully could result in criminal charges and/or a fight.
- ***False Recognition:*** Someone believes they recognize one of the party—but they're absolutely incorrect; you just happen to look like that person, or be dressed in similar manner, or sound like them by accent or demeanor. Roll again on this table to see what the true interaction is, but the starting point and undertone is that you're not who they think you are.
- ***False Accusation:*** As **False Recognition**, but you're accused of a crime that someone else who looks like you might have actually committed.

Building Social Encounters

Whether it's in service to one of the above Random Social Encounters, or just as an exercise to execute a social interaction, building a dynamic and interesting social encounter is at the core of making quests more social.

Use the rules that follow to create a nearly infinite variety of possible social challenges.

Social Encounters and FlexAI

Please refer to the ***FlexAI for Social Encounters*** section in the appendix of this book (p 561) for detailed information on many of the terms used in this section.

You may use the tools that follow in this section with, or without, these FlexAI rules.

Social Circumstances

To use the FlexAI tables to drive dynamic and interesting social encounter behavior, much depends on determining the appropriate Social Role of the person you are talking to.

If you cannot determine the social role of the person based on the existing relationship, or if this is your first time encountering the individual, you can use "***FlexTable 50: FlexAI Social Roles FlexTable***" on page 514 to randomly determine this for a given NPC.

Dynamic Social Skill Challenges

A ***skill challenge*** is a series of two or more skill or ability checks that result in either a net successful, or net unsuccessful, result. Skill challenges are typically used to represent progress and slip-ups along the way of a very complex task that a single simple skill check roll might not capture the complete consequences of. Making your way out of a collapsing and burning building, for example, is likely more than just a "roll Acrobatics and get out" kind of

circumstance.

A ***social skill challenge*** is therefore a skill challenge that relies exclusively on social skills to resolve. Negotiating your way out of prison, or into the pantaloons of the local constable, are good examples.

Since one of the most efficient ways to play solo adventures is in the abstract, building a dynamic and interesting social skill challenge is fairly straightforward, if necessarily involving many dice rolls.

To build a randomized social skill challenge, just follow these simple steps:

- Determine the ***number of stages*** required to succeed along an ordinary path of progressive normal successes.
- For each check, determine the ***difficulty***: either the Difficulty Class or circumstances of the check roll required.
- For each check, determine the ***skill(s) required*** or allowed.
- For each check, determine the ***consequences of failure***.
- For each check, determine the ***impact of success***.

Narrative Interpretation

As with several other elements of social- and story-driven solo adventuring, the tools and results presented in this section give you a set of valuable, albeit abstract, starting points for further narrative explanation.

In no way are these tools meant to be a substitute to your own imagination in integrating things into the story that is unfolding as a result of your dice rolls and other actions and decisions.

Simply put: just because you might choose to have more interaction-centric quests, and/or to imbue them with more socially-oriented encounters and challenges, does not necessarily mean that they will be easier to describe from a narrative standpoint.

Number of Stages

Skill challenges of any kind involve at least two skill or ability checks, but potentially more.

To randomly determine the number of stages a social skill challenge requires to overcome, roll on the table below.

If the challenge is meant to be relatively straightforward or **easy**, reduce the result obtained by one result (i.e., one toward the top of the list).

Similarly, if the challenge is meant to be difficult, increase the result by one level (that is, one more toward the bottom of the list).

Table 396: Dynamic Skill Challenges: Number of Stages

D20	Number of Stages
1-5	2
6-10	3
11-14	4
15-16	5
17	6
18	1d4, plus reroll (stacks)
19	Reroll with Advantage
20	Pick your preference

One of these may each require some description, as follows:

- ***1d4, Plus Reroll:*** Roll 1d4, then roll once again on this table, and add the results together. For example, if your **1d4** roll was **3**, and you rolled again on this table and got a **2**, your total stages would be **5**. This result stacks, so theoretically, you could have an infinitely-long skill challenge if your luck remains terrible!

Now that you know how many stages are involved, you must make the remaining determinations and randomizations separately for each of the stages involved.

Difficulty

Each stage of a social skill challenge involves a check. You must first determine how difficult a stage's check is before you attempt to make that check.

If your rules system uses **Difficulty Class (DC)** as a measure of check difficulty (**Pathfinder**, **5E**, **P2E**, **DCC**), randomly determine the target DC of the skill check using "***FlexTable 6: QuickStart Difficulty Class***" on page 37.

If instead your rules system uses simple saves (e.g., **OSR**), use the table below to determine the effect of this stage's difficulty on your roll.

Finally, if your rules system does not contain a reasonable analogue for the skill check(s) allowed by this stage, use a corresponding ability check (typically **Wisdom** or **Charisma**), and roll on the table below to determine the effect of this stage's difficulty on your roll.

Remember that like many elements of a dynamic skill challenge, **Difficulty** is determined separately for each stage in the challenge.

Table 397: Dynamic Skill Challenges: Stage Difficulty (OSR)

D20	Difficulty Effect
1	Disadvantage; Roll Consequences with Disadvantage
2-6	Disadvantage

D20	Difficulty Effect
7-13	**Normal Roll**
14-18	**Advantage**
19	**Advantage; Roll Consequences with Advantage**
20	Reroll with Advantage

These may each require some description, as follows:

- ***Disadvantage; Roll Consequences with Disadvantage:*** Make any rolls to achieve this stage with **Disadvantage** (roll twice, select the less preferable result). In addition, any time you fail a check on this stage, you roll for **Consequences** (see below) with **Disadvantage** as well.
- ***Disadvantage:*** As above, but does not affect **Consequences** rolls.
- ***Normal Roll:*** Make your checks or saves for this stage as you normally would.
- ***Advantage:*** Make any rolls to achieve this stage with **Advantage** (roll twice, select your preferred result).
- ***Advantage; Roll Consequences with Advantage:*** As above, but any time you fail this stage, you may make your rolls on the Consequences table with **Advantage** as well.

Skill(s) Required or Allowed

Each stage of a social skill challenge allows you to approach it using at least one, but often a variety, of different skills or types of skill.

First, roll on the table below to determine how many approaches might apply.

Then, for each of the approaches you determine, roll on the ***Specific Skill Randomization*** table further below.

Narratively, think of a situation where you're trying to get information out of an NPC. You typically can use **Diplomacy** or **Intimidate** for such an activity, depending on what sort of demeanor you're looking for.

Note that if more than one approach is designated using this method, it does not mean that you must succeed in multiple, separate checks using **all** of the designated skills. You must only make one, single check, per stage, and may choose any of the designated skills within that stage to do so.

Table 398: Dynamic Skill Challenges: Approaches Allowed

D20	# of Approaches Allowed
1-10	1
11-15	2
16-17	3
18	4
19	Any
20	Reroll with Advantage

One of these may each require some description, as follows:

- ***Any:*** The rare circumstance in which you can use literally **any** socially-related skill or ability to try and achieve the objectives of this stage.

For each of the approaches you determined above, roll on the table in the next section to determine which skill or type of skill is allowed for this stage. For example, if above you received a result of a "**2**", you would roll twice on the table below.

Specific Skill Randomization

Use the table below to determine which skill is feasible to accomplish the objectives of a given stage of a social skill challenge.

Since skills and social checks are vastly different across many rules systems, the value used in **Pathfinder** is presented first, both to indicate the general intent of the type of skill that's allowed and because that rules system's skills tend to be the most complex and varied.

Under each result, a variety of substitute skills from other rules systems is also presented. As with everything else in this book, use your best judgment and sanity check what sorts of mechanics might make the most sense as applicable in your rules system of choice.

Table 399: Dynamic Skill Challenge: Skill Required

D20	Skill Required
1-4	**Diplomacy** (Persuasion, Discussion, Investigation, Insight)
5-8	**Intimidate** (Intimidation)
9-12	**Sense Motive** (Perception, Insight, Investigation)
13-15	**Mislead** (Bluff, Deception)

D20	Skill Required
16-17	**Gather Info** (Investigation, Gather Information, Knowledge (Local))
18-19	**Subject Info** (Profession, Knowledge, Craft)
20	Reroll with Advantage

Consequences of Failure

Failing a stage of a social skill challenge can produce a variety of results. Each stage is different: roll on the table below to determine a different set of consequences for each stage.

Within a certain social skill challenge, a given stage's consequences remain constant throughout the challenge. For example, if you fail the second stage of a challenge, and its consequences are to fail back to the first stage, if you then fail the second stage again, the same consequences apply again.

Table 400: Dynamic Skill Challenges: Stage Failure Consequences

D20	Failure Consequences
1	**Fail Quest**
2-3	**Fail Challenge**
4-6	**Suffer Attitude;** repeat this stage
7-13	**Fail Back to First**
14-15	**Fail Back to Prior**
16-17	**May Repeat w/ Disadvantage**
19	**May Repeat**
20	**May Repeat w/ Advantage**

These may each require some description, as follows. Note that in each case, a narrative possibility is presented as an example; not every circumstance is likely to have a crisp means of interpreting the results.

- ***Fail Quest:*** Any Quest that you are pursuing as part of resolving this social skill challenge is failed outright and immediately. You suffer any Penalties normally involved with doing so. Narratively, it could be that you have irked the merchant prince to the point where he cannot tolerate you any longer, and therefore will never be in a position to give you a ride to the island only he knows the location of. Alternately, perhaps you offended the queen to such a degree that gaining her permission to marry her son will never occur.
- ***Fail Challenge:*** The entire social skill challenge is failed outright.
- ***Suffer Attitude:*** The Attitude of any NPC you are interacting with degrades by one level. You may repeat this stage, though it may turn out to be more difficult due to this degraded relationship. You've annoyed them, but the damage isn't necessarily irreparable.
- ***Fail Back to First:*** Revert your progress in this social skill challenge back to the very first stage. If this consequence result is applied to the first stage, then treat this as "**Fail Challenge**" instead. From a story standpoint, your faux pas has destroyed much of the relationship that you were building with the other person.
- ***Fail Back to Prior:*** Revert your progress in this social skill challenge to the stage immediately prior to this one. If this consequence result is applied to the first stage, then treat this as "**Fail Challenge**" instead. Narratively, your blunder has undone a bit of the progress that you've made.
- ***May Repeat w/Disadvantage:*** You may re-attempt this stage, but suffer **Disadvantage** (roll twice, select the less preferable result)when doing so. Narratively, you haven't made progress, and indeed the person you're speaking to may suspect you have false motives, but they're still listening to you.
- ***May Repeat:*** As above, but you may roll normally.
- ***May Repeat w/Advantage:*** As above, but you gain **Advantage** (roll twice, select your preferred result) in the rolls. You've not yet convinced the other person, but they respect that you may have made some decent points that merit further discourse.

Critical Failure of Challenge Stages

If your rules system supports the notion of **Critical Failures** for social skill checks, any time you suffer a Critical Failure in attempting to resolve a stage, suffer the consequence one result higher toward the top of the list.

For example, if the consequences of a given stage of a social challenge was determined to be "**Fail Back to Prior**", a critical failure would instead mean you "**Suffer Attitude**".

Auto-Failure of Social Challenges

Regardless of the results rolled in the table above, failing the first stage of a social skill challenge three times **automatically** means that you fail the **entire challenge**.

Impacts of Success

If you're successful in your check for a given stage, you may roll on the table below to determine the impact of your successful endeavor.

Table 401: Dynamic Skill Challenges: Stage Success Impact

D20	Success Impact
1-4	**May Repeat w/ Advantage**
5-8	**Improve Attitude;** repeat this stage
9-11	**Advance to Next**
12-15	**Improve Attitude;** Advance to Next
16-17	**Advance Two Stages**
18	**Resolve Entire Challenge**
19	**Resolve Entire Quest**
20	Reroll with Advantage

These may each require some description, as follows:

- ***May Repeat w/Advantage:*** You've made a good deal of progress, but haven't fully, truly, succeeded at this stage of negotiations or convincing or extraction of information. You may repeat this stage, gaining **Advantage** (roll twice, select your preferred result) on rolls to do so.
- ***Improve Attitude:*** The Attitude of NPCs you are talking with improves by one grade. You may repeat this stage, but doing so may turn out to be easier as a result of this change. Narratively, perhaps you really nailed a good joke; this doesn't have anything to do directly with what you're trying to ultimately achieve, but it does put your listeners in a better frame of mind for it.
- ***Advance to Next:*** You may advance to the next stage of this social skill challenge. If you are already at the final stage of the challenge, then treat as "**Resolve Entire Challenge**" instead. This point made, you continue with your narrative talents.
- ***Improve Attitude; Advance to Next:*** The best of both worlds: NPC Attitudes increase one grade, and you may advance to the next stage of this quest. If you are already at the final stage of the challenge, then increase the Attitudes, and treat as "**Resolve Entire Challenge**".
- ***Advance Two Stages:*** Skip the next stage entirely, and advance to the one following it. If either this current stage, or the very next one, are the final stages in this challenge, then treat as "**Resolve Entire Challenge**" instead.
- ***Resolve Entire Challenge:*** Your points are so well-made that any further debate or negotiations will turn your way. The entire social skill challenge is resolved successfully and immediately.
- ***Resolve Entire Quest:*** As above, but not only have you succeeded in your social encounter, doing so has brought about an enormity of progress elsewhere in the quest you are pursuing as part of this challenge. That quest in its entirety is immediately considered to have been successfully resolved. You are entitled to any Rewards normally associated with completing that quest.

Critical Success on Challenge Stages

If your rules system supports the notion of **Critical Successes** for social skill checks, any time you achieve a Critical Success in attempting to resolve a stage, you may receive the impact one result lower toward the bottom of the list.

For example, if the impact of a given stage of a social challenge was determined to be "**Advance Two Stages**", a critical success would instead mean you "**Resolve Entire Challenge**".

Complex Quests

Introduction

A ***Complex Quest*** is nothing more than a predetermined set of several quests linked together to form an over-arching story.

Features

Making a **Complex Quest** involves three things:

- Defining two or more individual quests that fit into ***plot slots***.
- Identifying any ***role carry-over*** that may apply.
- Determining any ***rewards and penalties*** that may apply for resolving or failing the complex quest in its entirety.

Plot Slots

A ***plot slot*** is simply a single-quest piece of a complex quest. These individual slots are also referred to as ***component quests***.

Each complex quest has at least **two**, but can have many more, plot slots. Each plot slot consists of a single quest of a major type that has been defined in earlier sections.

A given complex quest, for example, might consist of four plot slots: an **Obtain Quest**, followed by a **Slay Quest**, leading to a **Stop Quest**, and then finally a **Chase Quest**.

Randomizing Plot Slots

To randomly determine how many plot slots apply to a given Complex Quest, roll on the table below.

Table 402: Complex Quests: Plot Slots

D20	Result
1-7	2
8-13	3
14-16	4
17-18	5
19	**Roll Twice More and Add**
20	Reroll with Advantage; ignore this result if rolled again

One of these bears further explanation, as follows:

- ***Roll Twice More and Add:*** Roll twice more on this table, and add the results together. For example, if you reroll and produce a 3 and a 4, the resulting complex quest has a grand total of seven plot slots. Ignore and reroll further results of this type.

Plot Slot Quest Types

For each plot slot, roll on the table below to determine its major quest type.

You can then use the corresponding section to flesh out all of the details of each of the component quests of your complex quest.

Table 403: Complex Quests: Plot Slot Quest Types

D20	Result
1-2	**Chase**
3-5	**Slay**
6-8	**Deliver**
9-11	**Obtain**
12-14	**Stop**
15-16	**Abstract Mystery**
17-18	**Explore**
19	**Interaction**
20	Reroll with Advantage; ignore this result if rolled again

Some of these bear further explanation, as follows:

- ***Interaction:*** Reroll on this table, but apply the tools and riffs from the **Interaction Quests** section to make the result less combat- and exploration-based. Ignore and reroll this result if rolled again.

Narrative Re-Org

Take your plot slots, and the quest type of each, and look at how they might fit together. Usually, you'll get a feel for how the narrative might flow from one component quest to another.

You can shift the slots around however you wish, so long as it helps you describe a cohesive story around these components better.

There's no one best way to organize your plot slots, and

ultimately, it's as much a matter of your personal preference for stories and adventures as much as your ability to tell a story or construct a narrative.

That said, there are some general guidelines you might consider as a starting point:

- A **Stop Quest** is generally best at the end of things, since it typically represents the need to stop a major or catastrophic event, so it works ideally as a culminating activity or climax.
- **Obtain** or **Deliver Quests** work best early on, since they tend to be slower-paced, and often, stereotypical story arcs in roleplaying games mean that a simple delivery often leads to something grander.
- **Chase Quests** are challenging to use as an early introduction to a larger story; consider positioning them in the middle of a complex quest.
- **Mystery Quests** work well in the middle, as well, or as the penultimate slot, with something else happening right afterwards.

Role Carry-Over

One of the things that best links individual quests together is having elements in common. Actors shared across multiple quests is one of the best ways to have things work together, and feel like a cohesive single story.

Wherever possible, try to re-use Actors in recurring Roles of component quests in a complex quest.

When you are randomizing pieces of plot slots in a complex quest, you may override the Role designations normally followed if it means carrying Actors over from one plot slot to another.

Complex Rewards and Penalties

In addition to the Rewards offered individually by component quests in a Complex Quest, successfully resolving the entirety of the Complex Quest itself merits additional rewards.

Similarly, pursuing a grand endeavor can lead to more severe punishments if you're discovered by the authorities, or let down a powerful ally.

Ultimately, you must decide whether the potential for greater rewards is worth the risk of greater penalties as well.

Complex Rewards

Roll on the following table to determine the additional rewards that you stand to receive should you complete the entirety of a complex quest.

Table 404: Random Rewards: Complex Quests

D20	Reward
1-5	No Reward
6-12	1d2 Rewards
13-15	1d4 Rewards
16-18	1d6 Rewards
19	Reroll; Advantage on Category; reroll this result if rolled again
20	Reroll with Advantage; ignore this result if rolled again

One of these bears further explanation:

- ***Reroll; Advantage on Category:*** Reroll on this table. If you receive this result again, ignore it and reroll. Any rewards that result as an outcome of your reroll receive **Advantage** (roll twice, select your preferred result) on the ***Reward Category*** table below.

Complex Reward Categories

For each of the additional rewards you receive for successfully completing the entire complex quest, use the table below to determine the category. Then, use the reward section for each specific reward category to determine the specific reward.

Make this category determination separately for each reward you receive for the complex quest.

Table 405: Random Reward Categories: Complex Quests

D20	Reward Category
1-2	**Material** (p 403)
3-5	**Social** (p 408)
6-10	**Mechanical** (p 415)
11-15	**Magical** (p 421)
16-18	**Narrative** (p 431)
19	**Exploration** (p 437)
20	Reroll with Advantage

Randomized Penalties

Should you fail any component quest of a complex quest, you automatically fail the entire complex quest.

As a result, you stand to incur Penalties not only from the individual component quest you failed, but also representing

the complex quest overall.

When you fail a complex quest, roll on the following table to determine the number of additional penalties, over and above those suffered for failing a component quest.

Table 406: Random Penalties: Complex Quests

D20	Penalty
1-5	No Penalties
6-12	1d2 Penalties
13-15	1d4 Penalties
16-18	1d6 Penalties
19	Reroll; Advantage on Category; reroll this result if rolled again
20	Reroll with Advantage; ignore this result if rolled again

One of these bears further explanation, as follows:

- ***Reroll; Advantage on Category:*** Reroll on this table. If you receive this result again, ignore it and reroll. Any penalties that result as an outcome of your reroll receive **Advantage** (roll twice, select your preferred result) on the ***Reward Penalty*** table below.

Randomized Penalty Categories

For each of the additional Penalties you suffer as a result of failing a complex quest, roll on the table below to determine the penalty category. Then, use that penalty section's description to flesh out exactly what penalty applies.

Table 407: Random Penalty Categories: Complex Quests

D20	Penalty Category
1-2	Material (p 446)
3-4	Social (p 452)
5-8	Mechanical (p 459)
9-13	Magical (p 465)
14-16	Narrative (p 474)
17-19	Exploration (p 479)
20	Reroll with Advantage

Element Randomization for Complex Quests

The component quests involved in a complex quest are potentially slightly different than those ordinarily encountered.

You may override the element randomizations normally involved in any, all, or none of the plot slots of a complex quest with the following tables instead.

For a given component quest, you may choose which, if any, of the following tables you employ as overrides.

Determination

Table 408: Random Determination Approach: Complex Quests

D20	Determination Approach
1-15	Early Determination
16-20	Late Determination

Role Targeting

Table 409: Random Role Target Approach: Complex Quests

D20	Role Target Approach
1-12	Pick
13-18	Random
19-20	Create

Randomized Clue Requirements

Table 410: Random Clue Requirements: Complex Quests

D20	Clue Requirement
1-4	No Clue Requirement
5-12	1 Clue to Resolve
13	1d4 Clues to Resolve
14-18	1 Clue Each Milestone

D20	Clue Requirement
19	1d4 Clues Each Milestone
20	Reroll with Advantage; ignore this result if rolled again

Some of these bear further explanation, as follows:

- ***No Clue Requirement:*** The quest does not involve, or require, Clues of any sort for progression or resolution. Any which might otherwise apply to this quest have no effect.
- ***1 Clue to Resolve:*** The quest cannot be solved until you discover at least 1 Clue which is counted to it.
- ***1d4 Clues to Resolve:*** As above, but with the potential for a higher number of required Clues.
- ***1 Clue Each Milestone:*** Each and every milestone of this quest requires 1 Clue to progress.
- ***1d4 Clues Each Milestone:*** As above, but with the potential for a far greater threshold. Roll separately to determine the requirement for each milestone.

Randomized Urgency

Table 411: Random Quest Urgency: Complex Quests

D20	Stakes
1	Almost too late
2-3	Behind already
4-7	Immediate
8-14	Eventual
15-18	Ignorable
19	Reroll with Advantage
20	Pick your preference

Randomized Stakes

Table 412: Random Quest Stakes: Complex Quests

D20	Stakes
1-7	Life or Death (macro)
8-12	Life or Death (individual)
13-15	Medium
16-17	Minor
18	Trivial
19	Reroll with Advantage
20	Pick your preference

Pace

Table 413: Random Quest Pace: Complex Quests

D20	Pace
1-2	Breakneck
3-5	Urgent
6-9	Medium
10-16	Passive
17-18	Optional
19	Reroll with Advantage
20	Pick your preference

Chainability

The chainability here refers not to the extent to which component quests relate to one another or to other quests outside of the complex quest, but rather how the complex quest itself chains to other quests.

Table 414: Random Quest Chainability: Complex Quests

D20	Chainability
1-12	No links
13	Leads from completed
14	Leads from active
15-18	Leads to new
19	Reroll with Advantage
20	Pick your preference

Balance Point Handicaps

Balance Point Handicaps

Overview

If you're using one or more **boons** or **penalties**, your ***Balance Point Handicap*** will shift positive or negative.

The result of all **Balance Point** accumulations results in your overall ***Handicap***, either **net negative** (you are suffering an overall burden or increase in challenge), or **net positive** (you are receiving an overall benefit from the factors affecting your character(s)).

Having a handicap may have an impact on your adventuring overall. Use the tools in this section to determine that impact, and to randomize the effects as appropriate.

Advancement Handicaps

Advancement Handicaps refer to the impact of having a net beneficial, or net harmful, effect of Rules Adjustments on your character. Generally speaking, the easier it is to play, the longer it takes to advance in levels; conversely, the more challenging it is to play, the more rapidly one should level up.

Persistent Handicap Effects

Persistent Effects are those that always apply. Whenever you have a nonzero Balance Point Handicap, there's a chance that a persistent effect of some nature will apply to your party. Persistent effects can be favorable (generally if your Handicap is negative, to offset that disadvantage), or unfavorable (typically if your Handicap is positive, to offset that advantage).

For example, you might automatically receive a Reward at the conclusion of every gaming session; or conversely, you might be limited in the number of Rewards you're entitled to upon completing quests.

Persistent effects are determined each time you qualify for a different **Handicap Category** (see below). They remain in effect so long as your Balance Points still place you in that category.

Handicap Categories

Although the huge variety of Boons and Penalties and other effects can produce a nearly infinite combination of net handicap amounts, it helps to think of the total handicap in terms of a handful of categories.

OPMC, OPOC, and Handicaps

If you're playing with a One Player, One Character (OPOC) approach, determining your Handicap is straightforward: simply total all of the Boons and Penalties that apply to your PC, and produce a single number which represents your Handicap.

For example, if your PC has three Rules Adjustment **Boons** with Balance Point impacts of **+12, +6**, and **+4**, and one Rules Adjustment **Penalty** with an impact of **-9**, their total **Handicap** is equal to **+13**.

If instead you have multiple characters (OPMC), it's very similar: use the above approach, but do it for each and every PC in your party. Do not count hirelings, mercenaries, NPC allies, or quest-related joiners; just count the PCs over which you have direct control and intentionally created for the purposes of the party.

Then, add the Handicaps for each individual PC together to form a single number for the group. Finally, subtract **10** for each party member beyond the first.

For example, if you had a party of three PCs, who had individual Balance Point Handicaps equal to **+23, -6,** and **+49**, the total Handicap for the party would be **+46** (**23-6+49**, minus **20** for two PCs beyond the first).

Use this value to determine your Handicap Category using the table below.

Calculating Your Handicap Category

Take the total handicap value across your entire party and use the table below to determine what category your Balance Point Handicap fits into.

Table 415: Balance Point Handicap Categories

BPH From	BPH To	Category
-Max	-101	Crippling Penalty
-100	-51	Major Penalty
-50	-21	Medium Penalty
-20	-11	Minor Penalty
-10	+10	Normal Play
+11	+20	Minor Boost
+21	+50	Medium Boost
+51	+100	Major Boost
+101	Max	Game-Changing Boost

Use the overall category of your Handicap to determine further effects on the following tables.

Changing Categories

Whenever you receive sufficient **Boons** or **Penalties** to change your overall Handicap Category, use the new category determined in the table above and roll on the appropriate Handicap Effect table in the sections below to determine the impact you suffer or benefit from.

Make this determination at the beginning of each gaming session.

So long as your **Balance Point Handicap** value remains within the ranges above and does not merit a new Category, the effect you determine in the tables below remains in effect.

Advancement Handicaps

Overview

Under normal circumstances, the rules for your rules system that govern experience point gains—and/or the applicable Reward Star version if you're using the IGS variation on that approach—apply.

If your PC or adventuring party suffers or benefits from sufficient Rules Adjustments to make their lives net more challenging or easier, they may gain XP and levels at a different rate than the default.

Use this section to guide to this variation.

As with everything else in this book, this complexity is entirely optional, but it serves as a nice counterpoint to the impacts of the Rules Adjustment approach.

Advancement Impact by Handicap Category

First, determine your overall **Handicap Category** using the previous section (e.g., Crippling Penalty, Game-Changing Boost, etc.)

Then, roll on the appropriate table below to determine the effect of that Handicap Category on today's gaming session. The result that you roll applies throughout your entire session, but expires at the conclusion of it.

Note that you cannot gain levels "outside of" gaming sessions, and the results listed have no affect on existing Reward Stars or Experience Points you have already earned prior to the start of this gaming session.

For example, if you receive a "**No Advancement**" handicap for today's session, but have sufficient Reward Stars or Experience Points already to gain a level, you do not gain a level, either at any point during tonight's session, or immediately afterwards: you have to wait until the next session in order to level up.

Make a new roll on this table at the start of each gaming session to determine how your net ease or challenge of play affects your ability to progress in levels for the remainder of that gaming session.

This approach may add complexity, but it also adds a bit of flavor and spice and variation to each and every gaming session.

Types of Advancement Handicap Effect

The tables in the sections that follow are tools to help randomly determine the impact of having a high, or low, Handicap value. The probabilities have been skewed based on how favorable or unfavorable your circumstances already are based on the net impact of rules adjustments that are impacting your gameplay.

Since the effects themselves are repeated from table to table, it's best to discuss and decode them once here.

For all results that refer to "Reward Stars", if you are instead using a traditional experience point-based approach to advancement, use the IGS Reward Star rules in this document to calculate how many XP a single Reward Star is worth based on your rules system and your current level. As a very, very quick shorthand, one Reward Star can be thought of as roughly equivalent to one-tenth of the progress required to gain a level.

No Advancement

A truly punishing impact: you cannot gain levels, or even progression toward levels. At all. For any reason. At least, not this session; next session, after all, you get to reroll your Advancement Handicap at the start of each gaming session.

Note that this effect applies equally whether you're using a more milestone-related progression (such as **Reward Stars**), or a traditional experience point-based progression.

Regardless of how well you play, or what Quests you complete, you will earn zero Reward Stars and zero XP this session.

-X% Gain

All advancement you receive this session is reduced by the listed percentage, ***rounded down***. As with all of the other advancement handicaps listed, this applies whether you're using Reward Stars or XP.

Apply the reduction to XP gain each time you receive experience or related rewards, but treat all such rewards received at a given moment as a single "bundle" for the purposes of calculating the percentage and rounding down.

For traditional **XP**, this means you'll continue to accumulate experience, but at the reduced rate, which is easy to calculate.

For **Reward Stars**, this is even more grueling: it means that unless you earn a certain number of Reward Stars at a time, you'll gain nothing at all. For example, if you receive the "**-50% Gain**" effect, you must receive **2** Reward Stars at a time to earn any at all.

-X Reward Star per Quest

Each time you complete a Quest, or receive one or more Rewards at any milestone along a Quest, you receive X fewer Reward Stars than you typically would at that time, rounded down.

This means that if you only receive X Reward Stars at a time, you will not gain any progression.

If you are using a traditional Experience Point approach, use the Reward Star to XP tables to calculate how many XP each Reward Star counts for, and reduce each gain by that amount.

There is no limit to the number of times this effect may be triggered in a single gaming session.

-X Reward Star per Session

At the conclusion of this gaming session, you lose X Reward Stars. If this puts you into "negative territory"—that is, if you had zero Reward Stars beyond the minimum for your current level, and you lose one or more—it has no effect, other than making the path to gaining your next level even longer. (Simply put: You don't ***lose*** a level due to this effect.)

Normal Advancement

No reductions, no boosts: play and be rewarded as normal, at least for this session.

+X Reward Star per Session

At the conclusion of this gaming session, you will receive X Reward Stars automatically. This is in addition to any other rewards you receive throughout today's session.

+X Reward Star per Quest

Each time you complete an entire Quest, you receive an additional X Reward Stars. This is beyond any other Rewards or experience you might receive for completing that Quest.

There is no limit to the number of times this effect may be triggered in a single gaming session.

+X% Gain

Each time you receive experience, and/or Reward Stars, you receive an additional bonus on top of that, rounded down.

Apply the bonus to XP gain each time you receive experience or related rewards, but treat all such rewards received at a given moment as a single "bundle" for the purposes of calculating the percentage and rounding down.

For traditional experience point gains, the calculation is straightforward.

For Reward Stars or milestone leveling, this effect can be not as fun: unless you gain a certain number of Reward Stars at the same time, the percentage gain might not bump you over into a full bonus Reward Star. Any partial bonus is lost, since you round down.

Reroll Twice

Reroll on this table twice. Ignore, but do not reroll, this result if encountered again during these rerolls. Both effects apply, and stack.

If you receive "**+25% Gain**" and "**+50% Gain**", for example, the net effect would be a **+75%** gain.

Note that this could produce both beneficial, and harmful, results, that do combine.

Advancement Handicap Effects by Category

Find the appropriate table below that corresponds to your adventuring party's Handicap Category, and roll on that table at the beginning of each of your gaming sessions to produce the effect that applies.

Crippling Penalty

Use the table below to randomly determine the effect of this category of **Handicap** on your ability to gain experience and progress in levels this gaming session.

Table 416: Balance Point Advancement Handicap: Crippling Penalty

d20	Effect
-	No Advancement
-	-75% gain
-	-50% gain
-	-25% gain
-	-1 Reward Star per Quest
-	-1 Reward Star per Session
-	Normal Advancement
-	+1 Reward Star per Session
1	+1 Reward Star per Quest
2-3	+25% gain
4-6	+50% gain
7-11	+75% gain
12-15	+100% gain
16-17	+200% gain
18	+300% gain
19	Reroll twice; ignore this result if rolled again
20	Reroll with Advantage

Major Penalty

Use the table below to randomly determine the effect of this category of **Handicap** on your ability to gain experience and progress in levels this gaming session.

Table 417: Balance Point Advancement Handicap: Major Penalty

d20	Effect
-	No Advancement

d20	Effect
-	-75% gain
-	-50% gain
-	-25% gain
-	-1 Reward Star per Quest
-	-1 Reward Star per Session
-	Normal Advancement
1	+1 Reward Star per Session
2	+1 Reward Star per Quest
3-5	+25% gain
6-10	+50% gain
11-13	+75% gain
14-15	+100% gain
16	+200% gain
-	+300% gain
17-19	Reroll twice; ignore this result if rolled again
20	Reroll with Advantage

Medium Penalty

Use the table below to randomly determine the effect of this category of **Handicap** on your ability to gain experience and progress in levels this gaming session.

Table 418: Balance Point Advancement Handicap: Medium Penalty

d20	Effect
-	No Advancement
-	-75% gain
-	-50% gain
-	-25% gain
-	-1 Reward Star per Quest
-	-1 Reward Star per Session
1-2	Normal Advancement
3-4	+1 Reward Star per Session
5-6	+1 Reward Star per Quest
7-10	+25% gain
11-14	+50% gain
15-16	+75% gain
17	+100% gain
-	+200% gain
-	+300% gain
18-19	Reroll twice; ignore this result if rolled again
20	Reroll with Advantage

Minor Penalty

Use the table below to randomly determine the effect of this category of **Handicap** on your ability to gain experience and progress in levels this gaming session.

Table 419: Balance Point Advancement Handicap: Minor Penalty

d20	Effect
	No Advancement
	-75% gain
	-50% gain
	-25% gain
	-1 Reward Star per Quest
	-1 Reward Star per Session
1-5	Normal Advancement
6-7	+1 Reward Star per Session
8-9	+1 Reward Star per Quest
10-15	+25% gain
16-17	+50% gain

d20	Effect
18	+75% gain
-	+100% gain
-	+200% gain
-	+300% gain
19	Reroll twice; ignore this result if rolled again
20	Reroll with Advantage

Minor Boost

Use the table below to randomly determine the effect of this category of **Handicap** on your ability to gain experience and progress in levels this gaming session.

Table 420: Balance Point Advancement Handicap: Minor Boost

d20	Effect
-	No Advancement
-	-75% gain
1-2	-50% gain
3-6	-25% gain
7-11	-1 Reward Star per Quest
12-13	-1 Reward Star per Session
14-18	Normal Advancement
-	+1 Reward Star per Session
-	+1 Reward Star per Quest
-	+25% gain
-	+50% gain
-	+75% gain
-	+100% gain
-	+200% gain
-	+300% gain
19	Reroll twice; ignore this result if rolled again
20	Reroll with Advantage

Medium Boost

Use the table below to randomly determine the effect of this category of **Handicap** on your ability to gain experience and progress in levels this gaming session.

Table 421: Balance Point Advancement Handicap: Medium Boost

d20	Effect
-	No Advancement
1-2	-75% gain
3-6	-50% gain
7-10	-25% gain
11-12	-1 Reward Star per Quest
13-15	-1 Reward Star per Session
16-18	Normal Advancement
-	+1 Reward Star per Session
-	+1 Reward Star per Quest
-	+25% gain
-	+50% gain
-	+75% gain
-	+100% gain
-	+200% gain
-	+300% gain
19	Reroll twice; ignore this result if rolled again
20	Reroll with Advantage

Major Boost

Use the table below to randomly determine the effect of this category of **Handicap** on your ability to gain experience and progress in levels this gaming session.

Table 422: Balance Point Advancement Handicap: Major Boost

d20	Effect
1	No Advancement
2-5	-75% gain
6-8	-50% gain
9-11	-25% gain
12-13	-1 Reward Star per Quest
14-15	-1 Reward Star per Session
16-17	Normal Advancement
-	+1 Reward Star per Session
-	+1 Reward Star per Quest
-	+25% gain
-	+50% gain
-	+75% gain
-	+100% gain
-	+200% gain
-	+300% gain
18-19	Reroll twice; ignore this result if rolled again
20	Reroll with Advantage

Game-Changing Boost

Use the table below to randomly determine the effect of this category of **Handicap** on your ability to gain experience and progress in levels this gaming session.

Table 423: Balance Point Advancement Handicap: Crippling Penalty

d20	Effect
1-2	No Advancement
3-4	-75% gain
5-9	-50% gain
10-12	-25% gain
13	-1 Reward Star per Quest
14	-1 Reward Star per Session
15	Normal Advancement
-	+1 Reward Star per Session
-	+1 Reward Star per Quest
-	+25% gain
-	+50% gain
-	+75% gain
-	+100% gain
-	+200% gain
-	+300% gain
16-19	Reroll twice; ignore this result if rolled again
20	Reroll with Advantage

Persistent Handicap Effects

Overview

Now that you have determined which **Handicap Category** applies to you, you may have to determine what sort of ***Persistent Handicap Effect*** also applies to you.

Unless your handicap category is "**Normal Play**", you must roll on the appropriate table below to determine what your persistent effect is.

At any given moment, one or more persistent handicap effects always applies to any solo adventuring party that has a handicap category other than "**Normal Play**".

That said, as with everything else in this book, it's up to you: if you prefer to avoid the complexity described in this section, you're free to simply ignore it altogether.

Types of Persistent Handicap Effect

The tables in the sections that follow are tools to help randomly determine the impact of having a high, or low, Handicap value. The probabilities have been skewed based on how favorable or unfavorable your circumstances already are based on the net impact of rules adjustments that are impacting your gameplay.

Since the effects themselves are repeated from table to table, it's best to discuss and decode them once here.

No Rewards

The harshest of all possible effects: there's a chance that you do not receive any **Rewards**, ever, under any circumstances.

Each time you receive a reward, roll on the ***Balance Point Handicap Effect: No Rewards*** table to determine whether you receive that reward.

Quest Penalties

Each time you receive a new Quest, you also suffer one or more **Penalties**.

Roll on the ***Balance Point Handicap Effect: Quest Penalties*** table to determine how many Penalties apply to each new Quest you receive. This effect also applies to **cohesion quests**.

Session Penalties

At the conclusion of every gaming session, there's a chance that you might suffer one or more **Penalties**.

Roll on the ***Balance Point Handicap Effect: Session Penalties*** table each time you conclude a gaming session.

Level Penalties

One or more Penalties might apply each time one of your characters gains a level.

Each time this occurs, roll on the ***Balance Point Handicap Effect: Level Penalties*** table.

Fewer Quest Rewards

Each time you are rolling to determine the number of Rewards you might receive for completing a Quest, roll on the ***Balance Point Handicap Effect: Fewer Quest Rewards*** table to see if that quantity is reduced or even eliminated.

Disadvantage on Reward Categories

You're less likely to get the kind of rewards you might want. Each time you roll to determine Reward Categories for a reward you are to receive, you do so with **Disadvantage** (roll twice, and use the less-preferred result).

Disadvantage on Reward Details

You're less likely to get the specific reward you might prefer. Each time you roll on a specific Reward table once the overall Category has been determined, you do so with **Disadvantage** (roll twice, and use the less-preferred result).

No Effect

There is no persistent handicap effect that plagues or boosts you on a day-to-day basis. Game as normal!

Ignore Penalty Received

Each time you receive a Penalty, roll on the ***Balance Point Handicap Effect: Ignore Penalty Received*** table to determine if you may elect to ignore that penalty.

Advantage on Reward Categories

You're more likely to get the kind of rewards you might want. Each time you roll to determine Reward Categories for a reward you are to receive, you do so with **Advantage** (roll twice, and use the result of your choice).

Advantage on Reward Details

You're more likely to get the specific reward you might prefer. Each time you roll on specific Reward tables once the Category for that reward is determined, you do so with **Advantage** (roll twice, and use the result of your choice).

Extra Level Rewards

Each time one of your characters gains a level, roll on the ***Balance Point Handicap Effect: Extra Level Rewards*** table to determine if you might also receive one or more Rewards.

Extra Session Rewards

At the beginning of every gaming session, you may roll on the ***Balance Point Handicap Effect: Extra Session Rewards*** table to determine if you might receive one or more Rewards.

Extra Quest Rewards

Each time you complete a Quest, you may roll on the ***Balance Point Handicap Effect: Extra Quest Rewards*** table to determine if you might receive one or more Rewards.

Such rewards are in addition to any rewards you might receive for successfully completing that quest as normal.

Level Each Session

A truly potent advantage: at the conclusion of each and every gaming session, you may roll on the ***Balance Point Handicap Effect: Level Each Session*** table to determine if one of your characters might advance to the next level of experience!

Reroll Twice

Roll twice on the table. Ignore this result if it's rolled again. Both effects count.

If you roll the same result twice, treat it as having only rolled once on that result. For example, if you roll "Extra Level Rewards" twice, that doesn't mean you get two rolls on the ***Balance Point Handicap Effect: Extra Level Rewards*** table when you gain a level!

Persistent Handicap Effect Tables

Use your PC or adventuring party's handicap category to determine which of the following tables you roll on.

Crippling Penalty

Use the table below to randomly determine the effect of suffering from this category of **Handicap**.

Table 424: Balance Point Handicap Effect: Crippling Penalty

d20	Effect
-	No Rewards
-	Quest Penalties
-	Session Penalties
-	Level Penalties
-	Fewer Quest Rewards
-	Disadvantage on Reward Categories
-	Disadvantage on Reward Details
-	No Effect
1	Ignore Penalty Received
2-3	Advantage on Reward Categories
4-5	Advantage on Reward Details
6-12	Extra Level Rewards
13	Extra Session Rewards
14	Extra Quest Rewards
15	Level Each Session
16-19	Reroll twice; ignore this result if rolled again
20	Reroll with Advantage

Use the overall category of your Handicap to determine further effects on the tables in the ***Specific Persistent Effect Tables*** section below.

Major Penalty

Use the table below to randomly determine the effect of suffering from this category of **Handicap**.

Table 425: Balance Point Handicap Effect: Major Penalty

d20	Effect
-	No Rewards
-	Quest Penalties
-	Session Penalties
-	Level Penalties
-	Fewer Quest Rewards
-	Disadvantage on Reward Categories
-	Disadvantage on Reward Details
-	No Effect
1-6	Ignore Penalty Received
7-10	Advantage on Reward Categories
11-13	Advantage on Reward Details
14	Extra Level Rewards

d20	Effect
15-16	Extra Session Rewards
17	Extra Quest Rewards
18	Level Each Session
19	Reroll twice; ignore this result if rolled again
20	Reroll with Advantage

Use the overall category of your Handicap to determine further effects on the tables in the ***Specific Persistent Effect Tables*** section below.

Medium Penalty

Use the table below to randomly determine the effect of suffering from this category of **Handicap**.

Table 426: Balance Point Handicap Effect: Medium Penalty

d20	Effect
-	No Rewards
-	Quest Penalties
-	Session Penalties
-	Level Penalties
-	Fewer Quest Rewards
-	Disadvantage on Reward Categories
-	Disadvantage on Reward Details
1-2	No Effect
3-7	Ignore Penalty Received
8-12	Advantage on Reward Categories
13-14	Advantage on Reward Details
15-16	Extra Level Rewards
17	Extra Session Rewards
18	Extra Quest Rewards
-	Level Each Session
19	Reroll twice; ignore this result if rolled again
20	Reroll with Advantage

Use the overall category of your Handicap to determine further effects on the tables in the ***Specific Persistent Effect Tables*** section below.

Minor Penalty

Use the table below to randomly determine the effect of suffering from this category of **Handicap**.

Table 427: Balance Point Handicap Effect: Minor Penalty

d20	Effect
-	No Rewards
-	Quest Penalties
-	Session Penalties
-	Level Penalties
-	Fewer Quest Rewards
-	Disadvantage on Reward Categories
-	Disadvantage on Reward Details
1-5	No Effect
6-10	Ignore Penalty Received
11-14	Advantage on Reward Categories
15-16	Advantage on Reward Details
17	Extra Level Rewards
18	Extra Session Rewards
-	Extra Quest Rewards
-	Level Each Session
19	Reroll twice; ignore this result if rolled again

d20	Effect
20	Reroll with Advantage

Use the overall category of your Handicap to determine further effects on the tables in the ***Specific Persistent Effect Tables*** section below.

Minor Boost

Use the table below to randomly determine the effect of suffering from this category of **Handicap**.

Table 428: Balance Point Handicap Effect: Minor Boost

d20	Effect
-	No Rewards
-	Quest Penalties
1	Session Penalties
2-3	Level Penalties
4-5	Fewer Quest Rewards
6-8	Disadvantage on Reward Categories
9-13	Disadvantage on Reward Details
14-18	No Effect
-	Ignore Penalty Received
-	Advantage on Reward Categories
-	Advantage on Reward Details
-	Extra Level Rewards
-	Extra Session Rewards
-	Extra Quest Rewards
-	Level Each Session
19	Reroll twice; ignore this result if rolled again
20	Reroll with Advantage

Use the overall category of your Handicap to determine further effects on the tables in the ***Specific Persistent Effect Tables*** section below.

Medium Boost

Use the table below to randomly determine the effect of suffering from this category of **Handicap**.

Table 429: Balance Point Handicap Effect: Medium Boost

d20	Effect
-	No Rewards
1	Quest Penalties
2	Session Penalties
3-7	Level Penalties
8-12	Fewer Quest Rewards
13-15	Disadvantage on Reward Categories
16-17	Disadvantage on Reward Details
18	No Effect
-	Ignore Penalty Received
-	Advantage on Reward Categories
-	Advantage on Reward Details
-	Extra Level Rewards
-	Extra Session Rewards
-	Extra Quest Rewards
-	Level Each Session
19	Reroll twice; ignore this result if rolled again
20	Reroll with Advantage

Use the overall category of your Handicap to determine further effects on the tables in the ***Specific Persistent Effect Tables*** section below.

Major Boost

Use the table below to randomly determine the effect of suffering from this category of **Handicap**.

Table 430: Balance Point Handicap Effect: Major Boost

d20	Effect
-	No Rewards
1-2	Quest Penalties
3-4	Session Penalties
5-10	Level Penalties
11-15	Fewer Quest Rewards
16	Disadvantage on Reward Categories
17	Disadvantage on Reward Details
-	No Effect
-	Ignore Penalty Received
-	Advantage on Reward Categories
-	Advantage on Reward Details
-	Extra Level Rewards
-	Extra Session Rewards
-	Extra Quest Rewards
-	Level Each Session
18-19	Reroll twice; ignore this result if rolled again
20	Reroll with Advantage

Use the overall category of your Handicap to determine further effects on the tables in the ***Specific Persistent Effect Tables*** section below.

Game-Changing Boost

Use the table below to randomly determine the effect of suffering from this category of **Handicap**.

Table 431: Balance Point Handicap Effect: Game-Changing Boost

d20	Effect
1	No Rewards
2-4	Quest Penalties
5-8	Session Penalties
9-12	Level Penalties
13-15	Fewer Quest Rewards
-	Disadvantage on Reward Categories
-	Disadvantage on Reward Details
-	No Effect
-	Ignore Penalty Received
-	Advantage on Reward Categories
-	Advantage on Reward Details
-	Extra Level Rewards
-	Extra Session Rewards
-	Extra Quest Rewards
-	Level Each Session
16-19	Reroll twice; ignore this result if rolled again
20	Reroll with Advantage

Use the overall category of your Handicap to determine further effects on the tables in the ***Specific Persistent Effect Tables*** section below.

Specific Persistent Effect Tables

This section contains a separate table for each and every **Persistent Handicap Effect** that might apply.

To clarify:

- The tables in the previous section helped determine which Persistent Handicap Effect applies based on your Handicap

Category. You roll on those once, each time your Handicap changes in a way sufficient to bump you out of your current Handicap Category and into another.

- The tables in this section that follow below describe what specific phenomenon impacts you at a given point in time. Each table's preface will tell you when you need to roll on them, but generally, it's every time the circumstance happens as described in the **Persistent Effect** that applies to you. For example, if your persistent handicap effect is "**Level Penalties**", you must roll on that corresponding table each time one of your characters gains a level.

No Rewards

Table 432: Balance Point Handicap Effect: No Rewards

d20	Effect
1	No Reward; 1d3 Penalties
2	No Reward; 1d2 Penalties
3-4	No Reward; 1 Penalty
5-12	No Reward
13-15	Receive Reward; 1d2 Penalties
16-17	Receive Reward; 1 Penalty
18-19	Receive Reward
20	Reroll with Advantage

Some of these values require further explanation, as follows:

- ***No Reward; XdY Penalties:*** You do not receive the reward in question. In addition, you also receive the designated number of **Penalties**.
- ***No Reward:*** You do not receive the reward in question. Remember to roll on this table separately for each reward you would normally receive.
- ***Receive Reward; XdY Penalties:*** You do, in fact, receive the reward in question! However, you also incur the listed number of **Penalties**.
- ***Receive Reward:*** You get the reward in question as you normally would, with no other repercussions. Huzzah!

Quest Penalties

Table 433: Balance Point Handicap Effect: Quest Penalties

d20	Effect
1	1d3 Penalties; Disadvantage
2	1d3 Penalties
3-4	1d3 Penalties; Advantage
5-12	1 Penalty; Disadvantage
13-15	1 Penalty
16-17	1 Penalty; Advantage
18-19	No Penalties
20	Reroll with Advantage

Some of these values require further explanation, as follows:

- ***XdY Penalties:*** You suffer the listed number of penalties.
- ***XdY Penalties; Disadvantage:*** Not only do you suffer the listed number of penalties, but when randomizing the aspects of each of those penalties, you suffer **Disadvantage** (roll twice, and use the less-preferred result).
- ***XdY Penalties; Advantage:*** You do suffer the listed number of Penalties. However, when randomizing each of these penalties, you may make your rolls with **Advantage** (roll twice, and use the result of your choice).
- ***No Penalties:*** You do not, in fact, suffer any additional penalties at this time.

Session Penalties

Table 434: Balance Point Handicap Effect: Session Penalties

d20	Effect
1	1d3 Penalties; Disadvantage
2	1d3 Penalties
3-4	1d3 Penalties; Advantage
5-12	1 Penalty; Disadvantage
13-15	1 Penalty
16-17	1 Penalty; Advantage
18-19	No Penalties
20	Reroll with Advantage

Some of these values require further explanation. Refer to the ***Quest Penalties*** section above for decodes on each value.

Level Penalties

Table 435: Balance Point Handicap Effect: Level Penalties

d20	Effect
1	1d6 Penalties
2	1d6 Penalties; Advantage
3-4	1d4 Penalties
5-12	1d4 Penalties; Advantage
13-15	1d3 Penalties
16-17	1d3 Penalties; Advantage
18-19	No Penalties
20	Reroll with Advantage

Some of these values require further explanation. Refer to the ***Quest Penalties*** section above for decodes on each value.

Fewer Quest Rewards

Table 436: Balance Point Handicap Effect: Fewer Quest Rewards

d20	Effect
1	No Rewards
2	Max 1 Reward; Disadvantage
3-4	Max 1 Reward
5-12	Max 2 Rewards; Disadvantage
13-15	Max 2 Rewards
16-17	As Normal; Disadvantage
18-19	As Normal
20	Reroll with Advantage

Some of these values require further explanation, as follows:

- ***No Rewards:*** You cannot receive any rewards whatsoever for completing this quest.
- ***Max X Rewards:*** Your ability to receive rewards for this quest is capped at the listed value. If you were only supposed to receive X or a lower number of rewards anyway, this result has no effect.
- ***Max X Rewards; Disadvantage:*** As above, but when randomizing any rewards you do receive, you suffer **Disadvantage** (roll twice, and use the less-preferred result).
- ***As Normal; Disadvantage:*** You receive the normal number of rewards for this quest. However, when you randomize each one, you suffer **Disadvantage** (roll twice, and use the less-preferred result).
- ***As Normal:*** This result has no effect on the rewards you receive for this quest.

Ignore Penalty Received

Table 437: Balance Point Handicap Effect: Ignore Penalty Received

d20	Effect
1	Suffer Additional Penalty
2	Suffer Penalty; Disadvantage
3-4	Suffer Penalty
5-12	Ignore Penalty; Disadvantage on Next Reward
13-15	Ignore Penalty
16-17	Ignore Penalty; Advantage on Next Reward
18-19	Ignore Penalty; Gain Reward
20	Reroll with Advantage

Some of these values require further explanation, as follows:

- ***Suffer Additional Penalty:*** Not only do you indeed suffer the penalty you were attempting to ignore, but you suffer an additional penalty as well. This additional penalty is not subject to your **Ignore Penalty Received** effect, and must be suffered.
- ***Suffer Penalty; Disadvantage:*** You suffer the penalty, and in addition, any rolls made for the penalty are rolled with **Disadvantage** (roll twice, and use the less-preferred result).
- ***Suffer Penalty:*** You suffer the penalty as normal; this persistent handicap effect has no impact on this penalty.

- ***Ignore Penalty; Disadvantage on Next Reward:*** You are able to ignore this penalty. However, the next time you receive a Reward, when randomizing it, you suffer **Disadvantage** (roll twice, and use the less-preferred result).
- ***Ignore Penalty:*** Huzzah! You are able to completely ignore the penalty you would have suffered.
- ***Ignore Penalty; Advantage on Next Reward:*** Not only are you able to dismiss the penalty you would have suffered, but the next time you receive a Reward, you may make all rolls to randomize that reward with **Advantage** (roll twice, and use the result of your choice).
- ***Ignore Penalty; Gain Reward:*** The best-case scenario: you ignore the penalty you were trying to avoid, ***and*** you also receive a bonus **Reward** immediately.

Extra Level Rewards

Table 438: Balance Point Handicap Effect: Extra Level Rewards

d20	Effect
1	No Extra Rewards
2-5	Roll 2, Pick 1
6-12	2 Extra Rewards
13-15	Roll 3, Pick 2
16-17	3 Extra Rewards
18	Roll 4, Pick 3
19	4 Extra Rewards
20	Reroll with Advantage

Some of these values require further explanation, as follows:

- ***No Extra Rewards:*** No positive or negative impact; level up as normal.
- ***X Extra Rewards:*** Randomly determine this many rewards as an extra bonus for gaining a level.
- ***Roll X, Pick Y:*** Roll to determine X different Rewards. You may then pick any Y of them to actually receive. Any extra are not received.

Extra Session Rewards

Table 439: Balance Point Handicap Effect: Extra Session Rewards

d20	Effect
1	No Extra Rewards
2-5	1 Extra Reward
6-12	Roll 2, Pick 1
13-15	2 Extra Rewards
16-17	Roll 3, Pick 2
18	3 Extra Rewards
19	Roll 4, Pick 3
20	Reroll with Advantage

One of these values require further explanation, as follows:

- ***Lose 1 Reward:*** Not only do you not receive any additional rewards, you are no longer entitled to one of the rewards you have received. Select one at random and remove it immediately.

Refer to the ***Extra Level Rewards*** table above to decode other results in this table.

Extra Quest Rewards

Table 440: Balance Point Handicap Effect: Extra Quest Rewards

d20	Effect
1	Lose 1 Reward
2-5	No Extra Rewards
6-10	1 Extra Reward
11-16	Roll 2, Pick 1
17	2 Extra Rewards
18	Roll 3, Pick 2
19	3 Extra Rewards
20	Reroll with Advantage

Refer to the ***Extra Level Rewards*** table above to decode the results in this table.

Level Each Session

Table 441: Balance Point Handicap Effect: Level Each Session

d20	Effect
1	No Effect
2	+1 Reward Star
3-4	+1d2 Reward Stars
5-12	+1d4 Reward Stars
13-15	+2d4 Reward Stars
18	Gain a Level
19	Gain a Level in Each Multiclass
20	Reroll with Advantage

Some of these values require further explanation, as follows:

- ***Gain a Level:*** You immediately advance to the next level, regardless of how much experience or how many Reward Stars you have toward that level. For OPMC parties, you get to pick which single PC receives this benefit. For multiclassed characters, you select which class the PC levels up in.
- ***Gain a Level in Each Multiclass:*** As above, but if you select PC who is already multiclassing, they gain a level in two of their classes. If you select a PC that has three or more multiclasses, you must select only two to receive the level-up.

Rules Adjustments

About Rules Adjustments

Overview

You can begin solo play without any changes to the rules you know and love. You can skip this entire section, use the rest of the book, and be perfectly content in your solo-adventuring journey.

However, solo play presents its own unique challenges, and the core rules benefit greatly from some changes. Some of these tweaks are to streamline things and speed them up; others are opportunities and options to improve one's chances and overall enjoyability when pursuing solo play.

Subsequent sections discuss these changes and options in greater detail, but in a nutshell, here's an overview of the possible tweaks to the normal rules that you may wish to consider for solo play.

(Please note that as it is the most complex rules set, **Pathfinder First Edition** was used as the basis for most of the considerations. For most other rules sets, this represents a superset of all possible considerations, but not everything in the conversation will apply to non-Pathfinder rules sets.)

Optional

Any and all of the following Rules Adjustments are entirely optional. You can pick and choose which ones you do, and do not, want to employ, and you can alter that selection at any time during your solo gameplay.

That's the massive advantage of playing solo—you can guarantee the cooperation and agreement with the Game Master!

Rules Adjustment Checklist

Each of the tabletop roleplaying game systems supported by this book has hundreds, thousands, or even tens of thousands of pages of rules. There's enough complexity there already! And now, we're proposing further modifications to those rules, modifications that may be house-rules for many of you, but at least some of which are likely to be brand-new to even the most seasoned of veterans.

To help manage the resulting potential for chaos, Infinium Game Studio has published a ***Rules Adjustments Quick-Reference*** guide.

This ***Quick Reference*** is a simple checklist to keep track of which optional rules you have chosen to implement in your game.

Balance Points & Handicaps

For the purposes of introducing this section on Rules Adjustments, it's enough to summarize by saying that **Balance Points** are a means of rewarding the solo adventurer and creating a mechanism by which handicaps and benefits can be balanced to ensure that the core gameplay is not fundamentally broken by the changes Rules Adjustments introduce.

The more **Balance Points** something is worth, the more valuable it is to the player.

Balance of Adjustments

Although each and every one of these Rules Adjustments is useful and valuable, some are much more potent than others in terms of affecting gameplay.

Each one has been assigned a Balance Point Handicap (BPH). This handicap represents the relative power of the adjustment as compared to other adjustments, and taking into account the potential impact on the game's rules as written.

BPH's are not an exact science! They have been calculated using a "best guess" approach as to the impact they might have in a typical game. This assumes a certain balance between types of gameplay: a degree of combat, a bit of exploring and searching, and some social interactions as well.

Your own campaign setting, adventure choice, theme, and style and theme may mean that your games feature a different calibration of those gameplay elements than is assumed in the calculation of BPH. For example, there are many tables that essentially forego social encounters altogether; entire dungeon crawl mega-adventures have been published that are essentially equal parts combat and exploration. In that kind of context, a rules adjustment that grants benefits to NPC interactions is unlikely to be worth anything at all, let alone the BPH value that is indicated herein.

Boons and Penalties

Most rules adjustments contain two versions: a ***Boon***, and a ***Penalty***.

Boons benefit the PCs, either by penalizing enemies or making challenges more favorable and easier to navigate for the PCs.

Penalties make things more challenging for the PCs, either by essentially being a Boon for enemies, or by making fundamental mechanics more difficult for the PCs.

Typically, a **penalty** version of a rules adjustment is simply the inverse of the boon: if the boon grants Advantage, for example, then the penalty might grant Disadvantage.

Handicap

The total application of **Boons** and **Penalties** is referred to as a ***handicap***.

A **handicap** is the complete set of rules modifications which applies at any given moment, and can consist of multiple Boons and/or multiple Penalties simultaneously.

Net Balance Point Modifier

Each **Boon** and each **Penalty** has a Balance Point Handicap value associated with it.

Adding up the total of the positive values for Boons, plus the negative modifiers for Penalties, produces a single number. This is the ***Balance Point Handicap*** (**BPH**) that applies to the character.

A positive BPH means that the combination of Boons and Penalties produces a net beneficial impact.

A negative BPH means that the handicap produces a net challenging impact.

What your BPH is, whether it's postive or negative, and its magnitude, has an impact on how quickly you gain Experience Points or Reward Stars, and how quickly you gain levels and other benefits in solo play.

Overpowering by Combination

Although individually, every attempt has been made to balance these rules adjustments and to reflect their impact versus unmodified play, it's worth recognizing that, by definition, each and every one of these rules adjustments ***makes the game easier***.

That's literally the entire intent: every single one of these rules adjustments began life as a means to increase the survivability and ease of gameplay, either a solo player or in the context of a traditional gaming table environment.

Simply put, there are far too many rules adjustments described herein to have tested them in every possible combination.

It's entirely possible, likely even, that in some combinations that mix many of these adjustments, the game could feel completely different... and even feel "broken".

Even in these circumstances, however, take heart: in solo gaming, it's only you, so you can simply play that different-seeming game anyway without worry.

You may even discover that you like it better than rules as written!

Types of Gameplay Element

It's an oversimplification, but functionally accurate, to reduce all of tabletop roleplaying games into three categories of gameplay: ***Combat, Exploration***, and ***Social Encounters***.

Several rules systems have even formalized this differentiation.

The majority of gameplay elements and adventure components that are used and encountered during the course of a tabletop roleplaying game session fit into one or more of these three categories.

There is also a fourth, over-arching, category that addresses things like character creation. We'll call this fourth category "***Meta***", to represent anything outside of the context of the three other categories.

Each rules adjustment in this book is badged using one or more of the following icons:

These represent the four types of rules adjustment that are possible, as follows.

Combat

Dungeon crawls, hack-and-slash: this is probably the core of most gaming tables.

Exploration

New worlds, open horizons, and searching for traps: Exploration encompasses the movement of your characters through the game world, and is typically the mechanism by which other gameplay elements are linked together in the narrative.

Social Encounters

Political intrigue, haggling over price, and learning more about the shady character you're investigating: Social Encounters cover anything that involves one or more NPCs in the game world.

Meta

Character creation, dice rolling out of a particular context, or other all-encompassing concepts of interpreting or manipulating the rules: Meta refers to anything that goes beyond the boundaries of the other three categories.

Game Styles

There are as many ways to play tabletop roleplaying games as there are gaming groups who play them. Each combination of players is unique, and each group will have their own calculus for fun, resulting in emphasis on some elements of gameplay and reduction in focus on others.

This book is not here to tell you which mixture is "correct"; and indeed no book should; that is the decision you and your group needs to determine.

There is, however, a consideration on Rules Adjustments relative to what style of game you are running.

Before discuss the mechanics of that consideration, let's briefly oversimplify some common game styles so we have a common language.

Disclaimer

It is perhaps obvious, but worth noting explicitly, that this section by its nature is not going to be fully comprehensive.

The mere act of trying to consolidate a nearly infinite variety of gameplay approaches into a fixed set of buckets and percentages is doomed to fail to meet the perspective of each and every reader and player.

Nevertheless, you may agree that it is a useful simplification for the purposes of enhancing your solo play experience.

Traditional

The assumed traditional, default mixture of gameplay elements present at the majority of fantasy tabletop roleplaying game groups.

One might also consider it to be the platonic ideal of RPGs: an even balance between the three main concepts that helps ensure everyone enjoys the game regardless of their preferences.

Dungeon Crawl

Hack-and-slash adventuring at its finest! Dungeon crawls feature a heavy emphasis on combat and trap-based exploration, often with next to zero social interaction at all.

After all, if you're exploring a centuries-old megadungeon, are there even NPCs to talk to?

Investigation

Murder mysteries and slice-of-life kind of settings are best summarized as "investigation" styles of gameplay, which prominently feature exploration and social interaction.

Exploration in this style of game tends to be rooting around buildings and residences looking for clues, rather than braving the wilderness and poking around in caverns.

Horror

Cosmic horror, grisly murders, or sinister plots and cults all fit the label of "horror".

Games of this type tend to feature a great deal of suspense-filled exploration (STAY OUT OF THE BASEMENT!), with a balance between social interaction (talking to cult leaders who will later try to gleefully dissect you) and combat (which, it must be said, often proves fruitless and where fleeing is required).

Intrigue

Political intrigue is at the core of this style of play: which houses and factions gain power at the expense of others, how power is wielded, righting wrongs, and seeking out those in command can all be very satisfying if structured well.

These games feature a minimization of actual combat, and a reliance on social interaction to further the narrative.

Summary

The table below summarizes the five basic game styles, and the rough breakdown of gaming elements that tend to be involved.

Table 442: Common Game Style Mixture

Game Style	Combat	Explore	Social
Traditional	33%	33%	33%
Dungeon Crawl	60%	40%	~0%
Investigation	10%	45%	45%
Horror	25%	50%	25%
Intrigue	10%	30%	60%

Adjusting the Adjustments

Putting it all together, then, you may want to tweak the Balance Point Handicaps as they apply to your gameplay style.

How your gaming table focuses on these various gameplay elements, and in what percentage, might have a great deal of influence over how you handicap things.

In a combat-focused game, for example, combat-focused rules adjustments are much more valuable than in a more socially-focused style of game.

Below is a table which attempts to suggest some modifications to the default BPH values as presented in this section.

To use the table, determine which stereotype best matches your style of gameplay. Then, determine which Rules Adjustments you intend to use. Modify the BPH for those Rules Adjustments by the percentages in the table below that correspond to your chosen style of game.

When interpreting these changes, round up: if an adjustment mentions a default BPH of **5**, for example, and the recommended change is **+50%**, the resulting BPH should be **8**.

Table 443: Balance Point Handicap Adjustments by Game Style

Game Style	Combat	Explore	Social	Meta
Traditional	-	-	-	-
Dungeon Crawl	+300%	+150%	-75%	+100%
Investigation	-75%	+50%	+50%	-
Horror	-50%	+100%	-	-
Intrigue	-75%	-	+150%	+50%

Rules Adjustments for Traditional Play

All of these Rules Adjustments have been engineered over decades of gameplay and game design. Nearly every one has

seen use at the table on at least one occasion by this book's author, and every attempt has been made to keep things balanced.

The vast majority of these adjustments came about through traditional play. Play styles, campaign setting, time demands, and the core calculus of what is "fun" in a given group have given rise to hundreds of variations on the core rules that we all know and love.

As a result, although these rules are being presented in the context of solo play, there's no reason at all that any of them couldn't be also used at a traditional gaming table.

Introducing Rules Adjustments

Just make sure that you have buy-in and understanding from the rest of the players that you are explicitly altering the established rules in specific ways, and you should be all set. (The Quick Reference checklist should make this even easier.)

"Session Zero", or even when first forming your gaming group, is an excellent time to hash this out and make sure there are no further surprises once you start playing.

If you are G/DMing a traditional group and want to incorporate some of these rules changes, recognize that some alter things quite fundamentally, and therefore may have an impact even as early as character creation. ("I've never wanted to play a Barbarian, but if these things are changed, I'm all game!")

Generally, every single one of these changes produces an ***advantage*** for the PCs. Therefore it should be fairly easy to convince players that there are new ways to make their characters even more powerful.

OPOC Options

Throughout this section, you will see "***OPOC Option***" listed for many rules adjustments. These are further refinements of a given Rules Adjustment that are recommended to apply to One Player, One Character solo play situations.

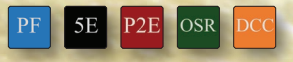
Generally, **OPOC Options** make the already-favorable Rules Adjustment even ***more*** favorable, in recognition of the additional challenge enjoyed by single-PC adventuring parties.

You can, of course, elect to use the OPOC Option, or not, in any sort of game, be it OPOC or OPMC or traditional.

Rules System Relevance

Underneath each rules adjustment listing, you'll find an array of badges indicating which rules system(s) that adjustment reasonably applies to.

Below is the full array of badges reflecting all supported rules systems.



This determination has been made based on the compatibility of each rules adjustment to the core mechanics of each supported rules system, and on a "sanity check" as to whether a given rules adjustment makes sense given the rules in place.

In some cases, it may still be possible to "force" a given rules adjustment to be used in the context of a rules system that is not badged; you are of course free to make this attempt.

There are some cases where a rules adjustment uses language, mechanics, or fundamental concepts that simply don't exist or have an analogue in another system.

Pathfinder's *Archetypes* system is a good example—although there are variations of and subclasses in, say, 5E, the rules adjustment that allows for retaining class abilities that are normally swapped out when applying an Archetype don't really, and could not reasonably, apply to Fifth Edition.

Common House Rules

Underneath several rules adjustment listings, you'll find a blurb explaining whether that adjustment is reflective of a common ***House Rule***.

These have been chosen because generally speaking, they reflect popular house rules, and in our experience, house rules tend to exist at the collision of need and what's published.

As with so much of the FTEG SAT, there's very little in what follows that cannot be easily and usefully employed in a traditional tabletop gaming group.

Randomizing Rules Adjustments

Overview

There are many cases for when you might need to select a **Rules Adjustment** at random.

It could be that you're determining a ***Reward***, perhaps as a component of an ***Impact***, and want to (or are called upon to) pick a **Boon** at random.

It could also be that you're determining a ***Consequence***, and want to (or are called upon to) pick a **Penalty** at random.

Whatever the case may be, you may use the following tables to drive your randomization, and as a convenient reference for all of the rules adjustments.

Random Rules Adjustment Types

If you're looking to apply a truly random rules adjustment, that could be a boon or a penalty, use the table below to determine which main type to use.

Table 444: Random Rules Adjustment Types

d20	Rules Adjustment Type
1-9	**Penalties**
10-18	**Boons**
19	Reroll with Advantage
20	Pick your preference

Random Rules Adjustment Categories

Whether you're selecting a Penalty, a Boon, or aren't yet sure which, you can use the table below to determine the category of Rules Adjustment to select.

Table 445: Random Rules Adjustment Categories

d20	Rules Adjustment Category
1	**Ability Scores** (p 317)
2	**Skills** (p 325)
3	**Magic & Spellcasting** (p 331)
4-5	**Equipment & Treasure** (p 366)
6	**Magic Items** (p 376)
7	**Alignment** (p 322)
8	**Classes** (p 323)
9	**Feats** (p 328)
10	**Traits** (p 330)
11-12	**Combat** (p 343)
13	**Afflictions** (p 358)
14	**Obstacles** (p 363)
15	**Companions** (p 383)
16-17	**Dice Chain** (p 394)
18	**Element Manipulation** (p 387)
19	Reroll with Advantage
20	Pick your preference

Random Rules Adjustment Boon

If you've determined that the Rules Adjustment you wish to select is a Boon, you can randomize the Category using the above table, and then skip to that Rules Adjustment section

to further randomize the specific result to apply.

Alternately, if you're looking for something much more rapid, you can roll on the table below to immediately select and apply a specific Boon.

Note that the table below is far from exhaustive, and presents only some common suggested Boons for determination.

Table 446: Random Rules Adjustment Boon

d20	Rules Adjustment Boon
1	Generous Generation
2	Hardy
3	Utility Cantrips
4	Overkill Balance
5	Rapid Casting
6	Shirak
7	Be Prepared
8	Inheritance
9	Potent Potables
10	Auto-Initiative
11	Mulligan
12	Mammoth Draw
13	Deft Defense
14	Shake it Off
15	Poison Immunity
16-17	Step Up Roll
18	Encounter Step Up
19	Reroll with Advantage
20	Pick your preference

Random Rules Adjustment Penalty

Similarly to the table above, if you're looking to quickly pick a specific Rules Adjustment Penalty, you can use the table below to draw from a curated shortlist of common results.

Table 447: Random Rules Adjustment Penalty

d20	Rules Adjustment Penalty
1	Hit Die Step Down
2	Despair of Failure
3	Shortened Effect
4	Forgetful Mystic
5	Lazy Memorization
6	Poor Scavenger
7	Periodic Debt
8	Artifact Bumbler
9	Trove Mangler
10	Last Place
11	Unlucky
12	Weak Criticals
13	Weak Reactions
14	Trap Overlooker
15	Condition Susceptibility
16-17	Step Down Roll
18	Encounter Step Down
19	Reroll with Advantage
20	Pick your preference

Ability Score Rules Adjustments

Overview

The numerical foundation of most roleplaying games, ability scores drive mechanical aspects of the experience from the ground up.

Altering these fundamental building blocks of character design will have significant impact to all further aspects of the game—and, frankly, you may be spoiled upon returning to a traditional gaming experience! So, take care before implementing changes here.

Random Ability Score Rules Adjustments

Either as a **Reward** or **Penalty**, or through other mechanisms, you may be called upon or prefer to randomly select a Rules Adjustment in this category.

Use the tables below to drive this sort of selection.

For rules adjustments that include an OPOC version, no separate entry is offered in the randomization tables. If you are playing using an OPOC approach, use that version; otherwise, use the ordinary version of the rules adjustment.

All Ability Score Rules Adjustments

Use the table below to randomly determine a rules adjustment in this category, inclusive of boons and penalties.

Table 448: Random Ability Score Rules Adjustments

d20	Ability Score Rules Adjustment
1-2	Ungenerous Generation
3-4	Class Overfocus
5-6	Hit Die Step Down
7-8	Generous Generation
9-10	Failsafe Dump Stats
11-12	Unified Mind
13-14	Unified Body
15	Class Paragon
16-17	Hardy
18	Hit Die Step Up
19	Reroll with Advantage
20	Pick your preference

Boon Ability Score Rules Adjustments

Use the table below to randomly determine a beneficial rules adjustment in this category.

Table 449: Random Ability Score Rules Adjustment Boons

d20	Ability Score Rules Adjustment Boon
1-3	Generous Generation
4-6	Failsafe Dump Stats
7-9	Unified Mind
10-12	Unified Body
13-14	Class Paragon
15-17	Hardy
18	Hit Die Step Up
19	Reroll with Advantage
20	Pick your preference

Penalty Ability Score Rules Adjustments

Use the table below to randomly determine a detrimental rules adjustment in this category.

Table 450: Random Ability Score Rules Adjustment Penalties

d20	Ability Score Rules Adjustment Penalty
1-6	Ungenerous Generation
7-12	Class Overfocus
13-18	Hit Die Step Down
19	Reroll with Advantage
20	Pick your preference

Ability Score Rules Adjustments

Below please find all of the rules adjustments in this category.

Generous Generation

PF 5E P2E OSR DCC |

5

The myriad approaches to ability score randomizing are covered much more comprehensively elsewhere, and the intent of this book is hardly to enter into an extension of the decades-long debate as to which approach is "best".

Rather than weighing the pros and cons of various methods, let's simply recognize that although having a numerically "weak" character may present opportunities for roleplaying, any such advantages are grossly outweighed by the penalties that such low values will produce in solo play.

If you choose this option: Select an approach for ability score generation that you feel is sufficiently generous. Pick one that results in high-value results.

OPOC Option

10

As above, but you may re-generate numbers if you produce ones with which you are initially unsatisfied.

IGS house Rule Generation

You can also use the **Infinium Game Studio** house rules for ability score creation, which have been used since the BECMI red-box days more than 30 years ago.

This approach tends to produce heroically-powered (necessarily OVER-powered, mind you) characters, which fits quite well with the general IGS approach to adventure content and design.

- Roll **4d6**, and drop the lowest of the dice rolled.
- Repeat the above step five additional times.
- Assign the resulting 6 numbers as you wish to your ability scores.
- If the total of your ability score modifiers is less than +2, reroll the lowest ability score using 4d6/drop approach.
- Repeat this reroll step until the sum of your modifiers is at least +2.

Ungenerous Generation

5

As **Generous Generation**, but ability score generation is more difficult.

If you choose this option:

- Roll **3d6**. Assign the resulting value to your Strength score.
- Repeat the above step to generate and assign values to each of your other ability scores, in sequence.
- You may not reroll any dice, and you may not change the ability score to which any resulting values are assigned.

Failsafe Dump Stats

PF 5E P2E OSR DCC |

3

Most character builds feature, by design or unavoidably, one or more "dump stats". These are ability scores that receive the lowest values rolled, and are generally ones that have the least significance for the character class(es) being used by the PC in question. Rolled an 8 and have a Wizard? Wisdom might be your dump stat.

Typically, this phenomenon doesn't handicap the adventuring party as a whole, since a weakness in one character can easily be made up for in another.

In solo play, however, particularly OPOC (One Player, One Character), having even one ability score with a weak value can have dire consequences.

If you choose this option: Mechanically, you can treat any Ability Score value lower than 10, as a 10. Adjust hit points, saves, and other mechanics that derive from ability score modifiers accordingly, and use the new higher value for any abilities that require a minimum value. For all purposes, really, the ability score truly is a 10.

This means that your character suffers no penalties for any ability score value.

OPOC Option

6

As above, but treat any value lower than 12, as 12.

Unified Mind

PF 5E P2E OSR |

6

This book is not here to debate or even explain the nuance that differentiates between Intelligence and Wisdom, or to try to defend the fact that these are two separate concepts deserving of separate numerical values.

This book does, however, recognize that the concepts that are bifurcated in the world's most popular roleplaying game are instead unified in many other roleplaying systems outside those supported.

If you choose this option: Generate values as normal for Intelligence and Wisdom. Then, pick the higher of those determined values and treat it as your "***Mind***" ability score.

Use **Mind** as both Intelligence AND Wisdom in the game itself.

For all intents and purposes, your characters have the same single numerical value for both Intelligence and Wisdom.

Subsequent Penalties

Effects that decrease either Intelligence or Wisdom decrease Mind at half rate; round down.

For example, if a character using the Unified Mind rules adjustment suffers 3 points of Intelligence damage, they instead suffer 1 point of Mind damage, which affects both

FlexTable 31: Class Paragon Core Ability Scores

Ability Score	Pathfinder	5E	PF 2E	OSR	DCC
Strength	Fighter, Barbarian, Paladin, Monk	Barbarian, Fighter,	Barbarian, Champion, Fighter, Monk	Assassin, Fighter, Monk	Warrior, Dwarf
Dexterity / Agility	Fighter, Bard, Monk, Paladin, Ranger, Rogue	Artificer, Barbarian, Fighter, Monk, Rogue, Ranger	Alchemist, Barbarian, Fighter, Monk, Rogue, Swashbuckler	Thief, Assassin, Fighter, Magic-User, Monk, Ranger	Thief, Warrior, Halfling, Elf
Constitution / Stamina	Fighter, Barbarian	Barbarian, Fighter, Artificer	Barbarian, Fighter, Sorcerer, Witch	Fighter	Warrior, Dwarf
Intelligence	Ranger, Rogue, Wizard	Artificer, Wizard, Rogue, Druid	Alchemist, Investigator, Oracle, Rogue, Witch, Wizard	Magic-User, Thief	Wizard, Elf, Cleric
Wisdom	Cleric, Druid, Monk, Paladin, Ranger	Cleric, Druid, Monk, Paladin, Wizard, Ranger, Warlock	Cleric, Druid, Investigator, Monk, Ranger, Wizard	Cleric, Priest, Druid, Paladin, Ranger	n/a
Charisma / Personality	Bard, Paladin, Sorcerer	Bard, Paladin, Sorcerer, Warlock, Cleric	Bard, Champion, Sorcerer, Swashbuckler	Cleric, Paladin	Halfling
Luck	n/a	n/a	n/a	n/a	Halfling

their Intelligence and their Wisdom.

Penalties applied to either Intelligence or Wisdom after ability score determination at character creation are also applied to Mind, but are applied at half effectiveness, rounded down (similar to suffering ability score damage as explained above, for example).

Subsequent Bonuses

Bonuses gained to one of either Intelligence or Wisdom at any point after determining ability scores during character creation are applied to Mind, and therefore raise both Intelligence and Wisdom. For example, a race or class feature that grants a bonus to Wisdom would increase the character's Mind, and therefore both Intelligence and Wisdom.

Temporary Buffs or Handicaps

The same mechanics apply to temporary increases or decreases to Intelligence or Wisdom. For example, a PC using Unified Mind who receives the benefits of an *owl's wisdom* spell receives +4 to Mind, which means their Intelligence AND Wisdom both increase by 4 for the duration of the spell.

OPOC Option

10

The single, unified value is elegant and makes things easier, but it's also extra annoying and penalizing if you get a low value here. Your Mind value therefore has a "floor" of 12—meaning that if your Intelligence and Wisdom were both lower than 12 originally, it becomes 12 now.

Unified Body

PF 5E P2E OSR DCC

6

This rules adjustment recognizes that there tends to be a strong correlation between physical strength and resilience.

As **Unified Mind**, **Unified Body** synchronizes the **Strength** and **Constitution/Stamina** ability scores into a single value: "***Body***".

Determine your ability scores as normal. Then, take the larger value of Strength and Constitution, and treat that as your character's "Body" score, which is used for both Strength and Constitution.

For all purposes, your character simply upgrades the lesser of these two ability scores to the larger value of the two upon character creation.

All of the other aspects of the rules that apply to Unified Mind, and Intelligence/Wisdom; apply to Unified Body, and Strength/Constitution, respectively.

OPOC Option

10

As with Unified Mind's OPOC option, Body receives a "floor" minimum of 12.

Class Paragon

PF 5E P2E OSR DCC |

12

Each character class hinges on a subset of ability scores to drive their talents. Consider these to be the ***Core Ability Score(s)*** for the class.

In some cases, this is a stereotype or general pattern: Fighters tend to be strong and either nimble and/or hardy.

In other cases, there is a mechanic that helps drive specific class abilities: Most spellcasters require a minimum value in their core ability score in order to even be able to cast a spell.

Some game systems even spell out the notion of a Core Ability Score as part of the class description.

Whether it's implied or explicit, it's unavoidable that each class tends to focus on one to three Core Ability Scores.

The core classes offered by each supported game system, and their associated Core Ability Scores, are listed in "**FlexTable 31: Class Paragon Core Ability Scores**" on page 319.

If you choose this option: During character creation, as soon as you select your Class, pick one of the Core Ability Scores that correspond to your character class. That value becomes 18.

OPOC Option

20

As above, but max out ***all*** of the Core Ability Scores mentioned for your class.

3PP or Other Classes

The **Class Paragon Core Ability Scores** table only scratches the surface of the classes offered and supported by the supported game systems. There are literally hundreds of classes beyond what's presented in the list, and further thousands offered by third-party publishers, not to mention homebrew classes.

Needless to say, it's well beyond the scope of this book to evaluate any subset of those extended class offerings. However, it's straightforward to use the **Class Paragon** rules adjustment in the context of any class, not just the core classes listed.

To determine the Core Ability Scores for a class, use this heuristic:

- ***Spellcasting classes*** are typically pretty easy: most rely upon one and only one ability score to drive their magical talents. Any ability score that grants bonus spells, or if a value in an ability score is a prerequisite required to cast spells of a certain level, or if the DC or other factors of a spell are universally driven by an ability score: any or all of these factors indicate that the associated ability score is Core to this class.
- ***Fighting classes***, those that are derived from Fighters or Warriors or otherwise focused on combat, typically focus on Strength and Constitution/Stamina.
- ***Hybrid classes***, or those that are intentionally or seem a combination of two or more other classes, receive more Core Ability Scores than other classes: simply combine the core ability scores of the classes that form the hybrid class.
- ***Swiss army knives:*** In some cases, you can use ***Skills*** to help inform Core Ability Scores. Pathfinder classes that receive more Skill Points per level can count Intelligence as one of their Core Ability Scores, for example. Classes for whom "social skills" (i.e., Sense Motive, Diplomacy) are class skills, or those who receive proficiency in social skills, can count Charisma / Personality as a core ability score.
- If no other combination of approaches seems to help inform the definition of a Core Ability Score for a given class, simply pick any two ability scores that you wish to count as core ability scores for that class.

Class Overfocus

5

Your focus on your chosen class means that you were never able to excel in other areas.

If you choose this option: Determine your Class Paragon Ability Score(s) as with the **Class Paragon** boon. All of your other ability scores are limited to 14 as a maximum.

If you have already determined your ability scores, and one or more of the non-paragon values exceeds 14, immediately reduce it to 14.

If you are choosing to include Class Overfocus prior to rolling your ability scores, treat all values rolled above **14** as **14** for non-paragon ability scores

Hardy

PF 5E P2E OSR DCC |

5

This rules adjustment recognizes that solo adventurers must unavoidably be sturdy, robust individuals, capable of weathering tough challenges without relying upon external aid.

If you choose this option: Make your **Constitution / Stamina** value 18, before racial or other modifiers. You also automatically receive maximum bonus hit points whenever you gain a level (e.g., if you normally would gain 1d8+2 hit points inclusive of your Constitution bonus, you'd automatically gain 10 hit points without having to roll).

OPOC Option

10

In addition to the above, you also receive bonus hit points to your maximum with each level, equal to the normal random value for your class. In the example above, you'd receive 10, plus **1d8** hit points with each level.

Hit Die Step Up

PF 5E P2E OSR DCC |

14

Your raw physical capabilities manifest themselves in establishing you as brawnier and more robust than the colleagues of your class and/or race.

You may take this Rules Adjustment multiple times. Its effects stack.

If you choose this option: The size of the Hit Die you use to determine your Hit Point increases each level grows in size. Use the **Dice Chain** rules (p 394) to determine the new size, but simply put: a D6 becomes a D8, a D8 becomes a D10, a D10 becomes a D12, and so on.

This size increase applies to existing Hit Dice, as well as those gained in the future. The increase applies to all Hit Dice gained across all character levels. For example, if you are multiclassing (or if you decide to start multiclassing at a later point), the hit dice of all of your classes are increased.

This does not mean that your new multiclassed hit dice are all necessarily the same, however: if you multiclass in one class that typically grants D4-sized Hit Dice, and a second class that grants D8-sized Hit Dice, your new Hit Die sizes are D6s and D10s, respectively.

If this Rules Adjustment is applied after character creation, it is retroactive: you gain a number of Hit Points to your maximum equal to the increased size of the dice involved, multiplied by your current character level.

So if you had been using D8s for your Hit Dice, and you're already level 5, and you selected this Rules Adjustment, you would immediately receive an extra 10 HP to your maximum.

Hit Die Step Down

9

You're fundamentally weaker and less durable than your equivalent compatriots.

You may take this Rules Adjustment multiple times. Its effects stack.

If you choose this option: As Hit Die Step Up, but the size of your Hit Dice is decreased according to the Dice Chain progression.

Alignment Rules Adjustments

Overview

Not every game system uses the traditional, 9-option alignment system employed by prior versions of the world's most popular roleplaying game.

Indeed, even the world's most popular roleplaying game itself has minimized the importance of this controversial mechanic, to a point where published books as of this writing even decline to include a value for monsters.

It is beyond the scope of this book to fully discuss the topic of alignment, but it's worth noting that despite its detractors, the 9-option alignment system (Lawful Good, Lawful Neutral, Lawful Evil, Neutral Good, True Neutral, Neutral Evil, Chaotic Good, Chaotic Neutral, and Chaotic Evil) is probably the longest-lived mechanic of its type, and has endured across no fewer than four complete iterations of the rules.

Pathfinder in particular uses Alignment in many mechanics for effects, spells, damage reduction, and other abilities.

Random Alignment Rules Adjustments

Either as a **Reward** or **Penalty**, or through other mechanisms, you may be called upon or prefer to randomly select a Rules Adjustment in this category.

Use the table below to drive this sort of selection.

For rules adjustments that include an OPOC version, no separate entry is offered in the randomization tables. If you are playing using an OPOC approach, use that version; otherwise, use the ordinary version of the rules adjustment.

All Alignment Rules Adjustments

Use the table below to randomly determine a rules adjustment in this category, inclusive of boons and penalties.

Table 451: Random Alignment Rules Adjustments

d20	Alignment Rules Adjustment
1-9	Entrenched Alignment
10-18	Oscillating Alignment
19	Reroll with Advantage
20	Pick your preference

Alignment Rules

Adjustments

Below please find all of the rules adjustments in this category.

Oscillating Alignment

PF 5E P2E OSR DCC |

4

Though you tend toward one alignment in particular, you've realized in your solo questing that the need of the moment may dictate a flexible perspective on life.

If you choose this option: You may change your alignment once per encounter to something at most one step different from your actual alignment. "One step" means that you may change either alignment component by one step: Evil can become Neutral, but not Good, for example. You'd generally do this to escape a spell or ability that relies upon alignment to function to full effect.

OPOC Option

PF P2E |

10

Not only can you change your alignment as noted in **Oscillating Alignment** above, but you can choose to count your attacks as **Aligned**, to either your native alignment or to the one to which you switch.

Entrenched Alignment

4

Your emotions, spirit, personality, and soul are bound tightly to the nature of your alignment at birth.

If you choose this option: You cannot change your alignment, and suffer penalties if an effect requires you to do so.

Any voluntary effect that normally allows you to change, mask, or otherwise alter your alignment in any manner automatically fails.

Any involuntary and normally mandatory effect that would change, mask, or otherwise affect your alignment also fails; your alignment is immutable regardless of your interests.

However, an involuntary effect also carries a penalty: you immediately lose one level of experience. If you are multiclassed, you may choose which class to lose a level in. This effect is immediate and cannot be countered or restored except with *wish*, *miracle*, or similarly potent magic.

Involuntary effects that permit a saving throw, on which you succeed, avoid this penalty.

Class Rules Adjustments

Overview

Character classes are a, perhaps the, fundamental source of a solo adventurer's capabilities. As a result, granting more power in this area can be of significant benefit.

Random Class Rules Adjustments

Either as a **Reward** or **Penalty**, or through other mechanisms, you may be called upon or prefer to randomly select a Rules Adjustment in this category.

Use the table below to drive this sort of selection.

For rules adjustments that include an OPOC version, no separate entry is offered in the randomization tables. If you are playing using an OPOC approach, use that version; otherwise, use the ordinary version of the rules adjustment.

All Class Rules Adjustments

Use the table below to randomly determine a rules adjustment in this category, inclusive of boons and penalties.

Table 452: Random Class Rules Adjustments

d20	Class Rules Adjustment
1-10	Difficult Multiclassing
11-18	Effortless Multiclassing
19	Accelerated Multiclassing
20	Reroll with Advantage

Alignment Rules Adjustments

Below please find all of the rules adjustments in this category.

Effortless Multiclassing

PF 5E P2E OSR DCC |

8

Depending on the rules system and options you are using already, even without this book, this rules adjustment may not be much of an adjustment.

Your talents are many, and your pursuit of them relentless: study in one area need not detract from that in another.

If you choose this option: Each time you gain a level, you may gain a level in any class. There is no penalty, for example experience points required, to multiclass. For systems that have different XP requirements to advance in different levels, you must still achieve the XP required to advance in the class of your choice, but there is no additional penalty involved.

You must still meet the prerequisites for any given class you level up in.

Difficult Multiclassing

10

Splitting your time between more than one discipline is incredibly challenging for you.

If you choose this option: If you are multiclassed, then advancing in either of your chosen classes requires ***twice*** the experience points and/or **Reward Stars** as normal. Note that this penalty only applies when you have at least one level in more than one class. Having three (or more!) different classes imposes no further penalty beyond this.

You only gain the **Balance Point Handicap** benefits of this penalty if and when you gain a second class.

You may choose this penalty either during character creation, or at any point once you start multiclassing.

The "twice as much" penalty ***does*** apply to your first class level in your alternate classes.

Accelerated Multiclassing

PF 5E P2E OSR DCC |

20

You gain mastery in more than one style of life simultaneously, though you still have a primary focus and a secondary focus.

If you choose this option: You advance in levels in a single class as normal. In addition, every three levels you gain in your "primary class", you automatically gain one level in a "secondary class". You do not gain additional hit points to your maximum in your secondary class; you only gain class abilities in that secondary class.

Class abilities that are shared across your primary and secondary classes stack, if they stack in the descriptions of those classes. For example, a Rogue 9 / Ninja 3 would count Sneak Attack damage from both classes.

OPOC Option

30

As above, but every ***two*** levels in your primary class gain you a level in your secondary class. Additionally, you do gain extra maximum hit points when you gain levels in your secondary class.

Overpowered?

This may be the most powerful rules adjustment in the book. However, it's suggested that the secondary class be one that "contradicts" the primary class: a Fighter / Wizard, for example. This allows some "filling in" of capabilities and makes a single character or small handful of characters more capable to fit more different types of challenge.

It's also worth noting the usual disclaimers around multiclassing in general: lower levels in two classes is generally far less powerful than an equivalent number of combined levels in a single class, particularly in game systems that scale quickly (e.g., Pathfinder).

Skills Rules Adjustments

Overview

Different rules systems handle skills differently. The following rules adjustments focus heavily on systems like Pathfinder which make skills very mechanical and explicit; for other systems, these may be less useful concepts.

Random Skill Rules Adjustments

Either as a **Reward** or **Penalty**, or through other mechanisms, you may be called upon or prefer to randomly select a Rules Adjustment in this category.

Use the tables below to drive this sort of selection.

For rules adjustments that include an OPOC version, no separate entry is offered in the randomization tables. If you are playing using an OPOC approach, use that version; otherwise, use the ordinary version of the rules adjustment.

All Skill Rules Adjustments

Use the table below to randomly determine a rules adjustment in this category, inclusive of boons and penalties.

Table 453: Random Skill Rules Adjustments

d20	Skill Rules Adjustment
1-2	Unskilled
3-4	Dullard of Focus
5	Ignoramus
6	Lazeabout
7	Fumblefingers
8	Knackless Poser
9	Abject Failure
10-11	Skilled
12-13	Versatile Talents
14	Paragon of Talent
15	Paragon of Knowledge
16	Paragon of Work
17	Paragon of Creation
18	Natural Skill Adept
19	Reroll with Advantage
20	Pick your preference

Boon Skill Rules Adjustments

Use the table below to randomly determine a beneficial rules adjustment in this category.

Table 454: Random Skill Rules Adjustment Boons

d20	Skill Rules Adjustment Boon
1-3	Skilled
4-6	Versatile Talents
7-9	Paragon of Talent
10-12	Paragon of Knowledge
13-14	Paragon of Work
15-17	Paragon of Creation
18	Natural Skill Adept
19	Reroll with Advantage
20	Pick your preference

Penalty Skill Rules Adjustments

Use the table below to randomly determine a detrimental rules adjustment in this category.

Table 455: Random Skill Rules Adjustment Penalty

d20	Skill Rules Adjustment Penalty
1-3	Unskilled
4-6	Dullard of Focus
7-9	Ignoramus
10-12	Lazeabout
13-14	Fumblefingers
15-17	Knackless Poser
18	Abject Failure
19	Reroll with Advantage
20	Pick your preference

Skill Rules Adjustments

Below please find all of the rules adjustments in this category.

Skilled

PF |

5

This option is only for rules systems that involve skill points (i.e., Pathfinder).

This option recognizes that solo PCs must be jacks of all trades, as they have no (or fewer) other party members to rely upon to fill in gaps.

If you choose this option: You receive an additional **1d6** extra skill points with each level. Roll this value separately each time you gain a level. Normal skill point maximums apply; for example, you could not spend these extra skill points to boost a skill rank above what it normally could not exceed.

OPOC Option

20

You receive ***double*** the normal skill points each level, ***plus*** the additional **1d6** extra points.

In addition, normal skill rank maximums are increased to be ***two times*** your character level.

Unskilled

8

You typically grow your talents at a rate that fails to keep pace with your peers.

If you choose this option: You receive **1d6** fewer skill points with each level. Roll this value separately each time you gain a level; subtract the value rolled from the skill points you would normally earn.

This penalty cannot reduce your skill points earned below 0; if the value rolled would reduce the skill points earned below 0, treat it simply as 0 skill points earned that level.

Versatile Talents

PF |

8

This option is only for rules systems that involve class skills, either in the context of skill points or proficiencies.

Solo adventurers are well-traveled, experienced, and out of necessity, bold in their ability to pursue knowledge, no matter how alien it may be to their training.

If you choose this option: All skills count as class skills for your solo characters.

OPOC Option

14

As above, plus you treat each skill as having 1 skill rank regardless of whether you have spent skill points in that manner.

Paragon of Talent

PF |

16

This option is only for rules systems that involve skill points.

A solo adventurer is not only capable of a multitude of abilities, but has a dire need to advance their knowledge over time.

If you choose this option: Each level, you automatically gain skill points sufficient to advance ranks in every class skill. You do not gain any additional skill points beyond this, however.

If because of a high Intelligence score and/or the calculus of the class skills of your chosen class, you would already earn equal to or more skill points each level than you have class skills, then you may not use this rules adjustment.

OPOC Option

20

As above, but you also gain skill points as normal, to spend in other skills.

Dullard of Focus

8

Though you are adept at gaining talent in your chosen area of focus, doing so demands your entire attention, to the exclusion of other interests.

If you choose this option: You may never gain ranks in non-class skills. This applies to spending skill points, but also to magical effects that would normally grant you abilities in those skills.

Paragon of Knowledge

PF |

16

This option is only for rules systems that involve multiple Knowledge skills.

For the solo adventurer, intellect is not something that is arbitrarily compartmentalized; it is a single behemoth of experience that can be leveraged in many different manners.

If you choose this option: You have only a single "**Unified Knowledge**" skill, which is automatically a class skill regardless of the class(s) you have. Whenever you would normally make a more specific Knowledge (X) check, you

make a **Unified Knowledge** check instead. Spending skill points on ranks in Unified Knowledge costs the same as it would to gain ranks in a single regular Knowledge skill.

Overpowered?

On the surface, it may seem that **Paragon of Knowledge**, and the associated **Paragon of Work** and **Paragon of Creation** options, are overpowered, granting far too much capability to a single character.

First, it's worth recognizing that the entire purpose of each and every one of the Rules Adjustments in this section is to grant solo PCs more power. So the very concept of "overpoweredness" is somewhat moot, or at minimum, already conceded by this very approach.

Second, and more relevantly, Craft and Profession skills are among the least used in traditional gameplay, so having characters be able to use them more flexibly and potently is not necessarily the automatic boon it may seem.

Knowledge checks are more common than Craft or Profession checks, but even those tend to be used to reveal information that the solo player will themselves already know. No matter how good one is at self-obfuscation or pretending ignorance, it's difficult to not know something you do know!

Ignoramus

15

You've never cared to, and/or been able to, learn much about anything that doesn't have immediate, life-or-death utility.

If you choose this option: You may never gain ranks in Knowledge skills. Class features or magical effects that would normally grant you proficiency or ranks in Knowledge skills have no effect on you.

Paragon of Work

PF |

10

This option is only for rules systems that involve multiple **Profession** skills.

This is basically as **Paragon of Knowledge**, but for Professions. So you get a **Unified Profession** skill that can be used for any traditional Profession (X) check.

Lazeabout

8

As **Ignoramus**, except it applies to **Profession** skills.

Paragon of Creation

PF |

10

This option is only for rules systems that involve multiple **Craft** skills.

This is basically as **Paragon of Knowledge**, but for Crafting skills. So you get a **Unified Craft** skill that can be used for any traditional Craft (X) check.

Fumblefingers

8

As **Ignoramus**, except it applies to **Craft** skills.

Natural Skill Adept

PF |

8

You are naturally talented at a certain skill in a way that makes it superbly easy to succeed at it.

You may select this rules adjustment multiple times; each time you invoke it, you may apply it to a different skill.

If you choose this option: Select one skill that you are proficient in and/or have gained skill ranks in. You make skill checks against that skill with **Advantage** (i.e., you roll twice, and select the more favorable result).

You may select **Natural Skill Adept** multiple times. Each time you select it, you must apply it to a different qualifying skill.

OPOC Option

12

As above, but in addition, you may choose to automatically succeed in this type of skill check, a number of times per gaming session equal your Ability Score modifier that corresponds to the skill selected.

You must declare your intent to use this feature of **Natural Skill Adept** before making your skill check.

Knackless Poser

8

Try as you might, you seem destined to fail at certain tasks.

If you choose this option: Choose a non-Profession, non-Craft skill. You make skill checks for the chosen skill with **Disadvantage** (i.e., you roll twice, and select the less favorable result).

Abject Failure

12

If you choose this option: As Knackless Poser, but you automatically fail at skill checks of the chosen skill.

Feats Rules Adjustments

Overview

Needless to say, this section applies very differently depending on which rules system you are using!

Random Feat Rules Adjustments

Either as a **Reward** or **Penalty**, or through other mechanisms, you may be called upon or prefer to randomly select a Rules Adjustment in this category.

Use the tables below to drive this sort of selection.

For rules adjustments that include an OPOC version, no separate entry is offered in the randomization tables. If you are playing using an OPOC approach, use that version; otherwise, use the ordinary version of the rules adjustment.

All Feat Rules Adjustments

Use the table below to randomly determine a rules adjustment in this category, inclusive of boons and penalties.

Table 456: Random Feat Rules Adjustments

d20	Feat Rules Adjustment
1-2	Feats as a Bonus
3	Accelerated Feats
4	Feats in Realtime
5-13	Versatile Feats
14-18	Beyond Your Years
19	Reroll with Advantage
20	Pick your preference

Feat Rules Adjustments

Below please find all of the rules adjustments in this category.

Feats as a Bonus

5E |

10

For 5E only: You gain specific talents over time, in addition to the natural growth of your abilities and raw prowess.

If you choose this option: Each time your level advancement allows you to either gain bonuses in your ability scores, OR gain a Feat, you automatically receive both benefits.

Beyond Your Years

PF |

6

Your ability to grasp complex talents far outstrips your age.

Note that this is a common house rule in many gaming groups already.

If you choose this option: You may ignore all level-based prerequisites for Feats you wish to select.

Accelerated Feats

PF |

18

Pathfinder only: Your progression in specific and esoteric talents far outstrips those who are able to rely upon their fellows for assistance.

If you choose this option: You gain one Feat per level. This is in addition to Feats normally earned, and in addition to Feats gained through class features (e.g., a Fighter's bonus feats).

OPOC Option

22

In addition to the above, you ignore all level-based prerequisites for selecting Feats.

Feats in Realtime

PF |

30

Pathfinder only: You gain abilities over time naturally, regardless of the progression of your achievements in more focused lines of work.

If you choose this option: You gain one additional bonus Feat at the start of every gaming session. This is in addition to Feats earned through other sources, and is completely separate from how much experience you may earn during a given session.

Versatile Feats

PF |

7

Pathfinder only: Through focused study, you can change your area of prowess very swiftly.

If you choose this option: During any long rest or in between gaming sessions, you may re-allocate your Feats in any way you desire. This rules adjustment does not grant you any additional feats; changing a feat from X to Y means you no longer have feat X. This rules adjustment also does not affect prerequisites for feats to which you'd like to switch.

OPOC Option

9

As above, but you can perform the change at the start of any encounter.

Traits Rules Adjustments

Overview

Although many game systems use personality or behavior traits, this section pertains to the more mechanical and elaborate system of Traits found in Pathfinder.

Random Trait Rules Adjustments

Either as a **Reward** or **Penalty**, or through other mechanisms, you may be called upon or prefer to randomly select a Rules Adjustment in this category.

Use the tables below to drive this sort of selection.

For rules adjustments that include an OPOC version, no separate entry is offered in the randomization tables. If you are playing using an OPOC approach, use that version; otherwise, use the ordinary version of the rules adjustment.

All Trait Rules Adjustments

Use the table below to randomly determine a rules adjustment in this category, inclusive of boons and penalties.

Table 457: Random Trait Rules Adjustments

d20	Trait Rules Adjustment
1-9	Boring Upbringing
10-18	Complex Background
19	Reroll with Advantage
20	Pick your preference

Trait Rules Adjustments

Below please find all of the rules adjustments in this category.

Complex Background

PF | 4

Your well-rounded background and solo pursuits of adventuring have led to a very complex and specialized combination of abilities.

If you choose this option: Instead of the traditional two traits you may select upon creating a character, you may instead select up to five.

OPOC Option

8

As above, but up to 10 traits.

Boring Upbringing

2

You typically grow your talents at a rate that fails to keep pace with your peers.

If you choose this option: You receive **1d6** fewer skill points with each level. Roll this value separately each time you gain a level; subtract

Magic & Spellcasting Rules Adjustments

Overview

Needless to say, these rules adjustments only really apply if your character(s) are spellcasters... but there's even one or two in this section for more fight-y classes as well if you look closely!

Random Magic Rules Adjustments

Either as a **Reward** or **Penalty**, or through other mechanisms, you may be called upon or prefer to randomly select a Rules Adjustment in this category.

Use the tables below to drive this sort of selection.

For rules adjustments that include an OPOC version, no separate entry is offered in the randomization tables. If you are playing using an OPOC approach, use that version; otherwise, use the ordinary version of the rules adjustment.

Magic Rules Adjustment Type

Use the table below to randomly determine a rules adjustment type (boon or penalty) in this category.

Table 458: Random Magic Rules Adjustment Type

d20	Magic Rules Adjustment Type
1-9	Penalty
10-18	Boon
19-20	Reroll with Advantage

Penalty Magic Rules Adjustments

Use the table below to randomly determine a detrimental rules adjustment in this category.

Table 459: Random Magic Rules Adjustment Penalties

d20	Magic Rules Adjustment Penalty
1	Paranoid Caster
2	Unskilled Cantrips
3	Underpowered Casting
4	Short Reach
5	Shortened Effect
6	Weakened Magic
7	Inertly-Typed Magic
8	Despair of Failure
9	Slow Casting
10	Forgetful Mystic
11	Mystic Weakness
12	Easily-Resisted Magic
13	Lazy Memorization
14	Slippery Retrieval
15	Reluctant Revivification
16	Unintentionally Amorphous
17	School Impotency
18	Hampered High-Level Spells
19	Impotent Penetration
20	Reroll with Advantage

Boon Magic Rules Adjustments

Use the table below to randomly determine a beneficial rules adjustment in this category.

Table 460: Random Magic Rules Adjustment Boons

d100	Skill Rules Adjustment Boon
1-2	Paragon of Mystic Lore
3-4	Paragon of Divinity
5	Spell of All Trades
6-7	Combat Caster
8-12	Utility Cantrips
13-15	Cantrip Multitasking
16	Overpowered Casting
17-19	Infinite Reach
20-22	Prolonged Effect
23-25	Chained Overkill
26-30	Overkill Balance
31-33	Destructive Magicks
34-36	Elemental Mastery
37-39	Second Chance Magic
40-42	Rapid Casting
43-47	Contingent Magic
48-52	Echo Magic
53-57	Mystic Potency
58-60	Arcane Maximization
61-65	By Voice Alone
66-68	Focused Magic
69-71	Quick Recovery
72-74	Simple Counterspell
75-77	Preserved Spells
78-80	Reinforced Revivification
81-83	Gravelord
84-86	Nuanced Casting
87-89	Spellshaper
90-92	School Potency
93-95	Low-Level Spell Flexibility
96-98	Potent Penetration
99	Reroll with Advantage
00	Pick your preference

Magic Rules Adjustments

Below please find all of the rules adjustments in this category.

Paragon of Mystic Lore

PF 5E P2E OSR DCC

8

This option is only for rules systems that make the distinction of learning and knowing spells.

Although spell scrolls are useful pieces of treasure, and the acquisition of arcane knowledge is a meaningful pursuit, many house rules already dispense with the distinction that an arcane caster must learn a spell in order to be able to cast it.

If you choose this option: You automatically know every arcane spell that you have the prerequisites for whenever you gain a level. You still need to memorize or prepare spells as normal, but the spells that you have access to are automatically increased each time you gain access to a new spell level. Note that this option applies to, say, Wizards, and traditional classes who may memorize an effectively limitless number of spells, so long as they have sufficient access to the spells and sufficient space in their spellbooks. This option does not apply to classes that have a mechanic limiting their Spells Known (e.g., Sorcerers or Bards).

In addition, you no longer require certain pages in spellbooks to "know" spells; having a spellbook at all means you can prepare any spells that you know. Essentially, you have an "infinite spellbook".

OPOC Option

14

As above, but also applies to classes that have a limit on Spells Known (e.g., Sorcerers or Bards).

Paragon of Mystic Lore-OPOC does not change your normal limits on spells per day, but vastly opens up the number of options you have when casting.

Paragon of Divinity

PF 5E P2E OSR DCC

10

Divine power flows through you. As a solo tool of righteousness, your special link to your deity allows you greater flexibility in channeling the will of your god.

If you choose this option: You may spontaneously change a spell you have memorized to any other spell of the same level that you are normally capable of preparing and casting. You may do this a number of times per day equal to the ability score bonus of your associated spellcasting ability score (e.g., Wisdom).

OPOC Option

16

As above, but you may do this a number of times equal to your ability score modifier for each spell level. So if your ability modifier is +3, and you're capable of casting 3rd-level spells, you may spontaneously change up to 9 spells total: 3 1-st level spells, 3 2nd-level spells, and 3 3rd-level spells.

Spell of All Trades

PF 5E P2E OSR DCC

26

If life adventuring alone has taught you one thing, it's that no matter how much you try and prepare in advance, the need of the moment will dictate something you could not anticipate.

If you choose this option: You no longer need to memorize or prepare specific spells in advance. Your spellcasting is *a la minute:* You select which spell you wish to cast, when you wish to cast it.

In essence, your spellcasting ability becomes more like that of a sorcerer or bard.

You still require rest, expensive material components, or other requirements to be able to cast spells; you simply do not need to define in advance which spells you specifically have at the ready.

Overpowered?

Note that this option vastly changes the nature of arcane spellcasting. Such a massive, fundamental alteration may seem overpowered, but remember that Wizards and Magic-Users are traditionally utility casters; having them be able to switch things out as needed simply means they are better adapted to the challenge at hand. They have fewer resources as backups to address versatile obstacles.

Finally, let's recognize that a solo Wizard is amongst the most challenging situations possible in a game designed for parties of 4-6, many of whom are an order of magnitude more resilient than a Wizard!

Combat Caster

PF 5E P2E OSR DCC

10

Whirling melee, barrages of missiles, or other frustrations cause you no fear in the heat of battle: your concentration is perfect no matter the circumstances.

If you choose this option: You may cast spells normally under any combat threat. Casting spells in melee no longer subjects you to opportunity attacks, you need not perform Concentration checks to cast spells when suffering damage or when grappled, and so on.

Any combat situation which would normally require you to test whether you are indeed able to cast a spell (or to maintain focus on an existing spell with a long duration) automatically succeeds. Any combat situation which would normally dictate an automatic failure of your spell is ignored.

Paranoid Caster

10

You are so anxious when you cast spells that you're easily distracted and find it challenging to perform under pressure.

If you choose this option: You cannot cast spells while in direct combat. You may not cast a spell while engaged in melee, and if you suffered damage from ranged attacks since your last round, you may not cast a spell this round.

Utility Cantrips

PF 5E P2E OSR DCC

5

You have mastered minor spells to the point where they no longer require much of your energies to employ.

This is a popular house rule in many gaming groups, and already applies natively to some rules systems to some classes.

If you choose this option: Cantrips or osirons (or any oth-level spell you may normally cast) are not limited to a certain number of times per day. You may cast any number of oth-level spells any number of times per day.

This rules adjustment does not affect how many oth-level spells you know, and does not affect prerequisites for casting them.

Unskilled Cantrips

3

Although for most cantrips are the easiest form of magic, their simplicity has always eluded you.

If you choose this option: You do not get any oth-level spell slots or spells per day. Instead, you must memorize, prepare, or cast oth-level spells as if they were 1st-level spells.

Note that all other aspects of the spells are unaffected: they are still treated as a oth-level spell for, say, the purposes of determining spell DC.

Cantrip Multitasking

PF 5E P2E OSR DCC

8

Your mastery over minor magics has grown to the point where they can be simple side effects or more potent energies.

If you choose this option: Any time you cast a non-0th-level spell, you may also cast a 0th-level spell simultaneously.

Overpowered Casting

PF 5E P2E OSR DCC |

15

Your mastery of solo spellcasting in combat situations has resulted in a uniquely powerful phenomenon that bends the laws of reality and magic alike.

If you choose this option: You may cast two spells in a single round. When you choose to do this, you must expend two additional spells—remove them from your memorized or prepared list if you prepare/memorize spells in advance, or count them as additional spells cast if you are a spontaneous caster.

Each of these additional spells "burned" must be the same level as one of the spells you are casting simultaneously. For example, if you cast one 3rd-level spell and one 2nd-level spell using **Overpowered Casting**, you must burn one additional 3rd-level spell and one additional 2nd-level spell.

The maximum level of either spell you cast using **Overpowered Casting** must be at most one level ***lower*** than the highest-level spell you are capable of casting. For example, if you can cast spells up to 5th level, you can cast two spells using **Overpowered Casting**, each up to 4th level.

If you do not have sufficient spells prepared, or have no more spells to cast, of the required levels, you may not use **Overpowered Casting**.

OPOC Option

20

As above, but you must only burn one additional spell of the higher level of the two spells you cast.

Additionally, the spells you cast using **Overpowered Casting** may be any level you are capable of casting.

Underpowered Casting

12

You gain potent magical power at a rate far lower than your peers.

If you choose this option: Each time you cast a spell at the highest spell level you are capable of casting, you must also "burn" a spell from a spell slot that is one level lower. The "burned" spell is simply lost, with no effect generated from the loss.

For example, if you are capable of casting 6th-level spells, you may still do so, but each time you do, you must delete one 5th-level spell.

If you do not have any spells of a slot one level lower than your maximum spell level, you may not cast any spells of your maximum level.

Infinite Reach

PF 5E P2E OSR DCC |

8

Your magicks have an unnatural ability to seek out and target even the furthest or most obfuscated enemy.

If you choose this option: When you cast a spell that has a Range value beyond "touch" or "personal", you are not limited by numerics in choosing your target(s). No other aspects of the spell are affected, and spells that limit their targets numerically still have those limits.

Spells whose effect is declared along the lines of "all creatures in such-and-such a radius", or those which designate a cone or other shaped area of effect, cannot affect every possible target: rather, you may simply place the area of effect shape wherever you wish.

OPOC Option

14

As above, but touch spells or spells that designate their range as "creature(s) touched" become ranged spells with infinite increment.

Short Reach

5

The range of your distanced magicks is considerably less than normal.

If you choose this option: The maximum Range for any spell you cast with a range beyond Touch is reduced by **50%**.

Prolonged Effect

PF 5E P2E OSR DCC |

6

Grueling combat circumstances have taught you to shape your energies in a manner that guarantees their effectiveness throughout an entire fight.

If you choose this option: Any spell you cast in a combat encounter that has a duration automatically lasts until the end of the combat encounter, or its declared duration, whichever is longer. You may at any time, as a free action, choose to end the spell's duration before that point.

OPOC Option

10

As above, but also applies to spells cast outside of combat, with a duration: this rules adjustment ensures that such spells will remain in effect until the end of your gaming session, or their normal declared duration, whichever is longer.

Shortened Effect

4

Your spells don't last nearly as long as they should.

If you choose this option: Any spell you cast with a numeric Duration value has that value halved, rounded down. This penalty cannot reduce the Duration numeric value below a 1, whatever the units used are.

For spells with a variable Duration (e.g., "1d4 rounds"), roll to determine the numeric value first, then halve that value.

Destructive Magicks

PF 5E P2E OSR DCC |

6

Your attack spells are particularly destructive in a way that few foes are prepared for.

If you choose this option: Once per encounter, you may choose to reroll damage caused by a spell you cast. You must accept the rerolled value, even if it is lower than the original value.

OPOC Option

10

As above, but treat it as the 5E **Advantage** mechanic: Roll two sets of damage dice, and use the result of your choice.

In addition, you may use this effect a number of times per gaming session equal to your Ability Score modifier for the ability score that corresponds to your spellcasting abilities.

Weakened Magic

8

Your damaging magicks are less potent than that of your peers.

If you choose this option: Damage inflicted by your spells is halved.

Elemental Mastery

PF 5E P2E OSR DCC |

6

Your power over the fundamental elements of nature is such that you can convert one to the other with ease.

If you choose this option: Whenever you cast a spell that involves an element descriptor (e.g., [Fire]), and/or that inflicts elementally-typed damage (e.g., 2d6 points of cold damage), you may change the element type involved to any other element type supported by your rules system.

Each time you use this effect, roll a d20: If the rolled value is equal to or less than your caster level (i.e., the class level of the spellcasting class you used to cast the spell), then there is no drawback suffered.

However, if the rolled value is greater than your caster level, you lose a memorized/prepared spell of your choice of spell level equal to or greater than the spell you altered using Elemental Mastery. If no valid targets exist for this drawback, you suffer 1d4 points of damage per spell level of the spell you cast.

OPOC Option

9

As above, but ignore the drawback altogether.

Inertly-Typed Magic

12

Your link to the elements is tenuous at best compared to your spellcasting peers.

If you choose this option: Remove all elemental types and descriptors (e.g., [Fire]) from spells you cast.

Damaging spells you cast instead inflict Force damage, unless the victim has one or more resistances or immunities of an energy type. Any such resistances or immunities function automatically against your damaging magicks.

Second Chance Magic

PF 5E P2E OSR DCC |

6

If energies fail to resolve against the original target of your choice, you can sometimes redirect those energies to another victim.

If you choose this option: Once per gaming session, if you cast a spell against a single target, and the desired effect fails, you may choose a different target and resolve the spell as though the new target was the original target.

"Desired effect fails" can mean: You fail to make an attack roll against the target to hit it with the spell; the target's spell resistance nullifies the spell; the target's resistances, immunities, and/or damage reduction reduces the damage inflicted to 0; the target succeeds in a saving throw to resist the spell's effect; the target performs a reaction or otherwise invokes an ability to nullify the spell (e.g., counterspell), and so on. If the original target succeeds in a save, but still suffers some damage or reduced effect, it does not count as "fails" for the purposes of this ability.

The new target must be a valid target as per the spell's description.

OPOC Option

9

As above, but the effect is instead limited to once per encounter.

Despair of Failure

6

When you fail at spellcasting, you dwell on that failure,

preventing further uses of similar effects.

If you choose this option: If you fail to produce a desired effect against a target of your spellcasting, you may not cast spells of that school of magic for the remainder of this encounter.

See **Second Chance Magic** above for a description of what qualifies as "Desired effect fails".

Rapid Casting

PF 5E P2E OSR DCC |

5

More than once, you've been able to pull off a small miracle by invoking energies far more rapidly than normal.

If you choose this option: Once per gaming session, you may cast a spell as an immediate action.

For rules systems that lack this concept formally, treat it as a free action that you can take at any time, even interrupting the actions of other creatures.

OPOC Option

8

As above, but the option is instead limited to once per encounter.

Slow Casting

12

Though you eventually cast them to full effect, most of your spells take longer to cast than they should.

If you choose this option: The casting time for any spell you cast is increased by one step.

OSR 5E DCC For **OSR, 5E**, and **DCC**, this means that any spell requires a full-round action, and that you cannot both move and spellcast in a given round.

PF For **Pathfinder**:

- An immediate action becomes a swift action.
- A swift action becomes a move action.
- A move action becomes a standard action.
- A standard action becomes a full-round action.

P2E For **Pathfinder Second Edition**, this simply increases the Actions required by one: one action becomes two; two actions becomes three.

Any spell that normally requires a full-round action or more is unaffected by this rules adjustment.

Contingent Magic

PF 5E P2E OSR DCC |

5

It's impossible to predict everything that might happen to you, particularly as a solo adventurer. But the one thing that you ***can*** count on is that you need to prepare for the unexpected.

If you choose this option: Each time you memorize or prepare spells, and/or each time you regain your daily allotment of magical abilities (e.g., a long rest), you may pick one of the spells to act automatically on a contingency trigger.

For spontaneous casters, count the spell you choose as having already been cast in terms of counting against your spells per day allotment. For prepared casters, cross the contingent spell off your list; you can cast it only via this contingency approach.

When you select a contingent spell, choose a trigger. This should be a fairly straightforward sentence that describes the circumstances under which the spell should be automatically cast. You also pick a target, which can be described relatively.

For example, you could define the trigger and target as: "cast *cure wounds* on myself if I fall below 25 hit points." Alternately, you could say "cast *magic missile* against the nearest enemy if any enemy approaches within 20' of me."

The spell you choose can be of any level you are capable of casting and can be any spell that you can normally cast.

If you are using this rules adjustment, you do not have to make a selection each time you rest. If you do choose a spell with **Contingent Magic**, you do not recover that spell slot or spell per day until your next long rest or other applicable restoration of magical allotments.

This effect is similar to the *contingency* spell that already exists formally in several rules systems.

OPOC Option

7

As above, but you may designate a spell as contingent at any time outside of a combat encounter. Once combat begins, you cannot make further adjustments to **Contingent Magic**.

Echo Magic

PF 5E P2E OSR DCC |

3

You are so familiar with your magical abilities that you can call forth expended energy to have a secondary effect.

If you choose this option: Once per gaming session, you can cause a spell you have already cast to "echo", and have a secondary effect, without expending another use of that spell.

To use this ability, you must have cast a spell as normal in this encounter. You may then "echo" that spell: cast it again as you normally would, but it does not count against your spells per day, and you do not have to have another instance of that spell prepared.

The echoed spell tends to have a lesser effect: healing and damaging spells roll with **disadvantage** (roll two sets of damage dice, and use the less favorable of the results), and

victims receive **advantage** on saves against the effects. If the spell requires an attack roll, you make it with **disadvantage.**

OPOC Option

5

As above, but the echoed spell is just as potent: remove the advantage/disadvantage rules above.

Forgetful Mystic

4

Although many spellcasters "forget" a memorized spell once they cast it, you have difficulty casting the same kind of spell multiple times without re-learning it.

If you choose this option: You may not cast a spell more than once before resting.

This rules adjustment applies to all manner of spellcasters.

For memorize/prepare casters, you may still memorize multiple "copies" of the same spell, but you cannot cast the same spell successfully more than once in between long rests.

For spontaneous casters (e.g., bards and sorcerers in many systems), you may not cast the same spell more than once per day, but your spells per day slots are otherwise unaffected.

Casting a spell that does not produce the desired effect ***does not count*** against this feature. Spells that are counterspelled by an enemy, whose attack roll misses, or where all of the intended victims succeed on their saving throws are all examples of "does not produce the desired effect".

In these cases where the spell cast doesn't produce any actual benefit to you, you may still cast another copy of that spell if you are otherwise able to normally.

Mystic Potency

PF 5E P2E OSR DCC

5

Your mastery over your spells allows you to cast them at a capability that far outstrips your experience.

If you choose this option: Once per combat encounter, when you cast a spell, you may choose to do so with extra power. Make this decision as you declare your choice to cast a spell, and before making any other determinations about the spell (e.g., attack rolls, saves, damage).

When you cast a spell with **Mystic Potency**, it counts as being cast **1d4** caster levels above your actual caster level (or **1d6** caster levels above your level if you are 10th level or higher), OR it counts as a spell **1d3** levels above its actual level. Choose which option you prefer as you declare your intention to use **Mystic Potency**.

All effects related to caster level and/or spell level (damage, DC, etc.) are affected by this change. The additional spell level increase cannot raise the spell's level above the maximum spell level for your rules system and your class, though it may raise it above the maximum level of spell you are currently capable of casting.

OPOC Option

8

As above, but you receive both the caster level ***and*** the spell level increases.

Mystic Weakness

6

You're still capable of casting all the magic someone of your abilities should be able to. They just turn out a bit less potent overall than those of your peers.

If you choose this option: Spells you cast have an effective Caster Level **1d3** lower than your actual caster level. This cannot reduce the CL of a spell you cast below the minimum CL required to normally cast the spell.

All numeric and other features of spells you cast that normally derive from CL are affected by this change.

Your spells per day, spell slots, and other aspects of your spellcasting are unaffected.

Arcane Maximization

PF 5E P2E OSR DCC

9

You can fuel your spells to maximum, and devastating, effect.

If you choose this option: Once per gaming session, you may **maximize** a spell you cast.

Declare your intent to use **Arcane Maximization** before casting the spell. All randomized, numic aspects of the chosen spell automatically roll at their maximium possible value. For example, a spell that inflicts 2d6+4 damage would automatically inflict 16 damage; a spell that heals 3d8+2 damage would heal 26 hit points.

This is similar to the effect of the **Maximize Spell** metamagic feat in Pathfinder.

The downside to such intensity is that it temporarily burns out your abilities: you may not cast any spell equal to or higher than the level of the spell you Maximized for **1d3** rounds after using this rules adjustment.

OPOC Option

12

As above, but usable once per combat encounter. Additionally, reduce the 1d3 round penalty to 1 round only.

By Voice Alone

PF 5E P2E OSR DCC

3

Your mastery over your magical talents means that you cast

spells with your mind and words alone.

This is a common house rule, particularly for those gaming groups who want to keep combat rapid and avoid dragging things down with semantics.

If you choose this option: You may cast your spells without the need for Somatic, Material, or Focus components. Alternately, you may choose to ignore the Verbal component and simple use the Somatic component (for example, if you are gagged or underwater).

Focused Magic

PF 5E P2E OSR DCC |

4

Your spells can be more difficult to resist.

If you choose this option: Once per gaming session, you may choose to cast a spell using **Focused Magic**. All of the DCs associated with a spell cast in this manner are increased by **1d4** (or **1d6** if you are at least 10th level).

If your rules system does not use Difficulty Classes for saves, victims make their saving throws at **disadvantage** (roll twice, and use the less favorable result).

This effect stacks with other effects that increase

OPOC Option

6

As above, but the bonus increases to **1d6** (**1d8** if you are at least 10th level). For systems that do not use DC, roll **double disadvantage**: roll three saves, and use the least favorable of all three.

Easily-Resisted Magic

5

Victims of your magic find it easier to resist the effects than normal.

If you choose this option: Each time you cast a spell that involves a Difficulty Class, reduce the DC by **1d4 points.** Roll separately for each spell cast, but only once per spell.

For systems that do not use Difficulty Classes, victims make their saving throws against your spells with **advantage** (roll twice, and use the more favorable result).

Overkill Balance

PF 5E P2E OSR DCC |

5

Such is the potency of your power that lethal spells that deplete the life force of one target have a habit of ensuring other enemies are also slain.

If you choose this option: Whenever you cast a spell that deals damage to one or more targets, for any of those targets that you deal sufficient damage to to drop it to 0 hit points, any excess damage may be applied to other targets struck by this spell. You may distribute this "overkill" damage as you wish.

For example: You cast a fireball which hits three orcs. Orc A has 7 hit points, and suffers 5 damage. Orc B has 5 hit points, and suffers 8 points of damage—meaning 3 points of overkill. Orc C has 12 hit points, and suffers 10 points of damage.

You may take the 3 points of overkill damage suffered by Orc B, and assign them to any combination of Orcs A and C. You would almost certainly choose to assign 2 points to Orc A, killing it, and the remaining 1 point to Orc C, in this scenario.

Chained Overkill

PF 5E P2E OSR DCC |

7

This is somewhat akin to the Cleave feat in Pathfinder: your magicks will seek out additional targets if they are sufficiently lethal.

If you choose this option: Whenever you kill a target with a spell you cast that inflicts numerical damage, tally the "overkill" amount (i.e., the amount of damage caused beyond that required to drop the target to zero hit points). You may choose a new target for the spell that meets the area of effect rules of the spell's description. If the original spell required you to make an attack roll, and/or offered targets a save to avoid or diminish the effects, those rules still apply to the new target.

The additional targets may be other, still-living, targets of the original spell.

This effect stacks: if you cast *fireball*, for example, and slay 5 goblins each with overkill damage, you may choose up to 5 additional targets if they are all in range of the spell.

Quick Recovery

PF 5E P2E OSR DCC |

7

As a solo adventurer, you pride yourself in your ability to recover your energies rapidly so as to be on your guard in even the toughest environments.

If you choose this option: You no longer require a long rest to gain the benefits of a long rest in terms of memorizing or preparing spells, or otherwise regaining your allotment of spells cast per day.

For rules systems that do not differentiate between long and short rests, this rules adjustment means that even if you are interrupted in the midst of your rest, you still regain spells.

Lazy Memorization

6

You take much longer than usual to recover or prepare your magic.

If you choose this option: You do not automatically recover all of your spell slots or spells per day. During a long

rest or other phenomenon by which you would normally recover all of your spells or slots or otherwise "refresh" your magical abilities, check for each level of spell slot you wish to recover, memorize, or prepare. You recover **1d4** spell slots or spells cast for each spell level you are normally capable of casting. This cannot exceed the maximum value you would normally receive.

For example, if you can normally cast 6th-level spells, and can normally prepare 3 spells at that level, and you roll a 2, then you only recover or prepare 2 spells at 6th level that rest.

Preserved Spells

PF 5E P2E OSR DCC

9

The spells you know, you have cast so many times that their energies and mechanics are familiar to you long after you have cast them.

If you choose this option: Each time you cast a memorized or prepared spell, there's a chance that it isn't depleted.

Whenever you cast a memorized or prepared spell, roll on the table below to determine whether you retain the cast spell, or if it is lost as normal.

Table 461: Preserved Spells Retention Chance

Spell Level	Chance to Retain a Cast Spell
0th	90%
1st	75%
2nd	70%
3rd	65%
4th	60%
5th	50%
6th	45%
7th	40%
8th	30%
9th	20%

OPOC Option

12

Make rolls on the above table with **Advantage** (roll twice, and select the preferred result to use).

Slippery Retrieval

10

Though you know and prepare or memorize magic as normal, the information has a way of slipping through the cracks of your brain even when it's most important.

If you choose this option: Each time you attempt to cast a spell, roll on the table below. Success means you cast the spell as normal, and it's depleted as normal.

Failure means you are unable to retrieve the spell from your memory, and it fizzles. Whatever actions or material components were required to cast the spell are still spent.

Finally, if you failed to cast the spell, make another roll on the same table below. Success means that although you couldn't cast the spell successfully, at least you didn't deplete the spell: if you had memorized or prepared the spell, it's still memorized/prepared; and if you instead use a number of spells per day, the failure doesn't count against that tally.

Failure on this final roll means that the spell fizzled, ***and*** counts as having been cast.

Table 462: Slippery Retrieval Casting Chance

Spell Level	Chance to Cast a Spell
0th	95%
1st	90%
2nd	85%
3rd	80%
4th	75%
5th	70%
6th	65%
7th	60%
8th	50%
9th	35%

Reinforced Revivification

PF 5E P2E OSR DCC

6

This is a common house rule, especially for gaming groups where death is common or even outright unavoidable.

Your link with life is so potent that you may return from death with minimal adverse effects.

If you choose this option: You never suffer ill effects from being brought back from the dead.

Regardless of the magic involved, any spell or other effect that returns you from death to life does not incur the normal negative penalties (e.g., negative levels, Constitution penalties, and so on).

You may not use **Reinforced Revivification** more than once per gaming session.

OPOC Option

9

In addition to the above, any magicks that return you from the grave also restore you to your full maximum hit point

total.

Reluctant Revivification

5

You return from beyond the veil of life reluctantly, if at all.

If you choose this option: Regardless of the effects involved, each time you return from a state of Dead to Alive (or the more precise mechanical terms of a given rules system), you return at a single Hit Point.

Any rolls to determine if you receive negative or lingering harmful effects from having recently been dead are made with **Disadvantage** (roll twice, and select the less favorable result).

Gravelord

PF 5E P2E OSR DCC

4

Necromancy is such second nature to you that the undead you give rise to are uncommonly potent.

If you choose this option: Undead you create or gain control of automatically receive maximum hit points per hit die.

OPOC Option

6

In addition to the above, such creatures also receive an ability score increase. This increase is equal to your ability score bonus for the relevant spellcasting used to create the undead. You may assign this increase to any of the undead's ability scores, with the usual implications for attack bonus, damage bonus, etc.

For example, as most Wizards use Intelligence to power their magic; a Wizard with an Intelligence modifier of +4 would be able to grant any undead they created a +4 bonus to any one of their ability scores.

Nuanced Casting

PF 5E P2E OSR DCC

3

Your mastery over different subschools of magic is such that you can change the nature of the spells you cast relative to those schools.

If you choose this option: When casting a spell, you may choose to add or remove descriptors.

To remove a descriptor, select one of the descriptors that normally applies to the spell (e.g., [Mind-Affecting]). This descriptor may be a subschool, or a simple descriptor.

To apply a descriptor, simply add one as you desire.

You may use this ability a number of times per gaming session equal to your ability score modifier relevant to your spellcasting ability.

Any relevant changes to the spell that would result from this descriptor change take effect. For example, if you would cast spells with the Fire descriptor at a higher Difficulty Class than normal, then the newly-**Nuanced** spell would benefit from this feature.

Using this ability does not change the spell's level, its casting time, or any other aspect of the spell.

Declare your intent to use **Nuanced Casting** before casting the spell you wish to use it with.

OPOC Option

5

You may both add and remove descriptors from spells you cast simultaneously.

Simple Counterspell

PF 5E P2E OSR DCC

3

This is a common house rule, particularly in rules systems whose rules for countering enemy spells are very complex.

Your knowledge of spellcraft is such that you can use a versatile array of magicks to deny others the ability to perform their own.

If you choose this option: You may counterspell a spell being cast by an enemy as a free action during their turn.

When you use this feature, you must lose a random prepared spell of the same spell level as the target spell being countered.

Any Spellcraft checks normally required to identify the spell being cast are ignored, and any rules which state that you can only counter a spell by casting that same spell are ignored as well.

Although you do not require a readied action to perform a counterspell as is mandated in some rules systems, when you use **Simple Counterspell**, you may not cast a spell of your own in your next turn. You may otherwise act as normal in your next turn.

OPOC Option

5

As above, but you may select the spell lost.

Spellshaper

PF 5E P2E OSR DCC

2

You are able to change the default shape of a spell you cast.

If you choose this option: When you cast a spell whose area of effect involves a shaped region, you may select a different shape.

You may change a spell involving any one of these shapes, into any other one of these shapes: **Cone, Radius Burst, or**

Line.

Declare your intent to use Spellshaper after you select a spell to cast, but before you cast it.

You may use this ability once per gaming session.

Changing from one shape to another likely involves a change to the numerical size, as summarized below. The percentage change indicated is applied to the original spell's value, after calculation including spell level.

So for example, if a spell is a 50' Cone, changing it to a Line (200%) means that it becomes a 100' Line.

Table 463: Spellshaper Size Impact

Change Desired	Impact on Resulting Size
Cone to Radius	50%
Cone to Line	200%
Radius to Cone	200%
Radius to Line	400%
Line to Cone	50%
Line to Radius	25%

OPOC Option

4

As above, but you may use this ability a number of times per gaming session equal to the ability score modifier of your relevant spellcasting ability score.

Unintentionally Amorphous Magic

4

Your control over the shapes of effect of your magic is dubious at best.

If you choose this option: Each time you cast a spell with a shaped area of effect (i.e., either Cone, Radius, Line, or Square), roll on the table below to determine the actual shape that results.

Roll on the table ***after*** you have declared a point of origin for the effect, but ***before*** resolving that effect. This may mean that you accidentally affect a greatly different population of targets!

"**Original**" on this table means the spell takes whatever shape it originally was meant to in the spell description.

"**Fizzles / Lost**" means that the spell has no effect, but counts as having been cast and is lost.

If your roll on the table below results in a different shape than the one intended, roll on the ***Spellshaper Size Impact*** table above to determine the change, if any, in resulting size of effect.

Table 464: Unintentionally Amorphous Magic Shape

D%	Shape
01-20	Cone
21-40	Radius
41-60	Line
61-80	Square
81-94	Original
95-00	Fizzles / Lost

Low-Level Spell Flexibility

PF 5E P2E OSR DCC

3

As your potency and ability grow, you grow more flexible in how you use your less-powerful abilities.

If you choose this option: When memorizing or preparing your spells, you may choose to sacrifice a higher-level spell slot and populate it with any number of spells of lower level equal to that spell level.

For example, if you sacrifice a 7th-level spell slot, you may instead memorize one 4th-level and one 3rd-level spell.

You may do this with a up to one spell slot per long rest.

OPOC Option

5

As above, but you may do this with a number of spell slots equal to the ability score modifier relevant to your spellcasting.

Hampered High-Level Spells

4

Though you learn spells at higher levels the same as your peers, you must exert greater energies to prepare those top-tier magicks.

If you choose this option: If you memorize or prepare any spells at the highest spell level you are normally capable of preparing, you lose a spell slot at the level one lower than that.

For example, if you can prepare two 6th-level spells, you may do so, but you lose one of your 5th-level spell slots each time you do.

Potent Penetration

PF 5E P2E OSR DCC

2

Your spells are able to overcome the spell resistance of many

creatures.

If you choose this option: Once per gaming session, you may choose to target your magical attacks to overcome an enemy's spell resistance (SR) or magic resistance.

You make any check to penetrate enemy's spell resistance with **Advantage** (roll twice, and select the preferred result to use). If instead an enemy makes a save or a check to resist the effect, they make that roll with **Disadvantage** (roll twice, and select the preferred result to use).

OPOC Option

4

You may use this ability a number of times per gaming session equal to the ability score modifier on your spellcasting ability score.

Impotent Penetration

2

The reverse of the above: creatures who are able to resist spellcasting effects are abnormally good at doing so against your magic.

You make any check to penetrate enemy's spell resistance with **Disadvantage** (roll twice, and select the preferred result to use). If instead an enemy makes a save or a check to resist the effect, they make that roll with **Advantage** (roll twice, and select the preferred result to use).

School Potency

PF 5E P2E OSR DCC

3

You have specialized in a school of magic so much that the effects you generate via magicks from that school are abnormally potent.

If you choose this option: Choose a school of magic when you are granted this Rules Adjustment. Once per gaming session, you may choose to enhance your spellcasting abilities in this school of magic.

You may gain or use **School Potency** multiple times. Each time, it applies to a different school of magic.

Declare your intent to use School Potency as a free action, at the same time that you declare what spell you wish to cast.

When you use **School Potency** and cast a spell from the school it applies to, all rolls related to that cast spell are made with **Advantage** (roll twice, and select the preferred result to use).

Similarly, victims affected by the magic make any rolls to resist or avoid its effects with **Disadvantage** (roll twice, and select the preferred result to use).

OPOC Option

5

You may use this ability a number of times per gaming session equal to the ability score modifier on your spellcasting ability score.

School Impotency

1

The reverse of the above: you are abnormally poor at magical effects arising from a particular school of magic.

You may receive **School Impotency** multiple times. Each time you receive it, it applies to a different School of Magic.

You cannot select School Impotency to apply to a school of magic that you are normally incapable of casting to begin with, or that you have selected as one in which you have any form of decreased capabilities (as part of a class feature, for example).

If you choose this option: Any spell you cast from a school of magic to which School Impotency applies, all rolls related to that cast spell are made with **Disadvantage** (roll twice, and select the preferred result to use).

Similarly, victims affected by the magic make any rolls to resist or avoid its effects with **Advantage** (roll twice, and select the preferred result to use).

Combat Rules Adjustments

Overview

Traditional games may vary in how they split time between combat, social encounters, exploration, and other endeavors, but for solo play, much of the other types of behavior are accelerated and reduced to die rolls.

Therefore, ***combat*** is likely where you will be spending the majority of your time as a solo adventurer, so it's extra useful to make rules adjustments here.

Theatre of the Mind vs. Battlemaps

This isn't a rules adjustment, so much as a decision to make: do you prefer a **Theatre of the Mind** (TotM) or **Battlemaps** approach to combat?

A Quick Reminder

Although many understand the difference between these two approaches, not every rules system explicitly supports both of them.

To be clear, in solo play, you are free to select whichever option you prefer, regardless of what the rules system you are using dictates.

Theatre of the Mind: You envision the combat taking place in your mind. It can be easier and quicker to keep track of things, but the drawback is that it can be difficult to determine ranges and areas of effect. If you choose Theatre fo the mind, there may be aspects of the rules that may not be straightforward to figure out during combat (e.g., a cone-shaped breath weapon... how do you know for sure how many targets are affected?).

Battlemaps: Whether printed, in books, presented as foldout posters, hand-drawn on dry-erase boards or gridded paper, or presented digitally in a virtual tabletop tool, battlemaps present a visual depiction of the battlefield, with a grid overlay. Squares are typically employed, but hexes can be used too.

The Choice in Solo Play

Each has its advantages and challenges, and it is beyond the scope of this book to fully debate the matter. It is also likely beyond the scope of any writing to declare one to be objectively superior to the other.

In most traditional gaming groups, the matter is one of preference, and/or necessity for the tools and circumstances. Those playing online via a virtual tabletop tool may choose a different approach than a group playing in person.

Whichever you opt for, recognize that the choice will have a big impact on the combat aspect of your solo adventuring.

Typically, for solo games, **Theatre of the Mind** might be easier to deal with overall, and will certainly make gameplay quicker.

Random Combat Rules

Adjustments

Either as a **Reward** or **Penalty**, or through other mechanisms, you may be called upon or prefer to randomly select a Rules Adjustment in this category.

Use the tables below to drive this sort of selection.

For rules adjustments that include an OPOC version, no separate entry is offered in the randomization tables. If you are playing using an OPOC approach, use that version; otherwise, use the ordinary version of the rules adjustment.

Combat Rules Adjustment Type

Use the table below to randomly determine a rules adjustment type (boon or penalty) in this category.

Table 465: Random Combat Rules Adjustment Type

d20	Combat Rules Adjustment Type
1-9	Penalty
10-18	Boon
19-20	Reroll with Advantage

Penalty Combat Rules Adjustments

Use the table below to randomly determine a detrimental rules adjustment in this category.

Table 466: Random Combat Rules Adjustment Penalties

d100	Combat Rules Adjustment Penalty
1-4	Last Place
5-10	Sluggish Surprise
11	Hampered Actions
12-17	Unlucky
18-19	Terribly Unlucky
20-21	Time Curse
22	Time Curse, Greater
23-25	Fumbling Strikes
26	Fumbling Strikes, Greater
27-32	Dull Strikes
33-38	Difficult Criticals
39-41	Completely Off-Guard

d100	Combat Rules Adjustment Penalty
42-43	Inept Armorer
44-48	Sluggish Limbs
49-53	Sluggish Blows
54-57	Weak Draw
58-59	Critical Weakness
60-63	Weak Criticals
64-67	Opportunistically Vulnerable
68-71	Weak Reactions
72-74	Overwhelmed Defense
75-77	Subdued Attacks
78-83	Closed Stance
84-89	Sluggard
90-91	Inept Saves
92	No Good Luck
93	Hardcore Mode
94-99	Fumbled Maneuvers
00	Reroll with Advantage

Table 467: Random Combat Rules Adjustment Boons

d100	Combat Rules Adjustment Boon
1-2	Auto-Initiative
3-6	Preternatural Initiative
7	Multi-Action
8-12	Mulligan
13	Time Warp
14	Forced Fumble
15-16	Keen Strike
17-21	Auto-Confirmed Criticals
22	Preternaturally Aware
23-24	Impacable Strike
25-29	Nimble Defense
30	Vicious Blows
31-35	Mammoth Draw
36-37	Decapitating Critical
38-39	Extreme Critical
40-44	Sixth Sense Defense
45-46	Uncanny Riposte
47	Fully-Aware Defense
48-49	Lethal Attacks
50-51	Versatile Strikes
52-56	Finessed Shot
57-58	Stretching Strike
59-60	Preternaturally Quick
61	Empowered Saves
62-63	Experienced Saves
64	No Bad Luck
65-66	Vorpal Strikes
67-71	Quick-Change Combatant
72	Rapid Striker
73-77	All-Terrain Fighter
78	Solo Endurance
79	Life Through Sheer Will
80	Versatile Step
81-82	Combat Ace
83-86	Overstyle
87-90	Deft Defense
91-92	Flexible Limbs
93	Ambidxtrous Double-Wielder
94-95	Infinite Ammunition
96-97	Potent Magical Ammunition
98-99	Ever-Ready
00	Reroll with Advantage

Magic Rules Adjustments

Below please find all of the rules adjustments in this

category.

Mulligan

PF 5E P2E OSR DCC |

5

Your natural luck and careful consideration make true failure rare.

(This is a long-standing IGS house rule. In traditional games, the GM may feel particularly thrilled if s/he forces each and every player to spend their Mulligan.)

If you choose this option: Once per gaming session, you may choose to reroll any one d20 roll you have made. For gaming systems that use a different type of die as their core mechanic, or systems that allow many different types of dice, you may reroll any one die roll using any type of die.

You must declare your use of your Mulligan prior to determining the effects of the original roll—for example, if you roll damage against an enemy, you must declare whether you are using your Mulligan ***before*** the original damage roll is assigned (and therefore, before you know whether it was enough to kill the enemy).

A Mulligan applies to one and only one roll. The exception to this is damage: you may spend a Mulligan to reroll an entire single damage determination, no matter how many dice are involved. A "damage determination" is a single attack or spell.

OPOC Option

12

As above, but you receive one Mulligan per encounter, not merely per gaming session.

These do not overflow: If you complete a combat encounter without spending a Mulligan, for example, you do not receive two Mulligans in your next encounter.

Unlucky

4

Even when you feel most capable, you seem cursed with bad luck.

If you choose this option: The first time you make a critical success in each gaming session, you must reroll the roll which resulted in that success. You abide by the results of the reroll, which can still be a critical success.

Terribly Unlucky

9

As **Unlucky**, but applies to the first critical success of every single encounter.

Auto-Initiative

PF 5E P2E OSR DCC |

6

Your time spent adventuring alone has honed your senses to a supernatural degree, making you impossible to surprise.

If you choose this option: You automatically win Initiative checks, and/or may choose which initiative count you take your actions on. For all intents and purposes, you can simply ignore the entire Initiative system of your game, and take your turn whenever you wish to during combat.

Last Place

5

No matter how much attention you pay to your surroundings, you always seem to be the last one to recognize something happening, and the last one to act.

If you choose this option: You automatically lose all Initiative checks.

Mechanically for systems that support the concept, after all other sides or parties have rolled Initiative, you receive the initiative count one lower than the lowest number already rolled.

Preternatural Initiative

PF 5E P2E OSR DCC |

4

Not only are you impossible to surprise, but you often catch others off-guard, even in the most unlikely of circumstances.

If you choose this option: If you win an Initiative check, and/or if your initiative order means that you go first before enemies, you may perform a surprise round of combat before combat truly begins.

For rules systems that lack formal mechanics for surprise, simply take a full regular turn; enemies may not strike back or use abilities that trigger while defending or as a result of being struck. Use common sense with this restriction, however: a monster that spills acid from its veins and damages attackers during melee strikes will still produce this effect.

OPOC Option

8

As above, but you receive two full rounds of actions if you win initiative.

Notes In Combination: If you are using both Prenernatural Initiative and Auto-Initiative, although you may ignore initiative, roll it anyway to determine if you receive surprise round(s) of actions.

Sluggish Surprise

4

You never seem to be able to get the jump on anyone.

If you choose this option: You cannot receive any additional actions or rounds of combat as a result of surprising other

creatures.

In any circumstances that would normally result in you having such advantages by surprising another creature or other parties, you forego those benefits, and simply receive **Advantage** on your normal Initiative check for combat beginning normally (roll twice, and select the preferred result to use).

Multi-Action

PF 5E P2E OSR DCC |

Your reflexes, strength, stamina, and overall combat prowess make you a more flexible and competent warrior than normal.

If you choose this option: Add one standard action to the action economy.

Pathfinder:

24

You may take one additional standard action each round. When you perform a full-round action, you may ***also*** perform an additional standard action. No other types of action (swift, immediate, etc.) are affected.

5E/Fifth Edition:

24

You may take an additional action each round. Typically, this means that you may take two actions each round. No other types of action (bonus, reaction, etc.) are affected.

P2e/Pathfinder Second Edition:

16

You may take one additional action each round. Typically, this means that you may take four actions each round. No other types of action (bonus, reaction, etc.) are affected.

OSR:

24

You may take an additional action: attacking, casting a spell, and so on. Typically, this means that you may take two actions per round.

DCC/Dungeon Crawl Classics:

18

You receive one additional Action Die, equal to the smallest Action Die you already use. So if you already have Action Dice d24/d20, this rules adjustment would grant you d24/d20/d20.

Hampered Actions

PF 5E P2E OSR DCC

You are clumsy and inept to the point of not always being able to execute the most basic of actions that your peers enjoy.

Pathfinder:

20

You may make either one Standard, or one Move, action, as normal, each round. If you attempt both, the second you attempt has a **15%** chance of being impossible.

If you are normally capable of more than one attack when making a **Full-Round Action**, your total number of such attacks is reduced by 1.

Additionally, each **Swift** or **Immediate** actions you attempt a **15%** chance of failing.

5E/Fifth Edition:

16

Each **Bonus Action**, **Reaction**, or other "non-standard" action you attempt has a **25%** chance of failing.

P2e/Pathfinder Second Edition:

18

Although you still receive 3 actions each round, when you attempt to use your second action each round, there is a **10%** chance of it failing. Each time you use your third action in a round, there is a **15%** chance of it failing.

For actions that require the use of both your second and your third action in a round, make a single roll to determine failure: the chance is **20%.**

OSR:

24

If you move an take an action in a round, roll when you attempt the second component of that combination: there is a **15%** chance that second activity fails.

DCC/Dungeon Crawl Classics:

18

If you have multiple Action Dice, make a check each time you attempt more than one action in a single round. Each action beyond your first in a round has a **15%** chance of failing.

Time Warp

PF 5E P2E OSR DCC |

15

At times, your nimble form can behave as no other could, producing twice the results in the same amount of time, to the shock and awe of your foes.

If you choose this option: Once per gaming session, at the start of your turn, you may invoke a **Time Warp**. Take two rounds worth of actions rather than just one.

For all other purposes, you have merely taken a single turn: Effects that are present on the battlefield that have a round-based timer count this as a single round, for example.

OPOC Option

25

As above, but you may invoke this ability once per combat encounter instead.

Timecurse

12

You suffer from a temporal/spatial curse which causes you to simply lose track of time periodically.

If you choose this option: The first time in each gaming session that you roll a natural 1 on a d20 means that the curse is forming.

When this occurs, your next entire round of combat is forfeited entirely. Enemies and other creature allies act normally, but you are frozen in time and space, unable to act.

Between the end of your round in which you rolled the 1, until your next round following the forfeited one, attacks against you gain **Advantage** on your normal Initiative check for combat beginning normally (roll twice, and enemies select the more advantageous result to use).

Though you're stuck in time, you're not completely immobile, and can still attempt saving throws. Saves you make during your "lost round" suffer **Disadvantage** (roll twice, and select the less beneficial result to use).

Timecurse, Greater

22

As Timecurse, however, it applies to the first natural 1 in ***each encounter***, not just in each gaming session.

Forced Fumble

PF 5E P2E OSR DCC |

8

Your knowledge of tactics and awareness of your surroundings means you gain a special advantage over your foes when it comes to dodging their attacks.

If you choose this option: Once per combat encounter, you may downgrade one enemy's attack result by one order of magnitude, as follows.

Critical hits or successes become merely regular hits/successes.

Regular hits or successes become misses.

Misses or failures become critical fumbles/failures.

Declare your intent to use **Forced Fumble** after the enemy makes an attack roll, but before they roll for damage or other aspects of the strike are resolved.

OPOC Option

15

As above, but you may employ this technique once ***per enemy*** within each combat encounter.

Fumbling Strikes

6

You're fundamentally inept in combat, to the point where when you fail, you do so spectacularly.

If you choose this option: The first time each gaming session that you miss in a combat roll or otherwise generate a Failure result, downgrade it further to a critical miss or Critical Failure result.

Fumbling Strikes, Greater

13

As Fumbling Strikes, but applies to the first failure in ***each encounter***, not merely to each gaming session.

Keen Strike

PF 5E P2E OSR DCC |

6

You have the ability to find an opponent's weak spot in an uncanny manner.

If you choose this option: Once per combat encounter, you may upgrade one of your own attack results by one order of magnitude, as follows:

Regular hits or successes become critical hits/successes. For rules systems that require confirmation for critical hits, your critical hit is automatically confirmed.

Misses or failures become hits or successes.

Critical misses or failures become mere misses.

Declare your intent to use Keen Strike after making your attack roll, but before you recognize impacts of the result.

OPOC Option

14

As above, but you may employ this technique once ***per enemy*** within each combat encounter.

Dull Strikes

5

Even with the proper equipment and no shortage of fortune, you often fail to land the killing blow.

If you choose this option: The first time you score a critical success / hit in each encounter, downgrade it to an ordinary success or hit.

Vorpal Strikes

PF 5E P2E OSR DCC |

7

You are far more likely to inflict maximum damage against an opponent.

If you choose this option: Your critical threat range is increased by 1 point.

This stacks with weapons, feats, spells, and other effects that also increase your critical threat range. So for example, if you are wielding a longsword in **Pathfinder**, (which normally threatens on a 19-20), **Vorpal Strikes** would allow you to threaten a critical hit on an 18, 19, or a 20.

For rules systems that do not involve this concept (and merely determine critical hits based on natural 20 rolls), you inflict critical hits when you roll a 19 or a 20. If under such a system you somehow already inflict critical hits on this sort of expanded range, that range increases by 1 point.

No other aspect of critical hits is affected by this rules adjustment. So, for example, under **Pathfinder**, barring other rules adjustments or effects, though you threaten a critical on an expanded range, you will still have to confirm critical hits.

OPOC Option

16

As above, but your threat range increases by 2 points.

Auto-Confirmed Criticals

PF |

4

When you see a gap in an enemy's capabilities, you make sure to take full advantage of it.

This is a common house rule, particularly for those gaming groups used to rules systems that do not require confirmation for critical hits.

This rules adjustment can only be applied to rules systems that require you to confirm critical hits.

If you choose this option: You automatically confirm any critical hits you threaten. If special conditions apply, whereby the amount by which you succeed on the confirmation roll drives additional mechanics, for example, you may still make a confirmation roll, but even if it is a natural 1, the critical hit is still confirmed.

Difficult Criticals

3

You are challenged to take advantage of an opponent's soft underbelly.

If you choose this option: Each time you threaten a critical hit, you make the roll to confirm that hit with **Disadvantage** (roll twice, and select the less beneficial result to use).

Preternaturally Aware

PF 5E P2E OSR DCC |

8

Your senses are finely-tuned, and your awareness tingles at the onslaught of any threat.

If you choose this option: You never suffer penalties to your Armor Class or other defenses due to combat circumstances that are positional, tactical, or surprise-related. For example, in Pathfinder, you are never denied your Dexterity bonus to AC, even if you are flanked.

Abilities and effects (both your own and those of your enemies) that rely upon flanking or other tactical circumstances continue to function as normal. For example, though you may not be denied your Dexterity bonus to AC if you are flanked while using this Rules Adjustment, you may still be subject to Sneak Attack damage and additional effects.

OPOC Option

15

As above, but you are never surprised, never suffer a surprise round of combat from ambushing foes, and never suffer penalties to initiative due to hidden dangers. In addition, enemy effects and abilities which trigger off of such tactical circumstance cannot be used (e.g., Sneak Attack damage).

Completely Off-Guard

7

When you are taken off-guard, you are unusually susceptible to negative consequences.

If you choose this option: When you are surprised, you make saves with **Disadvantage** (roll twice, and select the less beneficial result to use).

Additionally, foes striking you when you are surprised gain **Advantage** (roll twice, and enemies select the more advantageous result to use).

These effects apply whenever you are caught Flat-Footed, or otherwise denied your Dexterity or Agility bonus to Armor Class for systems that apply those mechanics.

Implacable Strike

PF 5E P2E OSR DCC |

6

Your attacks can be so intensely effective that they seem to simply bypass armor altogether!

If you choose this option: Once per gaming session, you may make a single attack (melee or ranged) that need only touch the target. This **Implacable Strike** ignores armor, deflection, and other shielding in the victim.

Declare your intent to use **Implacable Strike** before making an attack roll. Make a single attack roll at your highest bonus. For Pathfinder, treat the attack as a touch attack. For other rules systems, first subtract armor bonuses from the target's Armor Class.

If the target you are making an **Implacable Strike** against does not contain sufficient information in its stat block for you to make the determination, calculate its "Touch AC" by taking the rules system's default (i.e., common unarmored)

Armor Class, and then applying ONLY the target's Dexterity or Agility bonus (if applicable).

Note that **Implacable Strike** bypasses not only worn armor, but natural armor, when used.

OPOC Option

15

As above, but limited to once ***per encounter***, not once per gaming session.

Inept Armorer

9

Though you may be technically proficient in wearing certain kinds of armor, it sits poorly with you, and you often forget to strap down pauldrons or adjust vabrances and so on.

If you choose this option: The first strike against you in each combat is counted as a touch attack, and bypasses armor entirely. See the **Impacable Strike** rules above for mechanics on computing Touch AC if your rules system does not natively generate it as part of your statblock.

Nimble Defense

PF 5E P2E OSR DCC |

4

Your swerving torso, dancing limbs, and seemingly liquid spine make you a formidably dexterous opponent in combat.

If you choose this option: Double-count your Dexterity or Agility bonus to Armor Class, if any.

This bonus applies regardless of the type and nature of armor you wear. (In **Pathfinder**, for example, treat the Max Dex Bonus of any armor you don as infinite.)

OPOC Option

9

As above, but ***triple***-count your bonus to AC. For example, if your Dexterity or Agility bonus is **+3**, count it as **+9** instead.

Sluggish Limbs

3

Your dextrousness applies to fine-motor tasks, not to your combat capabilities.

If you choose this option: You do not count your Dexterity or Agility bonus to Armor Class.

You may only select this Rules Adjustment if your Dexterity or Agility bonus is normally at least +1.

Vicious Blows

PF 5E P2E OSR DCC |

9

You are incredibly effective at harnessing your muscles and sinew into melee strikes.

If you choose this option: Double-count your Strength bonus to your melee attack damage. In cases where other multipliers are involved, first determine the number arising from those modifiers, then double the resulting value.

For example, **Pathfinder** allows you to apply 1.5 times your Strength bonus to damage for melee attacks made while wielding a weapon with both hands. If your normal Strength bonus in this scenario was +4, you would first determine the two-handed bonus, then double it... resulting in a massive +12 damage.

OPOC Option

15

As above, but ***triple*** the damage modifier.

Sluggish Blows

3

Your physical prowess applies to slow tasks such as bending bars or lifting gates or hauling; you have never caught the knack of applying that capability in a fast-paced combat scenario.

If you choose this option: You do not count your Strength bonus to melee damage. Strength bonuses to your attack rolls are unaffected by this Rules Adjustment.

You may only select this Rules Adjustment if your Strength bonus is normally at least +1.

Mammoth Draw

PF 5E P2E OSR DCC |

5

Though perhaps better known for your muscles, your ranged attacks leverage this beefiness to brutal effect.

This Rules Adjustment, outside its OPOC option, is a somewhat uncommon house rule.

If you choose this option: Apply your Strength bonus to all ranged attacks that feature or require strength: drawing a bow string, hurling a rock, and so on.

Use common sense here: crossbows and firearms are unlikely to benefit greatly from having high Strength, and so do not receive this bonus.

OPOC Option

12

Apply ***twice*** your Strength bonus to such ranged attacks.

Weak Draw

4

You're unable to draw bowstrings very powerfully.

If you choose this option: Your Strength penalty applies to ranged weapons that require strength: bows and thrown

weapons, for example.

In addition, magical ranged weapons you wield do not receive bonuses to damage due to their enhancement modifier. They still benefit from this modifier on your attack rolls, however.

You may only select this Rules Adjustment if your Strength bonus is normally -1 or worse.

Finessed Shot

PF 5E P2E OSR DCC |

4

Your knowledge, senses, and skill with ranged weaponry add lethality to your strikes.

This Rules Adjustment, outside its OPOC option, is a somewhat uncommon house rule.

If you choose this option: Apply your Dexterity bonus to all of your ranged damage rolls.

This bonus stacks with any other applicable bonuses, from native rules as well as with other rules adjustments. For example, if you are using both **Mammoth Draw** and **Finessed Shot**, you would apply both your Strength and your Dexterity bonuses to your ranged attacks.

OPOC Option

10

Apply ***twice*** your Dexterity bonus to such attacks.

Extreme Critical

PF 5E P2E OSR DCC |

7

When you slip beyond an enemy's defenses, you have trained yourself to carve out the greatest advantage possible.

If you choose this option: Instead of *doubling* damage when you make a critical hit, **triple** it.

For rules systems that already allow different multipliers when inflicting critical hit damage, increase the applicable multiplier by 1x. For example, in **Pathfinder**, a Heavy Pick normally inflicts 4x critical damage. When striking with a Heavy Pick using the **Extreme Critical** rules adjustment, the weapon inflicts 5x damage.

For DCC/Dungeon Crawl Classics, you may make rolls on Critical Hit tables with **Advantage** (roll twice, and select the preferred result to use).

OPOC Option

PF 5E P2E OSR

15

As above, but ***quadruple*** damage / increase multiplier by 2x.

Weak Criticals

6

Even when striking at the most opportune moment, you fail to take advantage of the strike to greatest effect.

If you choose this option: When you make a confirmed critical hit, your damage is downgraded from where it would normally be.

If you would normally merely double (2x) your damage, you instead roll damage normally, but with **Advantage** (roll twice, and select the preferred result to use).

Multipliers that would normally be in excess of 2 are reduced by one: 3x becomes 2x, for example.

For DCC/Dungeon Crawl Classics, you must make rolls on Critical Hit tables with **Disadvantage** (roll twice, and select the less preferred result to use).

Decapitating Critical

PF 5E P2E OSR DCC |

28

Your critical hits have the capability of severing a victim's head entirely from its body, killing it in a single blow.

If you choose this option: Whenever you make a critical hit in combat, the victim must make a saving throw or die outright immediately, regardless of how many hit points it had remaining.

For rules systems that do not involve a Difficulty Class, the save is simply against **Death**.

For rules systems requiring a DC, use"FlexTable 6: QuickStart Difficulty Class" on page 37 to determine the DC value of the save. Use your PC's level to determine which Quad you use, and use **Context A**.

The rules and requirements to effectively make a critical hit are unchanged by this Rules Adjustment. For example, you still need to confirm a threatened critical in Pathfinder in order for this rule to take effect.

OPOC Option

32

As above, but use **Context D**.

Critical Weakness

11

You suffer abnormally greatly from precise strikes.

If you choose this option: Whenever you suffer a critical hit, you take more damage from it.

For enemy attacks that involve a damage multiplier, increase the multiplier involved by 1. 3x becomes 4x, for example.

For DCC/Dungeon Crawl Classics, enemies make rolls on Critical Hit tables with **Advantage** (roll twice, and select the more lethal result to use).

Sixth Sense Defense

PF 5E P2E OSR DCC |

4

Between your nerves, your intuition, and your training, you have eyes in the back of your head, making it incredibly difficult for you to be surprised by those wishing to take advantage of tactical positioning.

If you choose this option: Once per round, you may designate one enemy who would normally be able to strike at you; that enemy may not make opportunity attacks against you until the start of your next round. You may declare your intent to use this ability as that enemy declares their intent to make an opportunity attack.

OPOC Option

13

As above, but applies automatically to any number of enemies: simply put, you are no longer subject to opportunity attacks.

In addition, once per combat session, if an enemy does try to make an opportunity attack, you may make a melee attack back against that enemy. Make one attack with one wielded weapon at your highest attack bonus.

Opportunistically Vulnerable

PF 5E P2E

5

You are unnaturally susceptible to opportunity attacks.

If you choose this option: When an enemy strikes at you with an opportunity attack or a Reaction attack or otherwise strikes you when it is your turn, they make their attack and damage rolls with **Advantage** (roll twice, and select the more lethal result to use).

Uncanny Riposte

PF 5E P2E |

5

Though you may still suffer opportunistic attacks when others attempt to take advantage of your poor tactical positioning, you are sufficiently nimble so as to strike back against them when they do so.

If you choose this option: Each time an enemy makes an opportunity attack at you, you may make a single melee attack back at them. Make a single attack using your highest attack bonus.

Resolve each enemy's opportunity attack fully before making your **Uncanny Riposte**.

"Opportunity attack" generally means attacks of opportunity, Reaction attacks, or any other time when an enemy strikes at you when it is your turn in combat.

You may use this ability a number of times per combat encounter equal to your Strength bonus.

This rules adjustment does not change any other rules regarding opportunity attacks; without additional rules adjustments, you are subject to opportunity attacks as normal.

OPOC Option

8

As above, but there is no limit to the number of times you may use this ability.

Weak Reactions

5

Though you may still take advantage of the poor tactical positioning of others, you fail to fully invest yourself in the strikes.

If you choose this option: You make all attack and damage rolls for your opportunity attacks with **Disadvantage** (roll twice, and select the less preferred result to use).

Fully-Aware Defense

PF |

9

This rules adjustment may only be used with rules systems that differentiate between types of Armor Class depending on the circumstances.

Despite the chaos of combat, you are always able to bring your full defenses to bear against any attack.

If you choose this option: You use your full Armor Class against any and all attacks, regardless of combat circumstances. For example, you would count your Flat-Footed AC as equal to your full normal AC. This rules adjustment does not apply against touch attacks.

OPOC Option

17

As above, but touch attacks and ranged touch attacks must go against your full normal Armor Class.

Overwhelmed Defense

PF 5E P2E OSR DCC

8

You are quickly overwhelmed when faced with more than one enemy combatant.

If you choose this option: When faced with more than one opponent immediately next to you (i.e., if you are in a square threatened by more than one enemy creature) in melee combat, the first enemy creature to strike you in each round does so against your Touch AC.

For systems that do not formally implement a separate value for Touch AC, take the default Armor Class for your rules

system, and apply only your Dexterity or Agility modifier.

Lethal Attacks

PF 5E P2E OSR DCC |

8

The chances of you inflicting below-average damage in a combat situation are next to zero.

If you choose this option: When rolling to determine damage you inflict in combat, you may reroll any dice that are rolled as a "1". You may only reroll such dice once.

This rules adjustment applies to all combat damage you inflict: melee attacks, ranged attacks, special abilities, spells, poisons that you were the source of, and so on.

You may use this ability once per combat encounter.

OPOC Option

17

As above, but you may reroll any dice that initially show a "1" or a "2". You must abide by the new results, even if they are less favorable than the original rolls. In addition, you may use this ability any number of times.

Subdued Attacks

9

Though a capable combatant, you never seem to be able to optimize your blows for maximum effect.

If you choose this option: When rolling to determine damage you inflict in combat, you must reroll any dice that initially show maximum values.

This Rules Adjustment applies to all damage you inflict in combat. That means ranged and spell damage as well!

For example, if you roll 2d8 for damage, and roll a 3 and an 8, you must reroll the 8.

The second roll stands, even if it is again a maximum value.

Versatile Strikes

PF 5E P2E |

6

This rules adjustment only applies to rules systems that differentiate between different types of mundane damage.

You are able to use any weapon in a variety of styles, whether or not the device was originally designed for that type of combat.

If you choose this option: You may choose to inflict a different type of mundane damage with any weapon you wield. For example, a spear normally inflicts piercing damage, but you can choose instead to inflict bludgeoning damage.

Make this declaration before rolling to hit. All of the melee strikes you inflict in a given round must be of the same type. Even if the weapon normally deals multiple types of mundane damage (e.g., piercing/slashing), you may only choose to inflict a single type of damage with this ability.

OPOC Option

13

As above, but you may choose to have your attacks inflict multiple types of damage in a single round (e.g., piercing and slashing). In addition, even mundane weapons in your hands count as magical weapons for the purposes of overcoming damage reduction and immunities.

Stretching Strike

PF 5E P2E |

9

This rules adjustment only applies to systems that have a concept of Reach for melee range. It's also usable with Theatre of the Mind style rules systems, but imagination is more of a factor.

Through flexibility, determination, and will, you are able to extend the range of your melee strikes.

If you choose this option: Your Reach increases by 5'. For most PCs, this means your Reach is now 10'. This applies any time you are carrying a weapon, and stacks with other effects that increase Reach: for example, if you're carrying a Halberd, which is normally a Reach weapon, your full Reach value would be 15'.

OPOC Option

22

As above, but your base Reach increases by 10', not 5'.

Closed Stance

2

You are very close-stanced in combat, and cannot extend yourself beyond a small space.

If you choose this option: You cannot take advantage of Reach weapons or effects. Your Reach is always 5' regardless of what Feats, skills, talents, class features, or weaponry you use.

Preternaturally Quick

PF 5E P2E OSR DCC |

7

As a solo adventurer, you've discovered that sometimes, the wisest course of action is to evade or avoid, rather than confront directly.

If you choose this option: Your base Speed increases by 10'. This bonus stacks with other effects that increase your Speed, for example, Monk class abilities or the **Fleet** feat.

Once per gaming session, you may temporarily boost this by

an additional 10' for one round.

OPOC Option

18

As above, but your base Speed increases by 20', and you may boost by an additional 20' once per encounter.

Sluggard

4

Even given the most favorable circumstances, you are unable to exert yourself beyond a slow walk.

If you choose this option: Your base Speed becomes the lowest supported by a race, background, or ancestry available in the core rulebook of your rules system (e.g., 20' for Pathfinder).

Heavy armor, encumbered load, or other circumstances that would normally reduce your base Speed cause you to become fully immobile and are therefore not sustainable as commonplace.

In addition, any effects that grant bonuses to this base Speed are reduced by 5'. Effects that grant merely a 5' bonus have no effect on you.

Empowered Saves

PF P2E DCC |

9

This rules adjustment applies to rules systems with "consolidated saving throws". That is, **Fortitude / Reflex / Will**. As of this writing, that means Pathfinder, Pathfinder Second Edition, and Dungeon Crawl Classics.

Your natural abilities make you far more difficult to defeat outright.

If you choose this option: You gain additional bonuses to your saving throw modifiers, based on additional Ability Scores.

Fortitude: Add your Strength modifier as well as your Constitution modifier to your save bonus.

Reflex: Add your Intelligence modifier as well as your Dexterity modifier to your save bonus.

Will: Add your Intelligence or Charisma / Personality modifier as well as your Wisdom modifier to your save bonus

Inept Saves

6

Your ability to withstand, resist, and dodge momentous phenomenon is not benefited by your raw natural abilities.

If you choose this option: You do not gain ability score bonuses to your saving throw modifiers.

Experienced Saves

PF 5E P2E DCC |

15

This rules adjustment applies to rules systems with consolidated, or ability score, saving throws. It therefore does not apply to OSR systems.

In addition to your raw physical talents, your wealth of experience is useful in staving off unusual challenges.

If you choose this option: You gain an additional bonus to your saving throw modifiers based on your class level. This bonus stacks with all other modifiers to your saving throws.

How much of a bonus, and how it is derived, varies by rules system, as follows:

Pathfinder and
P2e/Pathfinder Second Edition:
Add the total of your class levels to each of your saving throw bonuses. For multiclassed characters, count only the highest class you have. For example, if you are a Fighter 7 / Rogue 3, you would add +7 to your saving throw rolls.

5E/Fifth Edition and
DCC/Dungeon Crawl Classics:
Add the total of your class levels, divided by 3, rounded up. For example, if you were a Fighter 7, you would add +3 to your saving throw rolls.

No Bad Luck

PF 5E P2E OSR DCC |

18

Although you may not necessarily be prone to excessive good fortune, you are adept at avoiding bad luck.

If you choose this option: You are no longer prone to critical failures or fumbles, and your attempts do not fail automatically if you roll a 1. Any time you roll a 1, count it as the number 1, not having rolled a natural 1 die roll result.

In combat, for example, if a 1 is sufficient numerically to still succeed in the task being attempted, if you roll a 1, you still succeed.

OPOC Option

24

As above, but you may also choose to reroll any d20 (or Action Die, for DCC) roll of a 1.

No Good Luck

26 (thirteen times two!)

You're sure it's just a feeling or depression, but you swear you are never lucky. Like, ***ever***.

If you choose this option: You never generate critical hits or critical successes. Count any die rolls as what they are; natural 20s do not elevate success to critical success, for example.

Quick-Change Combatant

PF 5E P2E OSR DCC |

5

You are adept at changing your wargear to best suit the circumstances of combat.

(This is a long-standing IGS house rule, particularly for low-level groups, small adventuring parties, or inexperienced players.)

If you choose this option: Switching between one set of equipment in your hands and another does not require an action.

"Equipment in your hands" typically means "weapon", but it applies to any combination of items that are carried in your hands. So, for example, you may switch between a sword and shield to a two-handed greataxe; or you may change from a dagger and shortsword to a longbow.

You may use this ability once per combat encounter.

OPOC Option

8

As above, but you may use it any number of times, freely "toggling" between sets of wargear.

Rapid Striker

PF 5E P2E OSR DCC |

11

This rule applies only in rules systems that allow PCs to make multiple strikes in a single round, so long as they spend the entire round (i.e., a full-round action) attacking and not performing any other abilities.

Your swift abilities apply even if you are otherwise occupied in combat.

If you choose this option: If, in a full-round action, you are allowed to make two or more strikes, you may make two such attacks using only a single standard action. So, for example, you could make a move action, and then make two attacks.

You only receive a second attack, regardless of how many additional attacks you are allowed with a full-round action.

If you choose to use **Rapid Striker**, any other actions used that round may not be attacks.

OPOC Option

25

You may always make a full-round attack (or in other parlance, make your maximum number of regular attacks) as a single standard action.

All-Terrain Fighter

PF 5E P2E OSR DCC |

5

You are swift and nimble in even the most challenging and shifting of terrain.

If you choose this option: You do not count movement penalties for difficult terrain, and can move through such areas as normal.

OPOC Option

9

In addition to the above, you may ascend or descend for free during a move without having to make a skill or ability check.

Solo Endurance

PF 5E P2E OSR DCC |

16

As a singleton warrior, even mortal wounds are but temporary drawbacks toward the larger goal.

If you choose this option: You do not die, or get knocked unconscious, if you reach zero or fewer hit points. Continue to keep track of your hit point value, which can reach into the negative. Your dangerously decreased health does not affect your combat abilities in any way.

You die completely if you reach negative hit points equal to half your normal hit point maximum. So, if your normal hit point maximum was 60, you would die despite the benefit of **Solo Endurance** if you reached -30 hit points.

At the conclusion of the combat in which you entered negative hit points, you have **one minute** per point of Constitution /Stamina to get your HP back into positive territory. Spells, potions, rest, and other effects are entirely feasible options for restoring lost hit points.

If, at the end of this time limit, you still have zero or fewer hit points, you die as normal. Otherwise, dipping into the negative realm was no different than any other decrease in your health.

OPOC Option

20

As above, but you have until the end of the gaming session to restore your HP back into positive territory to avoid death.

Hardcore Mode

50

Even the faintest touch of death is entirely fatal to your terrified constitution.

If you choose this option: You die immediately if you ever reach 0 hit points.

Perhaps obviously, this Rules Adjustment is not recommended for those embarking upon solo adventures. Particularly for those pursuing an OPOC approach, this spells the immediate end of the campaign.

That said, it can certainly appeal to those with a more old-school leaning, and those who do not shy away from character mortality and having to restart things.

Life Through Sheer Will

PF 5E P2E OSR DCC |

20

Even death itself is merely an obstacle that can be overcome, given sufficient willpower and ability.

If you choose this option: If you die, despite all other effects and benefits that might apply, you may choose to restore your PC to life.

Each time you use this ability, it inflicts a permanent decreases of **2d4** points of Constitution / Stamina to the character that cannot be avoided or nullified in any way, and cannot be restored even with a *wish* or *miracle* (though effects that increase ability scores will still apply as normal).

When you use this ability, the current combat encounter (if any applied when you died) ends to no further effect, though from a story perspective, any enemies that remained still count as undefeated, and you receive no experience points or other benefit from the encounter.

Your PC is restored to life with some scarce hit points; roll 1d4 per hit die or class level to determine how many HP s/he has.

Poisons, conditions (e.g., Nauseated), or short-term effects (whether beneficial or harmful) that applied during your demise are removed altogether. Curses, diseases, and long-term effects that applied remain in effect.

OPOC Option

28

As above, but even more beneficial: The penalty is reduced to **1d4** points of Constitution / Stamina; even curses and diseases are removed; and you roll 1d8 per hit die/class level to determine the HP with which you are restored.

Versatile Step

PF 5E P2E OSR DCC |

12

This rules adjustment works best in systems that use a Battlemap approach to combat tactics.

Your movement through the terrain of combat simply does not affect you negatively.

If you choose this option: You may move as you wish about the battlefield, with no negative impacts or triggers associated with that movement.

For example, you may move through an opponent's threatened squares and not provoke an opportunity attack, and you may move through enemy squares to reach your final positioning for the round.

This rules adjustment does not change rules governing where you may end your movement: for example, you still must reach a vacant square to end your movement and cannot occupy the same square as other combatants.

Combat Ace

PF |

7

This rules adjustment only applies to **Pathfinder**, or systems that use a **Combat Maneuver Bonus / Defense** system for special combat actions.

When you attempt a combat maneuver, it usually works the first time.

If you choose this option: Once per gaming session, the first time that you attempt a combat maneuver, and fail against the target's CMD, you may reroll your attempt.

You may use **Combat Ace** any number of times per gaming session; however, each time, it must be used with a different Combat Maneuver type. So, for example, you may use **Combat Ace** once with **Trip**, and again with **Disarm**, in the same gaming session. However, you cannot use **Combat Ace** twice in a gaming session with the same maneuver.

OPOC Option

10

As above, but you are limited to using this ability once per combat maneuver type per *combat encounter*, not merely by gaming session.

Overstyle

PF |

6

This rules adjustment only applies to **Pathfinder**, or systems that use a **Combat Maneuver Bonus / Defense** system for special combat actions.

You are often able to execute precise maneuvers in addition to inflicting maximum damage.

If you choose this option: Whenever you inflict a critical hit, you may automatically choose to execute a Combat Maneuver for free. Doing so does not affect any other attacks you may be entitled to this round.

Declare your intent to use **Overstyle** after you inflict and resolve the critical hit, but before resolving your next attack (if any).

The combat maneuver you declare must be one that you are normally capable of attempting, and this rules adjustment does not alter any other aspects of the combat maneuver in question.

You may make multiple bonus combat maneuvers in a single round using **Overstyle**, if you inflict multiple critical hits. The maneuvers declared may be the same or different if this occurs.

OPOC Option

9

As above, but in addition, once per combat encounter, you may use **Overstyle** to execute a bonus combat maneuver for

free at any point in a normal full-round attack.

Fumbled Maneuvers

4

When you err in performing a tactical maneuver, your enemies make you suffer for it.

If you choose this option: If you attempt a Combat Maneuver, and do not succeed, your enemies gain **Advantage** (roll twice, and select the preferred result to use) on their attack and damage rolls for any opportunity attacks.

If your talents are such that enemies are normally not offered an opportunity attack if you fail a combat maneuver, they still receive one, albeit without the **Advantage** above.

Deft Defense

PF

5

This rules adjustment only applies to Pathfinder, or systems that use a **Combat Maneuver Bonus / Defense** system for special combat actions.

You are unnaturally gifted at denying enemies their attempts at special actions.

If you choose this option: Once per combat session, you may force an opponent who has just attempted a combat maneuver against you to reroll the attempt. You must abide by the second result, even if it is less favorable than the first. Declare your intent to use **Deft Defense** after the enemy makes their CMB roll, but before resolving its effects.

OPOC Option

7

As above, but you may use the ability once per combat session, per opponent.

Flexible Limbs

PF 5E P2E

7

This rules adjustment only applies to Pathfinder, or systems that use **Grapple** or similar mechanics.

Being grappled or restrained does not impair your combat abilities.

If you choose this option: If you have the Grappled condition, or are otherwise being restrained or in hand-to-hand combat that would normally apply penalties or restrictions on your ability to perform actions, those penalties and restrictions do not apply, and you may take actions normally, except that you may not move away from the situation.

You remain grappled or restrained, and any other rules that apply to your situation are unaffected.

Penalties that apply outside of your actions on your turn—for example, a penalty to Armor Class—remain in effect.

Ambidextrous Double-Wielder

PF 5E P2E OSR DCC

14

This rules adjustment only applies to rules systems that allow normal PCs to dual-wield weapons; i.e., attack with two weapons, one in each hand.

Both of your hands are dominant, and your concentration is such that you can effectively swing weapons in each hand with ease.

If you choose this option: You suffer no penalties for dual-wielding weapons, one in each hand.

Note that this rules adjustment likely negates the need for several Pathfinder **Feats**. Ignore such Two-Weapon Fighting feats for the purposes of determining prerequisites for other two-weapon fighting feats. For example, you can simply take **Double Slice**.

Infinite Ammunition

PF 5E P2E OSR DCC

3

Many gaming groups have this house rule already, at least for mundane ammunition.

You never seem to run out of ammo when throwing or firing ranged weapons. Quivers are full, throwing daggers are always at the ready.

If you choose this option: Do not track the depletion of ammunition for your thrown or fired ranged weapons. You always have sufficient arrows, quarrels, bolts, or sling bullets.

Infinite Ammunition applies only to mundane ammo.

OPOC Option

15

As above, but applies to magical ammunition as well. Mechanically, you may also assume magical thrown weapons have the Pathfinder *returning* quality.

Potent Magical Ammunition

PF 5E P2E OSR DCC

8

Many gaming groups have this house rule already.

This rules adjustment only makes sense in rules systems that allow for both magical ranged weapons and magical ammunition.

Magical ranged weapons in your hands gain extra potency when used with magical ammunition.

If you choose this option: The bonuses from magical ammunition and magical weapons you wield stack. So a *+2 longbow* firing *+1 arrows* results in a total bonus to attack and damage rolls of **+3**.

Ever-Ready

PF 5E P2E OSR DCC |

5

You are always hyper-aware of your surroundings, and you are always ready to react at a moment's notice if the circumstances of combat shift.

If you choose this option: You may ready an action on your turn for free, to use during the enemy's turn. You may only do this once per gaming session. Declare your intent to use **Ever-Ready** before the end of your turn.

You may use **Ever-Ready** once per gaming session.

For rules systems that formally structure it (e.g., Pathfinder), you Ready an Action (any kind) without having to spend that action during your turn.

For other rules systems: Declare the circumstances that will trigger your use of the readied action ("if that lizardman approaches within 10' of me", "if that orc attacks me", "if any trap is sprung", and so on). You may take an action during the enemy's turn if that trigger condition is met.

If you do not execute the readied action prepared using **Ever-Ready**, or if it is not triggered, then it does not count as having used **Ever-Ready**, and you may use it again.

OPOC Option

13

As above, but you are limited instead to once per combat encounter.

Afflictions Rules Adjustments

Overview

For the purposes of this section, an "Affliction" is a poison, curse, disease, condition, and any permanent or temporary debuffing or unwanted effect. If a rules adjustment's language makes sense only in the context of a subset of these, then it applies to that subset of these afflictions.

Many of the rules and mechanics governing afflictions vary considerably from rules system to system.

The following rules adjustments are largely written so as to flexibly be incorporated into any of the supported systems, but some unavoidably use system-specific language.

Finally, much of the language in this section uses the term "poison"; unless otherwise explicit, this is to be interpreted as a placeholder for "afflictions" in general.

Random Affliction Rules Adjustments

Either as a **Reward** or **Penalty**, or through other mechanisms, you may be called upon or prefer to randomly select a Rules Adjustment in this category.

Use the tables below to drive this sort of selection.

For rules adjustments that include an OPOC version, no separate entry is offered in the randomization tables. If you are playing using an OPOC approach, use that version; otherwise, use the ordinary version of the rules adjustment.

All Affliction Rules Adjustments

Use the table below to randomly determine a rules adjustment in this category, inclusive of boons and penalties.

Table 468: Random Affliction Rules Adjustments

d20	Affliction Rules Adjustment
1	Abnormally Susceptible
2	Poison Susceptibility
3	Disease Susceptibility
4	Curse Susceptibility
5	Condition Susceptibility
6	Abnormally Resistant
7	Superior Poison Use
8	Tricky Poisoner
9	Lethal Poisoner
10-11	Lasting Afflictions
12-13	Potent Poisoner
14	Shake it Off
15	Poison Immunity
16	Disease Immunity
17	Curse Immunity
18	Condition Immunity
19	Debuff Immunity
20	Reroll with Advantage

Boon Affliction Rules Adjustments

Use the table below to randomly determine a beneficial rules adjustment in this category.

Table 469: Random Affliction Rules Adjustment Boons

d20	Affliction Rules Adjustment Boon
1	Abnormally Resistant
2-3	Superior Poison Use
4-5	Tricky Poisoner
6	Lethal Poisoner
7-8	Lasting Afflictions
9-10	Potent Poisoner
11-12	Shake it Off
13-14	Poison Immunity
15-16	Disease Immunity
17	Curse Immunity
18	Condition Immunity
19	Debuff Immunity
20	Reroll with Advantage

Penalty Affliction Rules Adjustments

Use the table below to randomly determine a detrimental rules adjustment in this category.

Table 470: Random Affliction Rules Adjustment Penalty

d20	Affliction Rules Adjustment Penalty
1-3	Abnormally Susceptible
4-7	Poison Susceptibility
8-11	Disease Susceptibility
12-15	Curse Susceptibility
16-19	Condition Susceptibility
20	Reroll with Advantage

Affliction Rules Adjustments

Below please find all of the rules adjustments in this category.

Abnormally Resistant

PF 5E P2E OSR DCC |

11

Your constitution allows you to suffer even the most potent of disadvantages without effect.

If you choose this option: You make any saving throws related to Afflictions with **Advantage**: that is, you roll twice, and may choose the more advantageous of the results.

OPOC Option

13

In addition to the above, once per gaming session, you may choose to reroll one saving throw related to an Affliction.

Abnormally Susceptible

10

You suffer the effects of afflictions more easily than others.

If you choose this option: You make saving throws against Afflictions with **Disadvantage** (roll twice, and select the least preferable result to use).

Superior Poison Use

PF 5E P2E DCC |

5

This rules adjustment only applies to rules systems which involve **Difficulty Classes** for poisons.

Your poisons are particularly lethal.

If you choose this option: The Difficulty Class for poisons that you apply to weapons or ammunition, or otherwise inflict on others, increases. This bonus stacks with all other forms of modifier to your poison DC.

The DC bonus you receive depends on the Quadded Difficulty band you are playing at, as follows:

Table 471: Superior Poison Use DC Bonuses

Quadded Difficulty Band	Applied / Inflicted Poison DC Bonus
Low	+1
Moderate	+2
Advanced	+4
Elite	+6

OPOC Option

8

Add 2 to each of the DC bonuses listed above.

Tricky Poisoner

PF 5E P2E OSR DCC |

5

When you inflict a wound with a weapon coated in poison, you are unusually adept at ensuring the virulence takes effect with the blow.

If you choose this option: Once per combat encounter, you may force an enemy you are striking with a poisoned weapon or poisoned ammunition to take any saving throws related to that poison at **Disadvantage** (the victim rolls twice, and must use the less advantageous result).

Declare your intent to use **Tricky Poisoner** after you have made your attack roll, but before damage is inflicted and before the victim attempts a saving throw against your poison.

OPOC Option

14

The option to force disadvantage on a poison is unlimited: every time you make a poisoned attack, enemy(ies) struck must make their saving throws with **Disadvantage**.

Lethal Poisoner

PF 5E P2E DCC |

8

This rules adjustment only applies to rules systems which allow PCs to craft or brew poisons, AND which use

Difficulty Classes for poison effects.

Poisons you create are significantly more lethal than those crafted by your peers.

If you choose this option: When you craft a poison per the normal rules, the DC of the resulting poison increases by an amount relative to the Quadded Difficulty band you are playing at, as shown below:

Table 472: Lethal Poisoner Crafted DC Bonuses

Quadded Difficulty Band	Crafted Poison DC Bonus
Low	1d4
Moderate	1d6
Advanced	2d4
Elite	2d6

This bonus stacks with all other bonuses to the DC of poisons you use (including those from other Rules Adjustments, for example).

OPOC Option

11

As above, but you may make the roll on the table above with **Advantage** (roll twice, and select the preferred result to use).

Lasting Afflictions

PF 5E P2E OSR DCC |

3

This rules adjustment only applies to rules systems in which afflictions have a duration.

When you inflict poison or other afflictions against an enemy, that victim suffers its effects for far longer than usual.

If you choose this option: When an enemy you strike with a poisoned, cursed, diseased, or other affliction-based attack fails their save and suffers a duration-based effect from the affliction(s) applied, that duration is increased by 50%, rounded up. For example, a poison that normally lasts 4 rounds would last 6 rounds.

For randomized durations, first roll the value, then apply the extra duration. Therefore, for a curse that lasts 1d6 rounds, you might roll a 3; the resulting duration then becomes 5 rounds.

OPOC Option

5

As above, but the duration is doubled (i.e., increased by 100%).

Potent Poisoner

PF 5E P2E OSR DCC |

4

When you inflict afflictions on enemies, their effects are more damaging than normal.

If you choose this option: Whenever an enemy suffers an affliction from your attacks, any numerical values suffered from that affliction are increased. Typically, this will involve poison damage or ability damage.

For afflictions which randomize their numerical impact, you may make the roll with **Advantage** (roll twice, and select your preferred result to apply).

For afflictions with a fixed numerical value, increase the value by 50%, rounded up. For example, a poison that inflicts 1 point of Strength damage would instead inflict 2 points of Strength damage.

OPOC Option

7

As above, but randomized numerics receive both **Advantage** on the roll, ***and*** an increase of 50% from the resulting value. Fixed values are doubled.

Shake it Off

PF 5E P2E OSR DCC |

5

You're unnaturally resistant to afflictions; any you suffer seem to affect you far less than your peers.

If you choose this option: Any numerical values of afflictions suffered are halved, rounded up. For example, a poison that inflicts 3 points of Dexterity damage would instead inflict 2 points.

For randomized values suffered, first make the roll to determine the value, then apply the reduction. For a curse that reduces your Charisma by 1d6 points, you might roll a 4, and then halve that, to suffer only 2 points of reduction.

OPOC Option

7

As above, but for randomized numerics, you may force the enemy to roll with **Disadvantage** (the enemy rolls twice, and must use the less advantageous result).

For fixed numerics, you still halve the value, but round down, with results less than 1 still counting as 1.

Poison Immunity

PF 5E P2E OSR DCC |

6

You no longer suffer the effects of poisons.

If you choose this option: You can temporarily make yourself immune to poisons altogether. Once per combat encounter, you can choose to ignore the effects of a suffered poison.

Declare your intent to use **Poison Immunity** after you have failed your saving throw against an inflicted poison.

If you gain the benefit of an effect that grants poison immunity, you may remove this Rules Adjustment.

OPOC Option

14

As above, but there is no limit: you are simply immune to poisons as a permanent effect.

Poison Susceptibility

4

You suffer the effects of poisons more easily than others.

If you choose this option: You make saving throws against Poisons with **Disadvantage** (roll twice, and select the least preferable result to use).

Poison damage amounts against you are calcluated with **Advantage** (roll twice, and select the more damaging result to use).

Disease Immunity

PF 5E P2E OSR DCC |

5

As **Poison Immunity**, but applied to Diseases and disease effects.

OPOC Option

12

As above, but there is no limit: you are simply immune as a permanent effect.

Disease Susceptibility

4

You suffer the effects of diseases more easily than others.

If you choose this option: You make saving throws against Diseases with **Disadvantage** (roll twice, and select the least preferable result to use).

Numerical impacts (e.g., ability score damage) against you resulting from Disease effects are calcluated with **Advantage** (roll twice, and select the more damaging result to use).

Curse Immunity

PF 5E P2E OSR DCC |

3

As **Poison Immunity**, but applied to Curses curse effects.

OPOC Option

11

As above, but there is no limit: you are simply immune as a permanent effect.

Curse Susceptibility

3

You suffer the effects of curses more easily than others.

If you choose this option: You make saving throws against Curses and curse effects with **Disadvantage** (roll twice, and select the least preferable result to use).

Numerical impacts (e.g., ability score damage) against you resulting from Curse effects are calcluated with **Advantage** (roll twice, and select the more damaging result to use).

Condition Immunity

PF 5E P2E |

5

This rules adjustment only applies to rules systems which involve Conditions.

You tend to shake off suffered conditions.

If you choose this option: Pick a number of Conditions (see below for list) equal to your Constitution or Stamina bonus. Once per combat encounter, you may choose to ignore one Condition suffered from those choices.

Declare your intent to use **Condition Immunity** after failing a saving throw or otherwise confirming that you do indeed suffer from a chosen Condition.

If an effect raises or reduces your Constitution or Stamina to a point where it affects your corresponding modifier, adjust the list of chosen Conditions accordingly.

The complete list below is shown for Pathfinder; other supported rules systems do not natively support most of these Condition concepts. However, there are many third-party rules (including many published by Infinium Game Studios) that make this full spectrum of these Conditions possible even in those other rules systems.

Pathfinder: Blinded, Confused, Cowering, Dazed, Dazzled, Deafened, Exhausted, Fascinated, Fatigued, Frightened, Nauseated, Panicked, Shaken, Sickened, Staggered, Stunned

5E / Fifth Edition: Blinded, Deafened, Frightened, Stunned, Exhausted

P2E / Pathfinder Second Edition: Blinded, Clumsy, Confused, Dazzled, Deafened, Doomed, Drained, Enfeebled, Fascinated, Fatigued, Frightened, Sickened, Slowede, Stunned, Stupefied

OPOC Option

21

As above, but you are permanently immune to the chosen Conditions.

Debuff Immunity

PF 5E P2E OSR DCC |

9

You are unnaturally resistant to spells and effects which reduce your combat capabilities.

If you choose this option: You make saving throws against "debuff" effects with **Advantage** (roll twice, and select your preferred result to apply).

In addition, once per gaming session, you may choose to ignore the effects of one debuff spell or effect. Declare your intent to use this feature of Debuff Immunity after failing a saving throw, or otherwise confirming that you will suffer from a debuff effect.

OPOC Option

12

As above, but you may choose to ignore one debuff effect per combat encounter, not merely once per gaming session.

Condition Susceptibility

7

You are unnaturally susceptible to certain conditions, whether it is past trauma, mental weakness, or other circumstance that fuels the weakness.

If you choose this option: You make saving throws against effects that grant Conditions with **Disadvantage** (roll twice, and select the least preferable result to use).

Durations for Conditions inflicted against you are calcluated with **Advantage** (roll twice, and select the longer result to use).

See **Condition Immunity** for lists of Conditions to which this Rules Adjustment applies.

Obstacles Rules Adjustments

Overview

Doors, rubble, traps, locks, or other impediments block access to other adventure content.

This section addresses rules adjustments that offer advantages when dealing with Obstacles.

Random Obstacle Rules Adjustments

Either as a **Reward** or **Penalty**, or through other mechanisms, you may be called upon or prefer to randomly select a Rules Adjustment in this category.

Use the tables below to drive this sort of selection.

For rules adjustments that include an OPOC version, no separate entry is offered in the randomization tables. If you are playing using an OPOC approach, use that version; otherwise, use the ordinary version of the rules adjustment.

All Obstacle Rules Adjustments

Use the table below to randomly determine a rules adjustment in this category, inclusive of boons and penalties.

Table 473: Random Obstacle Rules Adjustments

d20	Obstacle Rules Adjustment
1	Trap Overlooker
2-3	Fumblepicks
4-5	Loud Walker
6-7	Navigation Buffoon
8-9	Tricky Unlocker
10	Trap Prescience
11	Skilled Disabler
12-13	Smashy-Smashy
14-15	Quiet Disabler
16	Quiet Navigator
17-18	Terrain Navigator
19	One-Pass Disabler
20	Reroll with Advantage

Boon Obstacle Rules Adjustments

Use the table below to randomly determine a beneficial rules adjustment in this category.

Table 474: Random Obstacle Rules Adjustment Boons

d20	Obstacle Rules Adjustment Boon
1-2	Trap Prescience
3-5	Skilled Disabler
6-8	Smashy-Smashy
9-11	Quiet Disabler
12-14	Quiet Navigator
15-17	Terrain Navigator
18-19	One-Pass Disabler
20	Reroll with Advantage

Penalty Obstacle Rules Adjustments

Use the table below to randomly determine a detrimental rules adjustment in this category.

Table 475: Random Obstacle Rules Adjustment Penalty

d20	Obstacle Rules Adjustment Penalty
1-3	Trap Overlooker
4-7	Fumblepicks
8-11	Loud Walker
12-15	Navigation Buffoon
16-19	Tricky Unlocker
20	Reroll with Advantage

Affliction Rules Adjustments

Below please find all of the rules adjustments in this category.

Trap Prescience

PF 5E P2E OSR DCC

8

You're keenly aware of traps and triggers, and can spot them from a mile away.

If you choose this option: You make all of your Perception or related checks to notice or detect traps with **Advantage** (roll twice, and select your preferred result to apply).

OPOC Option

13

As above, but in addition, you may also choose to automatically detect traps a number of times per gaming session equal to your Dexterity or Agility modifier.

Trap Overlooker

4

You're prone to completely overlook even the most obvious of trapped rooms, devices, and objects.

If you choose this option: You make saving throws to detect traps with **Disadvantage** (roll twice, and select the least preferable result to use).

Skilled Disabler

PF 5E P2E OSR DCC

7

You're unnaturally talented at picking locks, disabling mechanisms, and otherwise tinkering with mechanical objects to make them serve your will.

If you choose this option: You make all of your Dexterity, Agility, Disable Device, or related checks to manipulate mechanical objects or devices with **Advantage** (roll twice, and select your preferred result to apply).

OPOC Option

12

As above, but in addition, you may also choose to automatically succeed in such attempts a number of times per gaming session equal to your Dexterity or Agility modifier.

Fumblepicks

3

Even if you know something is trapped, or are familiar a type of lock, it takes you a great deal of time and failure to successfully disable mechanisms.

If you choose this option: You make saving throws to disable devices, unlock locks, and related skills with **Disadvantage** (roll twice, and select the least preferable result to use).

You may only select **Fumblepicks** if you have abilities in lockpicking or trap-disabling (either from an applicable tool proficiency, a class skill or skill proficiency, or class feature).

Smashy-Smashy

PF 5E P2E OSR DCC

4

Your natural brawn allows you to apply enormous destructive force to objects.

If you choose this option: You make all of your Strength, Bend Bars/Lift Gates, Sunder maneuver attempts, attack rolls, or related checks to destroy or move objects with **Advantage** (roll twice, and select your preferred result to apply).

OPOC Option

7

As above, but in addition, you may also choose to automatically succeed in such attempts a number of times per gaming session equal to your Strength modifier.

Quiet Disabler

PF 5E P2E OSR DCC

3

When you set about disabling an obstacle or piece of machinery, you do so silently, even when you fail.

If you choose this option: You never trigger rolls on a Wandering Monster table as a result of failing an obstacle-related check.

Quiet Navigator

PF 5E P2E OSR DCC

6

You walk quietly by nature.

If you choose this option: Wandering monster rolls are made with **Advantage** (roll twice, and select your preferred result to apply).

OPOC Option

11

As above, but in addition, you may choose to ignore prompts to roll on a wandering monster table a number of times per gaming session equal to your Dexterity or Agility modifier.

Loud Walker

7

You can't help it: you walk loudly, and obviously, even if the terrain would typically lend itself to silence.

If you choose this option: Rolls on Wandering Monster tables are made with **Disadvantage** (roll twice, and select the least preferable result to use) from your perspective.

Terrain Navigator

PF 5E P2E OSR DCC |

4

You have a natural ability to progress over challenging terrain types safely.

If you choose this option: You may navigate terrain that would normally involve a Swim, Climb, Acrobatics, or other physical navigation skill or ability check without having to take such a check.

You still navigate such terrain with the usual penalties to movement, if any apply; you merely do not have to check to see if you fall, drown, or otherwise suffer consequences for not being able to successfully move through the terrain.

OPOC Option

6

As above, but you move through such terrain without penalty.

Navigation Buffoon

5

Climbing, swimming, or other weird forms of movement are unnaturally cumbersome to you, and you tend to fail at them regardless of the circumstances.

If you choose this option: You make checks to navigate unusual terrain with **Disadvantage** (roll twice, and select the least preferable result to use) from your perspective.

This applies to skill checks related to climbing, swimming, navigating difficult terrain, acrobatically leaping over or between rocks, and so on.

One-Pass Disabler

PF 5E P2E OSR DCC |

8

This is a House Rule that is often employed to streamline gameplay and/or save time, particularly in treasure- or trap-heavy environments.

You've seen more than your share of traps, locks, and treasures, to the point where you're able to swiftly multitask to get to your objective.

If you choose this option: You may make a single Disable Device, Thieves' Tools, or related mechanical skill or ability check to both disable a trap, and to unlock the trapped item. Typically this combination applies to a trapped and locked treasure chest, but it could also be a trapped and locked door, or other obstacle. If your attempt fails, roll a d6: on a 1-3, the failure applies to the trap; on a 4-6 applies to the lock.

You don't have to declare your intent to use One-Pass Disabler; it automatically applies to any situation in which you are facing an obstacle is both locked and trapped.

OPOC Option

14

You may make a single check to do ***three*** things: to detect a trap, to disable the trap, and to disable a lock. You may choose to use either a Perception-related or a Disable Device-related check to attempt all three activities. If the attempt succeeds, you automatically succeed at all three tasks. If you fail, roll a d6: on a 1-4, the failure applies to the trap; on a 5-6, the failure applies to the lock only.

You do not have to declare your intent to use the OPOC option of One-Pass Disabler; you may simply approach any potentially locked and/or trapped obstacle by using a single, triple-purpose check.

Tricky Unlocker

3

You're unlucky in cases where you fail to unlock devices.

If you choose this option: If you are unlocking a trapped device, and either the trap has sprung or has been disabled, and you fail in the unlock attempt, the trap is automatically re-armed.

Equipment & Treasure Rules Adjustments

Overview

Weapons, armor, artifacts, potions, rings, and more... gear makes the adventurer more often than not.

This section contains a number of rules adjustments pertaining to a solo adventurer's **equipment**.

Random Combat Rules Adjustments

Either as a **Reward** or **Penalty**, or through other mechanisms, you may be called upon or prefer to randomly select a Rules Adjustment in this category.

Use the tables below to drive this sort of selection.

For rules adjustments that include an OPOC version, no separate entry is offered in the randomization tables. If you are playing using an OPOC approach, use that version; otherwise, use the ordinary version of the rules adjustment.

Equipment Rules Adjustment Type

Use the table below to randomly determine a rules adjustment type (boon or penalty) in this category.

Table 476: Random Equipment Rules Adjustment Type

d20	Equipment Rules Adjustment Type
1-9	Penalty
10-18	Boon
19-20	Reroll with Advantage

Penalty Equipment Combat Rules Adjustments

Use the table below to randomly determine a detrimental rules adjustment in this category.

Table 477: Random Equipment Rules Adjustment Penalties

d20	Equipment Rules Adjustment Penalty
1	Gear Mistreater
2-3	Poor Scavenger
4-5	Poverty Background
6-7	Periodic Debt
8-9	Gem Mistreater
10-11	Jewelry Mistreater
12-13	Artwork Mistreater
14	Inept Treasure Scavenger
15-16	Artifact Bumbler
17-18	Unlucky Scavenger
19	Trove Mangler
20	Reroll with Advantage

Table 478: Random Equipment Rules Adjustment Boons

d100	Equipment Rules Adjustment Boon
1-4	Light as a Feather
5-8	Shirak
9-12	Ample Markets
13-16	Be Prepared
17-20	Armorer
21-24	Weapon Collector
25-28	Fine-Tuner
29-32	Master Scavenger
33-36	Inheritance
37-40	Passive Income
41-44	Master Gemcutter
45-48	Master Jewelsmith
49-52	Eye of the Beholder
53-54	Treasure Hunter
55-58	Artifact Interpreter
59-62	Selective Scavenger
63-66	Armor Finder
67-70	Weapon Finder
71-74	Potion Finder
75-78	Ring Finder
79-82	Rod Finder
83-86	Scroll Finder
87-90	Staff Finder

d100	Equipment Rules Adjustment Boon
91-94	Wand Finder
95-98	Wondrous Item Finder
99	Trove Hunter
00	Reroll with Advantage

Magic Rules Adjustments

Below please find all of the rules adjustments in this category.

Shirak

PF 5E P2E OSR DCC |

2

This is a common house rule, particularly for parties that are no longer low-level.

Solo adventurers have more than enough to handle without the need to constantly manage light sources!

If you choose this option: You may, as a free action, cause light to turn on or off around you to aid your vision.

The light counts as torchlight, and is centered on you.

Mechanically, this is nearly identical to the *ioun torch* wondrous item in Pathfinder.

Light as a Feather

PF 5E P2E OSR DCC |

2

Many gaming groups have this house rule already, but it's particularly grueling for a solo adventurer to have to manage.

This one's simple: no encumbrance.

If you choose this option: You need not track encumbrance at all. It's perhaps unrealistic that your single solo adventurer could carry everything that they might want to take along the way, but you'll just have to suspend your disbelief.

This does not change the capabilities of, say, *bags of holding*, which may still be useful for other purposes.

Ample Markets

PF 5E P2E OSR DCC |

2

Many gaming groups use this house rule, particularly those playing in a high fantasy / highly-available magic campaign setting.

If you choose this option: You may assume every town has a vendor who can provide mundane equipment at market rates.

Price Variability

Optionally, you can include an additional level of variability to the pricing of mundane items in towns and merchants you encounter, using the following table to determine the variance from full retail price of offered goods.

Table 479: Ample Markets Sales Pricing

D20	Pricing
01-02	30% more expensive
03-04	20% more expensive
05-06	10% more expensive
07-14	Normal (as listed in rulebook)
15-18	10% discount
19-20	20% discount

You can also roll separately to determine variable purchasing of used items, as follows:

Table 480: Ample Markets Buying Pricing

D20	Pricing
01-02	25% retail value
03-04	35% retail value
05-15	Normal (50% full retail value)
16-17	60% retail value
18-19	75% retail value
20	Full retail value

OPOC Option

4

As above, but you may make rolls on each Ample Markets table with **Advantage** (roll twice, and select the more advantageous of the two results).

Be Prepared

PF 5E P2E OSR DCC |

4

As a solo adventurer, you're used to packing every single item that you may require in your travels.

If you choose this option: You may assume all mundane equipment is at your disposal. Mechanically, you may automatically add one of any non-magical item from your

game's core rulebook to your inventory at any time as a free action.

OPOC Option

PF

5

As above, but you may also assume that any such items are **Masterwork**. This option applies only to **Pathfinder** games.

Armorer

PF 5E P2E OSR DCC |

4

You have a great ability to take one set of armor and turn it quickly into any other set of armor.

If you choose this option: You may assume all mundane armor and shields are at your disposal. Mechanically, you may automatically add one of any non-magical shield or piece of armor from your game's core rulebook to your inventory at any time as a full-round action.

OPOC Option

PF

5

As above, but you may also assume that any such items are **Masterwork**. This option applies only to **Pathfinder** games.

Weapon Collector

PF 5E P2E OSR DCC |

5

Necessity has made you the mother of invention: you can swiftly convert one weapon into another.

If you choose this option: You may assume all mundane weapons are at your disposal. Mechanically, you may automatically add one of any non-magical weapon and up to 5 pieces of corresponding mundane ammunition from your game's core rulebook to your inventory at any time as a standard action. This includes all non-magical weapons, even Exotic or other normally restricted items.

OPOC Option

PF

7

As above, but you may also assume that any such items are **Masterwork**. This option applies only to **Pathfinder** games

Fine-Tuner

PF |

5

This rule applies only to Pathfinder games, or those with a native concept of Masterwork items.

With skill and time, your tinkering abilities can take even common items and turn them into highly useful versions of themselves.

If you choose this option: After a long or overnight rest, weapons and armor in your inventory are automatically upgraded to Masterwork versions. This applies to a number of items of your choice equal to your Intelligence modifier.

OPOC Option

6

As above, but applies to all items in your inventory.

Gear Mistreater

5

You abuse your gear, often resulting in broken and unusable items if they stay with you for a long time.

If you choose this option: Each long rest, mundane equipment in your inventory downgrades: masterwork items become ordinary ones, normal items gain the Broken condition, and already-Broken items become unusable husks.

This Rules Adjustment does not affect magical items or those that cannot become Broken.

Master Scavenger

PF 5E P2E OSR DCC |

6

You take the time, and have the eye, to find more valuable and perhaps even extra coins every time some have been spilled.

If you choose this option: You may upgrade all coinage collected that is lower than gold value by one degree.

Copper pieces discovered become silver pieces; silver pieces actually turn out to be gold pieces. Gold and platinum pieces discovered are unaffected.

OPOC Option

9

As above, but each time gold pieces are discovered, there is a 50% chance that they are instead platinum pieces. Make the roll once for each "pile" of gold coins; don't roll separately for each coin!

Poor Scavenger

4

Where others discover vast riches, you find merely pennies.

If you choose this option: Each time you discover coin treasure, downgrade its value by one stage. Platinum becomes gold; gold becomes silver; silver becomes copper.

Copper coins you would normally discover become worthless baubles and dirt.

Inheritance

PF 5E P2E OSR DCC

4

Your background, upbringing, or simple luck make your start to adventuring much more financially feasible than your peers.

If you choose this option: Your starting wealth increases. Whatever the typical starting wealth for your character's background, race, and/or class, multiply it by a factor shown below.

You may only apply **Inheritance** when creating your character.

Table 481: Inheritance Starting Wealth Multipliers

D20	Starting Wealth Multiplier
01-04	+1.5x
05-10	+2x
11-14	+4x
15-16	+5x
17-19	+8x
20	+10x

OPOC Option

7

You may choose any combination of mundane items to start out with, regardless of the cost. In addition to that gear, you start the game with an amount of wealth equal to the multiplier shown on the above table.

Poverty Background

2

You never enjoyed the fiscal lifestyle and luxuries of even the most ordinary of your peers.

If you choose this option: Your starting wealth is less than ordinary: halve it, rounded down.

You may only apply **Poverty Background** when creating your character.

Passive Income

PF 5E P2E OSR DCC

8

Whether by legacy, luck, or legitimate labor, you have at least a partial ownership share in an established business. This institution requires very little upkeep or involvement on your part, and your investment in it automatically generates passive wealth periodically.

If you choose this option: You automatically receive passive income from the institution you have an investment in. At the GM's discretion, you must identify a base of operations, business location, or other geographic center for the institution that you have an ownership stake in.

Periodically, your business generates passive income as shown in the table below.

You must physically return to the location of the business in order to receive your periodic income.

Each time you collect passive income from your business, roll on "Table 482: Passive Income Period Wealth Generation Period" on page 369below to determine the next time you may return to collect additional income.

Table 482: Passive Income Period Wealth Generation Period

D20	Wealth Generated Every
01-04	Year of in-game time
05-10	Season of in-game time
11-17	Month of in-game time
18-19	Week of in-game time
20	Gaming session in real-time

When you return to collect additional income once it is ready per the above table (or, if you are using and choose the **Courier Option** below, when you decide a courier is to set forth to deliver your money), roll on "Table 483: Passive Income Wealth Generation Amount" below to determine the FlexTable should use to determine the amount of money generated.

Table 483: Passive Income Wealth Generation Amount

D20	Passive Income Generated
01-04	"FlexTable 14: QuickStart Treasure, Low Coin" on page 52
05-10	"FlexTable 14: QuickStart Treasure, Low Coin" on page 52, roll with **Advantage**
11-14	"FlexTable 15: QuickStart Treasure, Medium Coin" on page 53
15-16	"FlexTable 15: QuickStart Treasure, Medium Coin" on page 53, roll with **Advantage**
17-19	"FlexTable 16: QuickStart Treasure, High Coin" on page 54
20	"FlexTable 16: QuickStart Treasure, High Coin" on page 54, roll with **Advantage**

Courier Option

Rather than returning to the geographic location of your business to collect your passive income, you may have the money sent to you, albeit with a 20% transit fee reduced from it for the convenience of doing so.

This of course must be supported by reasonable circumstances: if the Period is a Gaming session in real-time, and your PC is deep in the Demon Caverns of Doom for several gaming sessions' worth of time, it's not going to be feasible for a courier to show up and deliver your sack of money! Use common sense, but a good rule of thumb is whether an average-jane courier can trace a reasonable line of safe places to rest between the location of your business and where your PC is.

This **Courier Option** takes time, as well: fully half the period between when the money is available and the next time wealth is available for collection is required to deliver the money to you.

OPOC Option

14

As above, but you may make each roll on the **Passive Income** tables with **Advantage** (roll twice, and select the more advantageous of the two results).

Periodic Debt

5

You owe a long-standing debt to creditors. As a result of gambling, family actions, bad circumstance, blackmail, or other story effect, is your decision and can greatly aid roleplaying.

If you choose this option: Every gaming session, you are required to pay an amount to your creditors.

Before each gaming session, roll on the ***Passive Income Wealth Generation Amount*** table to determine the amount owed. If you have at least this amount of coin, subtract it from your character sheet before beginning the session.

If you do not have the full amount owed, you may pay it next session, along with the amount (randomly rolled each time) that's due in that session.

Hired Goons

If at any point you are two or more full sessions behind in your payments, goons visit and beat you up: receive 2d8 hit points worth of damage before you begin your next session if this occurs.

The amount owed is not changed by this phenomenon—your bruises don't cover debt owed!

Resolving the Debt

At the GM's (that's YOUR, in solo games!) discretion, you may embark upon a dedicated side quest to fully resolve the debt and eliminate its impact on your character's life. Doing so requires the one-time payment of 20x an amount rolled on the ***Passive Income Wealth Generation Amount*** table, or the completion of a set of actions dedicated to resolving the situation.

If you resolve the debt in this manner, you still receive the point benefit of **Periodic Debt**, but you no longer suffer the negative mechanical effects of it.

Master Gemcutter

PF 5E P2E OSR DCC

5

Gemstones you discover are of higher quality than normal.

If you choose this option: Each time you discover one or more gemstones, their value automatically increases.

Use the table below to determine the increase in value. Roll once per "batch" of gemstones. For example, if you discover a treasure chest containing 4 pearls worth 30 gp each, and 2 gold ingots worth 100 gp each, you would make two rolls: one for the pearls, and a second for the ingots.

Table 484: Master Gemcutter Value Increase

D20	Gemstone Value Increase
01-02	+5%
03-04	+10%
05-15	+25%
16-17	+30%
18-19	+50%
20	+100%

OPOC Option

8

As above, but you may make rolls on this table with **Advantage** (roll twice, and select the more advantageous of the two results).

Gem Mistreater

2

Try as you might, you damage, drop, mishandle, mis-appraise, and otherwise mistreat gemstones you discover.

If you choose this option: Each time you discover gemstones as part of a treasure hoard, reduce the value of all gemstones received by a percentage.

Roll on the ***Master Gemcutter Value Increase*** table above, but treat the result as a negative percentage. For example, if you discover gems worth **500 gp**, and roll a "**+50%**" result, the gems are instead actually worth only **250 gp**.

If you roll a "+100%" result, the gemstones you receive turn out to be worthless.

Master Jewelsmith

PF 5E P2E OSR DCC

4

With some spit and polish, you can restore jewelry you discover in your travels to its rightful sheen and hue.

If you choose this option: As **Master Gemcutter**, but applied to Jewelry treasure results.

For treasure that might seem to qualify as both Jewelry and Gemstone (e.g., an "onyx pendant"), treat it as Jewelry.

Use the same table "Table 484: Master Gemcutter Value Increase" on page 370to determine the value increase.

OPOC Option

7

As above, but you may make rolls on the value-increase table with **Advantage** (roll twice, and select the more advantageous of the two results).

Jewelry Mistreater

2

As **Gem Mistreater**, but applying only to jewelry treasure.

Eye of the Beholder

PF 5E P2E OSR DCC

4

Artwork is far from the most convenient form of treasure. But for those with the eye and talent for such work, it's possible to restore even the most smudged painting or chipped vase to its former glory.

If you choose this option: As **Master Gemcutter**, but applied to Artwork.

Use the same table "Table 484: Master Gemcutter Value Increase" on page 370to determine the value increase.

OPOC Option

7

As above, but you may make rolls on the value-increase table with **Advantage** (roll twice, and select the more advantageous of the two results).

Artwork Mistreater

2

As **Gem Mistreater**, but applying only to jewelry treasure.

Treasure Hunter

PF 5E P2E

9

This rule applies only to Pathfinder games, or those with a native concept of scaling values of Treasure per Encounter.

Through a combination of scavenging, an eye for hidden glints buried underneath debris, and simple luck, you tend to find treasure well beyond the value of what your fellow adventurers discover.

If you choose this option: When determining treasure dynamically at the end of an encounter, you have a chance of increasing the CR level used to determine the total value discovered.

Table 485: Treasure Hunter Encounter CR Increase

D20	Encounter Treasure CR Increase
01-03	+0 (i.e., no change)
04-10	+1
11-14	+2
15-17	+1d4
18-19	+1d6
20	+2d4

OPOC Option

14

As above, but you may make rolls on the above table with **Advantage** (roll twice, and select the more advantageous of the two results).

Inept Treasure Scavenger

6

You're extraordinarily unlucky in discovering treasure, and often overlook the odd glint in the dirt that would have made your results profitable.

If you choose this option: The reverse, really, of **Treasure Hunter**: roll on the ***Treasure Hunter Encounter CR Increase*** table, but apply the result as a negative value.

For example, if normally the CR of an encounter would be treated as an 8, if you rolled a "+2" result on the table, it would instead be treated as a 6.

If this penalty would reduce the treasure CR to zero or below, there is no treasure discovered at all.

Artifact Interpreter

PF 5E P2E OSR DCC

8

This is a common House Rule, and one used extensively by IGS, particularly for parties at higher levels. Although it might make magic items feel less "special" and unique, it also accelerates the pace of play; in Pathfinder in particular, it can be difficult to believe that a party of level 18 near-gods with enormous resources are befuddled when discovering a low-value wand in a treasure heap!

Upon discovering a magical item, you tend to automatically understand everything about it.

You've gained this ability through a combination of native intelligence and magical attunement, study, experience, or in-the-field tutelage as best befits your background.

If you choose this option: Each time you discover a magical item, you have a chance to automatically know everything about it that's necessary to use it.

For each magical item you discover, roll on the table below. Roll separately for each item discovered. The roll is automatic and requires no action or concentration, but does require peace: **Artifact Interpreter** cannot be attempted during combat.

The table below lists the percent chances at each Quadded Difficulty Band. The Effect lists the effect activated automatically and for free if the chance is successful; at higher Quads, there may be an automatic lesser effect even if the chance fails.

Failure or success when using **Artifact Interpreter** has no impact on other attempts of discovery or identification you may wish to employ. For example, if you succeed at *detect magic* on an item, you may still cast *legend lore* if desired.

The terms used use **Pathfinder** spells and effects.

If successful, *detect magic* automatically functions as though you had studied the item for 3 full rounds. Spellcraft checks may be attempted as normal, and are otherwise unaffected by this rules adjustment.

Identify functions as *detect magic*, above.

Legend lore results operate immediately; you do not need to spend the normal multi-minute casting time to produce the results.

Table 486: Artifact Interpreter Chances & Effects

Quadded Difficulty Band	Chance	Effect
Low	25%	*Detect magic*
Moderate	25%	*Identify; detect magic* automatic
Advanced	50%	*Legend lore; identify* automatic
Elite	75%	*Legend lore; identify* automatic

OPOC Option

18

As **Artifact Interpreter**, but you do not have to roll on any table; you automatically understand every aspect of every magical item you pick up immediately.

Selective Scavenger

PF 5E P2E OSR DCC

5

You're skilled at finding just the kind of treasure you were seeking to begin with.

If you choose this option: You may dictate what kind of treasure to discover.

Once per gaming session, when treasure is being rolled, you may choose a category of treasure to discover rather than rolling on a table.

If your rules system uses a Luck ability score, you may instead use this rules adjustment a number of times per gaming session equal to your Luck modifier.

Declare your intent to use **Selective Scavenger** after it's determined that you will roll on a random table to determine treasure type, but before you actually roll on that table.

When you invoke **Selective Scavenger**, the mechanics differ depending on the rules system and treasure tables you are employing.

If your treasure table(s) involve an explicit Type of Treasure table, you may skip rolling on that table altogether and simply pick which specific treasure table you wish to roll on.

If your treasure table(s) involve a more monolithic list that includes a variety of different treasure types, name a desired treasure type from the list below. Reroll all results from the treasure table that are not of that treasure type.

When you invoke **Selective Scavenger**, the type of treasure you may choose from depends on the Quadded Difficulty Band you are playing at, as summarized by the following table:

Table 487: Selective Scavenger Treasure Types

Quadded Difficulty Band	Treasure Types Allowed
Low	Potion, scroll, armor, weapon
Moderate	Potion, scroll, ring, wand, armor, weapon
Advanced	Potion, scroll, ring, wand, armor, weapon, rod, staff
Elite	Potion, scroll, ring, wand, armor, weapon, rod, staff, wondrous item

OPOC Option

11

As above, but double the frequency of how often you can use this ability. In addition, count your Quadded Difficulty Band as one higher than it actually is when reading the above table to determine which types of treasure are valid picks.

Unlucky Scavenger

5

Chances are good that each time you discover treasure, there's at least one type that's missing entirely.

If you choose this option: Each time you discover treasure, at least one type of treasure will not be present at all, regardless of how the random-treasure rolls turn out.

Roll on the following table to determine which type(s) of treasure are invalid. Then roll for treasure as you normally would. Treat any results that belong to an "invalid" treasure type as being no treasure.

Table 488: Unlucky Scavenger Treasure Types

D20	Invalid Treasure Type
1-3	Coins
4-6	Gems
7	Jewelry
8	Artwork
9-11	Weapons
12-15	Armor & Shields
16-17	Potions
18	Rods, Wands, Staves
19	Wondrous Items / Artifacts
20	Roll twice on this table

Armor Finder

PF 5E P2E OSR DCC |

4

For whatever weird combination of reasons, you seem to be unnaturally able to locate armor in treasure hoards.

If you choose this option: When you discover treasure, there's a chance it includes a piece of armor or a shield, in addition to the normal treasure it would contain.

Each time you discover treasure, there is a growing chance that it contains an additional piece of armor or shield.

The base chance for this discovery is 5%.

If your rules system uses a Luck ability score, increase this chance by 5% per point of Luck modifier (so for example, if your Luck modifier was +2, your base chance would become 15%).

If your rules system does not use a Luck ability score, increase the chance by 5% per point of Wisdom modifier (so, for example, if your Wisdom modifier was +5, your base chance would become 30%).

Roll only once per treasure discovered. A single treasure chest, a single monster's hoard, or a single room's worth of miscellaneous containers each counts as a single "treasure discovered".

The chance is "growing" in that each time you discover treasure, and fail at this roll, it grows by 5%. So if your base chance was 20%, and you discover three treasure hoards, but fail your roll each of those times, your chance for the next treasure encountered will be 35%.

Once you succeed at this roll, add a randomly-determined piece of armor or shield to the treasure hoard. How to do this depends on the table(s) you are using to determine treasure within your rules system.

If your treasure table(s) involves a separate table or set of tables for each type of treasure, simply roll on those tables directly, as you would if a piece of armor or shield was part of the treasure hoard to begin with.

If your treasure table(s) involve a more monolithic list that includes a variety of different treasure types, roll on that table until you get a piece of armor or a shield.

If your treasure table(s) do not support this sort of dynamic determination, or simply as an alternative to those approaches, you may use the following very simple shorthand table. The terms used are a mixture of items across rules systems that are intended to support as much possibility as is feasible in a compact table; feel free to adjust to your rules system as desired.

Table 489: Armor Finder Treasure Table

D20	Additional Treasure
01-05	**Shield:** 10% buckler, 40% light, 40% heavy, 10% tower
06-12	**Light Armor:** 60% leather, 30% studded leather
13-17	**Chainmail** (medium armor)
18-19	**Plate mail** (heavy armor)
20	Roll again with **Advantage**

After you have added an extra piece of armor or shield to the treasure, reset the chance to discover an additional piece back to its base rate (inclusive of Luck or other ability score bonuses).

OPOC Option

7

As above, but you may make each of your chance rolls with **Advantage** (roll twice, and select the more advantageous of the two results).

Weapon Finder

PF 5E P2E OSR DCC |

4

As **Armor Finder**, but with weapons.

You may use the following table to randomize weapon results.

Table 490: Weapon Finder Treasure Table

D20	Additional Treasure
01-05	**Light Weapon:** 30% dagger, 60% short sword, 10% light hammer

D20	Additional Treasure
06-12	**One-Handed Melee Weapon:** 30% longsword, 30% warhammer, 20% battleaxe, 20% spear
13-17	**Ranged Weapon:** 30% light crossbow, 10% heavy crossbow, 30% shortbow, 10% longbow, 10% bolts 20x, 10% arrows 30x
18-19	**Two-Handed Weapon:** 25% greatsword, 25% greatclub, 25% halberd, 25% greataxe
20	Roll again with **Advantage**

OPOC Option

7

As above, but you may make each of your chance rolls with **Advantage** (roll twice, and select the more advantageous of the two results).

Potion Finder

PF 5E P2E OSR DCC

5

As **Armor Finder**, but with magical potions.

OPOC Option

9

As above, but you may make each of your chance rolls with **Advantage** (roll twice, and select the more advantageous of the two results).

Ring Finder

PF 5E P2E OSR DCC

5

As **Armor Finder**, but with magical rings.

OPOC Option

9

As above, but you may make each of your chance rolls with **Advantage** (roll twice, and select the more advantageous of the two results).

Rod Finder

PF 5E P2E OSR DCC

6

As **Armor Finder**, but with magical rods.

OPOC Option

11

As above, but you may make each of your chance rolls with **Advantage** (roll twice, and select the more advantageous of the two results).

Scroll Finder

PF 5E P2E OSR DCC

3

As **Armor Finder**, but with magical scrolls.

OPOC Option

5

As above, but you may make each of your chance rolls with **Advantage** (roll twice, and select the more advantageous of the two results).

Staff Finder

PF 5E P2E OSR DCC

6

As **Armor Finder**, but with magical potions.

OPOC Option

11

As above, but you may make each of your chance rolls with **Advantage** (roll twice, and select the more advantageous of the two results).

Wand Finder

PF 5E P2E OSR DCC

6

As **Armor Finder**, but with magical wands.

OPOC Option

11

As above, but you may make each of your chance rolls with **Advantage** (roll twice, and select the more advantageous of the two results).

Wondrous Item Finder

PF 5E P2E OSR DCC

8

As **Armor Finder**, but with Wondrous Items or Artifacts.

OPOC Option

15

As above, but you may make each of your chance rolls with **Advantage** (roll twice, and select the more advantageous of the two results).

Trove Hunter

PF 5E P2E OSR DCC

20

Your treasure-hunting instincts allow you to discover all kinds of treasure well beyond the capabilities or fortunes of your adventuring colleagues.

If you choose this option: Your rolls on treasure tables are made with **Advantage** (roll twice, and select the more advantageous of the two results).

You may use this ability a number of times per gaming session equal to your Wisdom or Luck modifier. Each time you use this ability, it can apply to a single roll on a single treasure table.

Declare your intent to use **Trove Hunter** after it has been determined that you should use a certain treasure table, but before rolling on that table.

OPOC Option

35

As above, but there is no limit to the number of times you may use this ability: every single roll on every treasure table is made with **Advantage**.

Trove Mangler

8

You have precisely the wrong instincts required to locate any kind of treasure.

If you choose this option: As Trove Hunter, but you make all treasure rolls with **Disadvantage** (roll twice, and select the less advantageous of the two results).

This can be difficult for the solo player to adjudicate, particularly when there is no clear “loser” or preferred choice for outcomes rolled. In such scenarios, when you honestly cannot determine a preference, simply randomize which you actually end up with: roll any die, and select a result based on odd/even numbers that appear.

Magic Item Rules Adjustments

Overview

Of all the rules adjustments contained in this book, this section on Magic Items is perhaps the most tied to the theme, nature, and general intent of your campaign setting.

"**Low fantasy**" or gritty settings might feature very little in the way of magical items. There are many DMs in traditional settings who simply don't permit or feature the sale of magical items of any caliber at markets or shops.

OSR **OSR** and DCC **DCC** adventure contexts tend to feature this perspective automatically simply by the nature of magical items and their use in games with those rules systems.

High fantasy settings feature magical items as a highly integrated part of everyday life. Particularly in large cities or those where one's level may ambiently be high, magic items are commonplace, and low-value magical items are thoughtless trinkets.

PF P2E **Pathfinder** campaign settings tend to feature this approach, simply because of how that rules system scales and practically mandates the heavy use of many magical items at higher levels of difficulty.

And, of course, every variation in between those extremes.

5E **Fifth edition** games tend to be a lightweight mixture of the two ends of the spectrum: magical items exist, and at high levels can be common, but are not strictly speaking required to advance, and it's still typically rare to find them in shops.

Depending on your campaign setting or adventure's approach to magical item rarity, and the rules system you're using, you may want to consider the impact on or relevance of this section's rules adjustments accordingly.

Random Magic Item Rules Adjustments

Either as a **Reward** or **Penalty**, or through other mechanisms, you may be called upon or prefer to randomly select a Rules Adjustment in this category.

Use the tables below to drive this sort of selection.

For rules adjustments that include an OPOC version, no separate entry is offered in the randomization tables. If you are playing using an OPOC approach, use that version; otherwise, use the ordinary version of the rules adjustment.

Magic Item Rules Adjustment Type

Use the table below to randomly determine a rules adjustment type (boon or penalty) in this category.

Table 491: Random Magic Item Rules Adjustment Type

d20	Magic Item Rules Adjustment Type
1-9	Penalty
10-18	Boon
19-20	Reroll with Advantage

Penalty Magic Item Combat Rules Adjustments

Use the table below to randomly determine a detrimental rules adjustment in this category.

Table 492: Random Magic Item Rules Adjustment Penalties

d20	Magic Item Rules Adjustment Penalty
1-2	Weak Potions
3-4	Magical Item Alienist
5-7	Weak Artifact Wielder
8-10	Scroll Dyslexia
11-13	Weakened Attunement
14-16	Over-Studied Attunement
17-19	Vulnerable Gear
20	Reroll with Advantage

Table 493: Random Magic Item Rules Adjustment Boons

d20	Magic Item Rules Adjustment Boon
1	Ample Magic Markets
2	Artifact Hunter
3-4	Multi-Use Imbiber
5	Potent Potables
6-7	Magical Item Affinity
8-9	Powerful Artifact Wielder
10-11	Scroll Memory
12	Passive Scroll Memorization

d20	Magic Item Rules Adjustment Boon
13	Versatile Vestments
14	Compound Vestments
15	Additional Attunement
16	Auto-Attunement
17	Invulnerable Gear
18	Bountiful Magic Markets
19	Ioun Attunement
20	Reroll with Advantage

Magic Rules Adjustments

Below please find all of the rules adjustments in this category.

Ample Magic Markets

PF 5E P2E OSR DCC

7

Many gaming groups use this house rule, particularly those playing in a high fantasy / highly-available magic campaign setting.

If you choose this option: You may assume every town has a vendor who can provide magical items at market rates, based on the Quad of difficulty your PC(s) are playing at.

Based on the difficulty quad of your PCs, common vendors should be able to provide magical items and even artifacts up to a certain value.

Table 496: Ample Magic Markets Maximum Magic by Weapon Bonus

D20	Pathfinder	5E	PF 2E	OSR	DCC
01-03	Mundane Mundane Masterwork Masterwork	Mundane Mundane Mundane Mundane	Mundane Mundane Mundane Potency +1	Mundane Mundane Mundane Mundane	Mundane Mundane Mundane Mundane
04-07	Mundane Mundane Masterwork +1 bonus	Mundane Mundane Mundane +1 bonus	Mundane Mundane Potency +1 Striking	Mundane Mundane Mundane +1 bonus	Mundane Mundane Mundane +1 bonus
08-11	Mundane Masterwork +1 bonus +2 bonus	Mundane Mundane +1 bonus +1 bonus	Mundane Potency +1 ++Striking ++Potency +2	Mundane Mundane +1 bonus +1 bonus	Mundane Mundane +1 bonus +1 bonus
12-14	Mundane Masterwork +2 bonus +3 bonus	Mundane Mundane +1 bonus +2 bonus	Mundane Potency +1 ++Striking ++Potency +3	Mundane Mundane +1 bonus +2 bonus	Mundane Mundane +1 bonus +2 bonus
15-17	Mundane +1 bonus +2 bonus +3 bonus	Mundane +1 bonus +2 bonus +2 bonus	Mundane Potency +1 ++Potency +3 ++Striking (Greater)	Mundane +1 bonus +2 bonus +2 bonus	Mundane +1 bonus +2 bonus +2 bonus
18-19	Masterwork +1 bonus +2 bonus +3 bonus	Mundane +1 bonus +2 bonus +3 bonus	Potency +1 ++Striking ++Potency +2 ++Striking (Greater)	Mundane +1 bonus +2 bonus +3 bonus	Mundane +1 bonus +2 bonus +3 bonus
20	+1 bonus +2 bonus +3 bonus +4 bonus	+1 bonus +2 bonus +3 bonus +3 bonus	Potency +1, Striking ++Striking (Greater) ++Potency +3 ++Striking (Major)	+1 bonus +2 bonus +3 bonus +3 bonus	+1 bonus +2 bonus +3 bonus +3 bonus

Maximum Value of Magic Items

For each town you encounter, or alternately every time you encounter a merchant of any kind in any context, you may roll on "Table 496: Ample Magic Markets Maximum Magic by Weapon Bonus" on page 377 to determine the maximum value of the magic items available relative to standard enhancement bonuses on a weapon.

Alternately, you can use "Table 497: Ample Magic Markets Maximum Magic by Maximum Value" on page 378 to determine the maximum value in gold piece currency that typical vendors in the town might be able to provide.

Magic Item Price Variability

Optionally, you can include an additional level of variability to the pricing of magical items in towns and merchants you encounter, using the following table to determine the variance from full retail price of offered goods.

Table 494: Ample Magic Market Sales Pricing

D20	Pricing
01-02	30% more expensive
03-04	20% more expensive
05-06	10% more expensive
07-14	Normal (as listed in rulebook)
15-18	10% discount
19-20	20% discount

You can also roll separately to determine variable purchasing of used items, as follows:

Table 495: Ample Magic Market Buying Pricing

D20	Pricing
01-02	25% retail value

Table 497: Ample Magic Markets Maximum Magic by Maximum Value

D20	Pathfinder	5E	PF 2E
01-03	50 200 500 1,000	50 100 200 400	50 200 500 1,000
04-07	200 500 1,000 2,000	100 200 400 500	200 500 1,000 2,000
08-11	500 1,000 2,000 4,000	200 300 500 750	500 1,000 2,000 4,000
12-14	1,000 2,000 4,000 8,000	300 400 750 1,000	1,000 2,000 4,000 8,000
15-17	2,000 4,000 8,000 16,000	500 750 1,000 2,000	2,000 4,000 8,000 16,000
18-19	4,000 8,000 16,000 32,000	750 1,000 2,000 3,000	4,000 8,000 16,000 32,000
20	8,000 16,000 32,000 64,000	1,000 2,000 3,000 5,000	8,000 16,000 32,000 64,000

D20	Pricing
03-04	35% retail value
05-15	Normal (50% full retail value)
16-17	60% retail value
18-19	75% retail value
20	Full retail value

OPOC Option

12

As above, but you may make rolls on each **Ample Magic Market** table with **Advantage** (roll twice, and select the more advantageous of the two results).

Artifact Hunter

PF 5E P2E OSR DCC

8

Your magical discoveries are more interesting and versatile than those of your peers.

If you choose this option: Whenever you roll on a treasure table for magical items, weapons, or armor, you may do so with **Advantage** (roll twice, and select your choice of the two results). Since you are GMing yourself, the element of surprise is lost anyway aside from the dynamics of the dice roll.

OPOC Option

12

As above, but in addition, once per gaming session, you may choose to discover both of the two results rolled rather than simply selecting one of them.

Multi-Use Imbiber

PF 5E P2E OSR DCC

6

You have a knack for determining just the right amount of potion required to drink to produce the desired effect. Sometimes, this allows you to reap additional uses of an over-poured potion.

If you choose this option: Whenever you drink a potion, there is a **25%** chance that you are able to finagle an additional dose out of the container. Make this check after you declare your intent to use the potion. If you succeed, then you receive the benefits of the potion imbibed, but it is does not yet count as consumed.

This effect can stack on the same potion: for example, if you're lucky enough to succeed on the roll, and then drink the potion again, you might succeed on that roll as well, receiving a theoretically-unlimited amount of benefit from the single magical item so long as your luck holds.

OPOC Option

9

As above, but you have a **50%** chance of receiving an additional dose.

Potent Potables

PF 5E P2E OSR DCC

7

Your very nature and constitution allow you to reap additional benefits from even the most basic of magical potions.

If you choose this option: Whenever you drink a potion and receive numerical benefits associated with its effect, you may roll those beneficial numbers with **Advantage** (roll twice, and select your choice of the two results).

OPOC Option

13

As above, but you also receive an additional die of benefit for any dice rolled. Additional modifiers are unaffected by this ability.

For example, if a healing potion would normally grant you **1d8+6** hit points, it would instead grant you **2d8+6** hit points... which you would roll with Advantage.

Weak Potions

5

Your body does not react well to magical potions.

If you choose this option: As Potent Potables, but you instead roll numerical potion benefits with **Disadvantage** (roll twice, and select the less beneficial of the two results).

Magical Item Affinity

PF 5E P2E OSR DCC

5

Many gaming groups use this house rule, particularly those playing in a high fantasy / highly-available magic campaign setting, or those who simply don't want to make magic-item use a class-dependent feature.

You have a natural knack for making use of even the weirdest and most arcane magical devices.

If you choose this option: You never need to make a Use Magic Device skill check, or any other associated check, to use a magical item such as a potion, scroll, rod, staff, wand, or artifact. Any magical items whose use is normally restricted by class or class features is available to you to use freely.

This rules adjustment does not alter any other Feat or class feature prerequisites that would be enhanced by the magical

item if they were present.

As a result of this adjustment, note that some magical items may technically be "usable", but may not produce a useful function. For example, if a magic dagger grants +1d6 to any Sneak Attack damage, it could be wielded by a Wizard who normally cannot inflict any Sneak Attack damage, but would not magically grant that character the ability.

Magical Item Alienist

PF

4

You aren't typically able to make use of magical items, even though you may be trained in doing so.

If you choose this option: Each time you would be called upon to make a **Use Magic Device** skill check, you make that check with **Disadvantage** (roll twice, and select the less beneficial of the two results).

Powerful Artifact Wielder

PF 5E P2E OSR DCC

4

Mystical energy flows through you innately, and adds to that of magical devices you manipulate.

If you choose this option: Any time you use a magical item that involves a Caster Level in association with the effects it produces, you may count that Caster Level as being **1d3** levels higher than it would normally be.

Compute the "normal" Caster Level for your character using the magical item, and then add the **1d3** after that.

OPOC Option

11

As above, but the benefit is 1d6 points instead.

Weak Artifact Wielder

3

Just as in present-day society, some people are simply not good working with technology, so too are you not talented at using magical devices.

If you choose this option: As **Powerful Artifact Wielder**, but instead ***subtract*** **1d3** points from the effective Caster Level of the magical items you use.

Scroll Memory

PF 5E P2E OSR DCC

4

Some gaming groups use this house rule; many of those who do end up making the discovery of magical scrolls a much more potent find as a result.

You have a knack for reading magical runes without disturbing their ephemeral nature.

If you choose this option: Each time you use a magical scroll to cast a spell, there is a **25%** chance that the runes inscribed upon it are retained after producing the effect.

Make this check after declaring your intent to use the scroll. The effect produced by the scroll is not affected by this check or this rules adjustment.

If you succeed in the check, then the scroll does not count as used or depleted, and may be used again.

The effect of this rules adjustment may stack upon the same magical scroll: if you succeed in your initial check, and then upon re-using the scroll, succeed on that check, you may then make a third use of it afterward, and so on, theoretically producing infinite value out of a single magical scroll, so long as your luck holds up.

OPOC Option

11

As above, but the chance to not deplete the scroll is instead **50%** each time.

Scroll Dyslexia

3

Though your other magical talents may be normal, you have difficulty reading a magical scroll, particularly in the heat of combat.

If you choose this option: Each time you cast a spell from a magical scroll, there is a **25%** chance that you flub the practice. Make this check after declaring your intent to use the scroll.

If you fail the check, no effect is produced, and the scroll is wasted and depleted.

Passive Scroll Memorization

PF 5E P2E OSR DCC

5

You can read the magical writing inscribed on a magical scroll enough to learn that spell, without affecting its ability to be used to cast that spell.

If you choose this option: Each Long Rest, you may learn a spell from one magical scroll without depleting or counting that scroll as having been used.

OPOC Option

7

As above, but there is no limit to the number of scrolls you may do this with each Long Rest.

Versatile Vestments

PF 5E P2E OSR DCC

9

The nature of your physiology is such that you can make use of more magical items in a particular place on your anatomy than normal.

If you choose this option: Pick a magic item "body slot", such as Neck, or Feet. You may wear one additional magic item in that slot than you would normally be restricted to.

From a storytelling perspective, it's easy to imagine two necklaces being worn about the neck and shoulders. For the Feet, imagine that you are wearing one boot from each of two pairs of magical footwear.

Compound Vestments

PF 5E P2E OSR DCC |

9

Your body has a way of harmonizing multiple magical items to produce a desirous compound effect .

If you choose this option: Pick a magic item body slot that allows more than one item (e.g., fingers/rings, or any single-item body slot that has been modified by **Versatile Vestments**). You may stack multiple instances of a single item, and/or type of bonus, and the effects of those items stack even though they typically would not.

For example, typically, you could only wear one *Cloak of Protection*, and in most rules systems, Armor Class bonuses from multiple "protection" style magical items would not stack. If you used both **Versatile Vestments** and **Compound Vestments**, you could wear two *Cloaks of Protection*, and their Armor Class bonuses would stack.

Additional Attunement

5E |

8

Your body's fundamental magical harmonics support the interaction with more magical artifacts than your peers.

If you choose this option: You may attune to one additional magical item than you otherwise would be restricted to.

Under most circumstances, this means you may become attuned to up to four, not merely three, magical items.

OPOC Option

18

As above, but expands to ***two*** additional magical items.

So, on an otherwise ordinary 5E character, that means a total of five magical items.

Weakened Attunement

14

Your body's arcane harmonics disrupt and interfere with magical artifacts worn on your person.

If you choose this option: You may only be attuned to a maximum total of ***two*** magical items at a time.

Auto-Attunement

5E |

3

Your body naturally accepts the addition of magical items much more easily than your peers.

If you choose this option: Once per gaming session, you may skip the Short Rest normally required to attune yourself to a magical item.

OPOC Option

9

As above, but all magical item attunement is automatic and immediate for you.

Over-Studed Attunement

6

Your body requires additional time and focus to adapt to the intrusion of magical items on its person.

If you choose this option: You require a Long Rest in order to attune to a magical item.

Invulnerable Gear

PF 5E P2E OSR DCC |

3

Between the normally weak and ineffective rules governing sundering magic items, and the lengthy process that would ordinarily be required to test for each and every magical and mundane possession carried by a PC, many gaming groups assume this house rule.

You're very careful to strap down and protect your gear, so that its destruction is much more unlikely.

If you choose this option: Items you wear and carry receive **Advantage** (roll twice, and select your choice of the two results) on any saving throws they are required to make to avoid destruction, denaturing, or other negative effect.

Enemy attacks, sunder maneuvers, or other targeted negative effects against items you wear or carry suffer **Disadvantage** (roll twice, and select the less beneficial of the two results).

OPOC Option

9

Everything you own is simply invulnerable to negative effects or destruction: Any items you carry, wear, or wield cannot be sundered, destroyed, denatured, or otherwise directly affected in a negative manner that would remove their capability entirely.

Effects that simply reduce the effectiveness of an item without destroying it are unaffected by this rules adjustment, and can still apply to your gear.

Vulnerable Gear

2

You're careless with the stowage and disposition of your wargear, lending it to readier damage and loss.

If you choose this option: Items you wear and carry suffer **Disadvantage** (roll twice, and select the less beneficial of the two results) on any saving throws they are required to make to avoid destruction, denaturing, or other negative effect.

Enemy attacks, sunder maneuvers, or other targeted negative effects against items you wear or carry receive **Advantage** (roll twice, and select your choice of the two results) .

Bountiful Magic Markets

PF 5E P2E |

5

Usable only in rules systems such as Pathfinder that place guidelines around how many magical items might be available for sale in a given context.

You have a knack for picking cities that produce far more magical artifacts than you'd suspect.

If you choose this option: Any time you come to a village, city, or other establishment where rules would govern the maximum quantity of magical items that are available or for sale, **double** that amount.

OPOC Option

9

As above, but **triple** the quantities instead.

Ioun Attunement

PF 5E P2E OSR DCC |

11

You have an exceptional ability to take a magical item that would normally be worn to produce a beneficial effect, and modify it so that it instead floats around your body to produce the same effect.

If you choose this option: You may spend a Short Rest attuning one magical item that would normally fit into a magic item slot on your body. That item then floats about you to full normal effect, but does not occupy a slot.

You may "swap out" the **Ioun Attuned** item during any Short Rest, but at any one moment, you may only have at most one magical item **Ioun Attuned**.

For rules systems that limit the maximum number of magical items to which you may be attuned at once, the **Ioun Attuned** magical item does ***not*** count against this total.

OPOC Option

18

As above, but the time required to **Ioun Attune** a magical item is reduced to merely a full-round action.

Companion Rules Adjustments

Overview

For the purposes of the rules adjustments in this section, "***Companion***" is a catch-all term that includes followers, mounts, beasts of burden, transport creatures, mercenary hirelings, plot-related NPCs, squires, acolytes, trainees, apprentices, familiars, Summoner-class eidolons, summoned creatures, creatures manifested via spell effect or ability, and so on.

Generally speaking, each and every creature that joins your adventuring party as an ally or escorted creature, for whatever combination of reasons, qualifies as a **Companion** for the purposes of these rules.

Random Companion Rules Adjustments

Either as a **Reward** or **Penalty**, or through other mechanisms, you may be called upon or prefer to randomly select a Rules Adjustment in this category.

Use the tables below to drive this sort of selection.

For rules adjustments that include an OPOC version, no separate entry is offered in the randomization tables. If you are playing using an OPOC approach, use that version; otherwise, use the ordinary version of the rules adjustment.

All Companion Rules Adjustments

Use the table below to randomly determine a rules adjustment in this category, inclusive of boons and penalties.

Table 498: Random Companion Rules Adjustments

d20	Companion Rules Adjustment
1	Weak Companions
2-3	Uncertain Companions
4-5	Shortened Summons
6-7	Weak Summons
8	Animal-Intelligence Summons
9-10	Hardy Companions
11-12	Devoted Companions
13-14	Extended Summons
15	Formidable Familiar Bonus
16-17	Autobound Summons
18-19	Smart Summons
20	Reroll with Advantage

Boon Companion Rules Adjustments

Use the table below to randomly determine a beneficial rules adjustment in this category.

Table 499: Random Companion Rules Adjustment Boons

d20	Companion Rules Adjustment Boon
1-3	Hardy Companions
4-7	Devoted Companions
8-10	Extended Summons
11-13	Formidable Familiar Bonus
14-16	Autobound Summons
17-19	Smart Summons
20	Reroll with Advantage

Penalty Companion Rules Adjustments

Use the table below to randomly determine a detrimental rules adjustment in this category.

Table 500: Random Companion Rules Adjustment Penalty

d20	Companion Rules Adjustment Penalty
1-3	Weak Companions
4-7	Uncertain Companions
8-11	Shortened Summons
12-15	Weak Summons
16-19	Animal-Intelligence Summons
20	Reroll with Advantage

Companion Rules

Adjustments

Below please find all of the rules adjustments in this category.

Hardy Companions

PF 5E P2E OSR DCC |

5

Your followers and familiars are sturdier than most.

If you choose this option: All your Companions roll their hit points per hit die with **Advantage** (roll twice, and select your choice of the two results) when determining their maximum hit points.

If and when they gain hit dice (e.g., class levels or hit dice alongside your own advancement), this rule applies to those gained hit dice as well.

OPOC Option

13

All your Companions automatically receive maximum hit points per hit die when initially determining their maximum hit points.

If and when they gain hit dice (e.g., class levels or hit dice alongside your own advancement), this rule applies to those gained hit dice as well.

Weak Companions

4

You tend to attract more feeble followers than you'd normally expect.

If you choose this option: All your Companions roll their hit points per hit die with **Disadvantage** (roll twice, and select the less beneficial of the two results) when determining their maximum hit points.

If and when they gain hit dice (e.g., class levels or hit dice alongside your own advancement), this rule applies to those gained hit dice as well.

Devoted Companions

PF 5E P2E OSR DCC |

4

Your followers would let you lead them into the darkest chambers, if it meant staying by your side.

If you choose this option: All your Companions receive **Advantage** (roll twice, and select your choice of the two results) on their saving throws against any and all effects that would cause them to leave your side or change their allegiance to you.

Attacks or other rolls by enemies against you or your companions along these lines suffer **Disadvantage** (roll twice, and select the less beneficial of the two results).

OPOC Option

11

As above, but any such saving throws a Companion of yours is forced to make automatically succeed, and any attacks or attempts by enemies automatically fail.

This rules adjustment does not alter any effects that are automatic, or which do not allow saving throws of any kind.

Uncertain Companions

3

The loyalty of your followers is somewhat questionable at times.

If you choose this option: All your Companions suffer **Disadvantage** (roll twice, and select the less beneficial of the two results) on their saving throws against any and all effects that would cause them to leave your side or change their allegiance to you.

Attacks or other rolls by enemies against you or your companions along these lines receive **Advantage** (roll twice, and select your choice of the two results).

Extended Summons

PF 5E P2E OSR DCC |

4

Creatures you summon with your magic tend to linger around this plane of existence for longer than normal.

If you choose this option: Creatures you summon, via spell, spell effect, magic item, or any other means, remain for longer than usual.

Roll on the ***Extended Summons*** table below to determine the extension of the effect.

Roll separately for each summoning effect, but if a single effect produces more than one creature, do not roll separately for each of those creatures.

This rules adjustment does not alter your ability to dismiss summoned creatures as you normally would, and other effects that might trigger the departure of summoned creatures are not affected.

For example, let's say a spell allows you to summon a genie who will remain for 100 minutes, or until it grants you 3 wishes. If the genie grants you all 3 wishes within 5 minutes, it vanishes. Similarly, the number of wishes is unaffected by this rules adjustment because it's not a duration.

Table 501: Extended Summons

D20	Additional Duration
01-02	No extension
03-08	+25%

D20	Additional Duration
09-14	+50%
15-19	+100%
20	+200%

OPOC Option

7

As above, but you may make your rolls on the ***Extended Summons*** table with **Advantage** (roll twice, and select your choice of the two results).

Shortened Summons

2

Shortened Summons may only apply to characters who are capable of summoning creatures as a result of their race, background, Feats, or class/archetype features. It cannot, for example, apply to those who would only be able to summon creatures by using magical items or scrolls.

Your summoned creatures vanish earlier than normal.

If you choose this option: As Extended Summons, but treat the duration modifier on the ***Extended Summons*** table as a negative, not a positive.

For example, if you cast a spell that normally would summon a pack of Dire Wolves for 10 rounds, and you roll a "+50%" result on the table above, the wolves would instead vanish after only 5 rounds.

Treat results of "+100%" or "+200%" as having the summoned creatures vanish after 1 round only.

Formidable Familiar Bonus

PF 5E P2E OSR DCC |

3

Perhaps obviously, **Formidable Familiar** can only apply to characters who have a familiar as a result of a class feature or other character-build-related attribute. **Formidable Familiar *can***, however, apply to characters who do not yet have a familiar, but who do receive one at some point in their level progression. For example, if a PC is of a class which typically receives a familiar at Level 3, but they are currently at Level 1, they can still have **Formidable Familiar**.

Your link with your familiar grants you additional benefits.

If you choose this option: Any time you receive a bonus or beneficial numerical effect from your familiar, that number is ***doubled***.

OPOC Option

7

As above, but the benefit is instead ***tripled***.

Autobound Summons

PF 5E P2E OSR DCC |

3

Many gaming groups use this as a default house rule.

Your mastery over summoned creatures is very strong.

If you choose this option: You receive **Advantage** (roll twice, and select your choice of the two results) on any checks to control, bind, or otherwise suggest direction for creatures you summon.

Such creatures suffer **Disadvantage** (roll twice, and select the less beneficial of the two results) on their own attempts to resist control or direction.

OPOC Option

6

Any time you would be called upon to make a check or save to control or influence a creature you have summoned, you automatically pass.

Similarly, any time a creature you summon could make a check or save to resist your control, it automatically fails.

Weak Summons

2

Weak Summons may only apply to characters who are capable of summoning creatures as a result of their race, background, Feats, or class/archetype features. It cannot, for example, apply to those who would only be able to summon creatures by using magical items or scrolls.

You exert weakened dominance over creatures you summon.

If you choose this option: The flipside of **Autobound Summons**: You suffer **Disadvantage** (roll twice, and select the less beneficial of the two results) on any checks to control, bind, or otherwise suggest direction for creatures you summon.

Such creatures receive **Advantage** (roll twice, and select your choice of the two results) on their own attempts to resist control or direction.

Smart Summons

PF 5E P2E OSR DCC |

2

Creatures you summon are smarter than most.

If you choose this option: Creatures you summon automatically receive a minimum Intelligence of 3, and can understand Common.

Creatures you summon which would normally capable of speaking can automatically speak Common as well.

Telepathic creatures you summon can communicate directly

with you via that means.

OPOC Option

5

As above, but your summoned creatures receive Intelligence 10, and can speak all languages that you can speak.

Animal-Intelligence Summons

2

Animal-Intelligence Summons may only apply to characters who are capable of summoning creatures as a result of their race, background, Feats, or class/archetype features. It cannot, for example, apply to those who would only be able to summon creatures by using magical items or scrolls.

Creatures you summon have, at most, the mental capabilities of a common animal.

If you choose this option: Creatures you summon that would normally have an Intelligence greater than 3, instead have an Intelligence of 3.

This affects and restricts all aspects and abilities of that creatures as it normally would. Summoned creatures normally capable of Intelligence-based spellcasting, for example, will be unable to do so.

Element Manipulation Rules Adjustments

Overview

"***Element Manipulation***" is a fancy way of saying "*mucking about with the game in the midst of playing the game*".

The Rules Adjustments in this section involve directly manipulating major gameplay elements, at "run time": that is, in the midst of actually facing them once they've been introduced.

Think about it in terms of facing enormous obstacles, or being pressed for time: you just want to wave your hand, sometimes, and just make that monster, that trap, that wall, disappear entirely.

You can do those things, with these adjustments.

This section is very meta indeed, and works best if you envision the entirety of the game as just that: a game. A set of rules you can play with as much as you wish.

After all, particularly if it's just you playing against, well, you and a bunch of dice gods, then you can do whatever you want, whenever you want, to spice up the game or make it easier to survive.

How to Use

Element Manipulation rules adjustments (***EMRAs***) are not decided upon in advance. You decide to invoke and add them in the heat of a moment of gameplay, often just as you're called upon to roll dice or make a specific decision.

If you decide to use them, then you may do so at any time, when faced with a gameplay element to which the rules adjustment you wish to use applies.

Extant Content

Element manipulation rules adjustments must apply to gameplay content that already exists, and has been introduced to the PC(s).

To be clear: unless otherwise specified, these adjustments must apply to existing content, that's there in the game, that the PC(s) are aware of and are currently facing.

If a rules adjustment in this section applies to a gameplay element that does not exist, has not yet been introduced, or is out of range of effect for the PC(s), then it cannot be selected or invoked.

You cannot, for example, decide to invoke **Ignore Strike** if you're not facing any enemies in combat.

When to Use

Mechanically, invoking an element manipulation rules adjustment is an immediate effect that interrupts all other gameplay mechanics, and can be introduced on anyone's turn and at any point in the pace of a turn or round.

Make your decision to invoke an EMRA immediately before you would otherwise have to resolve the interactions it affects. If this is unclear or confusing, typically, the specific EMRA will include language that clarifies the timing.

When NOT to Use

Almost uniquely among the tools in this book, using EMRAs is ***not*** recommended in the context of traditional gameplay scenarios.

It can feel too much like a video game that you're all designing at runtime, and breaks the fourth wall and immersion, to start mucking about with major parts of the game as they're happening. That's all well and fine if it's just you, mucking about with your own experience, but in a group of other humans, it can feel really wacky really quickly.

Static Handicapping

Static handicapping is the default approach to determining which Rules Adjustments apply in your gaming sessions.

In between each gaming session, or as a milestone reward or achievement, you may change which Rules Adjustments apply, but as a general rule, the penalties and boons which apply remain pretty much constant throughout a given gaming session.

Dynamic Handicapping

"***Dynamic handicapping***" is an elaborate phrase that means "*determining the extent of a handicap in the midst of playing the game, and not beforehand*".

In contrast to Static Handicapping, **Dynamic Handicapping** recognizes that there are scenarios where Rules Adjustments may be introduced in the midst of a gaming session.

Rules adjustments introduced during a gaming session affect the applicable **handicap** and the **Net Balance Point** modifier that appiles.

Generally speaking, the handicap that applies at the conclusion of a gaming session is the one that is used to determine achievements and levelling following that session.

So if you begin with a neutral (BPH=0) or low (BPH is a low positive number) handicap, and then start applying favorable Boons such as those found in this section, you might end up with a much larger handicap and BPH than you began with.

EMRA Stacking

Most rules adjustments do not stack, and cannot be selected multiple times. The ones that do stack typically involve applying in different ways each time they are selected.

Element manipulation rules adjustments, on the other hand, each apply to a given situation or instance of a gameplay

element. They may be used repeatedly.

For example, if you are fighting a foe with a venomous attack, you might end up repeatedly using the **Ignore Poison** EMRA to survive the battle.

Retconning a Bigger Expenditure

If during an encounter, you end up spending more in EMRAs than it would have cost to simply ignore the entire encounter altogether, you may choose to "retcon" that decision and simply spend the Balance Point handicap in that manner instead.

Continuing the venomous opponent example, if you spend **Ignore Poison** enough times, it will cost you more than it would have to have simply chosen **Resolve Encounter** in the first place. When you reach that point, you can simply trigger a Resolve Encounter to end the combat, and spend no further Balance Points toward your handicap since you've already spent enough for Resolve Encounter.

EMRA Terminology

The following terms are used throughout this section.

Ignore

You may ignore the gameplay element referred to, or its impact. Treat it as though it simply didn't occur.

Ignore doesn't change the source of the gameplay element at all. It also doesn't prevent or affect future instances of the same effect that you just ignored.

For example, **Ignore Poison** means that you ignore the effects of one poison effect that you would otherwise have suffered in the game. If you suffered a poison effect from a giant spider's bite, for instance, the spider itself is still there, ready to bite again; applying the **Ignore Poison** EMRA means you simply get to act as though the bite you just suffered didn't poison you.

Suffer

Suffer is the flipside of ignore: having faced an effect and triumphed, you force yourself to suffer that effect anyway.

If you make your Fortitude or Constitution or Death save against the spider's poison, continuing the prior example, you may choose to trigger **Suffer Poison**, and suffer the effects of the beast's venom even though you beat it initially.

Choosing to **Suffer** automatically fails any and all saving throws you would normally been entitled to. You may only trigger a Suffer EMRA if you have been subjected to a harmful game element, and succeeded in defeating that element already.

In the above example, if you failed your save against the beast's poison, you cannot then choose to **Suffer Poison**, since you're already going to suffer the poison effect already.

Dismiss

Dismiss is a much more potent form of Ignore. While Ignore lets you negate the impact of a gameplay element on a one-off basis, ***Dismissing*** a gameplay element "deletes" it entirely.

Introduce / Duplicate

Just as Dismissing a gameplay element completely removes it from the game, ***Introducing*** or ***Duplicating*** a gameplay element creates a brand new one.

Duplicate Enemy is the most common example.

Introduce/Duplicate rules adjustments function on existing gameplay content; they cannot be used to create an entire encounter from scratch.

Some of this category of EMRA are prefaced with "re-"; these allow you to invoke the rules adjustment after facing and defeating the relevant obstacle.

Retrap, for example, will re-activate the trapping mechanism on a trap you have already disabled.

Random EMRA Rules Adjustments

Either as a **Reward** or **Penalty**, or through other mechanisms, you may be called upon or prefer to randomly select a Rules Adjustment in this category.

Use the tables below to drive this sort of selection.

For rules adjustments that include an OPOC version, no separate entry is offered in the randomization tables. If you are playing using an OPOC approach, use that version; otherwise, use the ordinary version of the rules adjustment.

EMRA Rules Adjustment Type

Use the table below to randomly determine a rules adjustment type (boon or penalty) in this category.

Table 502: Random EMRA Rules Adjustment Type

d20	EMRA Rules Adjustment Type
1-9	Penalty
10-18	Boon
19-20	Reroll with Advantage

Penalty EMRA Combat Rules Adjustments

Use the table below to randomly determine a detrimental rules adjustment in this category.

Table 503: Random EMRA Rules Adjustment Penalties

d20	EMRA Rules Adjustment Penalty
1-2	Relock
3-4	Retrap
5	Retrapped Lock
6-7	Recurring Barrier
8-9	Recurring Environmental Obstacle
10-11	Suffer Poison
12-13	Suffer Curse
14	Suffer Disease
15	Suffer Spell
16	Suffer Strike
17	Suffer Special Ability
18	Duplicate Enemy
19	Use Lower Quad
20	Reroll with Advantage

Table 504: Random EMRA Rules Adjustment Boons

d20	EMRA Rules Adjustment Boon
1	Ignore Lock
2	Disarm Trap
3	Defeat Trapped Lock
4-5	Ignore Physical Barrier
6-7	Ignore Environmental Obstacle
8	Ignore Poison
9	Ignore Curse
10	Ignore Disease
11	Ignore Spell
12	Ignore Strike
13	Ignore Special Ability
14	Dismiss Enemy
15	Delete Wall
16	Solve Puzzle
17	Resolve Encounter
18	Immediate Mulligan
19	Use Higher Quad
20	Reroll with Advantage

EMRA Rules Adjustments

Below please find all of the rules adjustments in this category.

Ignore Lock

PF 5E P2E OSR DCC | 4

A locked chest, door, or other mechanism simply opens for you as though it had not been locked in the first place.

If you choose this option: Target device, which is currently locked, no longer has a lock at all.

Relock

2

Target one locked device which you have picked or disabled successfully, but not yet passed through or explored further.

That device becomes locked once again, exactly as it was before you defeated it. Traps and other triggers associated with the lock are unaffected by this effect: specifically, if the device was unlocked but still trapped, **Relocking** it doesn't change the fact that it's still trapped. Similarly, if you **Relock** a device that had been locked and trapped, which you had unlocked and disarmed, simply Relocking it will not re-activate the trap as well.

Disarm Trap

PF 5E P2E OSR DCC | 4

A trapped mechanism is no longer trapped.

If you choose this option: Target a mechanism which is currently trapped. Remove the trap entirely from the device.

This rules adjustment does not affect locks which may also apply to the device.

Retrap

2

Target a trap which you have successfully defeated, or activated and suffered already. That trap is re-activated.

You cannot use **Retrap** against a trapped container you have already searched, a trapped portal which you have already explored beyond, or otherwise attempt to apply it to a trap which you have already passed by.

Defeat Trapped Lock

PF 5E P2E OSR DCC |

6

A locked and trapped mechanism is no longer either of those things.

If you choose this option: Target device which is both trapped and locked is no longer either trapped, or locked.

You cannot apply this rules adjustment to a device which you do not know already to be both locked and trapped.

Retrap Lock

3

A locked, trapped device which you have already unlocked and disabled is now both trapped and locked once again.

You cannot use **Retrap Lock** against a container you have already searched, a portal which you have already explored beyond, or otherwise attempt to apply it to a context which you have already passed by.

Ignore Physical Barrier

PF 5E P2E OSR DCC |

2

A physical impediment to progress is removed from the game.

If you choose this option: Target a barrier that you cannot bypass by walking around: a boulder fall, a pile of rubble, or other physical barrier through which the adventure continues, but which does not bear a lock or opening mechanism.

A good rule of thumb is that if the obstacle could be defeated via a Strength check, it qualifies.

Recurring Barrier

1

A barrier you have already defeated is once again present. The portcullis comes crashing back down; the rubble falls once again from the ceiling of the cave.

You must target an obstacle you have defeated, but you may have defeated it any way (e.g., skill check, attacking, spell). You cannot target a barrier that you have already explored beyond.

Ignore Environmental Obstacle

PF 5E P2E OSR DCC |

2

A passable environmental feature that bears risk becomes ordinary passable terrain.

If you choose this option: You may target an environmental feature that normally would require a skill or ability check to navigate safely and effectively: rivers, lakes, climbing or scaling, or jumping obstacles. The environmental feature, which must be a single contiguous terrain feature no larger than 20' square, becomes normal terrain through which you can now move without penalty or check required.

Recurring Environmental Obstacle

1

An environmental obstacle you have already defeated once again presents itself. The easiest way to imagine this is to assume you are repositioned at the beginning or other side of the obstacle.

For rivers or lakes you've swum through, you're once again on the near shore. For climbing challenges, you're once again at the bottom or top of the obstacle. And so on.

You cannot target an environmental feature that you have already explored beyond.

Ignore Poison

PF 5E P2E OSR DCC |

3

You may ignore the effects of a poison you are about to suffer.

If you choose this option: Target a poison effect that you have just failed the save for or otherwise ensured that it will affect you. That poison effect no longer applies to you.

You may apply **Ignore Poison** prior to even attempting the saving throw if one applies, but it seems wasteful to do so.

Suffer Poison

1

Target a poison effect that you have just successfully saved against: you instead ***do*** suffer that poisonous effect without the further ability for a saving throw.

You may still cast spells, drink potions, use skill or ability checks or items, and otherwise treat the poison you have suffered.

You cannot apply **Suffer Poison** under any circumstances in which you are currently immune to poisons.

Ignore Curse

PF 5E P2E OSR DCC |

3

As **Ignore Poison**, but for curse effects.

You may apply **Ignore Curse** at any time during the duration

which you suffer from a curse effect, but it seems wasteful to not do so immediately.

Suffer Curse

2

As **Suffer Poison**, but for curse effects.

You may apply **Suffer Curse** only upon first failing the save to initially suffer from an applicable effect; you may not choose to apply **Suffer Curse** later while suffering the lingering effects of a curse.

Ignore Disease

PF 5E P2E OSR DCC |

4

As **Ignore Poison**, but for disease effects.

You may apply **Ignore Disease** at any time during the duration which you suffer from a disease effect, but it seems wasteful to not do so immediately.

Suffer Disease

3

As **Suffer Poison**, but for disease effects.

You may apply **Suffer Disease** only upon first failing the save to initially suffer from an applicable effect; you may not choose to apply **Suffer Disease** later while suffering the lingering effects of a disease.

Ignore Spell

PF 5E P2E OSR DCC |

2 x spell level

A spell that is about to affect you no longer exists.

This rules adjustment has a **BPH** cost of 2, multiplied by the level of the spell you are targeting. 0th-level spells count as 1st-level spells for this purpose. So **Ignoring** a 7th-level spell costs **14 BPH**.

If you choose this option: Target a spell which is being cast, in whose area of effect you are included. That spell is countered and does not take effect at all.

You do not have to be the target, or even one of the targets, of the spell. If it is an area effect spell, for example, and you are included in the area, then you may apply **Ignore Spell**.

If you are the only target of the spell, or if you are the only ally affected by the spell, then you may wait to apply **Ignore Spell** until you have failed any saving throw which applies. If more than just you are affected by a spell, you can only apply **Ignore Spell** as it's being cast.

The spell still counts as having been cast for the purposes of the caster's actions this round, and counts against memorized spells or spells per day as normal.

Suffer Spell

1 x spell level

The BPH benefit to applying **Suffer Spell** is equal to 1, multiplied by the spell level of the spell targeted. 0th-level spells count as 1st-level spells for this purpose.

Target a spell that you have just suffered, or successfully saved against, which included you in its area of effect. It need not have targeted you, or included you as one of the specific targets. It applies again, exactly as it did initially.

You are still allowed to attempt any saving throws or actions or reactions which were applicable initially.

The "new" suffered spell does not require any actions, and does not count against the caster's spells per day or memorized spells.

Ignore Strike

PF 5E P2E OSR DCC |

3

A melee or ranged attack which has hit you successfully is ignored entirely, as though it did not occur in the first place.

If you choose this option: Target a melee or ranged attack (not a ranged touch attack, special ability, or spell effect!) which includes you in its area of effect, or which targets you or includes you in its targets. That attack no longer occurs.

Any secondary effects or impacts that trigger as a result of the attack having taken place do not occur. For example, if a creature heals hit points as a result of successfully hitting an opponent, it does not heal those hit points on a successful hit that was **Ignored**.

The attack is still "spent"; any actions associated with it are spent for the round, and it counts against any limitations on number allowed per day.

Suffer Strike

2

Target an attack that has either just successfully hit you, or that has targeted you or included you in its targets and which has failed to hit you. That attack does in fact hit and affect you as though it had initially succeeded.

Applying **Suffer Strike** does not affect the actions of the opponent who struck you; nor does it count against that opponent's limitations on numbers allowed per day.

Ignore Special Ability

PF 5E P2E OSR DCC |

5

A special ability which affects you, targets you, or includes you in its targeting which is about to affect you no longer takes place.

If you choose this option: Target a special ability (supernatural, excetional, or spell-like, in Pathfinder

parlance) that affects you, against which you have failed any associated saving throws. That special ability no longer triggers or affects you.

You may apply **Ignore Special Ability** prior to attempting saving throws which may apply, but it seems wasteful to do so.

Any secondary effects or impacts that trigger as a result of the special ability having taken place do not occur. For example, if a creature receives an additional attack as a result of successfully using a special ability on an opponent, it does not gain that extra attack on a successful special ability use that was **Ignored**.

The special ability is still "spent"; any actions associated with it are spent for the round, and it counts against any limitations on number allowed per day.

Suffer Special Ability

3

Target a special ability that has either just successfully affected you, or that has targeted you or included you in its targets and against which you have succeeded in any applicable saving throws. That special ability does in fact trigger and affect you as though it had initially succeeded.

Applying **Suffer Special Ability** does not affect the actions of the opponent who struck you; nor does it count against that opponent's limitations on numbers allowed per day.

Dismiss Enemy

PF 5E P2E OSR DCC |

4 x hit dice

A creature which threatens you ceases to exist entirely.

This rules adjustment has an BPH cost of 4, multiplied by the Hit Dice of the creature targeted. Creatures with fractional Hit Dice (1/2, 1/4, etc.) count as having 1 complete Hit Die for this purpose.

If you choose this option: Target a creature which is not an ally. That create is removed from the game.

You may apply **Dismiss Enemy** at any time, either during, or right before, a combat encounter.

Use common sense when applying **Dismiss Enemy** against a creature that has a role in an ongoing story: either retarget your application of the rules adjustment, or retarget that creature's role in the story to apply to a different or newly-created creature.

No secondary effects are triggered from the removal of the creature targeted. Monsters that normally rise from death do not do so in this case, as the creature does not die; it is completely erased from the game.

Similarly, you do not receive any benefit from having winked the beast out of existence: no experience point or Reward Star benefit accrues to you, you do not get to loot the creature's corpse, any random treasure which would otherwise have applied after the combat no longer applies, and so on.

Any CR calculations that factor into the encounter in which the **Dismissed Enemy** must be recalculated in consideration of the removal

Duplicate Enemy

2 x hit dice

The BPH benefit to applying **Duplicate Enemy** is equal to 2, multiplied by the Hit Dice of the creature being duplicated. Creatures with fractional Hit Dice may not be targeted by this rules adjustment.

Target an enemy creature that you are in a combat encounter with, that is hostile to you and who is either attacking you, or about to attack you. An exact duplicate of that creature is created, immediately adjacent to the original, and with full hit points and abilities. It believes itself to be allied with the original, and any allies of the original feel the same way about the duplicate as they did about the original.

For all intents and purposes, it's just another enemy to fight, exactly the same as the original one.

You may trigger **Duplicate Enemy** only in the first round of a combat encounter.

You may only trigger **Duplicate Enemy** when faced with a combat encounter that is commensurate with your talents—you cannot trigger Duplicate Enemy on a weak random encounter, for example.

Use common sense in most cases, but if you need math, simply total the Hit Dice of all enemies; if it is less than the total Hit Dice of you and your allies, then it is not commensurate with your abilities and therefore you cannot apply **Duplicate Enemy**.

Delete Wall

PF 5E P2E OSR DCC |

4 (per 5' section)

A wall or solid formation of the terrain is deleted entirely.

If you choose this option: Target a 5' square of terrain that is solid and impassable; that square becomes ordinary, passable terrain.

You may affect any number of terrain squares in this manner; each one costs the BPH amount shown above, and requires a full-round action to apply.

Solve Puzzle

PF 5E P2E OSR DCC |

6

A puzzle or riddle you are faced with is no longer asked or posed.

If you choose this option: Target a riddle or puzzle, either verbal or physical, that you must overcome in order to progress through the adventure. That obstacle is no longer in the game.

Any creature who had asked the question or posed the riddle is satisfied; any physical puzzle which triggers mechanisms

(to open doors, for example) functions as though the puzzle had been solved normally.

You can apply **Solve Puzzle** to a puzzle which you have already invested time in attempting to solve.

Resolve Encounter

PF 5E P2E OSR DCC |

25

A combat or social encounter that you were about to face, or are in the midst of participating, is resolved immediately.

If you choose this option: Target a social or combat encounter that you are in the middle of actively participating in, or that is immediately imminent. That encounter is resolved, and you may progress with your adventure.

For combat encounters, remove all enemies from the game. Any wounds or other effects from a combat you were already in the midst of are unaffected by this rules adjustment.

Social encounters are resolved to the minimum satisfaction of what is needed to continue playing the game and advancing the story. Use common sense here: if the social encounter was required to gain information from an informant, you get that information.

"***Minimum satisfaction***" means precisely that: what is required, but no more. In the "extract information" scenario, for example, you get the needed intelligence, but you don't befriend the NPC who gave it to you. If the encounter was exploratory, and was driving you to obtain a letter you needed to blackmail the viscount, you get the letter, but you don't get to pilfer the jewelry in the box that contained that letter.

Immediate Mulligan

PF 5E P2E OSR DCC |

7

Don't like the roll? Reroll it immediately.

If you choose this option: Target a dice roll you have just rolled. You may reroll that entire roll immediately.

This is not the same as rolling with **Advantage**: you must accept the reroll, even if it is worse than the original roll. You can, however, stack-apply **Immediate Mulligan** multiple times; each application costs the same amount of **BPH**.

Declare your intent to apply **Immediate Mulligan** just after the roll it targets, before any effects from that roll are applied. If you roll low for damage, for example, apply the mulligan before you subtract that low-rolled damage from your opponent.

Use Higher Quad

PF 5E P2E OSR DCC |

50

You seek out and embrace higher challenge that is an order of magnitude greater than what, by all rights and any logic, you should feasibly pursue. Against better judgment and instincts of self-preservation, you always end up tackling tougher threats.

You cannot have this Rules Adjustment if your character level qualifies you to ordinarily use the **Elite** quad difficulty level. If you apply this Rules Adjustment when it is feasible, and later advance to using Elite, then you must remove this Rules Adjustment at that time; you no longer receive its benefits to your **Handicap**.

If you choose this option: You now use the band of difficulty one quad (p 120) more advanced than the one your character level would otherwise normally qualify you for.

You can use the table below as a quick reference.

Table 505: Use Higher Quad Rules Adjustment

Normal Quad	Difficulty Band Used
Low	Moderate
Moderate	Advanced
Advanced	Elite
Elite	n/a

Use Lower Quad

35

Whether out of cowardice, efficiency, slow pace, or simple luck, you always pursue challenges that are much easier than those you should by all rights be approaching.

If you choose this option: As above, but you use the band of difficulty one quad ***lower*** than normal.

You may select this if your difficulty band would normally be **Moderate** or higher.

Table 506: Use Lower Quad Rules Adjustment

Normal Quad	Difficulty Band Used
Low	n/a
Moderate	Low
Advanced	Moderate
Elite	Advanced

Dice Chain Rules Adjustments

Overview

Although the formal definition and specific phrase "dice chain" is something that is most often associated with **Dungeon Crawl Classics**, the notion that there is a logical and mathematical progression of combinations of dice that ascends and descends is common to most rules systems.

Pathfinder, for example, offers the concept of an *Impact* magical weapon, which steps up the dice of damage it would normally inflict.

Balance Points & the Dice Chain

The notion of the **Dice Chain**, and the steps up and down it, is fundamental to the concept of Balance Point calculations.

One ***Balance Point*** was originally defined as ***the amount of gameplay advantage that is offered by increasing one dice roll by one step.***

That initial concept is what has been baked into the ***Balance Point Handicap*** (BPH) values for all of the Rules Adjustments found herien.

You can apply rules adjustments on-the-fly to specific contexts to give yourself greater abilities, or to intentionally hamper your capabilities in order to reduce your overall handicap.

You may also receive some of these as **Rewards** or **Punishments**, for example, following the conclusion of an encounter or gaming session, or gaining a level.

The Dice Chain

Refer to "Table 510: The Dice Chain" on page 394 for the complete dice chain sequence.

Steps marked with an ***asterisk**** (8, 9, 11, and 12 representing d14, d16, d24, and d30, respectively) indicate steps in the chain that involve dice that are not typically included in 7-die RPG sets.

Although d2s and d3s are also not typically included, they are straightforward to emulate: roll a d6, and divide by either 3 or 2, respectively, to produce the same results as a d2 or d3 would have.

Dice Chain with Standard Dice

The options presented here assume access to weirdly-shaped and unusually-sided dice, beyond what most TTRPGs and dice sets provide.

If you play **Dungeon Crawl Classics**, you likely already have the complete set of dice that applies.

You're welcome to use Excel or some other randomizing agent instead of, say, purchasing a D24 or D30 specifically for solo roleplaying purposes.

Table 510: The Dice Chain

Step	Die Used
0	1 point (no roll)
1	d2
2	d3
3	d4
4	d6
5	d8
6	d10
7	d12
8*	d14
9*	d16
10	d20
11*	d24
12*	d30

Simulating Unusual Dice

One way to simulate the rolling of oddly-shaped dice is to pick a standard die that is larger than that number of faces, and reroll any results above the maximum face you're trying to emulate.

For example, to simulate rolling a D14, roll a D20, and reroll any results of 15-20.

This gets tricker (and more repetitive, and boring) when emulating dice above a d20: you'd have to roll a d%, and reroll any results above a 24 or 30, for example.

A lot of wasted time. Aren't you perhaps just better off buying more dice? :)

Skipping D14/D16

Another option is to simply stick to the standard array of dice.

This limits you, to some extent: you must then skip D14 and D16 altogether: if you're increasing a roll on the Dice Chain above D12, you must spend **Balance Points** sufficient to move the roll all the way to D20.

It also prevents you from increasing a die roll above Step 10, since you cannot use standard dice to emulate a D24 or D30 roll.

Random Dice Chain Rules Adjustments

Either as a **Reward** or **Penalty**, or through other mechanisms, you may be called upon or prefer to randomly select a Rules Adjustment in this category.

Use the tables below to drive this sort of selection.

For rules adjustments that include an OPOC version, no separate entry is offered in the randomization tables. If you are playing using an OPOC approach, use that version; otherwise, use the ordinary version of the rules adjustment.

All Dice Chain Rules Adjustments

Use the table below to randomly determine a rules adjustment in this category, inclusive of boons and penalties.

Table 507: Random Dice Chain Rules Adjustments

d20	Dice Chain Rules Adjustment
1-2	Step Down Roll
3-4	Disadvantage Roll
5	Encounter Step Down
6	Encounter Disadvantage
7	Session Step Down
8	Session Disadvantage
9	Subtract Action Die
10-12	Step Up Roll
13-14	Advantage Roll
15	Encounter Step Up
16	Encounter Advantage
17	Session Step Up
18	Session Advantage
19	Add Action Die
20	Reroll with Advantage

Boon Dice Chain Rules Adjustments

Use the table below to randomly determine a beneficial rules adjustment in this category.

Table 508: Random Dice Chain Rules Adjustment Boons

d20	Dice Chain Rules Adjustment Boon
1-6	Step Up Roll
7-11	Advantage Roll
12-14	Encounter Step Up
15-16	Encounter Advantage
17	Session Step Up
18	Session Advantage
19	Add Action Die
20	Reroll with Advantage

Penalty Dice Chain Rules Adjustments

Use the table below to randomly determine a detrimental rules adjustment in this category.

Table 509: Random Dice Chain Rules Adjustment Penalty

d20	Dice Chain Rules Adjustment Penalty
1-6	Step Down Roll
7-11	Disadvantage Roll
12-14	Encounter Step Down
15-16	Encounter Disadvantage
17	Session Step Down
18	Session Disadvantage
19	Subtract Action Die
20	Reroll with Advantage

Dice Chain Rules Adjustments

Below please find all of the rules adjustments in this category.

Step Up Roll

PF 5E P2E OSR DCC |

1

Roll a die one size higher in the Dice Chain than would ordinarily be required.

This language assumes that a higher-sized die is preferable (e.g., for damage, or attack rolls). To apply **Step Up Roll** to a scenario in which smaller numbers are preferred (e.g., to

force an enemy to roll a d4 instead of d6 to determine the duration of a poison), use a die one step smaller than the one normally used.

If more than one effect or rules adjustment modifies the size of the dice being used, apply all other modifications before applying **Step Up Roll**.

Step Up Roll affects the size of one die being rolled; for complex dice combinations, you must apply **Step Up Roll** separately to each die size used. For example, if you are struck by an attack which normally inflicts **2d6+3d8** damage, you could apply each **Step Up Roll** to either the **2d6** ***or*** the **3d8**; to reduce both, you would have to apply **Step Up Roll** twice.

Step Up Roll may be applied multiple times to a single die roll, and stacks with itself. For example, if you suffer a spell effect that inflicts **4d12** damage, you could apply two **Step Up Roll** adjustments to suffer only **4d8** damage.

Step Up Roll may be applied to any time the rules require that dice be rolled, ***except*** for during character creation or for one-time-only rolls associated with gaining a level. You cannot, for example, apply **Step Up Roll** when rolling to determine how many additional Hit Points you gain to your maximum when gaining a level.

If you choose this option: Target a die used in a die roll that must occur per the rules.

Declare your intent to apply **Step Up Roll** after a die roll is determined and the dice and modifiers that must be used have been calculated, but before actually making the roll.

If ***higher*** results are more favorable to you in that scenario, ***increase*** the die size used one step according to the Dice Chain (p 394).

If ***smaller*** numbers are more favorable to you in this scenario, ***decrease*** the die size used by one step.

Step Up Roll & the Dice Chain

If you are "skipping" certain oddly-shaped steps on the Dice Chain (e.g., D14), you cannot apply **Step Up Roll** to that step; you must instead apply it enough times to increase the die size to the next size that you are rolling. For example, if you're using a standard 7-dice set, and you are choosing not to emulate the rolls of D14 and D16, if you apply **Step Up Roll** to your roll to inflict **1d12+6** damage, you must apply it ***three*** times in order to get the die to **1d20+6**.

You cannot apply **Step Up Roll** beyond the maximium step defined in the Dice Chain.

Step Up Roll & Critical hits

For rolls that allow for critical successes, using a larger-sized die ***does not*** affect the size of the ***range*** that qualifies for critical hits or critical successes.

It ***does***, however, change the ***values*** of those rolls.

Ordinarily, for example, a critical success is a natural **20** on a 20-sided die. If you step up this roll so you instead use a d24, a natural 24 will give you a critical success.

Similarly, if your weapon allows for an expanded critical hit range, and you would normally land a crit on a **18-20**, if you stepped up the roll do use a d30, you would critically hit on a die roll of **28-30**.

Mathematically, then, stepping up the size of the die used actually decreases the chances for scoring a critical success. But it vastly increases the chances for an ordinary success, and grants many circumstances the ability to land a success when it would not otherwise have been possible at all.

Step Down Roll

1

As **Step Up Roll**, but reverse the increase/decrease steps.

Specifically, if a you would prefer larger results in a situation, decrease the die size one step; if you would instead like smaller results, increase the die size one step.

All other aspects of **Step Up Roll** apply, with reversed language.

You cannot apply **Step Down Roll** beyond the minimum step defined in the dice chain.

Step Up Roll & Critical Failures

For rolls that allow for critical failures or misses, using a smaller-sized die ***does not*** affect the ***size of the range***, ***or*** the ***value***, that qualifies for critical failures.

Ordinarily, for rolls to which the rule applies, a natural 1 on a d20 means a critical failure. If you step down the die used so you instead roll a d16, then a critical failure is still only on a natural 1.

Mathematically, then, stepping down the size of the die used not only decreases the chances for success, ***and*** places success outside of your capabilities in some scenarios, but it ***also*** increases the chances for a critical failure or miss.

Advantage Roll

PF 5E P2E OSR DCC

3

You gain **Advantage** (roll twice, and select your choice of the two results) on one die roll.

If you choose this option: Target a die to be rolled in a dice roll that is required by the rules. You may roll that die with **Advantage**.

Declare your intent to apply **Advantage Roll** after a die roll is determined and the dice and modifiers that must be used have been calculated, but before actually making the roll.

As with **Step Up Roll**, for complex rolls involving more than one size of die, **Advantage Roll** applies to only one of those die sizes, but it may be applied separately to each of the sizes involved at additional cost.

You may combine the effects of **Advantage Roll** and **Step Up Roll** on a single dice roll.

Disadvantage Roll

2

As with **Advantage Roll**, but you roll with **Disadvantage** (roll twice, and select the less beneficial of the two results) instead.

Encounter Step Up

PF 5E P2E OSR DCC |

8

You gain more favorable capabilities for an entire encounter.

If you choose this option: Target an encounter you are currently engaged in, and define a type of die roll: **Attack, Damage, Save, Skill/Ability/Caster Level/Concentration checks, Combat Maneuver rolls**, and so on.

For the remainder of that encounter, all dice in all of your rolls of that type receive the effects of **Step Up Roll**.

Declare your intent to apply **Encounter Step Up** at any time once the encounter begins, though to do so beyond your first action seems wasteful.

Encounter Step Up applies the stepped-up effect to ***all*** of ***your*** dice rolls of the specified type.

Alternately: You may apply **Encounter Step Up** instead to the rolls of your enemies in this encounter. You must still define a type of roll.

You may apply **Encounter Step Up** to yourself multiple times in a single encounter.

When doing so, you may choose to apply it:

- Repeatedly to a certain type of roll, in which case the effects stack; and/or
- To multiple different types of roll, in which case each type of roll receives the effect; and/or
- To enemies as well as to yourself.

Theoretically, you might apply ten, twenty, or even more instances of **Encounter Step Up** to a single encounter, boosting all of your own rolls while penalizing all of your enemies' rolls... but it will cost you!

Encounter Step Down

8

As **Encounter Step Up**, but applies the **Step Down Roll** effect.

Options for stacking and multiple applications still apply.

Encounter Advantage

PF 5E P2E OSR DCC |

15

You gain more favorable capabilities for an entire encounter.

If you choose this option: Target an encounter you are currently engaged in, and define a type of die roll: **Attack, Damage, Save, Skill/Ability/Caster Level/Concentration checks, Combat Maneuver rolls**, and so on.

For the remainder of that encounter, all dice in all of your rolls receive the effects of **Advantage Roll**.

Declare your intent to apply **Encounter Advantage** at any time once the encounter begins, though to do so beyond your first action seems wasteful.

Encounter Advantage applies the stepped-up effect to ***all*** of ***your*** dice rolls of the specified type.

Alternately: You may apply **Encounter Advantage** instead to the rolls of your enemies in this encounter. You must still define a type of roll.

You may apply **Encounter Advantage** to yourself multiple times in a single encounter.

When doing so, you may choose to apply it:

- To multiple different types of roll, in which case each type of roll receives the effect; and/or
- To enemies as well as to yourself.

Theoretically, you might apply ten or more instances of **Encounter Advantage** to a single encounter, boosting all of your own rolls while penalizing all of your enemies' rolls... but it will cost you!

Encounter Disadvantage

15

As **Encounter Advantage**, but applies the **Disadvantage Roll** effect.

Options for stacking and multiple applications still apply.

Session Step Up

PF 5E P2E OSR DCC |

30

You gain more favorable capabilities for an entire gaming session.

If you choose this option: As **Encounter Step Up**, but the duration applies to the entire current gaming session.

You may declare your intent to use **Session Step Up** at any time during the session, though to do so after it immediately begins seems wasteful.

Session Step Down

30

As **Encounter Step Down**, but applies to the entire current gaming session.

You may only choose to apply **Session Step Down** at the immediate beginning of a gaming session.

Session Advantage

PF 5E P2E OSR DCC |

50

You gain more favorable capabilities for an entire gaming session.

If you choose this option: As **Encounter Advantage**, but the duration applies to the entire current gaming session.

You may declare your intent to use **Session Advantage** at any time during the session, though to do so after it

immediately begins seems wasteful.

Session Disadvantage

50

As **Encounter Disadvantage**, but applies to the entire current gaming session.

You may only choose to apply **Session Disadvantage** at the immediate beginning of a gaming session.

Add Action Die

PF 5E P2E OSR DCC |

PF 5E P2E OSR 8 | DCC 6

You gain an additional action alongside an action currently being executed.

If you choose this option: Target a die roll related to an action you are already executing (Attack or Damage are typical examples). You gain an additional die to roll for that action.

For attack rolls, you roll an additional attack die. Treat that as a basic attack of the form you are pairing it with. For example, if you are adding an action die to a melee attack, the new additional die will be an additional basic melee attack.

How this effect is resolved for other types of action rolls depends on the action being rolled for. **Dungeon Crawl Classics** already contains this concept at the core of its combat mechanics; for other rules systems, use common sense.

New Action Dice default to the type normally being used, ***minus one step***. For example, if you use Add Action Die to add an action to a normal attack roll (which typically uses a d20), you would roll a d16.

You may apply **Step Up Roll** to an added **Add Action Die** roll.

Subtract Action Die

PF 5E P2E OSR DCC |

PF 5E P2E OSR 5 | DCC 8

You don't get to perform as many tasks in combat as you would have ordinarily.

Target a die or action roll that you normally would have been allowed to take this round. You may no longer use or roll that action die.

You may only apply **Subtract Action Die** during your turn in combat, and it must be declared before you take any actions this turn.

You may only apply **Subtract Action Die** if you are normally allowed to make more than one action die: two attack rolls, for example.

In **Pathfinder Second Edition's** three-action economy, you may only apply **Subtract Action Die** if you are normally allowed to make more than one roll as part of using one of those actions.

In **Dungeon Crawl Classics**, it's easier to understand: you may only apply **Subtract Action Die** if you ordinarily get more than one Action Die to begin with.

Rewards

Rewards Overview

Summary

Rewards are beneficial things that you as a PC want.

They can take many forms in a roleplaying game, the moreso with a solo adventure, and even moreso with the approach that this book takes to solo adventuring.

Terminology

To avoid confusion, let's make some distinctions here:

- ***Reward*** is the general term for a beneficial thing that affects your PCs. That's what this section covers in detail.
- ***Impact*** is the word for a benefit that arises from completing a milestone in a quest, or a quest itself.
- Bonus is the term for

Rewards and Storytelling

In most cases, you will have to come up with a creative reason why a particular reward is being given to you.

It need not be a very compelling or complicated reason. Maybe the person you saved from the harpy was actually the daughter of great house, who now owes you a great deal of gratitude. Perhaps the straightforward chase to recover a stolen purse reveals a notorious spy, and the town watch is indebted to you far beyond the act seemed at first.

Or, of course, you can revel in the fact that as a solo player, no such stringent logic considerations need apply to you! And you can simply ignore any storytelling implications and treat any rewards as a transactional exchange for completing the quest involved, for example.

Simply put: Scale the level of description you craft to the interest level you have in needing to do so.

Reward Applicability

Unless otherwise mentioned, any reward that applies to a particular creature or individual may apply to any one PC in your party (if you are playing OPMC style).

If you are playing OPMC, and receive multiple rewards, or rewards that might apply to more than one creature, you may distribute them amongst your party members as you desire, unless otherwise specifically directed otherwise. For example, the PC who lands the killing blow against a lich might receive a permanent beneficial spell effect.

Filtered Rewards

Some Quests or other contexts may rule out certain kinds of reward. For example, if your quest was simply to slay a bunch of rats in a tavern cellar, it's reasonable that this paltry, albeit noble, deed might not earn you a great deal of **Magical** benefit.

If you're called upon to randomize a reward, but certain categories have been vetoed by the context of doing so, you may simply reroll any results that are "filtered" in this manner.

Rewards and Sanity Checks

In other cases, and as with everything in this book, sanity checking should trump other considerations.

If you roll a randomized reward that for whatever combination of reasons doesn't make any sense in the context of the precipitating event that granted it, then simply reroll your result until it does pass a sanity check.

QuickStart Rewards

There are many (including the author) who absolutely adore rolling through plethoras of linked tables in order to determine treasure, wandering monsters, or, in this case, rewards. Dungeon Master Guides and associated tools have been packed to the brim with dozens of these going back decades, and they form a major component of most fantasy TTRPGs to this day.

There are also those who wish that this aspect of the game were simplified to a single die roll, as much perhaps to avoid complexity as to save time.

It is to the latter category that the following table is addressed.

Any time you would normally roll on the ***Random Reward Categories*** table and its subsequent more detailed tables, you may instead roll once on the ***QuickStart Rewards*** table below.

Table 511: QuickStart Rewards

D20	Reward
1	Coins: roll ***Low Coin*** on p 52.
2	Coins: roll ***Medium Coin*** on p 53.
3	Coins: roll ***High Coin*** on p 54.
4	Gems: roll ***Low Gem*** on p 55.
5	Gems: roll ***Medium Gem*** on p 56.
6	Gems: roll ***High Gem*** on p 57.
7	Potion: roll ***Potion*** on p 58.
8	Armor: roll ***Armor*** on p 61.
9	A **beneficial spell** from p 63 (applies for duration of next encounter)
10	Gain 2d4 **Balance Points.**

D20	Reward
11	Gain a random **Rules Adjustment** boon (or remove one Rules Adjustment penalty of your choice, not to exceed **2d10** Balance Points in value)
12	Gain 1d3 **Reward Stars** (or 1/5 of the XP toward your next level if not playing with milestone advancement)
13	Gain 1d4 **Clues** (applied as you choose among active Quests)
14	Next **spell** you cast is retained
15	Next overland **travel** is safe
16	**Attitude** increase of NPC (your choice)
17	+1 to **Ability Score** of your choice
18	Reroll with **Advantage**
19	Reroll **twice** (stacks)
20	**Pick** your preference

Using Reward Tables

In cases where a **QuickStart** table (p 28) applies to the concept, a link and reference is provided. In these cases, you can use the associated **QuickStart FlexTable** to generate the random reward, or you can instead use the formal mechanism for doing so provided by your rules system of choice.

For cases where no link to an applicable QuickStart table is included, you have two options: you can use a similar QuickStart table, and simply reroll any results that don't fit into the described context; or, you can use the applicable table and/or tools that are in your rules system of choice for the selection. For example, the **Material Object Rewards** table references "***Adventuring Gear***"; that category has its own list in the **Pathfinder** rulebook.

Randomizing Rewards

Whenever a specific Reward is not specified, you may roll on the table below to get started in generating your Reward.

Table 512: Random Reward Categories

D20	Reward Category
1-5	**Material**
6-9	**Social**
10-11	**Mechanical**
12-13	**Magical**
14-16	**Narrative**
17-18	**Exploration**
19	Reroll with Advantage
20	Pick your preference

Reward Categories

Let's explore the above categories, and take a look at some examples for each.

Material Rewards

Material Rewards involve an item, resource, or other tangible, physical thing. Most commonly, this is coin or an item, weapon, or armor.

Social Rewards

Influence, factional standing, and NPC attitudes are all part of possible ***Social Rewards***.

Mechanical Rewards

This category involves rules adjustments and meta bonuses such as skills, ability scores, experience points, and other ***Mechanical Rewards***.

Magical Rewards

Spells cast as a service, long-lasting buff effects, and more qualify as ***Magical Rewards***.

Narrative Rewards

Narrative Rewards are benefits associated with Quests and plots: making quests easier to complete, automatically benefiting from active quests, and so on.

Exploration Rewards

The game map and the campaign world are at stake with ***Exploration Rewards***. You might discover a new location, gain safe passage to a previously dangerous realm, or otherwise make it a safer and more prosperous environment to travel in.

Material Rewards

Overview

This category is likely what comes most to mind when you think of a reward for completing a roleplaying quest.

To begin, roll on the following table. We'll explore each result below.

Table 513: Material Reward Categories

D20	Material Reward Category
1-5	Wealth
6-9	Items
10-11	Objects
12-13	Property
14-16	Resources
17-18	Artifacts
19	Reroll with Advantage
20	Pick your preference

Material Reward Categories

Each category of material rewards has a variety of possibilities that fit into its description.

Each of these sub-categories is broken down in the following sections.

Wealth Reward

Material wealth: coins, gems, and valuables. This is the reward most commonly imagined when slaying beasts and uncovering treasure.

Table 514: Material Wealth Rewards

D20	» Wealth Reward
1-6	Coins: roll ***Low Coin*** on p 52.
7-11	Coins: roll ***Medium Coin*** on p 53.
12	Coins: roll ***High Coin*** on p 54.
13-15	Gems: roll ***Low Gem*** on p 55.
16-17	Gems: roll ***Medium Gem*** on p 56.
18	Gems: roll ***High Gem*** on p 57.
19	Reroll with Advantage
20	Pick your preference

Items Reward

Armor and weapons, plus other associated materials. You never know just what combination of things you might discover in a sealed crate, a treasure trove, or a goblin's hoard.

Table 515: Material Item Rewards

D20	» Item Reward
1-7	**Armor:** roll ***Armor*** on p 60.
8-13	**Weapon:** roll ***Weapon*** on p 61.
14-15	**Reroll** on this table, and add a **Wealth** reward (ignore this result again)
16	**Reroll** on this table, and add an **Object** reward (ignore this result again)
17	**Reroll** on this table, and add a **Resources** reward (ignore this result again)
18	**Reroll** on this table, and add an **Artifact** reward (ignore this result again)
19	Reroll with Advantage
20	Pick your preference

Objects Reward

Typically just mundane gear, this is perhaps the least satisfying and exciting sub-category of rewards... but particularly at low levels, that doesn't mean that it's useless!

Table 516: Material Object Rewards

D20	» Object Reward
1-6	**Mundane Items:** roll ***Mundane Items*** on p 59.
7-11	**Adventuring Gear**
12	**Writing Supplies**
13-15	**Clothing**
16-17	**Tools**
18	**Reroll** on this table, and add an **Item** reward (ignore this result again)
19	Reroll with Advantage
20	Pick your preference

Property Reward

Rescue the king's wayward son from an embarrassing situation, and save the royal family from a terrible incident, and they're likely to reward you with something a little more than just a pile of coins.

Property rewards either are, or involve, real estate, buildings, land, or access thereto.

To start, roll on the ***Material Property Rewards*** table below. We'll explore each of these options in more detail underneath.

Table 517: Material Property Rewards

D20	» Property Reward
1-10	Safe passage (short-term)
11-12	Safe passage (persistent)
13-14	Free use of a safe house
15-16	Freedom from taxes, tariffs, and fees
17	Ownership of a residence
18	Ownership of a building
19	Reroll with Advantage
20	Pick your preference

Let's explore each of these in order.

Note that as with everything in this book, but particularly in the context of this subcategory of reward, you should sanity check all results. Clearing out the tavern-keeper's basement of rats as a Level 1 PC probably shouldn't merit the gift of an estate, for example!

- ***Safe Passage (Short-Term):*** For a short time, the region is safe to traverse for you and your party and its allies. "Region" should be appropriate to the context of the quest granting the reward, but typically the immediate city or geographic region applies. The duration of this benefit is either the remainder of this gaming session, or if you do not travel during that time, for the very next time you travel to another location. Mechanically, this means no wandering monster rolls, and if random encounter rolls are made, ignore or reroll any that pose a threat to the party.
- ***Safe Passage (Persistent):*** As above, but persistent: the duration is permanent.
- ***Free Use of a Safe House:*** The party always has a safe place to stay and rest in the region. It may not be a private or dedicated location—for example, the local tavern may simply be directed by the mayor to grant the party free room and board, with the bill sent to the city. Mechanically, this means the party may always safely benefit from a long rest.
- ***Freedom from Taxes, Tariffs, and Fees:*** Your party is no longer subject to these monetary incursions, at least within the context of the person providing the reward. Consider at what level of detail this reward is appropriate: city, region, or kingdom, for example. Would that we could produce this result in real life!
- ***Ownership of a Residence:*** The party is gifted a residence. It may be small, paltry, or run-down, but it is theirs, privately and permanently, to do with as they wish. Mechanically, this means the party may always benefit from a long rest, but it can also serve as a place to safely store those the party is escorting, or to house a forge or crafting station. There is no guarantee as to whether the residence is prone to thieves, however—so it can also serve as a catalyst for future Quests!
- ***Ownership of a Building:*** As Ownership of a Residence, but the party receives an entire building (or set of apartments, depending on the complexity of the region in which this is occuring), with **2d4** separate chambers. Mechanically, this is much the same as a Residence, but more rooms means privacy.

Resources Reward

Although it may seem as though this category might only appeal to blacksmiths or those performing crafting, ***Resources Rewards*** are valuable to all.

You can always resell resources for which you mechanically have no use.

Roll once on each of the following tables when receiving a **Resources** reward:

- First, on the ***Material Resource Rewards*** table to determine the kind of material. You may skip this step if you intend to sell the resource you're receiving.
- Second, on the ***Material Resource Reward Value*** table to determine which QuickStart table to use to calculate the value of the resources received.

The specific values provided below are meant to be representative of several major gaming systems; in each case, a link to a **QuickStart FlexTable** is provided for those who simply want to know how much resell value their ore is worth.

Table 518: Material Resource Rewards

D20	» Resource Reward
1-6	**Darkwood** bundles
7-11	**Cold Iron** ore
12	**Dragonhide** skins
13-15	**Alchemical Silver** ore
16-17	**Mithral** ore
18	**Adamantium** ore
19	Reroll with Advantage
20	Pick your preference

Once you've determined the type of resource you've received, you may roll on the following table to see which QuickStart table you can use to calculate the value of the resource.

Alternately, if you intend to craft an item using the received material, you can simply skip the calculation and assume you have received sufficient material to craft a single item (or 2d10 pieces of ammunition).

Table 519: Material Resource Reward Value

D20	» Resource Reward
1-7	**Low:** roll ***Low Coin*** on p 52.
8-10	**Medium:** roll ***Medium Coin*** on p 53.
11	**High:** roll ***High Coin*** on p 54.
12-17	**Low:** roll ***Low Gem*** on p 55.
18-19	**Medium:** roll ***Medium Gem*** on p 56.
20	**High:** roll ***High Gem*** on p 57.

Artifacts Reward

Yes, this category does contain the potential for potent magical artifacts. However, "artifact" need not fit that description to still be useful.

Mundane, non-magical items often hold a great deal of significance, to those who care. One man's trash is another man's treasure, as the saying goes... and many items hold significance to certain people.

This sub-category could truly be called "***Significant Items Reward***" instead. But that's not as catchy.

Note that in every case, the Artifact received should be logged in the Actors tracker that you are using for your campaign, so that it might trigger or be involved with Quests going forward.

Table 520: Material Artifact Rewards

D20	» Artifact Reward
1-4	Religious Icon
5-9	Factional Icon
10-13	Social Icon
14-15	Artistic Icon
16-17	Arcane Icon
18	Wondrous Item
19	Minor Artifact
20	Reroll with Advantage

In many cases, these results may not be intuitive, so let's explore each of them in more detail.

- ***Religious Icon:*** A holy symbol, a particularly well-crafted painting featuring saints, or a long-lost tome containing lore: some divine faction cares deeply about this item. Treat which religion this is as you would any other Quest Role: randomize from amongst those known, create a new one, or simply pick your preference.
- ***Factional Icon:*** An autograph of a famous adventurer, a portrait of a dashing bard, or tools rumored to have been wielded by the head of the Thieves Guild (before she was betrayed and murdered, naturally): this item is immediately recognizable to any in a particular Faction. Treat which Faction this is as you would any other Quest Role: randomize from amongst those known, create a new one, or simply pick your preference.
- ***Social Icon:*** A note from a merchant queen, the haircomb of a lusted-after bachelor, or a discarded cravat still bearing the perfume of a wealthy scion: these are personal effects or items created by NPCs of note in the community. Treat which NPC this is associated with as you would any other Quest Role: randomize from amongst those known, create a new one, or simply pick your preference.
- ***Artistic Icon:*** A rare first-edition of a text, a one-of-a-kind carving, or a curio from a lost civilization: While these items may be non-magical and have zero impact from a game-mechanics standpoint, they are nevertheless fascinating objects, and deeply valuable to the right buyer or scholar. Each NPC you encounter from this point forward has a cumulative **5%** chance of recognizing the item if you show it to them, or if displayed in a manner that catches their eye; sharing the item with them immediately improves their Attitude toward you one degree, and gifting them the item improves their standing to **Ally** instantly.
- ***Arcane Icon:*** A magical, mystical book of lore; a long-lost staff; a pendant fabled to contain the soul of a necromancer from eons in the past; or a vial said to contain actual stardust. Whatever the exact physical incarnation, **Arcane Icons** are deeply sought after by wizards and all those who practice arcane magic. While not particularly valuable from a monetary standpoint, those in the know would gladly trade favors or their own knowledge: an **Arcane Icon** may be traded to any NPC who is of a practicing arcane character class (or mechanically who has ranks or proficiency in the **Knowledge (Arcane)** or similar skill) for knowledge of any spell they know. It can instead be traded for to gain **Advantage** on any one negotiation or appraisal roll to discuss the price of a magical item.
- ***Wondrous Item:*** Pathfinder formally recognizes this as a separate category of magical item; if your rules system lacks this designation, simply generate a random magical item.
- ***Minor Artifact:*** As with **Wondrous Item**, if your rules system has a list of minor or lesser artifacts, pick one randomly as you normally would. If your system lacks this mechanic, simply generate a random magical item, but its value is **1d4** times what it normally would be.

Social Rewards

Overview

Favor with the right person, entry into a faction, or even an outright ally to fight by your side: social rewards involve, predictably, other people (that is, NPCs in your game world).

Social rewards are less useful in campaigns that focus more on combat, but even in those circumstances, they can be immensely useful.

Table 521: Social Reward Categories

D20	Social Reward Category
1-5	Status
6-9	Relationships
10-11	Attitudes
12-13	Factional
14-16	Ally
17-18	Religious
19	Reroll with Advantage
20	Pick your preference

Social Reward Categories

Each sub-category of social reward deserves its own description, and associated table to roll on if that's your desire.

Social Reward Targeting

If a Social Reward calls for a particular NPC, Faction, Religion, or other Role to be designated, target that role as you normally would: randomize from amongst the Actors defined in your game world, create a brand-new Actor to fill the Role, or simply pick your preference as most makes sense to the circumstances.

Status Reward

Your social standing in general improves markedly. Palms are greased, winks exchanged, and everything is just easier to get done now that you're known and recognized.

To determine what sort of specific Status Reward you receive, roll on the following table. We'll explore each of the results underneath.

Table 522: Social Status Rewards

D20	» Status Reward
1-6	Notoriety Increase
7-11	Attitude Increase
12	Rank Increase
13-15	Membership
16-17	Access
18	Favor
19	Reroll with Advantage
20	Pick your preference

Each of these has the potential to be quite complex, so let's discuss them in more detail.

- ***Notoriety Increase:*** You've become better-known in the region that pertains to the Quest that granted you this reward. Mechanically, any random NPC who would normally have a slightly less-than-neutral Attitude toward you is upgraded to default instead to Neutral. Better-than-neutral Attitudes are unaffected, and hostile NPCs remain hostile toward you. Note that notoriety is not always a good thing, particularly if you're playing a slinky thief or your approach to quests tends to be more murderous; having the Town Watch being able to recognize you from a distance and call out your name is not always what you're looking for!
- ***Attitude Increase:*** You're generally viewed in a positive manner in the region. Anyone with an otherwise Neutral or better Attitude toward you upgrades their Attitude toward you until you give them a reason to feel otherwise. Haters gonna hate, however: anyone with an otherwise less-than-neutral Attitude toward you is unaffected.
- ***Rank Increase:*** You are granted a formal recognition of your value to the region. For regions that use titles (Lord, Sir, Lady, etc.), you may be granted a title. This is a nice perk that does nothing mechanically on its own, but the very next time you roll on a Social Reward table in this region, you automatically do so with **Advantage**.
- ***Membership:*** You're an honorary citizen of the region.

If the region of context isn't a city or village, you're treated as a local or indigenous native of that region. Mechanically, any nationalist or NPC with some other form of geographically-protective inclinations who would otherwise treat you as less than neutral in their Attitude because you're an outsider, will now instead default to a positive Attitude toward you.

- ***Access:*** In many regions, there are places that tourists can't go: it's either looked down upon, or it simply isn't safe. Such taboos and prohibitions and threats no longer apply to you in this region. Temples, alleys, and places both dark and bright are available to use and access, as though you were a high-ranking citizen of the region.
- ***Favor:*** The region itself, its people, or its leadership, owe you a debt that cannot or will not be repaid materially. At your pleasure, you may "call in" this debt. Mechanically, any time you are pursuing a Quest in this region, or involving one or more of its citizens, you may either immediately generate **1d4** Clues, or you may make rolls during an entire social encounter with **Advantage**.

Relationships Reward

Direct, one-to-one, interpersonal relationships are the focus of this sub-category.

Yes, you can refer to ***Relationship Rewards*** as the "bard's category" if you wish, but note that only one outcome is the Romance you might expect from this subcategory!

Remember that for any rewards that specifically designate a single PC, if you are playing OPMC and your adventuring party involves more than one PC, you can either randomize which party member to whom the reward applies, or you can simply pick the one who makes the most sense given the circumstances.

Roll on the table below to determine the precise nature of the relationship reward received. As elsewhere, sanity-check the results, and apply to a realistic target; the decrepit queen may be the one doling out the thanks, but she's unlikely to be the love interest that sparks as a result! Perhaps she has a son or daughter? Or maybe she has a much-more-virile trophy husband who takes a fancy to the brave saviors of the day?

Table 523: Social Relationship Rewards

D20	» Relationship Reward
1-6	Attitude Increase
7-11	Comradeship
12	Romance
13-15	Confidante
16-17	Benefactor
18	Savior
19	Reroll with Advantage
20	Pick your preference

Each of these can take on many different effects in your game, depending on the circumstances. Some examples and guidance for each is provided below:

- ***Attitude Increase:*** The simplest result: increase the Attitude of the NPC by one step. No fuss, no muss.
- ***Comradeship:*** An NPC admires your fighting prowess, or the rumors thereof, or the mere potential thereof, and decides to hitch their wagon to your star from a military standpoint. This could take the form of a potential mercenary ally, or someone who comes to your defense in a time of combat need. Mechanically, the NPC in question is more likely to join you when fighting is involved; you make any social encounter checks along these lines with **Advantage**. Betraying a **Comrade** automatically sets their Attitude toward you to the most hostile and lowest possible value.
- ***Romance:*** An NPC is now romantically inclined toward

a party member. How this is displayed, and whether these feelings are reciprocated, is a matter of your interpretation. Mechanically, that NPC automatically escalates to the highest Attitude level toward the PC in question, any seduction or innuendo-based social check is made with **Advantage**, and if the burgeoning relationship is consummated, additional benefits could accrue. Consider selecting the amorous NPC as a target for Roles that involve peril or granting quests. If this result is rolled again in a context that could apply to the same NPC who is already covetous of your party member, you could consider a marriage offer on the table.

- ***Confidante:*** The NPC trusts your wisdom, your judgment, and your experience in matters of decision-making. They confide in you, even if it means betraying the secrets of others, or even in matters of state or health where laws might govern the admission of information. Mechanically, they can be relied upon to reveal the truth about any NPC or Faction with whom they are affiliated; if no such relationships are known to exist for this NPC, generate at least one of each (using your list of known Actors trackers). In addition, for any active Quest of yours that involves this NPC or any Actors with whom they are acquainted, you may approach the **Confidante** to reliably generate **1d4** Clues. Betraying a **Confidante** automatically sets their Attitude toward you to the most hostile and lowest possible value.
- ***Benefactor:*** The NPC in question is inclined to look favorably upon your potential, and to back this inclination materially where needed. If you are ever in financial hardship, or find yourself in need of money to pursue an objective, the Benefactor is likely to produce the sum. This can be anonymous or explicit, and either behind the scenes or in response to a specific request by the party, as you desire. Mechanically, **Benefactors** are typically good for **1,000 gp** of value, times the Hit Dice the most advanced PC in the party has at the time they become your Benefactor.
- ***Savior:*** An NPC views you as a savior: the messiah, a reincarnation of a legendary warrior, the fulfillment of a prophecy, or simply (and less dangerously) a very capable and formidable adventurer in whose hands things might be better. Regardless of the particular manner of the views, this NPC wants or believes you to be the best possible solution to all of this life's problems, and will act accordingly. Mechanically, their Attitude escalates to the highest possible value, and will remain there. If you betray them, they will assume it is their fault—though their Attitude will not change, you may wish to consider them as a villain if this occurs, pressing your party into ever more dangerous circumstances because they believe no evil can befall you.

Attitudes Reward

This is a more mechanical, and less nuanced, subset of the **Relationship Reward** category. ***Attitude Rewards*** affect specific NPCs or Factions.

When receiving an **Attitude Reward**, roll on the table below to determine your specific reward. Then, determine the target of the reward. If the language of a reward makes it vague as to whether it applies to an NPC or a Faction, randomize evenly between them.

Use your **Actors Tracker** to determine the target of an Attitudes Reward. When doing so, consider favoring existing Actors rather than creating new ones, unless you have a very short list of Actors established in your campaign world.

Table 524: Social Attitudes Rewards

D20	» Attitude Reward
1-5	**Attitude Increase**
6-10	**Set to Friendly**
11-12	**Set to Helpful**
13	**Set to Ally**
14	**En Masse:** Roll 1d4 more times on this table, ignoring this result or higher
15-18	**Factional Devotion:** Reroll on this table, but apply to a Faction; ignore this result or higher
19	Reroll with Advantage
20	Pick your preference

Let's explore each of these results in more detail. For any outcome that references an NPC giving the party something valuable; roll on the ***Material Rewards*** table (p 403).

- ***Attitude Increase:*** Increase the Attitude of the NPC toward the party by one degree. If they are already of the highest Attitude, they gift the party something valuable.
- ***Set to Friendly:*** Set the NPC's Attitude to **Friendly**. If it's already at this level or higher, keep it at its current level, but the NPC gifts the party something valuable.
- ***Set to Helpful:*** As **Set to Friendly**, but set to **Helpful** instead.
- ***Set to Ally:*** As **Set to Helpful**, but the NPC willingly offers to join the party as a mercenary for **1d4** campaign sessions.
- ***En Masse:*** Roll again one or more times on this table, ignoring this result or higher. Each result applies to a different NPC target.
- ***Factional Devotion:*** Roll one or more times on this table,

but apply each result to a **Faction**. This result may stack with **En Masse** if you roll that result and then this one; if that's the case, then each outcome applies to a different **Faction**.

Factional Reward

Merchant guilds, adventurer's groups, religious temples, and more: Factions are important parts of any campaign world, and ***Factional Rewards*** can be the entrance to a great deal of utility for any adventuring party.

Roll on the ***Social Factional Rewards*** table below to determine your specific reward. Each time you roll on the table below, the outcome applies to a different, randomly-selected Faction (randomize as you normally would, create a new one, or simply pick).

Table 525: Social Factional Rewards

D20	» Factional Reward
1-6	**Notoriety Increase**
7-11	**Attitude Increase**
12	**Rank Increase**
13-15	**Membership**
16-17	**Access**
18	**Favor**
19	Reroll with Advantage
20	Pick your preference

Let's explore each of these results in more detail:

- ***Notoriety Increase:*** You're of interest to the Faction, and known by fairly high-ranking members thereof. Mechanically, any random NPC member of the Faction you encounter will know about you already. Social checks related to gaining membership are made with **Advantage**, and in any circumstance where a member of that Faction would have to make a decision as to whether to back the party or remain neutral, they will support the party. Note that notoriety is not always preferable: you may have attracted the attention of a Faction that you would prefer to avoid. Checks to escape the attention of the Faction, to dissuade their interest, or to end conversations or try to dissociate one's self with a faction with which one has Notoriety are made with **Disadvantage**. Finally, if you roll **Notoriety Increase** again with a Faction with which you already enjoy Notoriety, you are automatically offered membership.
- ***Attitude Increase:*** The Attitude of the Faction toward your party increases one step. If this brings it to Friendly or above, a Faction member will approach the party. If this brings the relationship to Helpful, the party will automatically be offered membership in the Faction.
- ***Rank Increase:*** The Faction formally grants you a rank of recognition and/or respect within their circle. If you're not already a member, they offer you membership; even if you decline this offer, they consider you an honorary member (and will still be disappointed if you act against

their interests!). If you're already a member, you gain a rank within their organization; what this means precisely depends on the Faction in question, but at minimum, it means that you can approach them for **1d4** Clues for any active Quest that has anything to do with the Faction or with which any of its members has a connection.

- ***Membership:*** You're granted membership in the Faction. If you already have membership, you're given another reward by the faction as a token of their gratitude, and/or their Attitude toward you increases one step (your choice).
- ***Access:*** You're granted free access to the physical domains of the Faction. Obviously this varies by faction, but temples are now safe spaces for you to rest if it's a religious faction, and you have free access to any of the supplies and equipment you'd reasonably expect that Faction to have access to or need of (e.g., parchment, thieves tools, vestments, etc.).
- ***Favor:*** The Faction itself, its members, or its leadership, owe you a debt that cannot or will not be repaid materially. At your pleasure, you may "call in" this debt. Mechanically, any time you are pursuing a Quest in a region in which this Faction has a presence, or one involving one or more of its members, you may either immediately generate **1d4** Clues, or you may make rolls during an entire social encounter with **Advantage**. If the Faction is a combat-related one, you may instead choose to call upon **1d2** mercenaries of that faction to fight alongside you for one gaming session.

Ally Reward

»

Although an ally can come from one or more other reward types, the ***Ally Reward*** specifically grants you one or more Allies mechanically.

In some circumstances, this reward category may be difficult to rationalize, but with some creativity, it's not that hard. If you helped cover up an affair, the royal family might offer a few of its palace guards to accompany you on your next dangerous mission. The Thieves Guild might offer a few of its more underhanded representatives to aid with your next urban escapade.

Perhaps moreso than many other reward categories, the rationalization you create for the reward you receive should have an impact on the type of Actor you generate to accommodate it. In the examples above, you would expect to create two very different NPCs to fulfill each of the two different scenarios involved. Simply put, a palace guard is not a thieves guild member.

When resolving an **Ally Reward**, unless the specific reward you receive below says explicitly otherwise, always generate a new Actor to fill the Role of the Ally. When doing so, consider the context when making decisions about the nature of the NPC you create.

Table 526: Social Ally Rewards

D20	» Ally Reward
1-6	**1 Ally** (next session)
7-9	**1d2 Allies** (next session)
10-13	**1 Ally** (2d4 sessions)
14-15	**1d2 Allies** (2d4 sessions)
16-17	**1 Devoted Ally** (until death)
18	**Existing NPC:** Reroll
19	Reroll with Advantage
20	Pick your preference

Let's unpack each of these options in a bit more detail:

- ***1 Ally (next session):*** A single NPC joins your party until the end of the next gaming session.
- ***1d2 Allies (next session):*** As 1 Ally, but with the potential for multiple allies.
- ***1 Ally (2d4 sessions):*** A single NPC joins your party for multiple gaming sessions.
- ***1d2 Allies (2d4 sessions):*** As above, but with the potential for multiple allies.
- ***1 Devoted Ally (until death):*** A single NPC ally joins your party, and will continue to fight alongside you until her/his demise.
- ***Existing NPC:*** Select an existing NPC Actor instead of

generating a new one; that NPC becomes an Ally. Roll again on this table to determine the duration of this alliance; ignore the number of allies and instead only focus on whether it's 1 session or 2d4 sessions. If you roll Devoted Ally or Existing NPC again on your reroll, the existing NPC is allied to you permanently until their death.

Religious Reward

Although religions are just specific kinds of Factions, their motivations offer specific and interesting twists on other kinds of Factional rewards.

Roll on the table below to determine your specific reward. Then, randomize which religious Faction it applies to as you normally would (randomize, create a new one, or simply pick).

Table 527: Social Religious Rewards

D20	» Religious Reward
1-6	**Attitude Increase**
7-11	**Comradeship**
12	**Romance**
13-15	**Confidante**
16-17	**Benefactor**
18	**Savior**
19	Reroll with Advantage
20	Pick your preference

Let's explore each of these outcomes:

- ***Attitude Increase:*** Increase the Attitude of the Faction toward you by one step. If it is already at its highest level, then you receive a valuable artifact from them (see the **Religious Icon** reward from the ***Material Artifact Rewards*** table, p 407).
- ***Comradeship:*** Members of the Faction consider you to be comrades in arms in the holy war or unfortunately acts of bloodshed that are nevertheless required to further the aims of the church and serve their deity. Mechanically, any NPC member of the Faction in question is more likely to join you when fighting is involved; you make any social encounter checks along these lines with **Advantage**.
- ***Romance:*** A prominent NPC member of the religion believes it is the will of their god that you and they connect in a romantic manner. This could be as simple a sentiment as the notion that some love is "meant to be", or that their god put the two of you together. It could also be as severe as the concept that your union is required in order to generate more brethren for the temple, or that your act of consummation must be witnessed on display in a ceremony in order to truly "count". The exact enactment of this reward is left to the vagaries of the Faction in question. Otherwise, treat this as the **Romance reward** from the ***Social Relationship Rewards*** table (p 409).
- ***Confidante:*** A high-ranking member of the church values your outside perspective. Even if you're a member of the religious Faction, this new Confidante respects that you haven't always been such, and wants to run some potentially unorthodox notions by you. They might want

to change the direction of the religion, feel uncomfortable about some of its foundational tenets, be ashamed of some dark and sacrilegious deed, or otherwise have private information to share that likely would be taboo to other church members. Otherwise, treat this as the **Confidante reward** from the ***Social Relationship Rewards*** table (p 409).

- ***Benefactor:*** The Faction views you highly, and wishes to ensure that you succeed, either because you are demonstrably an active member of the church and acting on its behalf; or because your interests and those of the religion seem to coincide, even if merely momentarily. They wish to back your party in a material manner. This should take the form of an immediate payment of 200 gp times the Hit Dice of the highest-level PC in the party, followed immediately by a **Cohesion Quest** asked of the party by the religion. If the completion of the Cohesion Quest is successful, then treat this as the **Benefactor reward** from the ***Social Relationship Rewards*** table (p 409). If the Cohesion Quest is failed, then Benefactor reward no longer applies to the party.
- ***Savior:*** As the **Savior** reward from the **Social Relationship** table (p 409), but instead of a single NPC believing this, it's the entire religious **Faction**.

Mechanical Rewards

Overview

Mechanical Rewards directly involve game mechanics. Attack rolls, check modifiers, and flat-out granting levels or experience points: it's all in the gears and innards for this category of reward.

As with other types of reward, if a reward mentions that it applies to one PC, and you are playing OPMC or with a party that otherwise involves more than one PC, you may select which character that reward applies to.

To begin, roll on the following table to determine the sub-category of **Mechanical Reward**. We'll explain each of these in much more detail afterwards.

Table 528: Mechanical Reward Categories

D20	Mechanical Reward Category
1-4	**Rules Adjustment**
5	**Ability Score**
6-9	**Skill / Feat**
10-15	**Dice Chain**
16-17	**XP / Milestone**
18	**Multiclass Unlock**
19	Reroll with Advantage
20	Pick your preference

Mechanical Reward Categories

It's worth noting that not all of these topics apply equally to every rules system. Some of them—**Feats**, for example—simply don't apply at all to certain rules systems.

If you randomly determine that you receive a reward or reward sub-category whose mechanics simply do not apply to your rules system, or that apply only minimally to your rules system, you may reroll your reward.

With that said, let's dive into each of these sub-categories in more detail.

Rules Adjustment Reward

With this category, a ***rules adjustment boon*** applies to you immediately.

Rules Adjustment Rewards and Handicaps

Rules Adjustment Boons you receive as a result of **Rewards *do not count*** toward your ***Balance Point Handicap*** (BPH).

Even if Reward-given Boons are or become **permanent** (see below), do not count their Balance Point value against your handicap for any purposes.

Rules Adjustment Reward Duration

Most **Rules Adjustments** indicate their duration in their description; for rules adjustments that contain no such definition, assume that the rules adjustment applies for the duration of the next gaming session.

Alternately, you can roll on the following table to determine how long your rules adjustment duration applies.

Table 529: Rules Adjustment Reward Duration

D20	Rules Adjustment Reward Duration
1-3	**Next Encounter**
4-9	**This Session**
10-13	**End of Next Session**
14-16	**1d4 Sessions**
17-18	**25% Expiry**
19	**Permanent**
20	Reroll with Advantage

Let's describe each of these results in case they're not obvious:

- ***Next Encounter:*** The Rules Adjustment Boon takes effect at the start of the next encounter (social or combat), and lasts only until the end of that encounter.
- ***This Session:*** The Boon takes effect immediately, and will last until the end of the current gaming session. If the session is already almost over, tough luck!
- ***End of Next Session:*** Takes effect right now, and will last until the end of your next gaming session. So that's one full session beyond a "***This Session***" result.
- ***1d4 Sessions:*** As **End of Next Session**, except with the potential to last multiple sessions. Roll **1d4**; that is the number of full gaming sessions beyond the current one that the **Boon** applies to. To clarify: if you roll a **1**, that's

effectively the same result as "**End of Next Session**".

- ***25% Expiry:*** The Boon has a chance to last forever, but also a chance to disappear rapidly. At the end of each gaming session, including this one, roll a **d100**. On a 26 or greater, the Boon remains in effect; on a 1-25, it is removed immediately.
- ***Permanent:*** The Boon is permanent, and is not automatically removed, even after a million gaming sessions. Note that it can still be deleted by other effects—a **Penalty**, for example.

Rules Adjustment Randomization

You can use the random tables included in the **Rules Adjustments** section (p 311) to generate random bonuses, or you can use the ***Mechanical Rules Adjustment Rewards*** table below instead.

Rules Adjustment Value Cap

If you're randomizing from amongst all possible rules adjustment boons, you should consider rolling first on the following table to determine the Balance Point value that "caps" your possible selections.

To use this approach, first roll on the table below, then determine the value cap. When you then roll on the Rules Adjustment tables to randomize your reward, reroll any results that exceed this Balance Point value.

Table 530: Rules Adjustment Reward Value Cap

D20	Maximum BPH Value
1-5	2d4
6-10	2d6
11-13	2d10
14-15	2d12
16-17	2d20
18	3d20
19	No cap
20	Reroll with Advantage

No Cap: There is no limit on the **BPH** value of the **Rules Adjustment Boon** you receive when rolling on the full randomization tables.

QuickStart Rules Adjustment Randomization

If you're looking for a quicker way of determining a random **Rules Adjustment Boon**, you can simply roll on the table below.

This approach makes the determination much quicker, but it does by its nature limit the possible outcomes quite severely.

Table 531: Mechanical Rules Adjustment Rewards

D20	» Rules Adjustment Reward
1	**Combat Caster** (p 333)
2	**Destructive Magicks** (p 335)
3	**Shirak** (p 367)
4	**Be Prepared** (p 367)
5	**Treasure Hunter** (p 371)
6	**Potion Finder** (p 374)
7	**Multi-Use Imbiber** (p 379)
8	**Preternatural Initiative** (p 345)
9	**Forced Fumble** (p 347)
10	**Vicious Blows** (p 349)
11	**Empowered Saves** (p 353)
12	**Trap Prescience** (p 363)
13	**Artifact Interpreter** (p 371)
14	**Condition Immunity** (p 361)
15	**Shake it Off** (p 360)
16	**No Bad Luck** (p 353)
17	**Time Warp** (p 346)
18	**Existing Boon is Permanent**
19	Reroll with Advantage
20	Pick your preference

Let's explore one of these in more detail:

- ***Existing Boon is Permanent:*** Select an existing **Rules Adjustment Boon** that you already have. This can be a Boon you received as a Reward, or something you purchased using **Balance Points**. That Boon becomes permanent. Its **Balance Point** value doesn't change, and whether it counts toward your **Handicap** doesn't change. So if that **Boon** had been a **Reward**, and this reward result makes it permanent, then it doesn't count toward your handicap. When you receive this result, first roll on the ***Rules Adjustment Reward Value Cap*** table above to determine the maximum **Balance Point** value that you can make permanent.

Ability Score Reward

This category contains much-coveted benefits at the core of your character: ***Ability Score Rewards*** potentially provide either temporary or permanent boosts to your ability scores.

Note that you should make adjustments as appropriate to the Ability Scores for your rules system of choice.

Table 532: Mechanical Ability Score Rewards

D20	» Ability Score Reward
1-7	Temporary +1 to Random
8-12	Temporary +1 to Your Choice
13-14	Temporary +1d2 to Random
15-16	Temporary +1d2 to Your Choice
17	Permanent +1 to Random
18	Permanent +1 to Your Choice
19	Reroll with Advantage
20	Pick your preference

Let's explore each of these results in more detail:

- ***Temporary +1 to Random:*** You receive a +1 bonus to one Ability Score, determined at random. This bonus takes effect immediately, and lasts until the end of the next gaming session: that is, the bonus will last for the remainder of the current gaming session, and then for one full gaming session thereafter.
- ***Temporary +1 to Your Choice:*** As above, but you may apply the +1 bonus to any one **Ability Score** of your choice.
- ***Temporary +1d2 to Random:*** As **Temporary +1 to Random**, but with the potential for an additional second point of bonus.
- ***Temporary +1d2 to Your Choice:*** As above, but to your choice of score.
- ***Permanent +1 to Random:*** One Ability Score, determined at random, receives a permanent **+1** bonus. This permanent boost has no impact on your **Handicap**. Note that although some rules systems generally impose hard limits on the maximum values for ability scores (e.g., 5E is fairly firm on 20 being the threshold for player characters), for solo games and in this context, this type of Reward can cause your values to exceed such ordinary limits.
- ***Permanent +1 to Your Choice:*** As above, but the bonus applies to any one ability score of your choice.

Skill / Feat Reward

The structure of skill points, proficiency bonuses, feats, and associated concepts is significantly different between Pathfinder first edition and other supported game systems.

Therefore, we'll break things out explicitly for ***Skill/Feat Rewards*** between Pathfinder and all other systems.

Roll on the table below if you're using Pathfinder. Skip to the following table if you're using a different system.

Table 533: Mechanical Skill/Feat Rewards (Pathfinder)

D20	» Skill/Feat Reward
1-8	+1d6 Skill Points
9-12	+2d4 Skill Points
13-14	New Class Skill
15	New Class Skill +1d6 Skill Points
16-17	Temporary New Feat
18	Permanent New Feat
19	Reroll with Advantage
20	Pick your preference

Let's explore each of these results in more detail:

- ***+1d6 Skill Points:*** You immediately receive bonus skill points, to be spent as you wish. Normal restrictions apply (e.g., cross-class skills cost more, you cannot have ranks in a skill that exceed your class level, and so on).
- ***+2d4 Skill Points:*** As above, but the potential for even more skill points.
- ***New Class Skill:*** Select a skill that is not a class skill for any of your classes. That skill now counts as a class skill. This change is permanent and does not affect your **Handicap**.
- ***New Class Skill +1d6 Skill Points:*** As above, but you also receive bonus Skill Points, to be spent as you wish (most likely, in the new class skill, but you don't have to spend them there).
- ***Temporary New Feat:*** You receive a new Feat immediately. Your selection lasts until the end of the next gaming session—that is, for the remainder of the current session, plus the entirety of your next gaming session. You must still meet the prerequisites for the newly-selected Feat.
- ***Permanent New Feat:*** As Temporary New Feat, but your new Feat is permanent and does not go away at the end of your next session. This reward still does not impact your **Handicap**.

If you are using a rules system other than Pathfinder first

edition, you may be better off using the following table:

Table 534: Mechanical Skill/Feat Rewards (Other Systems)

D20	» Skill/Feat Reward
1-7	Bonus Temporary Proficiency
8-9	1d2 Bonus Temporary Proficiencies
10-12	Advantage on a Skill Check
13-16	1d4 Advantages on Skill Checks
17	Session Advantage on Skill Checks
18	Bonus Permanent Proficiency
19	Reroll with Advantage
20	Pick your preference

Let's explore each of these results in more detail:

- ***Bonus Temporary Proficiency:*** Select a skill in which you are not normally proficient. You gain proficiency in that skill until the end of your next gaming session. To clarify: you receive the proficiency immediately, and it lasts for the remainder of the current gaming session, as well as the entirety of your following gaming session.
- ***1d3 Bonus Temporary Proficiencies:*** As above, but with the potential for additional proficiencies as well.
- ***Advantage on a Skill Check:*** You receive the ability to make any one skill check with **Advantage** (roll twice, and select your preferred result). This ability never expires, and can be saved until you choose to use it.
- ***1d4 Advantages on Skill Checks:*** As above, but with opportunity for additional **advantages**.
- ***Session Advantage on Skill Checks:*** All of the skill checks you make in your next gaming session are made with **Advantage**. There is no limit to the number of times in a session that this applies to.
- ***Bonus Permanent Proficiency:*** As "**Bonus Temporary Proficiency**", but the bonus is permanent. This has no impact on your **Handicap**.

Dice Chain Reward

The **dice chain** (p 394) is a fundamental concept of providing handicaps to the solo player and their enemies.

Dice Chain Rewards grant penalties to enemies, and/or benefits to the party.

Table 535: Mechanical Dice Chain Rewards

D20	» Dice Chain Reward
1-6	Step Up Encounter
7-9	1d3 Steps Up Encounter
10	Step Up Session
11-14	1d3 Steps Up Session
15-17	Enemy Step Down Encounter
18	Enemy Step Down Session
19	Reroll with Advantage
20	Reroll twice (stacks)

Let's explore each of these results in more detail:

- ***Step Up Encounter:*** For the entire next encounter, your d20 rolls receive a dice chain **step up**.
- ***1d3 Steps Up Encounter:*** As above, but with the possibility of additional steps up.
- ***Step Up Session:*** As **Step Up Encounter**, but applies to your entire next gaming session.
- ***1d3 Steps Up Encounter:*** As above, but with the potential for additional steps up.
- ***Enemy Step Down Encounter:*** Enemies and social opponents receive a dice chain **step down** for the duration of your entire next encounter. You may choose whether this applies to your next social, or combat, encounter.
- ***Enemy Step Down Session:*** As above, but applies to your entire next gaming session.

XP / Milestone Reward

One might reasonably think that receiving gold is, well, the gold standard for rewards in fantasy RPGs. Similarly, most players expect experience points

Refer to IGS' ***Reward Stars*** description for more information. But to summarize, basically, Reward Stars are milestone rewards that take the place of experience points. Any PC, of any level, advances to their next level at the same pace, based on a certain number of Reward Stars being required to attain the next level.

The intent behind this approach is to form a hybrid between traditional XP advancement, and milestone advancement that may not be applicable to every adventure circumstance.

The free **Reward Star** description also contains a mapping of what a **Reward Star** means in terms of traditional XP.

If you prefer a more traditional XP approach, simply convert the reward below into the equivalent amount of XP that makes sense for your character.

Remember that as with other rewards, if you have a party that includes more than one PC, you get to decide where the reward is distributed. More specifically: the rewards below are all-in; that is, they do not apply to each and every PC in your party separately!

To be absolutely clear: if you receive 4 **Reward Stars**, and your party has 3 PCs, that's 4 **Reward Stars *total***, not 12 **Reward Stars**.

Table 536: Mechanical XP / Milestone Reward

D20	» XP / Milestone Reward
1-5	1 Reward Star
6-9	1d2 Reward Stars
10-14	1d3 Reward Stars
15-16	1d4 Reward Stars
17	2d4 Reward Stars
18	Level Up
19	Reroll with Advantage
20	Reroll twice (ignore this result if rolled again)

Let's explore one of these results in more detail:

- ***Level Up:*** You immediately receive as much XP as you need to advance to your next level. Note that depending on how close you were already to the next level, this reward may not be as advantageous to you as some of the others!

Multiclass Unlock Reward

This category is only useful if you have one or more characters that are multiclassing (i.e., advancing levels in more than one character class).

Although OPOC play benefits greatly from multiclassed characters, and although this book contains a great deal of guidance on how to construct multiclassed characters, it's not always

As this is not always the case that you'll have, or even want, a multiclassed character. If none of the PCs in your party is multiclassing, you may take the extra experience points you receive from this category of reward and apply it to different characters.

For example, if you receive a "**Triple Multiclass**" reward, you may instead choose to have two of your characters receive doubled experience points.

Table 537: Mechanical Multiclass Unlock Rewards

D20	» Multiclass Unlock Reward
1-8	Double Multiclass XP Encounter
9-12	Double Multiclass XP Session
13-14	Triple Multiclass XP Encounter
15	Triple Multiclass XP Session
16-17	Double Multiclass XP Level
18	Triple Multiclass XP Level
19	Gain a Multiclass Level
20	Reroll with Advantage

Let's explore each of these results in more detail:

- ***Double Multiclass XP Encounter:*** For the duration of your next encounter, you receive double XP: you apply one set of XP to each of two of your multiclass classes. You decide whether this applies to a combat, or a social, encounter.
- ***Double Multiclass XP Session:*** As above, but lasts for the entirety of the next gaming session.
- ***Triple Multiclass XP Encounter:*** As **Double Multiclass XP Encounter**, but triples instead. If you are multiclassing in only two classes, you may still receive triple XP, and apply it to either of your classes or split it between them as desired.
- ***Triple Multiclass XP Session:*** As above, but applies to the entire next gaming session.
- ***Double Multiclass XP Level:*** As Double Multiclass XP Encounter, but applies to every gaming session and encounter between now, and when you level up both of the two classes you apply the benefit to.
- ***Triple Multiclass XP Level:*** As above, but applies to three classes. If you have only two classes that you're

multiclassing in, you may still receive the extra tripled XP, applied as you like between your two classes.

- ***Gain a Multiclass Level:*** Immediately advance in level in your multiclass character class. For example, if you are a Bard 5 / Paladin 2, you would become Bard 5 / Paladin 3. If two or more classes are tied in the levels they have, you may choose which one this reward applies to.

Magical Rewards

Overview

Yes, this category does include magical items, but that's only but one of the six major sub-categories it offers.

In a world where magic, true magic, is not only possible but present throughout life, it's reasonable that rewards for helpful deeds would take a variety of forms.

To begin, roll on the table below to determine the sub-category of ***Magical Reward*** you receive.

As with other reward types, remember that if a **Magical Reward** doesn't specifically say that it applies to the entire party, then you get to choose which PC receives the reward.

Table 538: Magical Reward Categories

D20	Magical Reward Category
1-5	**Buff**
6-9	**Service**
10-11	**Answer**
12-13	**Item**
14-16	**Feat**
17-18	**Scroll**
19	Reroll with Advantage
20	Pick your preference

Magical Reward Categories

Each of the above categories has its own section below describing sub-categories and specific rewards beneath that.

Buff Reward

"Buffs" are favorable magical enhancements that increase abilities, grant bonuses, deflect attacks, or otherwise benefit the recipient for a duration.

Buff Rewards typically apply to only a single PC (see below, however).

Roll on the following table to determine the nature of the magical buff reward you receive.

Note that bonuses from this reward stack with all other kinds of bonus, including themselves. If you receive two "**+1 Armor Class**" results that apply during the same duration, your AC would benefit by **2**.

Table 539: Magical Buff Rewards

D20	» Buff Reward
1-3	**+1 Armor Class**
4-6	**+1 Attack Rolls**
7-9	**+1 Saves**
10-11	**1 Roll Advantage in Combat**
12-14	**1 Roll Advantage in Social**
15-18	Reroll and Increase Benefit by 1 (stacks)
19	Reroll with Advantage
20	Reroll and Apply to Entire Party (ignore this result again)

Let's explore each of these results in more detail:

- ***+1 Armor Class:*** Your Armor Class benefits by 1. Although typically this means your AC increases by 1, some rules systems use descending AC instead.
- ***+1 Attack Rolls:*** You receive a +1 bonus to Attack Rolls. Note that this includes skill and ability checks in social encounters.
- ***+1 Saves:*** You receive a +1 bonus to all your **Saving Throws**.
- ***1 Roll Advantage in Combat:*** Once in an upcoming combat, you may make any one d20 roll with **Advantage** (roll twice, and select your preferred result). This ability never expires, and can be saved until you choose to use it.
- ***1 Roll Advantage in Social:*** As above, but applies to any one d20 roll in a social encounter.
- ***Reroll and Increase Benefit by 1:*** Reroll on this table, but the result has its benefit increased by an additional 1

point. This result stacks with itself and with the "**Higher-Level Buffs**" effects below.

Buff Reward Duration

The benefit explained above is not permanent, and each reward has a variable duration. Roll on the following table to determine how long it lasts:

Table 540: Magical Buff Reward Duration

D20	» Buff Reward Duration
1-2	One Attack or Save
3-8	Until Failure
9-18	Entire Encounter
19	End of Next Session
20	Reroll with Advantage

Let's explore each of these results in more detail:

- ***One Attack or Save:*** The bonus lasts only for the first time it applies. You cannot choose when this happens; for example, if you receive a "+1 Armor Class" buff, then it lasts only until the next time you are attacked.
- ***Until Failure:*** The bonus remains in effect until it "fails". For AC, this means until you are successfully struck in combat; for Attack Rolls, it lasts until you fail to hit or succeed in a check, and so on. Theoretically, the bonus could remain in effect forever!
- ***Entire Encounter:*** The buff remains in effect for the entire duration of your next encounter. You determine whether this means the next combat or social encounter.
- ***End of Next Session:*** The buff is sustained until the end of your next gaming session. To clarify: the buff applies immediately, and lasts throughout the remainder of this current gaming session; it then extends to apply for the entirety of your next session as well.

Higher-Level Buffs

If you're playing in the **Advanced** or **Elite** quads of difficulty (i.e., higher PC levels), a single-point bonus is unlikely to wow you much (or make much of a mechanical difference in the game).

If you are playing in these difficulty bands, and you receive a **Buff Reward**, you may roll on the following table to determine what number to substitute for the "**+1**" in the ***Magical Buff Rewards*** table above.

Note that results on that table that increase the benefit do so starting at the higher-level value. For example, if you roll on the table below and determine your buff reward should start at **+3**, and then you receive a "**Reroll and Increase Benefit by 1**" result, then the total bonus would be +4.

Table 541: Higher-Level Magical Buff Bonuses

D20	» Buff Bonus
1-2	+1
3-6	+1d2
7-9	+1d3
10-14	+1d4
15-17	+1d6
18	+2d4
19	+2d6
20	Reroll with Advantage

Magical Service Reward

Spellcasting services are typically available in most large fantasy towns for a fee. This category pertains to more specific and general benefit that could apply to any adventuring party regardless of level or purpose.

Roll on the table below to determine the specific ***Service Reward*** you receive.

Table 542: Magical Service Rewards

D20	Service Reward
1-5	**Overland Travel**
6-8	**Protected Travel**
9-12	**Identify**
13-14	**Legend Lore**
15-17	**Teleport**
18	**Return Teleport**
19	Reroll with Advantage
20	Pick your preference

Let's explore each of these results in more detail:

- ***Overland Travel:*** Magical enhancements cause your entire party to travel more swiftly in between points of interest on the world map. Your pace of overland travel is tripled. Other than having to roll less often for random encounters, no additional protection is included in this benefit. This reward lasts only until you reach any one major point of interest on the map (e.g., a cave, a city, a hideout).
- ***Protected Travel:*** Wards buttress you in transit. When you next travel to another point of interest on the world map, you may choose to avoid random encounter rolls entirely. The pace at which you travel is unaffected. This effect lasts until you reach any one major map point destination.
- ***Identify:*** This one's simple: an *identify* spell is cast on behalf of the party. This benefits any one suspected magical item per party member, but you get to choose when it is cast and on which item(s). If you are playing using the OPOC approach, this effect applies to ***all*** items in your inventory when you choose to trigger the effect.
- ***Legend Lore:*** As above, but *legend lore* is cast instead of identify. For rules systems lacking the distinction, treat this as revealing every single thing about a magical item.
- ***Teleport:*** The party may be *teleported* via the spell of the same name. This is a one-way trip, but you get to choose the destination, and when the spell is cast. Normal restrictions apply in terms of how much you need to know about the destination in order for the spell to succeed.
- ***Return Teleport:*** The party receives a magical token. When activated, it immediately teleports the entire party back to a safe town or other map point that makes sense given the circumstances in which this reward was given. Fans of certain video games may refer to this as a *town portal* spell.

Magical Answer Reward

This is much more, potentially, than the plastic black crystal ball that's well-known in real life. The king's sage offers her wisdom; the apothecary reveals an ancient scroll; the bishop petitions their deity for answers; or some other form of arcane or divine intervention is called upon to grant your party the answers they seek... or at least, a mechanism for doing so.

Roll on the table below to determine your ***Answer Reward***.

Table 543: Magical Answer Rewards

D20	» Answer Reward
1-7	**Local Clairaudience**
8-12	**Local Clairvoyance**
13-14	**Local Scrying**
15-16	**Locate Object**
17	**Locate Person**
18	**Answer**
19	Reroll, but Regional (ignore this result again)
20	Reroll with Advantage

Let's explore each of these results in more detail:

- ***Local Clairaudience:*** *Clairaudience* is cast on the party's behalf. The range is limited to anywhere within the current location of interest on the world map (city, dungeon, etc.). This lasts 1d10 minutes and is limited to audio only.
- ***Local Clairvoyance:*** As above, but visual, rather than auditory.
- ***Local Scrying:*** As above, but the effects are both visual and auditory.
- ***Locate Object:*** If the PCs know an object or can describe it ("the Queen's letter-opener", or "the palace bard's codpiece"), and if that object is within the current map location, its precise location is revealed.
- ***Locate Person:*** As above, but applies to NPCs, not objects.
- ***Answer:*** Ask a question, receive an answer, within reasonable limits. Since you're playing a solo game, you as a player likely already know all the meaningful answers that have been established, so you can treat this as being able to act on that information in a limited scenario.

  Alternately, you can simply interpret this as generating **1d4 Clues**, which you can apply as you desire amongst the active Quests you have that require Clues.
- ***Reroll, but Regional:*** Reroll on this table, but consider the result as *regional*, not limited to the current major map point. Think the current country, state, or major geographic region or political dominion. If you then receive this result on your reroll, ignore it and roll again to get a meaningful result.

Magical Unlock Reward

This reward category truly only benefits those characters with extant spellcasting capabilities. If you are playing OPOC, and your PC cannot cast spells—well, first, how on earth are you succeeding? But anyway, if your entire adventuring party lacks the ability to cast spells, then you may reroll this reward into a different category.

If at least one party member ***can*** cast spells, however, roll on the table below to determine which ***Unlock Reward*** you receive.

Table 544: Magical Unlock Rewards

D20	» Unlock Reward
1-5	**Learn New Spell**
6-13	**Extra Spell Slot / Spell Per Day**
14	**Free Metamagic Feat**
15-16	**Spell Advantage Roll (cast)**
17	**Spell Advantage Roll (encounter)**
18	Reroll and Increase Level by 1 (stacks)
19	Reroll and Increase Benefit by 1 (stacks)
20	Reroll with Advantage

Let's explore each of these results in more detail:

- ***Learn New Spell:*** You learn one new spell that you didn't already know or have access to. You must still meet any prerequisites to be able to cast that spell, and this effect does not cause you to memorize or prepare that spell immediately.
- ***Extra Spell Slot / Spell Per Day:*** You gain one additional spell per day, or extra spell slot, at the spell level determined by this reward. This benefit lasts only until the additional spell is expended.
- ***Free Metamagic Feat:*** Only applies to rules systems with the capability of adding metamagic feats onto spells; reroll if you are using another rules system. You may prepare or memorize a spell with one free metamagic feat that has an effective increase of up to 1d3 spell levels. This does not change the level of the spell, and this may extend the effective level of the spell beyond what you are ordinarily capable of casting. The prepared metamagicked spell still takes up a spell slot at its normal spell level. You need not have the metamagic feat in question, or meet its prerequisites, in order to apply this reward. This reward lasts only until the metamagicked spell is expended.
- ***Spell Advantage Roll (cast):*** Choose one spell you cast, as you cast it. You may force any d20 rolls associated with that spell to gain **Advantage** (roll twice, and select your preferred result) and/or to suffer **Disadvantage** (roll twice, and select the less favorable result). For example, you may cast *lightning bolt*, and choose to gain **Advantage** on your attack roll to hit enemies with it; or you could cast *fireball*, and choose to impose **Disadvantage** on enemies trying to make Reflex saves to halve their damage suffered.
- ***Spell Advantage (encounter):*** As above, but applies to ***all*** spells you cast for your entire next combat encounter.
- ***Reroll and Increase Level by 1:*** Reroll on this table, but the maximum spell level of spells affected by the resulting reward increases by 1. This result stacks with itself, so you could effectively produce Level 9 spells if you're lucky!
- ***Reroll and Increase Benefit by 1:*** Reroll on this table, but add 1 to the number of benefits received. For example, if you reroll and receive "**Learn New Spell**", you instead learn ***two*** new spells. This effect stacks with itself, so if you keep rerolling this result, you could receive even more benefits!

Magical Unlock Reward Spell Level

This reward category has the potential to be truly awe-inspiringly powerful... which is why we have to limit it, just a bit.

Roll on the following table to determine the maximum spell level to which the **Unlock Reward** may be applied.

Table 545: Magical Unlock Reward Spell Level

D20	» Unlock Reward Spell Level
1-5	1st
6-10	2nd
11-12	3rd
13-14	4th
15-16	5th
17-18	6th
19	7th
20	Reroll with Advantage

You may notice that the above table tops out at seventh level. That is by design; higher-level spells are much more powerful and potent, so it's reasonable that they aren't necessarily available as randomized rewards.

Note, however, that it's still possible to receive spell-related rewards at levels beyond 7th level. To do so, you simply have to be lucky enough to roll a "**Reroll and Increase Level by 1**" result on the ***Magical Unlock Rewards*** table.

Magical Item Reward

When you think of magical rewards, this is most likely the sub-category that comes to mind: wands, staves, potions, scrolls, that sort of thing.

Magical Item Rewards are a significant part of the reward economy. To get started, roll on the table below to determine the type of reward received.

Note that this section relies heavily upon the random-treasure generation tables probided by your rules system of choice. An upcoming ***FlexTale Encounter Generator*** book will focus specifically on treasure to provide even more powerful and versatile options.

Table 546: Magical Item Rewards

D20	» Item Reward
1-7	**Potion**
8-12	**Scroll**
13-14	**Ring**
15-16	**Rod or Staff**
17	**Wand**
18	**Wondrous Item / Artifact**
19	Reroll with Advantage
20	Reroll, and Gain Advantage on Rules System Generator Tables

Let's explore some of these results in more detail:

- ***Wondrous Item / Artifact:*** If your rules system does not provide lists of unique or distinctive magical items, then select your choice from amongst the lower-rolled options.
- ***Reroll, and Gain Advantage on Rules System Generator Tables:*** Reroll on this list to determine the type of magical item you receive. When you then go to your rules system's treasure-generation tables, you may roll on them with **Advantage** (roll twice, and select your preferred result).

Magical Item Reward Max Spell Level

As with Magical Unlock rewards, we must place a limit on the maximum level of the spell(s) involved with a magical item received as a randomized reward.

Roll on the table below to determine the maximum spell level of magical effects associated with the magical item received.

Note that regardless of what is rolled on this table, the maximum spell level of the item received is additionally capped by your ***total class level divided by 2*** (rounded up). For example, if you are level 9, and your roll on the table below indicates "6th", you may still only receive magical items of spell level equal to or less than 5th level.

Alternately to the "total class level divided by 2" additional limit, you can instead impose a cap equal to the highest-level spell you are capable of casting, plus one.

Table 547: Magical Item Reward Maximum Spell Level

D20	» Item Reward Max Spell Level
1-4	1st
5-8	2nd
9-12	3rd
13-16	4th
17	5th
18	6th
19	7th
20	Reroll with Advantage

Magical Feat Reward

If you are using a rules system other than Pathfinder first edition, you may reroll your reward category if you end up here, as these options really only apply meaningfully to that rules system. You are also free to adapt this section to your rules system of choice as you see fit.

Receiving a ***magical feat reward*** is a permanent benefit; the Feat received is now part of your character as though s/he had earned it through other traditional means.

Magical Feat Rewards do not impact your **Handicap**.

Note that this table contains a mixture of arcane and divine magical feats. If your party contains spellcasters belonging to only one of these approaches to magic, and you roll a feat on this table that applies only to the other, you may reroll on this table until you receive a magical feat that applies to your spellcasting abilities.

Table 548: Magical Feat Rewards

D20	» Feat Reward
1	Arcane Blast
2	Arcane Shield
3	Arcane Strike
4-8	Combat Casting
9	Divine Interference
10	Channel Ray
11	Channel Shield Wall
12	Selective Channeling
13	Improved Channel
14	Spell Focus / Greater
15	Spell Penetration / Greater
16	Magical Craft Feat
17	Metamagic Feat of Your Choice
18	Magical Feat of Your Choice
19	Reroll with Advantage
20	Pick your preference (except for "of Your Choice" options)

Let's explore some of these results in more detail:

- ***Spell Focus / Greater:*** You receive **Spell Focus** in the school of magic of your choice. If you already have **Spell Focus** in a certain school, you may instead elect to receive **Greater Spell Focus** in that school.
- ***Spell Penetration / Greater:*** You receive the **Spell Penetration** feat. If you already have this feat, you instead receive **Greater Spell Penetration**.
- ***Magical Craft Feat:*** You receive a magical crafting feat, selected at random (see ***Magical Craft Feats*** table below).
- ***Metamagic Feat of Your Choice:*** You receive a metamagic feat of your choice. You must still meet the prerequisites for this feat as normal.
- ***Magical Feat of Your Choice:*** You may select any magically-oriented feat that applies to your character. You must still meet the prerequisites for this feat as normal.
- ***Pick Your Preference:*** You may select any result on this table, except for results that include the text "of Your Choice".

Magical Crafting Feat Rewards

This section applies only to Pathfinder first edition, with its rich variety of magical-item crafting rules.

If the table above determines that you receive a **magical crafting feat**, roll on the following table to randomly determine which feat you receive.

If you randomly determine a Feat that the character you wish to receive this reward already has, you may reroll the result.

Table 549: Magical Craft Feats

D20	» Magical Craft Feat Reward
1-5	Scribe Scroll
6-8	Brew Potion
9-10	Forge Ring
11-12	Craft Rod
13-14	Craft Staff
15-16	Craft Wand
17	Craft Wondrous Item
18	Reroll with Advantage
19	Pick your preference
20	Reroll, and Receive Advantage on Checks for First Craft

One of these results bear some explanation:

- ***Reroll, and Receive Advantage on Checks for First Craft:*** Reroll on this table, ignoring and rerolling this result if it's received again. In addition to receiving the magical crafting feat that this approach determines, the first time you use this new feat to craft, forge, brew, or scribe a magical item, you receive **Advantage** (roll twice, and select your preferred result) on any checks associated with the item creation.

Magical Skill Reward

If you are using a rules system other than Pathfinder first edition, you may reroll your reward category if you end up here, as these options really only apply meaningfully to that rules system. You are also free to adapt this section to your rules system of choice as you see fit.

Magical skills are typically related to knowledge, crafting, or spellcraft. ***Magical Skill Rewards*** grant additional abilities along these lines.

Remember that like most other rewards, **Magical Skill Rewards** do not affect your **Handicap**.

Roll on the following table to determine the skill to which your **Magical Skill Reward** applies.

Table 550: Magical Skill Rewards

D20	» Skill Reward
1-6	Spellcraft
7-8	Craft (Jewelry)
9-10	Craft (Calligraphy) or Profession (Scribe)
11-12	Craft (Sculptures) or Profession (Woodcutter)
13-14	Knowledge (Arcana)
15-16	Knowledge (Planes)
17-18	Craft (Alchemy)
19	Reroll with Advantage
20	Pick your preference

To interpret your result, refer to the following:

- ***If you rolled a skill that is not already a Class Skill for the target PC:*** The skill rolled now counts as a Class Skill for that character. No further effect is gained.
- ***If you rolled a result that contains two skills separated by an "or":*** You may pick which of the listed skills your reward applies to.

Once you've used the above table to determine the skill to which your reward applies, roll on the table below to determine the effect of your reward on that skill.

Table 551: Magical Skill Reward Effect (Pathfinder)

D20	» Skill/Feat Reward
1-7	+1 Skill Rank
8-13	+1d2 Skill Ranks
14-15	+1d3 Skill Ranks
16	+1d4 Skill Ranks
17	Advantage on 1 Roll
18	Advantage on Rolls (Encounter)
19	Advantage on Rolls (Session)
20	Reroll with Advantage

Let's explore each of these results in more detail:

- ***+X Skill Ranks:*** You immediately receive additional ranks in this skill, without having to spend any skill points or level up. These additional bonus ranks ignore the maximum normally associated with skill ranks, and do not affect your ability to assign skill points when you level.
- ***Advantage on 1 Roll:*** For any one skill check using this skill, you may choose to make your check with **Advantage** (roll twice, and select your preferred result). Declare your intent to use this reward before making your check. This reward never expires until you use it.
- ***Advantage on Rolls (Encounter):*** You receive **Advantage** on all skill checks using this skill in your next encounter. This reward is automatically triggered in your next encounter in which you use this skill. Any encounters in which you do not use this skill, you do not expend this reward; it never expires until you use the skill in an encounter. For skills that are typically only used outside the context of encounters, you may reroll this result.
- ***Advantage on Rolls (Session):*** You receive **Advantage** on all skill checks using this skill for an entire gaming session. Use of this reward is automatically triggered the next time you use this skill; for that check and all others for the remainder of that gaming session, you receive **Advantage**. This reward never expires until you use it.

Magical Scroll Reward

You receive one or more magical scrolls. Each scroll received from a Magical Scroll Reward might belong to a different school of magic; roll on the following table to determine the nature of a scroll and how many scrolls you receive.

Table 552: Magical Scroll Rewards

D20	» Scroll Reward
1	Map
2-3	Abjuration
4-5	Conjuration
6-7	Divination
8-9	Enchantment
10-11	Evocation
12-13	Illusion
14	Necromancy
15-16	Transmutation
17	Reroll; Automatically Succeed at Using
18	Reroll; Automatically Succeed at Deciphering
19	Reroll Twice (stacks)
20	Reroll with Advantage

Let's explore each of these results in more detail:

- ***Map:*** This is a magical map that reveals a great deal. Mechanically, it can be used either to reveal a new destination on the overland map, or to generate **1d4 Clues** which may be applied in any way you wish to any number of active Quests.
- ***Reroll; Automatically Succeed at Using:*** Reroll on this table, ignoring and rerolling this result if you encounter it again. You automatically succeed at any checks required to use or activate any scroll(s) you receive from this reward. For rules systems that do not have this concept, simply ignore this and reroll.
- ***Reroll; Automatically Succeed at Deciphering:*** Reroll on this table, ignoring and rerolling this result if you encounter it again. You automatically succeed at any decipher or comprehension checks required to understand the nature of any scroll(s) you receive from this reward. For rules systems that do not have this concept, simply ignore this and reroll.
- ***Reroll Twice (stacks):*** Reroll twice on this table. This result stacks with itself, so theoretically, you could receive an unlimited amount of scrolls from one reward if your luck holds!

Magical Scroll Reward Max Spell Level

Each scroll you receive is capped at a certain maximum spell level. Use the table below to determine the maximum level of spell the scroll might contain.

Table 553: Magical Scroll Reward Maximum Spell Level

D20	» Scroll Reward Max Spell Level
1-4	1st
5-8	2nd
9-12	3rd
13-16	4th
17	5th
18	6th
19	7th
20	Reroll with Advantage

Magical Scroll Reward Spell Type

Once you've determined how many scrolls you receive, and the level of spell that pplies, you may use your rules system's random-treasure or spell lists to determine the spell the scroll contains.

Alternately, you can simply use this book's QuickStart tables. Roll on the ***Magical Scroll Reward Spell Type*** table below to quickly determine which QuickStart table to roll on. (If you use this approach, you are effectively ignoring the magic school result from the table above.)

Table 554: Magical Scroll Reward Spell Type

D20	» Scroll Reward Spell Type
1-9	Beneficial (p 63)
10-19	Damaging (p 64)
20	Pick your preference

Magical Scroll Reward Caster Level

In most rules systems, the ***caster level*** of the magic-user who scribed a magic scroll matters a great deal, for determining damage inflicted, Difficulty Class of saves, and other variables that may apply when the spell is cast.

Use the table below to determine the Caster Level of each scroll you receive.

If your rules system does not utilize this distinction, you may ignore this table entirely.

Table 555: Magical Scroll Reward Caster Level

D20	» Scroll Reward Caster Level
1-3	1st
4-6	3rd
7-9	5th
10-12	7th
13-14	11th (**Moderate** or above only)
15-16	13th (**Advanced** or above only)
17	15th (**Advanced** or above only)
18	17th (**Elite** only)
19	19th (**Elite** only)
20	Reroll with Advantage

Any result that indicates that it applies only to certain **Quadded Difficulty Bands** may be rerolled if you are not playing at one of the mentioned.

Narrative Rewards

Overview

Narrative Rewards are those pertaining explicitly to quests, plots, stories, and events unfolding in your campaign world.

Although some of them do take a game-mechanics form (e.g., receiving Clues), many of the rewards in this category require some interpretation and storytelling creativity to successfully employ.

When interpreting the storytelling impact of a **Narrative Reward**, remember that although the reward should make sense in the context of the Quests you have outstanding, it should also be net benefit to your adventuring party.

Roll on the following table to determine the sub-category of **Narrative Reward** you receive.

Table 557: Narrative Reward Categories

D20	Narrative Reward Category
1-5	Clues
6-9	Targeting
10-11	Quest
12-13	Chain
14-16	Actors
17-18	Complete Quest
19	Reroll with Advantage
20	Pick your preference

Each of these sub-categories has its own section below.

Narrative Reward Categories

Each of the above major categories contains sub-categories, and within each of those, specific rewards, in the following sections.

Clues Reward

»

Clue Rewards are those related to Clues and Quests that require them.

If you receive a **Clue Reward** when you have no active Quests that require Clues, then create a brand-new Quest immediately that does involve Clues prior to rolling on the table below.

Table 556: Narrative Clue Rewards

D20	» Clue Reward
1-8	+1 Clue for Choice of Quest
9-12	+1d4 Clues for Choice of Quest
13-14	+1 Clue for Each Quest
15	+1d4 Clues for Each Quest
16-17	Spawn Clue Quest & Progress
18	Resolve Clue Quest
19	Reroll with Advantage
20	Pick your preference

Let's explore each of these results in more detail:

- ***+1 Clue for Choice of Quest:*** You receive 1 Clue, which may be applied against the active Quest of your choice.
- ***+1d4 Clues for Choice of Quest:*** As above, but with the potential for multiple Clues. All Clues received via this result must be applied to the same single Quest of your choice. If this produces more Clues than are required to resolve the Quest in question, the "excess" Clues produce no additional benefit.
- ***+1 Clue for Each Quest:*** Every single one of your active Quests that involves Clues receives +1 Clue against them.
- ***+1d4 Clues for Each Quest:*** As above, but with the potential for multiple Clues. Roll separately for each active Quest that involves Clues. If for a given Quest this produces more Clues than are required to resolve the Quest in question, the "excess" Clues produce no additional benefit.
- ***Spawn Clue Quest & Progress:*** Create a brand-new Quest that involves Clues. Then, make progress against that Quest, by producing **1d6 Clues** and applying them immediately against the new Quest. If this is sufficient to resolve the Quest, you immediately receive the beneficial Impacts of that Quest consequence-free. If this produces Clues in excess of the number required to resolve the new Quest, then the extra Clues produce no additional benefit.
- ***Resolve Clue Quest:*** Select any one active Quest that

involves Clues. That Quest immediately receives sufficient Clues to resolve it, no matter how many that is.

Targeting Reward

This category refers to beneficial abilities to assign Actors to Roles in a Quest. Targeting Rewards involve preferential approaches to doing this, that can impact active Quests or those yet to be encountered.

Roll on the ***Narrative Targeting Rewards*** table to get started.

If you receive a Narrative Targeting Reward that references an active Quest, and you do not have any active Quests, or you do not have any active Quests that qualify for what it requires, you may immediately create a new Quest that does meet the described need and use that one.

Table 558: Narrative Targeting Rewards

D20	» Targeting Reward
1-9	**Advantage on Next Role Assign**
10-13	**Retarget One New Role Assign (Random)**
14	**Retarget One New Role Assign (Choice)**
15-16	**Retarget Existing Role (Random)**
17	**Retarget Existing Role (Choice)**
18	Reroll, But Increase Numerics (stacks)
19	Reroll with Advantage
20	Pick your preference

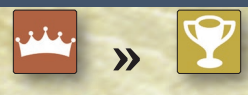
Let's explore each of these results in more detail:

- ***Advantage on Next Role Assign:*** The next time a Quest requires a Role to be assigned to an Actor, you may make the rolls to do so with **Advantage** (roll twice, and select your preferred result). This applies to the roll to determine the approach (random/new/pick), as well as rolls to select from amongst existing Actors (if applicable).
- ***Retarget One New Role Assign (Random):*** Once, when a Role is targeted, you may choose to force that Role to be reassigned to a different Actor. Declare your intent to use this reward after the Actor has been selected to fill the Role. When you use this reward to force a re-assignment, you begin from scratch: roll to determine the approach (random/new/pick), and so on. You must accept the re-assigned Actor, even if it turns out to be less desirable than the original one.
- ***Retarget One New Role Assign (Choice):*** As above, but you may designate explicitly which Actor you wish to be the target of the Role. The designated target may be a new Actor, but the generation of a new Actor in fulfillment of this reward is still randomized.

- ***Retarget Existing Role (Random):*** Select any one Role in any one active Quest. You may force that Role to be retargeted to a different Actor. Begin as normal by determining selection approach (random/new/pick). You must accept the retargeted Actor, even if it is less desirable than the original Actor. From a storytelling perspective, you may create any justification you desire for the shift.
- ***Retarget Exising Role (Choice):*** As above, but you may designate the replacement Actor specifically. The Actor you designate may be a new Actor, but the generation of a new Actor in fulfillment of this reward is still randomized.
- ***Reroll, But Increase Numerics:*** Reroll on this table, but any results you receive are incremented by one. For example, if you roll "**Advantage on Next Role Assign**" next, then you receive Advantage on the next two role assignments. This result stacks with itself, so you could theoretically receive an unlimited number of rewards if your luck holds!

If you receive Narrative Targeting Rewards in excess of the number of Actors to which they can be applied, the "extra" rewards are lost with no further benefit. For example, if you receive two "**Retarget Exsiting Role**" reward, and your active Quests contain only one Role, the second reward is lost.

Quest Reward



Quest Rewards are those associated with beneficial effects that directly impact your active Quests.

Roll on the following table to determine your specific Quest Reward. If you roll a result that cannot apply, then you may reroll. For example, if you receive a reward that must be applied against an active Quest, and you have no active Quests, you may reroll.

Table 559: Narrative Quest Rewards

D20	» Quest Reward
1-8	**Resolve 1 Current Milestone**
9-13	**Resolve 1d2 Current Milestones**
14-15	**Resolve 1d4 Current Milestones**
16	**+100% Impact of Active Milestone**
17	**+100% Impact of Active Quest**
18	**Resolve 1 Active Quest**
19	Reroll, But Increase Numerics (stacks)
20	Reroll with Advantage

Let's explore each of these results in more detail:

- ***Resolve 1 Current Milestone:*** Select any one active Milestone in any of your active Quests. That milestone is resolved. From a narrative standpoint, you can creatively explain how this occurs; two basic options are either that someone else accomplished the task, or that it is simply no longer required or relevant to the overall objectives of the Quest.
- ***Resolve 1d2 Current Milestones:*** As above, but with the possibility of resolving multiple milestones. You may resolve no more than one active milestone in any given active Quest using this reward; any that you cannot assign are lost as a result. For example, if you have only one active Quest, and your 1d2 roll for this reward is a 2, you have 1 excess reward and it is lost, to no further benefit.
- ***Resolve 1d4 Current Milestones:*** As above, but with even greater potential.
- ***+100% Impact of Active Milestone:*** Any numerical beneficial impact of one active milestone in your choice of active Quest is increased by 100%. For variable numerics, first resolve the roll, then apply the percentage modifier. For example, if a numeric grants you 2d4 gems, and this reward grants +100% to that, you would first roll 2d4 (resolving, say, to 5), and then double (i.e., 10, in this example). This reward does not cause the milestone to be resolved, or affect it in any other way other than to increase the benefit for eventually resolving it. If you fail the milestone, you still receive no benefit. This reward

lasts until the milestone you select is either failed or passed.

- ***+100% Impact of Active Quest:*** As above, but applied to an entire Quest. As with the above reward, this one remains until the Quest you select has been failed or resolved.
- ***Reroll, But Increase Numerics:*** Reroll on this table, but any results you receive are incremented by one. For example, if you roll "**Resolve 1 Current Milestone**" next, then you may resolve **2** milestones. This result stacks with itself, so you could theoretically receive an unlimited number of rewards if your luck holds! Note that for percentage-based rewards, stacking simply increases the percentage; if you roll this result and then a "+100%" result, the total benefit is +200%, and beyond that, +300%, +400%, and so on, for example.

Chain Reward

Two or more Quests that tie together or lead from one to the other are called a quest ***chain***. This reward category grants benefit to chained quests.

If you receive a result below that cannot apply—for example, if it indicates that you may chain a new quest to an existing one, and you have no active Quests—then you may reroll.

Table 560: Narrative Chain Rewards

D20	» Chain Reward
1-7	Spawn Chained Quest
8-11	Spawn Chained Clue Quest and Advance 1d3 Clues
12-16	Auto-Resolve First Milestone of Next Chained Quest
17	Auto-Resolve First Milestone of All Chained Quests in Next Session
18	Resolve 1 Active Quest; Spawn Chained Quest
19	Spawn Chained Quest and Auto-Resolve
20	Reroll with Advantage

Let's explore each of these results in more detail:

- ***Spawn Chained Quest:*** Immediately create a new Quest and chain it to your choice of one active Quest. If you do not have at least one active Quest, you may reroll this result.
- ***Spawn Chained Clue Quest and Advance 1d3 Clues:*** As above, but the new chained quest must involve Clues. After creating the new Quest, immediately apply **1d3 Clues** to that quest. If this is sufficient to resolve it, then it immediately resolves, granting you the benefit without having to do anything.
- ***Auto-Resolve First Milestone of Next Chained Quest:*** The next time you generate a chained quest, the first milestone of that quest is automatically resolved. This reward lasts until you generate a chained quest.
- ***Auto-Resolve First Milestone of All Chained Quests in Next Session:*** As above, but applies any number of times, to all of the chained quests generated in an entire gaming session. This reward lasts until you generate a chained quest; the session in which this occurs then becomes the session throughout which all chained quests generated receive this benefit.
- ***Resolve 1 Active Quest; Spawn Chained Quest:*** Select any one active Quest; that Quest in its entirety is immediately considered resolved, and you receive any reward

associated with doing so. Then, create a new quest chained to that now-resolved quest.

- ***Spawn Chained Quest and Auto-Resolve:*** Create a new quest chained to your choice of any one active quest. That new chained quest is immediately resolved in full; you receive any benefit normally associated with doing so.

Actors Reward

The ***Actors Reward*** category grants beneficial options relating to actors in quests.

Roll on the table below to determine your specific reward. For results that cannot apply to your circumstances—for example, a reward that references a kind of Actor that you do not have defined in your game world—you may reroll that result.

Table 561: Narrative Actor Rewards

D20	» Actor Reward
1-5	Add New Actor to Pool
6-7	Create 2 New Actors; Add 1-2 to Pool
8-9	Delete Actor From Pool
10-14	Retarget Existing Role
15-16	Create New Actor; Retarget Existing Role
17-18	Create New Actor; Assign as Target to Role in New Quest
19	Reroll with Advantage
20	Pick your preference

Let's explore each of these results in more detail:

- ***Add New Actor to Pool:*** Create a new Actor in your choice of categories (weapon, settlement, faction, NPC, etc.). Add that Actor to the Actor Pool and log their information in your Actor Tracker. This reward does nothing relating to the new Actor's targeting or other options, but the newly-created Actor is now available as an option for future Quest Roles.
- ***Create 2 New Actors; Add 1-2 to Pool:*** As above, but create two new Actors (in the same category of your choice). Once they've both been created, you may elect to add either one, or both, to the pool.
- ***Delete Actor From Pool:*** You may select any one Actor that's defined in your game world, and remove them from your Tracker altogether. Any Roles that Actor had been assigned to are immediately reassigned to other eligible Actors, determined as usual (random/new/pick, etc.).
- ***Retarget Existing Role:*** Select any one Role in any active Quest. You may retarget that Role to any other existing Actor as you like.
- ***Create New Actor; Retarget Existing Role:*** Create a new Actor in any category you like. The category you pick must be a category which has at least one Role defined for that category in at least one active Quest. For example, if you have one active Quest, and that quest has two Roles, one for a Stolen Weapon and a second for a Thief NPC,

you may choose either the Item or the NPC Actor category. Once you've created a new Actor, you may assign that Actor to any active Role for which it qualifies immediately. Narratively, you can create an interesting reason for this phenomenon: perhaps you were mistaken in who the culprit was, or maybe someone handed the stolen artifact off to an accomplice.

- ***Create New Actor; Assign as Target to Role in New Quest:*** Create a new Actor in any category you like, and add them to your Actor Tracker. Then, create a new Quest, and assign that new Actor to one of the Roels in that Quest.

Complete Quest Reward

Although similar to the **Quest Rewards** category, this ***Complete Quest Reward*** category not only applies to active Quests, but in most cases results in the completion of them.

Roll on the table below to determine your specific **Complete Quest Reward**. Any results you encounter that cannot apply to your circumstances may be rerolled.

Table 562: Narrative Complete Quest Rewards

D20	» Complete Quest Reward
1-8	Advance 1d2 Milestones
9-10	Advance 1d2 Milestones for Each
11-15	Cancel Active Quest
16-17	Resolve Active Quest
18	Resolve 1d2 Active Quests
19	Create New Quest and Resolve
20	Reroll with Advantage

Let's explore each of these results in more detail:

- ***Advance 1d2 Milestones:*** Select any one active Quest. You may immediately cause the next 1d2 milestones within that quest to be resolved successfully. If that is sufficient to resolve the quest in its entirety, then that quest is resolved successfully.
- ***Advance 1d2 Milestones for Each:*** As above, but applies to each and every active Quest you have.
- ***Cancel Active Quest:*** Select any one active quest. You may delete that quest immediately, causing no negative consequences. The quest does not count as resolved, and you receive no further benefit from that quest; it is simply removed without implication. You may choose to decline this reward.
- ***Resolve Active Quest:*** Select any one active quest; that quest is considered resolved successfully immediately. You receive any benefits from that quest as normal for completing it.
- ***Resolve 1d2 Active Quests:*** As above, but with the potential for an additional resolution as well. If you roll a 2, and have only one active quest, the extra reward is wasted to no further benefit.
- ***Create New Quest and Resolve:*** Spawn a brand-new quest, and then immediately consider it resolved, accruing the normal benefit for doing so.

Exploration Rewards

Overview

Exploration Rewards apply beneficial impact on the scale of the world map, or overland map, of your campaign setting.

These are rewards at the macro scale. To begin, roll on the following table to determine the subcategory of **Exploration Reward** you receive:

Table 564: Exploration Reward Categories

D20	Exploration Reward Category
1-5	Reveal
6-9	Expedite
10-11	Revisit
12-13	Establish Transit
14-16	Safe Passage
17-18	Establish Safe Passage
19	Reroll with Advantage
20	Pick your preference

As with most other reward categories, if you determine a result that cannot apply to your circumstances—for example, if the reward specifies a type of map location that doesn't yet exist in your game world—you may reroll that result.

Exploration Reward Categories

Each of the above categories contains sub-categories and specific rewards, as described in the following sections.

Reveal Reward

»

Reveal Rewards create new points of interest on the overland map.

Roll on the table below to determine your specific **reveal reward**.

Table 563: Exploration Reveal Rewards

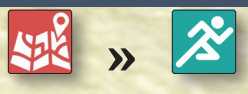
D20	» Reveal Reward
1-8	Settlement
9-10	Dungeon
11-12	Monster Lair
13-16	Villain Hideout
17	Religious Structure
18	Treasure Cache
19	Reroll with Advantage
20	Pick your preference

Let's explore some of these results in more detail:

- ***Settlement:*** A village, city, or merely a hamlet.
- ***Dungeon:*** The potential site of an interesting adventure. Use the ***QuickStart Map Generator*** (p 29) and its associated tables to generate the dungeon once you arrive there.
- ***Monster Lair:*** One or more dangerous creatures make their home here. Use the ***QuickStart Combat Encounter Generator*** (p 62) to determine the monsters; if you're able to slay them, you may then treat this location as a **Treasure Cache**.
- ***Villain Hideout:*** An NPC with evil plans relies on this location as a safe place. If a suitable known Actor in your tracker exists, you may assign them to this location; otherwise, create a new NPC villain, add them to your Actor Tracker, and assume they are in this location. You may create a new active Quest and automatically assign this villain to one of its Roles.
- ***Religious Structure:*** Temples, holy sites, reliquaries, roadside shrines, or simply a waypoint in a pilgrimage: religious structures may not be as exciting as others, but they can provide safe refuge for the weary. Unless your party's alignment differs diametrically from that of the religious structure, they may take a long rest here free from threat.
- ***Treasure Cache:*** A pile of loot lies here, undisturbed and forgotten. If you make it here safely, you may plunder; roll on the ***QuickStart Treasure Generator*** (p 51) to do

so.

Expedite Reward



Expedite Rewards are all about getting you quickly to your destination.

Roll on the table below to determine your specific reward.

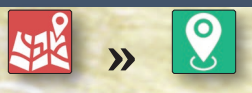
Table 565: Exploration Expedite Rewards

D20	» Expedite Reward
1-6	2x Travel Speed on Next Journey
7-12	3x Travel Speed on Next Journey
13-14	5x Travel Speed on Next Journey
15-16	2x Travel Speed Next Session
17	3x Travel Speed Next Session
18	5x Travel Speed Next Session
19	Reroll with Advantage
20	Pick your preference

Let's explore some of these results in more detail:

- ***2x Travel Speed on Next Journey:*** You travel twice as quickly the next time you travel between one overland map point and another. This saves you in-game time, of course, but the real advantage is that it reduces the frequency of nearly all wandering monster encounters or other random threats that might otherwise befall you in your journey. This reward automatically takes effect the next time you travel on the overland map, and lasts indefinitely until you do. The travel speed boost applies to one point-to-point journey; it does not apply to the return trip! You may invent a creative reason for the boost; it could be magical boots that expire after use, or it could be the loan of swift horses, for example.
- ***3x / 5x Travel Speed on Next Journey:*** As above, but the speed increase is larger.
- ***2x Travel Speed Next Session:*** As "2x Travel Speed on Next Journey", but the benefit applies for all overland map travel throughout the gaming session of your choice. This reward lasts indefinitely until triggered by executing overland map travel.
- ***3x / 5x Travel Speed Next Session:*** As above, but the speed increase is larger.

Revisit Reward



Returning to a known overland map location is the topic of ***Revisit Rewards***.

Roll on the table below to determine your specific reward.

Table 566: Exploration Revisit Rewards

D20	» Revisit Reward
1-3	3x Travel Speed to Known Point
4-8	5x Travel Speed to Known Point
9-13	1 Teleport to Known Point
14-16	1 Teleport to and From Known Point
17	Perpetual Teleport to Known Point
18	Perpetual Teleport to and From Known Point
19	Reroll with Advantage
20	Pick your preference

Let's explore some of these results in more detail:

- ***3x Travel Speed to Known Point:*** Select any known map destination to which you have traveled already. All travel from all other map points to that known point are now conducted at three times your normal pace. Perhaps you discover a map revealing the fastest routes; maybe new roads have been constructed. This reward does not impact the threats that you may encounter along the way, except that you likely would roll for such threats much less often due to your increased speed.
- ***5x Travel Speed to Known Point:*** As above, but even faster.
- ***1 Teleport to Known Point:*** Select a map location you have already been to; your party may teleport to that location instantly for free and without threat or failure. This requires a full 10 minutes to execute, so cannot be triggered in combat, for example. This reward lasts until used.
- ***1 Teleport to and From Known Point:*** As above, but you may also teleport back from that point to the map point from which you initially triggered it. The "return" teleport lasts until triggered, or until you leave the known point. For example, if you teleport from A to B, and then wander away from B toward another map point C, you lose the return teleport capability of this reward.
- ***Perpetual Teleport to Known Point:*** As "**1 Teleport to Known Point**", but you may reuse it as many times as you wish.
- ***Perpetual Teleport to and From Known Point:*** As "**1 Teleport to and From Known Point**", but you may reuse it as many times as you wish. This essentially creates an insant, wormhole-like connection between two points, at least so long as you don't wander away from the target once you arrive.

Establish Transit Reward

With this reward, transit is feasible to locations that were otherwise inaccessible. ***Establish Transit Rewards*** do not affect threats encountered along the way unless otherwise indicated below.

Roll on the ***Exploration Establish Transit Rewards*** table to determine your specific reward in this sub-category.

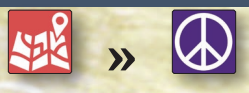
Table 567: Exploration Establish Transit Rewards

D20	» Establish Transit Reward
1-10	Map Point Now Accessible
11-12	1d2 Map Points Now Accessible
13	1d4 Map Points Now Accessible
14-15	Reveal New Accessible Map Point
16-18	Reveal 1d2 New Map Points
19	All Inaccessible Map Points Now Accessible
20	Reroll with Advantage

Let's explore some of these results in more detail:

- ***Map Point Now Accessible:*** A known map location that was previously difficult or impossible to access is now accessible. Rivers, lakes, oceans, volcanoes, mountains, and other terrain features no longer impede or prevent access. Mechanically, select any one known map location, and draw a line from it to the nearest other known map location. For purposes of transit, every single hex connecting those two map locations now counts as open road for the purposes of determining whether you can travel along that path, and how quickly it takes you to do so. This reward does not affect whether and what random encounter tables might apply to the terrain affected, and visually, the terrain encountered along this path remains the same. You simply have a ferry to cross the raging river, know a path among the lava funnels, or can dodge the falling boulders in the treacherous hills enough to get to your destination.
- ***1d2 / 1d4 Map Points Now Accessible:*** As above, but with the potential for additional map points as well. For each map point you render accessible via this reward, draw a line to a different other map location.
- ***Reveal New Accessible Map Point:*** Treat this as an ***Exploration Reveal Reward*** (p 437), and then target the new location as a component of the "**Map Point Now Accessible**" reward above.
- ***Reveal 1d2 New Map Points:*** As above, but with the potential for an additional new map location.
- ***All Inaccessible Map Points Now Accessible:*** As "***Map Point Now Accessible***", but applies to ***all*** known map points that require traversing mountains and/or rivers or lakes.

Safe Passage Reward



Most other rewards in this category affect revealing or accelerating transit to map locations. ***Safe Passage Rewards*** are some of the only ways of improving safety while moving from place to place on the overland map.

Roll on the table below to determine your specific reward in this vein.

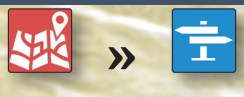
Table 568: Exploration Safe Passage Rewards

D20	» Safe Passage Reward
1-5	**Advantage on Wandering Rolls (1 Trip)**
6-9	**Advantage on Wandering Rolls (1 Session)**
10-11	**Advantage on Wandering Rolls (1 Destination)**
12-15	**Avoid Wandering Rolls (1 Trip)**
16-18	**Avoid Wandering Rolls (1 Session)**
19	**Avoid Wandering Rolls (1 Destination)**
20	Reroll with Advantage

Let's explore some of these results in more detail:

- ***Advantage on Wandering Rolls (1 Trip):*** Throughout a single trip, you may make rolls on any random encounter or wandering monster or environmental effects table with **Advantage** (roll twice, and select your preferred result). A "trip" is defined as a journey between one map point and another.
- ***Advantage on Wandering Rolls (1 Session):*** As above, but the benefit extends to an entire gaming session. This effect is triggered automatically the very next time you travel on the overland map.
- ***Advantage on Wandering Rolls (1 Destination):*** Choose a single known map location. As an enduring, permanent effect, any future trips to that location receive the benefits of "**Advantage on Wandering Rolls"** as described above.
- ***Avoid Wandering Rolls (1 Trip):*** For the duration of a single journey, you may choose to avoid any random encounter, wandering monster, or environmental effects roll that would normally be required. A journey is defined as a trip between one map point and another.
- ***Avoid Wandering Rolls (1 Session):*** As above, but the benefit applies to an entire gaming session. The session to which this benefit applies is automatically determined by the next time you travel overland.
- ***Avoid Wandering Rolls (1 Destination):*** As "**Advantage on Wandering Rolls (1 Destination)**", but applies not merely for a single journey, but forever. Any future trips to the selected map point, from any other map point, receive the benefit.

Establish Safe Passage Reward



While **Safe Passage** rewards typically last for a journey or session, ***Establish Safe Passage*** rewards are permanent effects on the overland map that affect all future travel.

Roll on the table below to determine your specific reward.

Table 569: Exploration Establish Safe Passage Rewards

D20	» Establish Safe Passage Reward
1-7	**Safe Passage (1 Segment)**
8-12	**Safe Passage (1d2 Segments)**
13-15	**Safe Passage (1d3 Segments)**
16	**Safe Passage (1d4 Segments)**
17-18	**Safe Passage (1 Destination)**
19	**Safe Passage (1d2 Destinations)**
20	Reroll with Advantage

Let's explore some of these results in more detail:

- ***Safe Passage (1 Segment):*** Select any two known map locations: the connection between the two is called a "***segment***". All travel between those two locations is now "***safe***"; that is, you may choose to avoid any random encounter, wandering monster, or environmental effects roll that would normally be required.
- ***Safe Passage (1d2 / 1d3 / 1d4 Segments):*** As above, but with the possibility of applying to more than one such segment.
- ***Safe Passage (1 Destination):*** Treat as "**Avoid Wandering Rolls (1 Destination)**" in the Exploration Safe Passage Rewards section earlier.
- ***Safe Passage (1d2 Destinations):*** As above, but with the potential to apply to a second map point as well.

Penalties

Penalties Overview

Summary

Just as **Rewards** are positive things that you want, that often happen when you succeed; ***Penalties*** are undesirable things, that usually occur when you fail.

A **penalty** may be incurred in a number of different ways, but the foremost is when you fail a quest. If you abandon a quest, it expires, or if one of its critical-path mandatory milestones is failed, then the quest itself is failed, and you incur a **penalty**.

Default Penalties

In some cases, a Quest will specifically indicate a Penalty that applies should it be failed. There may be other cases where a specific singular Penalty is called out as applying in a particular circumstance.

There are many cases, however, where you are called upon to (or choose to) determine a penalty randomly.

You may use the table below to do so.

Table 570: Default Quest-Failure Penalties

D20	Penalty(ies) Incurred
1	Reroll with Disadvantage
2-3	2d4 random penalties
4-6	1d2 random penalties
7-9	1d4 random penalties
10-16	1 random penalty; roll as normal
17-18	1 random penalty; make roll with Advantage
19	Reroll with Advantage
20	No penalty

These results are described in more detail below:

- ***Reroll with Disadvantage:*** Reroll twice on this table, and select the lower value rolled. Ignore this result if it comes up again in doing so.
- ***XdY random penalties:*** Roll this many times on the Random Penalty Category table to determine the various penalties that apply.
- ***1 Random Penalty, Make Roll with Advantage:*** Roll twice on the Random Penalty Category table, and select your preference of the results.
- ***Reroll with Advantage:*** Reroll twice on this table, and select the higher value rolled. Ignore this result if it comes up again in doing so.
- ***No Penalty:*** Despite being called upon to incur a penalty, no actual negative effects are suffered. You got lucky!

Random Penalties

In many cases, a Quest will specifically indicate what sort of Penalty may apply if it is failed. Similarly, in many cases, any other solo-play situation described in this book that calls for a Penalty will also describe what penalty applies.

You may roll on the Random Penalty Category table below to randomize a penalty. You may do this if any of the following applies to your situation:

- If a failed Quest does not include specifics around what Penalty applies.
- As a default approach to determining a penalty, if no other circumstance applies to a penalty you must take.
- If you wish to override the more specific description of a penalty that applies, and instead randomize your penalty.

They can take many forms in a roleplaying game, the moreso with a solo adventure, and even moreso with the approach that this book takes to solo adventuring.

Whenever a specific Penalty is not specified, you may roll on the table below to get started in generating your Penalty.

Table 571: Random Penalty Categories

D20	Penalty Category
1-2	Material
3-5	Social
6-9	Mechanical
10-11	Magical
12-16	Narrative
17-18	Exploration
19	Reroll with Advantage
20	Pick your preference

Penalty Categories

Let's explore the above categories, and take a look at some

examples for each.

Material Penalties

Material Penalties involve an item, resource, or other tangible, physical thing. Most commonly, this involves a fine or theft.

Social Penalties

Loss of influence, factional standing, and bad NPC attitudes are all part of possible ***Social Penalties*** .

Mechanical Penalties

This category involves rules adjustments and meta detriments such as loss of skills, ability scores, experience points, and other ***Mechanical Penalties***.

Magical Penalties

Temporary loss of spellcasting abilities, temporary or permanent debuffs, and more qualify as ***Magical Penalties***.

Narrative Penalties

Narrative Penalties are detriments associated with Quests and plots: making quests more difficult to complete, automatically failing active quests, being forced to embark upon a quest for no tangible benefit, and so on.

Exploration Penalties

The game map and the campaign world are at stake with ***Exploration Penalties***. You might find previously-safe passage now threatening, suffer increased risk along your journey, or even outright lose sight of a map location.

Material Penalties

Overview

These penalties involve physical wealth or equipment. ***Material Penalties*** generally mean that you lose an item or equipment, it breaks, it gets stolen, etc.

Table 572: Material Penalty Categories

D20	Material Penalty Category
1-5	Wealth
6-9	Items
10-11	Objects
12-13	Property
14-16	Resources
17-18	Artifacts
19	Reroll with Advantage
20	Pick your preference

Each of these results has its own section to follow describing the various sub-categories and specific penalties that might apply.

Material Penalty Nature

Any penalty result that involves the loss of a physical item can have multiple in-game reasons.

If you're looking for a randomized way to determine whether the **40 gp** you suffer is stolen or simply pocketed by the town militia, you can roll on the table below, which applies to any material penalty that involves the loss of a physical item.

Keep in mind that this table can help you creatively construct a narrative around the penalty, and to tie it in to other plots and stories that occur. However, from a game-mechanics standpoint, it's mostly irrelevant; at the end of the day, you're still giving up that *+1 dagger*, whether it's eaten by a monster or stolen by a thief.

The exception to this is the possibility of "*steal-backs*"; see below.

Table 573: Material Penalty Nature

D20	Material Penalty Nature
1-3	Government Fine
4-5	Factional Fine
6-8	Required Bribe
9-12	Lost
13-14	Destroyed
15-18	Stolen
19	Reroll with Advantage
20	Pick your preference

Let's examine each of these in more detail:

- ***Government Fine:*** The official legitimate authority of your immediate locale imposes a fine that you must pay. At your discretion as a solo GM, you may instead refuse to pay the fine, but this damages your reputation in the town or region governed by the authority you are shirking, and instantly sparks an **Escape** quest that you must succeed at or you are imprisoned.
- ***Factional Fine:*** As **Government Fine**, but it's a faction that's imposing the fine. If no Faction makes obvious sense in the context of the penalty you are suffering, randomize as normal (random/new/pick). You automatically lose a degree of Attitude with the Faction simply for having the fine imposed. If you shirk the responsibility of paying it, you lose additional Attitude, and are likely ejected from the faction altogether if you were a member. Unless the Faction determined has a military presence, you do not risk jail time if you welch on the fine.
- ***Required Bribe:*** A guard, clerk, or other middle-management authority figure is none too subtle about the need for you to hand something over if you don't want this situation to escalate. Nobody is the wiser for the exchange, and the bribed person lets you go without further impact.
- ***Lost:*** It's unclear whether a person, monster, or simple bad luck is behind it, but the wealth or item is lost altogether. It might not even have anything to do with the quest or other circumstances under which the penalty has been applied; you just outright lost track of the object(s) along the way.
- ***Destroyed:*** Whether it's a person asking for the item(s) and then burning them up, or a monster eating the item(s), or perhaps you Lost the item but saw it fall into the ocean, the penalized item(s) are irretrievably lost to the fates.
- ***Stolen:*** Perhaps related to a quest, perhaps not, but a thief has stolen the wealth or item(s) you are penalized with. You can embark upon a Quest to recover the stolen items.

Steal-Backs

At your discretion as a solo player, any result that involves the loss of your item or wealth ending up in the inventory of another NPC or monster can be "***stolen back***"... with some risk involved of course!

You may use the skills or talents normally used in your rules system to steal the item or gold back from the person who took it or to whom you gave it.

What happens next depends on what kind of success or failure is involved. Note that if your rules system lacks the notion of a critical success or failure, you may simply interpret d20 rolls of a "20' as a critical success, and rolls of a "1" as a critical failure.

- If you score a ***critical success***, you recover the item(s) or wealth in its entirety, with no further impact or risk. Congratulations!
- If you score merely a ***normal success***, roll on the ***Material Penalty Steal-Back Successes*** table below to determine the outcome.
- If you score a ***normal failure***, you fail to recover the item, and you must roll on the ***Material Penalty Steal-Back Failures*** table below to determine further outcomes.
- If you blunder a ***critical failure***, not only do you fail to recover the item, but you automatically suffer **1d3** additional **Penalties**, each determined at random.

Table 574: Material Penalty Steal-Back Successes

D20	Steal-Back Success Result
1-3	Recover 25%
4-7	Recover Half
8-12	Recover
13-15	Recover and Pickpocket w/ Disadvantage
16-17	Recover and Pickpocket
18	Recover and Pickpocket w/ Advantage
19	Reroll with Advantage
20	Pick your preference

Let's describe these results in more detail:

- ***Recover 25%:*** Recover only a quarter of what was taken from you. For numeric wealth, simply multiply the quantity by 25%; e.g., if you lost 100 gp, you recover 25 gp. For items, this becomes the chance of recovering; roll separately for each item.
- ***Recover Half:*** As above, but with a 50% chance.
- ***Recover:*** You receive everything back that was taken from you.
- ***Recover and Pickpocket w/Disadvantage:*** As above, but you may also elect to pickpocket the NPC from whom you are stealing your items back. If you choose to do so, you suffer **Disadvantage** (roll twice, and use the less favorable result).
- ***Recover and Pickpocket:*** As above, but you do not suffer **Disadvantage**.
- ***Recover and Pickpocket w/Advantage:*** As above, but you gain **Advantage** (roll twice, and select your preferred result) on rolls to attempt the pickpocket.

Table 575: Material Penalty Steal-Back Failures

D20	Steal-Back Failure Result
1-3	Combat
4-5	1d3 Penalties
6-8	1d2 Penalties
9-13	Penalty
14-17	Additional Bribe
18	Recover
19	Reroll with Advantage
20	Pick your preference (but not Recover)

Let's describe these results in more detail:

- ***Combat:*** The NPC from who you are attempting the steal-back notices, and fights you immediately. S/he is joined by other guards or commoners or faction members as appropriate one round later; these reinforcements total your party size plus **1d3**. Oh, and perhaps obviously, you don't succeed at your attempt to steal back the originally-lost item(s).
- ***1d3 Penalties:*** You don't get your stuff back. And you also receive 1d3 new Penalties, each randomly determined.
- ***1d2 Penalties:*** As above, but not quite as bad.
- ***Penalty:*** As above, but only a single Penalty.
- ***Additional Bribe:*** The NPC notices your attempted theft, and immediately demands an additional bribe (roll on the ***Material Penalty Categories*** table to determine).
- ***Recover:*** Against all odds, you succeed at recovering your lost item(s)!
- ***Pick Your Preference (but not Recover):*** You may select any result on this table up to **Additional Bribe**.

Material Penalty Categories

Each of the categories of penalty has their own sub-categories and specific penalties in the sections that follow.

Wealth Penalties

Material wealth: coins, gems, and valuables.

Table 576: Material Wealth Penalties

D20	» Wealth Penalty
1-6	Coins: roll ***Low Coin*** on p 52.
7-11	Coins: roll ***Medium Coin*** on p 53.
12	Coins: roll ***High Coin*** on p 54.
13-15	Gems: roll ***Low Gem*** on p 55.
16-17	Gems: roll ***Medium Gem*** on p 56.
18	Gems: roll ***High Gem*** on p 57.
19	Reroll with Advantage
20	Pick your preference

Since the tables referenced are written to be beneficial, not penalizations, let's explore the impact of the above.

Roll on the indicated QuickStart table to determine the value in GP that applies to the penalty. Then, interpret the kind of result as follows:

- ***Coins:*** Any "coins" result means that you lose that much in material wealth. If you suffer a loss in excess of the total liquidity you possess in your inventory, any extra penalty is waived.
- ***Gems:*** Any "gems" result means that you lose that much in gemstones, jewelry, or art; that is, objects that have no mechanical or magical function, but are valuable, and are not themselves liquid wealth or exchangeable freely as "coin of the realm".

Item Penalties

Armor and weapons, plus other associated materials. You never know just what combination of things you might discover in a sealed crate, a treasure trove, or a goblin's hoard.

Table 577: Material Item Penalties

D20	» Item Penalty
1-7	**Armor**
8-13	**Weapon**
14-15	**Reroll** on this table, and add a **Wealth** penalty (ignore this result again)
16	**Reroll** on this table, and add an **Object** penalty (ignore this result again)
17	**Reroll** on this table, and add a **Resources** penalty (ignore this result again)
18	**Reroll** on this table, and add an **Artifact** penalty (ignore this result again)
19	Reroll with Advantage
20	Pick your preference

You might notice that these results closely mirror the equivalent **Material Item Rewards**. That's by design.

Armor or **Weapons** rolled on this table must be given up or lost. You may select either the most valuable, or the second-most-valuable item in the inventory of any one PC in your party. That is, if "Armor" is your penalty, and you're wearing *+2 studded leather*, but you have *+1 scale mail* in your inventory, you may choose either of those to sacrifice for the penalty.

Objects Penalties

Even though losing mundane items doesn't seem that big of a deal, losing access to all of your torches can have a true impact, even for higher-level adventuring parties.

Roll on the table below to determine your specific penalty.

Table 578: Material Object Penalties

D20	» Object Penalty
1-6	**Mundane Items:** roll ***Mundane Items*** on p 59.
7-11	**Adventuring Gear**
12	**Writing Supplies**
13-15	**Clothing**
16-17	**Tools**
18	**Reroll** on this table, and add an **Item** reward (ignore this result again)
19	Reroll with Advantage
20	Pick your preference

Since these are penalties, not rewards, the result determined above indicates the mundane supply you are completely out of until you intentionally resupply that item.

Property Penalties

»

Property Penalties either are, or involve, real estate, buildings, land, or access thereto.

To start, roll on the ***Material Property Penalties*** table below. We'll explore each of these options in more detail underneath.

Table 579: Material Property Penalties

D20	» Property Penalty
1-10	**Threatened passage (short-term)**
11-12	**Threatened passage (persistent)**
13-14	**No safe houses**
15-16	**Doubled taxes, tariffs, and fees**
17	**Loss of ownership of a residence**
18	**Loss of ownership of a building**
19	Reroll with Advantage
20	Pick your preference

Let's explore each of these in order.

- ***Threatened Passage (Short-Term):*** For a short time, the region is suddenly much more dangerous to traverse for you and your party and its allies. "Region" should be appropriate to the context of the quest granting the reward, but typically the immediate city or geographic region applies. The duration of this penalty is either the remainder of this gaming session, or if you do not travel during that time, for the very next time you travel to another location. Mechanically, this means your choice of either wandering monster rolls twice as often OR rolling on any such wandering monster rolls with **Disadvantage** (roll twice, and use the less favorable result). If wandering-monster rolls normally do not apply to this region, such a roll does apply now every 15 minutes. When random encounter rolls are made in the area for the duration of this penalty, ignore or reroll any that ***do not*** pose a threat to the party.
- ***Threatened Passage (Persistent):*** As above, but persistent: the duration is permanent.
- ***No Safe Houses:*** The party never has a safe place to stay and rest in the region. Mechanically, this means the party may never safely benefit from a long rest—they must press their luck, or pay for room and board, if they wish to rest here.
- ***Doubled Taxes, Tariffs, and Fees:*** Any of these concepts that applies to the party in this region are now doubled. If mechanically these are not present, then simply roll on the ***Material Wealth Penalties*** table each time that the party enters or leaves the region.
- ***Loss of Ownership of a Residence:*** If the party owned a

residence in this region, they lose it. If they did not own a residence here, reroll this result.

- ***Loss of Ownership of a Building:*** As above, but for entire buildings. And as above, reroll if this doesn't apply.

Resources Penalties

If the party is carrying any crafting supplies, they may lose them.

Roll on the ***Material Resource Penalties*** table to determine what is lost. If the party is carrying any of the resource that is indicated, they lose all of that resource immediately as the penalty.

If they do not have any of the supply rolled, or the concept of a particular substance does not apply to your rules system, skip the ***Material Resource Penalties*** table altogether, and instead roll on the ***Material Resource Penalty Value*** table to determine the magnitude of the wealth lose.

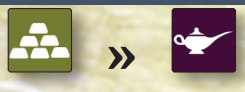
Table 580: Material Resource Penalties

D20	» Resource Penalty
1-6	**Darkwood** bundles
7-11	**Cold Iron** ore
12	**Dragonhide** skins
13-15	**Alchemical Silver** ore
16-17	**Mithral** ore
18	**Adamantium** ore
19	Reroll with Advantage
20	Pick your preference

Table 581: Material Resource Penalty Value

D20	» Resource Penalty Value
1-7	**Low:** roll ***Low Coin*** on p 52.
8-10	**Medium:** roll ***Medium Coin*** on p 53.
11	**High:** roll ***High Coin*** on p 54.
12-17	**Low:** roll ***Low Gem*** on p 55.
18-19	**Medium:** roll ***Medium Gem*** on p 56.
20	**High:** roll ***High Gem*** on p 57.

Artifacts Penalties



Particularly for higher-level parties, this may be the single least advantageous penalty category, because it potentially threatens some of your most valuable gear. Remember the "steal-back" rule discussed at the start of the Penalties section as a means of risking the recovery of any truly irreplaceable item.

Roll on the table below to determine the nature of the loss.

Table 582: Material Artifact Penalties

D20	» Artifact Penalty
1-4	Religious Icon
5-9	Factional Icon
10-13	Social Icon
14-15	Artistic Icon
16-17	Arcane Icon
18	Wondrous Item
19	Minor Artifact
20	Reroll with Advantage

In many cases, these results may not be intuitive, so let's explore each of them in more detail.

- ***Religious Icon:*** A cleric in the party loses their holy symbol. Until they atone and obtain a new icon from their church's officiants, any divine spellcasting by that PC that involves a d20 roll suffers **Disadvantage** (roll twice, and use the less favorable result); saves made against such spells or divine effects are made with **Advantage** (roll twice, and use the more favorable result for the creature making the save).
- ***Factional Icon:*** A PC in the party with an affiliation to at least one Faction loses an item that was of particular importance to that Faction. It could be a message, a sealed package, a letter of recommendation, a signet ring, or other such minor trinket that contains no inherent value outside of its significance to the Faction in question. Until the situation is remedied, the PC suffers a loss of one level of Attitude from the Faction. The PC may go on a Quest to recover the lost item, or go on a Quest for the Faction to recover the lost Attitude.
- ***Social Icon:*** The party has made a grievous faux pas, has angered the recent, or has inadvertently made an inappropriate pass at the widower king. Whatever the narrative reason, the legitimate authority in this region views the PCs with one level lower Attitude. The duration of this effect is variable: At the completion of each Quest performed in this region, the party has a cumulative **5%** chance of removing the effect as their deeds are viewed favorably enough.
- ***Artistic Icon:*** You inadvertently damage something that is of no monetary value, but which nearly all residents of this region universally adore. Perhaps you chipped the marble on a famed statue for which the village is known; maybe you washed your face in a fountain renowned for its holy virtue and pristine waters. Mechanically, each NPC you encounter in this region from this point forward has a **5%** chance of treating you as **Hostile** immediately upon sight.
- ***Arcane Icon:*** You irrevocably destroy or besmirch something that is highly valued by arcanists in the community. It could be the massive tome of arcane wisdom that a certain shopkeeper has on display; it could be that you spilled potion all over the draft copy of the apothecary's memoirs. You suffer **Disadvantage** on any negotiations or appraisals related to arcane items or spells in this region.
- ***Wondrous Item:*** A Wondrous Item that someone in the party carries is lost. Pathfinder formally recognizes this as a separate category of magical item; if your rules system lacks this designation, simply lose a random magical item from your inventory .
- ***Minor Artifact:*** As with **Wondrous Item**, if your rules system has a list of minor or lesser artifacts, pick one randomly from your inventory and lose it. If your system lacks this mechanic, simply lose one of your magical items.

Social Penalties

Overview

Relationships are degraded, you're a wanted woman, there's a bounty on your head, or a faction cuts off ties to you: these are all examples of ***Social Penalties***.

To begin, roll on the following table to determine the category of **Social Penalty** that applies.

Table 583: Social Penalty Categories

D20	Social Penalty Category
1-5	Status
6-9	Relationships
10-11	Attitudes
12-13	Factional
14-16	Adversary
17-18	Religious
19	Reroll with Advantage
20	Pick your preference

Each of these categories receives their own detailed description below.

Recovering From Social Penalties

As written, the following **Social Penalties** are designed to be permanent unless otherwise described. They are meant to be in balance with the **Social Rewards** that are possible through successful completion of Quests.

That said, some of these penalties are quite severe, particularly in certain campaign settings. You may at your option invoke a "Recovery" approach.

For each otherwise-permanent **Social Penalty** your party suffers from, at the completion of each Quest performed in this region, the party has a cumulative **5%** chance of removing the effect as their deeds are viewed favorably enough.

There is no limit to the number of social penalties you may wipe clean as the result of a single Quest's completion using this mechanic.

Social Penalty Targeting

If a **Social Penalty** calls for a particular NPC, Faction, Religion, or other Role to be designated, target that role as you normally would: randomize from amongst the Actors defined in your game world, create a brand-new Actor to fill the Role, or simply pick your preference as most makes sense to the circumstances.

Status Penalties

Your social standing in general degrades. It's tougher to get things done, go places, or disappear when you're noticed... and hated.

To determine what sort of specific **Status Penalty** you receive, roll on the following table. We'll explore each of the results underneath.

Table 584: Social Status Penalties

D20	Status Penalty
1-6	**Notoriety Increase**
7-11	**Attitude Decrease**
12	**Rank Decrease**
13-15	**Membership Revoked**
16-17	**Access Denied**
18	**Favor Owed**
19	Reroll with Advantage
20	Pick your preference

Each of these has the potential to be quite complex, so let's discuss them in more detail.

- ***Notoriety Increase:*** You know the saying, any publicity is good publicity? Yeah, that's not always the case. You're becoming well-known in the region... just not for the reasons you'd probably prefer. Whether or not there is any accuracy to the rumors that have spread is a matter of creative interpretation, but the stories are definitely out there, and you've made a name for yourselves, deserved or not. Mechanically, any random NPC who would normally have a better-than-neutral Attitude toward you is downgraded to Neutral. Worse-than-neutral Attitudes are unaffected.
- ***Attitude Decrease:*** You're generally viewed in a negative manner in the region. Anyone with an otherwise Neutral or worse Attitude toward you downgrades their Attitude toward you until you give them a reason to feel otherwise. Those who know you, and have a favorable (i.e., better than Neutral) impression of you already, are unaffected by the gossip.
- ***Rank Decrease:*** Even in a caste-less society, there are still unspoken degrees of social acceptance. You've been downgraded along these lines. If you were celebrated, you aren't any longer; if you were new in town, you're treated like pond scum. The very next time you roll on a **Social Reward** or **Social Penalty** table in this region, you automatically do so with **Disadvantage**.
- ***Membership Revoked:*** You're exiled, cast out, or otherwise no longer welcome in the region. If commoners see you, they'll shake their heads in disgust; any official law enforcement noticing you will make you leave or toss you in jail.
- ***Access Denied:*** You're not allowed in any but the most common zones of this region. Open-air markets and public gardens might be acceptable, but shops, private residences, and certainly buildings of official business are off-limits to you from now on.
- ***Favor Owed:*** You owe the region itself, its people, or its government a favor. Treat this as a ***Cohesion Quest***, and until you complete it, nobody in the region will speak or conduct any commerce or transactions with you. You're essentially stagnant at this map location until you complete the **Cohesion Quest**.

Relationships Penalties

Direct, one-to-one, interpersonal relationships are the focus of this sub-category.

Remember that for any penalties that specifically designate a single PC, if you are playing OPMC and your adventuring party involves more than one PC, you can either randomize which party member to whom the penalty applies, or you can simply pick the one who makes the most sense given the circumstances.

Roll on the table below to determine the precise nature of the relationship penalty suffered.

Table 585: Social Relationship Penalties

D20	» Relationship Penalty
1-6	Attitude Decrease
7-11	Rivalry
12	Unrequited Romance
13-15	Betrayer
16-17	Nemesis
18	Cursed One
19	Reroll with Advantage
20	Pick your preference

Each of these can take on many different effects in your game, depending on the circumstances. Some examples and guidance for each is provided below:

- ***Attitude Decrease:*** The simplest result: decrease the Attitude of the NPC by one step. No fuss, no muss.
- ***Rivalry:*** An NPC is jealous or resentful of your capabilities and success. They try to one-up you at every opportunity, and constantly find their way into your life, if only to demonstrate that they are better than you. Mechanically, the NPC in question is more likely to fight you when fighting is involved; you make any social encounter checks along these lines with **Disadvantage**. Additionally, any time an NPC Role is required in a Quest, roll an additional time: if the second roll indicates the NPC who has a **Rivalry** with you, the Role is filled by them.
- ***Unrequited Romance:*** Select a party member and an NPC; one of those people believes themselves to be head-over-heels in love with the other, and the other, for their part, could not care less. Randomize who which is the lover and whom is the loved. Mechanically, this becomes most interesting if you try to tie it in to Quests and narrative: people will stoop very low, or invent crazy stories, if they feel their feelings are not being returned.
- Mechanically, that NPC automatically reverts to a neutral Attitude level toward the PC in question. In addition, any social check with that NPC is made with **Disadvantage**. If this result is rolled again in a context that could apply to the same NPC who is already one-sidedly covetous of your party member, you could consider that the NPC either seeks to kill the party member, or kills themselves, and blames the PC in their suicide note.
- ***Betrayer:*** The NPC feels deeply and personally betrayed by your decisions, actions, or the consequences of your deeds. Or perhaps they simply misinterpreted something you said to them in passing, and were ruined as a result of following what they thought was advice. Whatever the narrative reason for the situation, the NPC loathes and feels a personal wound from the PC in question. Mechanically, the NPC can be relied upon to influence others to lie about any NPC or Faction with whom they are affiliated; if no such relationships are known to exist for this NPC, generate at least one of each (using your list of known Actors trackers). In addition, for any active Quest of yours that involves this NPC or any Actors with whom they are acquainted, that Quest requires an additional **1d4 Clues** beyond what the Quest template normally needs.
- ***Nemesis:*** Like Betrayer, the Nemesis NPC feels a personal angst toward the PC in question, but it goes far beyond hurt or disappointment. It's hatred: pure, outright hatred, that begins to override the other elements of the Nemesis' life and increasingly define the NPC themselves. Mechanically, degrade the Nemesis' Attitude toward your party to the lowest possible level. At the start of every gaming session so long as the Nemesis has a less-than-neutral Attitude toward you, there is a **15%** chance that they intervene, and mess with your lives. If this occurs, instantly trigger a **Cohesion Quest**, which you must immediately pursue, and must resolve before making progress on any other active Quests this session.
- ***Cursed One:*** This NPC believes, truly believes, that one of the PCs is a fabled anti-messiah figure, or at least a harbinger thereof. Regardless of the particular manner of the views, this NPC wants or believes you to be the worst and most threatening thing to their entire way of life, and will act accordingly. Mechanically, their Attitude degrades to the lowest possible value, and will remain there.

Attitudes Penalties

This is a more mechanical, and less nuanced, subset of the **Relationship Penalty** category. ***Attitude Penalties*** affect specific NPCs or Factions.

When receiving an **Attitude Penalty**, roll on the table below to determine your specific penalty. Then, determine the target of the penalty. If the language of a penalty makes it vague as to whether it applies to an NPC or a Faction, randomize evenly between them.

Use your **Actors Tracker** to determine the target of an **Attitudes Penalty**. When doing so, consider favoring existing Actors rather than creating new ones, unless you have a very short list of Actors established in your campaign world.

Table 586: Social Attitudes Penalties

D20	» Attitude Penalty
1-5	**Attitude Decrease**
6-10	**Set to Unfriendly**
11-12	**Set to Hostile**
13	**Set to Enemy**
14	**En Masse:** Roll 1d4 more times on this table, ignoring this result or higher
15-18	**Factional Animosity:** Reroll on this table, but apply to a Faction; ignore this result or higher
19	Reroll with Advantage
20	Pick your preference

Let's explore each of these results in more detail.

- ***Attitude Decrease:*** Decrease the Attitude of the NPC toward the party by one degree. If they are already of the lowest Attitude, treat this as "**Set to Enemy**".
- ***Set to Unfriendly:*** Set the NPC's Attitude to **Unfriendly**. If it's already at this level or lower, keep it at its current level, but the NPC attacks the party.
- ***Set to Hostile:*** As **Set to Unfriendly**, but set to **Hostile** instead.
- ***Set to Enemy:*** As **Set to Hostile**, but the NPC attacks the party with equivalently-statted allies: **1d3** for OPOC play, and **2d4** for OPMC play.
- ***En Masse:*** Roll again one or more times on this table, ignoring this result or higher. Each result applies to a different NPC target.
- ***Factional Animosity:*** Roll one or more times on this table, but apply each result to a **Faction**. This result may stack with **En Masse** if you roll that result and then this one; if that's the case, then each outcome applies to a different **Faction**.

Factional Penalties

Merchant guilds, adventurer's groups, religious temples, and more: Factions are important parts of any campaign world, and ***Factional Penalties*** can spell doom for any adventuring party once the wrong groups take notice.

Roll on the ***Social Factional Penalties*** table below to determine your specific penalty. Each time you roll on the table below, the outcome applies to a different, randomly-selected Faction (randomize as you normally would, create a new one, or simply pick).

Table 587: Social Factional Penalties

D20	» Factional Penalty
1-6	**Notoriety Increase**
7-11	**Attitude Decrease**
12	**Rank Decrease**
13-15	**Membership Revoked**
16-17	**Access Denied**
18	**Favor Owed**
19	Reroll with Advantage
20	Pick your preference

Let's explore each of these results in more detail:

- ***Notoriety Increase:*** You're of interest to the Faction, and known by fairly high-ranking members thereof. Mechanically, any random NPC member of the Faction you encounter will know about you already... and not be pleased with the information, more often than not. Social checks related to gaining membership are made with **Disadvantage**, and in any circumstance where a member of that Faction would have to make a decision as to whether to back the party or remain neutral, they will remain neutral. Checks to escape the attention of the Faction, to dissuade their interest, or to end conversations or try to dissociate one's self with a faction with which one has Notoriety are made with **Disadvantage**.
- ***Attitude Decrease:*** The Attitude of the Faction toward your party degrades one step. If this brings the relationship to Hostile, the party will immediately lose membership in the Faction if they had it.
- ***Rank Decrease:*** If you have a rank in the Faction, it is degraded. If you're a member of the Faction, you must complete a **Cohesion Quest** on the Faction's behalf before the end of the next gaming session (i.e., the session after the one in which this penalty is suffered) or lose your membership. If you're not a member, treat this as **Attitude Decrease**.
- ***Membership Revoked:*** If you have membership in the Faction, it is revoked immediately. You may complete **1d3 Cohesion Quests** to recover your good name and standing with the Faction, and receive membership once again.
- ***Access Denied:*** The guild halls, byways, and guarded passageways patrolled and frequented by Faction members are now off-limits to your party. Faction members will actively bar your passage, and deny you entry, until your standing in the faction increases.
- ***Favor:*** You owe the Faction or some of its notable members a debt. You may repay this debt by sacrificing 1,000 gp of wealth or items of value per Hit Die in the party, or by completing **1d4 Cohesion Quests.**

Adversary Penalty

Adversaries are formidable NPCs that plot actively against the party. Their grudges, perceived slights, or lust for revenge and/or justice are strong, and their motivations are not easily pushed aside or denied.

Adversary Effects

For each **Adversary** you have working actively against you, the following effects apply. Roll separately for each active **Adversary**.

- ***Clues:*** Each time you receive a **Clue**, there is a **10%** chance that it is rendered ***unusable*** due to the behind-the-scenes actions of the **Adversary**. Roll separately for each **Adversary**, for each **Clue**.
- ***Rewards:*** Each time you receive a Quest-related **Reward**, there is a **10%** chance that it is ***countered*** (i.e., you don't receive the Reward). Roll separately for each **Reward** you receive, for each **Adversary**.
- ***Direct Approach:*** Each time you are called upon to designate an existing NPC Actor to fill a Role in a Quest, roll a second time; if that second roll results in an **Adversary**, that Role is filled by that **Adversary**. In addition, any Quest (whether it existed before the **Adversary** was assigned, or was only generated after that) which includes an **Adversary** in a Role means that you suffer **Disadvantage** on all of your social checks that are directly related to fulfillment of that Quest.
- ***Growth:*** Each time an Adversary thwarts your plans in the above manner, there is a **10%** chance that they grow in power, and receive an extra Class Level or Hit Die.

Determining Adversaries

If an ***Adversary Penalty*** indicates that you are assigned one or more Adversaries, you may select one from among the NPCs listed in the **Actors Tracker** as normal (randomize/new/pick); however, any **Adversary** must have at least as many Hit Dice as the maximum HD of PCs in your party.

In addition, any NPC designated as an **Adversary** receives an additional bonus **Hit Dice** or Class Levels immediately, representing the threat that they face to the party.

To determine the specific nature and duration of your adversary(ies), roll on the following table.

Table 588: Social Adversary Penalty

D20	» Adversary Penalty
1-6	**1 Adversary** (next session)
7-10	**1 Adversary** (1d3 sessions)
11-13	**1 Adversary** (1d6 sessions)
14-15	**1 Adversary** (2d4 sessions)
16-18	**1 Sworn Adversary** (until death)
19	Reroll and Increment
20	Reroll with Advantage

Let's unpack each of these options in a bit more detail:

- ***1 Adversary (next session):*** A single NPC thwarts you and plots against you for the entirety of your next gaming session.
- ***1 Adversary (1d3/1d6/2d4 sessions):*** As above, but with the potential for multiple gaming sessions' worth of wrath.
- ***1 Sworn Adversary (until death):*** An adversary plots against your party, and will continue to fight you until her/his demise.
- ***Reroll and Increment:*** Reroll on this table; add 1 to the number of Adversaries that result. This result stacks with itself, so theoretically, you could find yourself thwarted by multiple adversaries with a single penalty.

Religious Penalties

Although religions are just specific kinds of Factions, their motivations offer specific and interesting twists on other kinds of **Factional Penalties**.

Religious Penalties are at once Factional and personal: enmity sparks between one or more members of your party and a noteworthy member of the religious Faction.

Roll on the table below to determine your specific penalty. Then, randomize which religious Faction it applies to as you normally would (randomize, create a new one, or simply pick).

Table 589: Social Religious Penalties

D20	» Religious Penalty
1-6	**Attitude Decrease**
7-11	**Rivalry**
12	**Unrequited Romance**
13-15	**Betrayer**
16-17	**Nemesis**
18	**Anti-Savior**
19	Reroll with Advantage
20	Pick your preference

Let's explore each of these outcomes:

- ***Attitude Decrease:*** The simplest result: decrease the Attitude of the NPC by one step in relation to the entire Faction. No fuss, no muss.
- ***Rivalry:*** Members of the religion view your party as an obstacle to their own progress. They interpret your every action as being counter to their interests. Mechanically, NPCs who are members of the religious Faction are more likely to fight you when fighting is involved; you make any social encounter checks along these lines with **Disadvantage**. Additionally, any time an NPC Role is required in a Quest, roll an additional time: if the second roll indicates any NPC who is a member of the Faction who has a **Rivalry** with you, the Role is filled by them.
- ***Unrequited Romance:*** Select a party member and an NPC who is a member of the religious Faction; one of those people believes themselves to be head-over-heels in love with the other, and the other, for their part, could not care less. Randomize who which is the lover and whom is the loved. Mechanically, that NPC automatically reverts to a neutral Attitude level toward the PC in question. In addition, any social check with that NPC is made with **Disadvantage**. If this result is rolled again in a context that could apply to the same NPC who is already one-sidedly covetous of your party member, you could consider that the NPC either seeks to kill the party member, or kills themselves, and blames the PC in their suicide note. Any action taken or belief held by the object of the **Unrequited Romance** is shared automatically by the rest of the religious Faction, as they support and believe him/her.
- ***Betrayer:*** A high-ranking member of the religious Faction feels deeply and personally betrayed by your decisions, actions, or the consequences of your deeds. Or perhaps they simply misinterpreted something you said to them in passing, and were ruined as a result of following what they thought was advice. Whatever the narrative reason for the situation, the NPC loathes and feels a personal wound from the PC in question, and their congregation shares their disdain. Mechanically, you suffer **Disadvantage** on social checks when dealing with any member of this Faction when you're discussing Clues. Additionally, for any active Quest of yours that involves any members of this religious Faction, that Quest requires an additional **1d4 Clues** beyond what the Quest template normally needs.
- ***Nemesis:*** Like Betrayer, the Nemesis NPC feels a personal angst toward the PC in question, but it goes far beyond hurt or disappointment. It's hatred: pure, outright hatred, that begins to override the other elements of the Nemesis' life and increasingly define the NPC themselves. Mechanically, degrade the Nemesis' Attitude toward your party to the lowest possible level. At the start of every gaming session so long as the Nemesis has a less-than-neutral Attitude toward you, there is a **15%** chance that they intervene, and mess with your lives. If this occurs, instantly trigger a **Cohesion Quest**, which you must immediately pursue, and must resolve before making progress on any other active Quests this session.
- ***Anti-Savior:*** The entire religious Faction believes, truly believes, that one of the PCs is a fabled anti-messiah figure, or at least a harbinger thereof. Regardless of the particular manner of the views, this Faction wants or believes you to be the worst and most threatening thing to their entire way of life, and will act accordingly. Mechanically, their Attitude degrades to the lowest possible value, and will remain there. In addition, any time you encounter a group of NPCs comprised exclusively of members of the religious Faction, you must succeed in a social challenge or they will attack you.

Mechanical Penalties

Overview

Negative effects that affect the numeric core of your capabilities are the focus of ***Mechanical Penalties***.

To begin, roll on the table below to determine the sub-category of penalty.

Table 593: Mechanical Penalty Categories

D20	Mechanical Penalty Category
1-5	Rules Adjustment
6-9	Ability Score
10-11	Skill
12-13	Feat
14-16	XP / Milestone
17-18	Level Loss
19	Reroll with Advantage
20	Pick your preference

Mechanical Penalty Categories

As with **Mechanical Rewards** (p 415), it's worth noting that not all of these topics apply equally to every rules system. Some of them—**Feats**, for example—simply don't apply at all to certain rules systems.

If you randomly determine that you receive a penalty sub-category whose mechanics simply do not apply to your rules system, or that apply only minimally to your rules system, you may reroll your penalty.

With that said, let's dive into each of these sub-categories in more detail.

Rules Adjustment Penalty

With this category, a ***rules adjustment penalty*** applies to you immediately.

Rules Adjustment Penalties and Handicaps

Rules Adjustment Penalties you receive as a result of **Rewards *do not count*** toward your ***Balance Point Handicap*** (BPH).

Even if Penalty-given Boons are or become **permanent** (see below), do not count their Balance Point value against your handicap for any purposes.

Rules Adjustment Penalty Duration

Most **Rules Adjustments** indicate their duration in their description; for rules adjustments that contain no such definition, assume that the rules adjustment applies for the duration of the next gaming session.

Alternately, you can roll on the following table to determine how long your rules adjustment duration applies.

Table 590: Rules Adjustment Penalty Duration

D20	Rules Adjustment Penalty Duration
1-3	Next Encounter
4-9	This Session
10-13	End of Next Session
14-16	1d4 Sessions
17-18	25% Expiry
19	Permanent
20	Reroll with Advantage

Let's describe each of these results in case they're not obvious:

- ***Next Encounter:*** The Rules Adjustment Penalty takes effect at the start of the next encounter (social or combat), and lasts only until the end of that encounter.
- ***This Session:*** The Penalty takes effect immediately, and will last until the end of the current gaming session. If the session is already almost over, tough luck!
- ***End of Next Session:*** Takes effect right now, and will last until the end of your next gaming session. So that's one full session beyond a "***This Session***" result.

- ***1d4 Sessions:*** As **End of Next Session**, except with the potential to last multiple sessions. Roll **1d4**; that is the number of full gaming sessions beyond the current one that the Penalty applies to. To clarify: if you roll a **1**, that's effectively the same result as "**End of Next Session**".
- ***25% Expiry:*** The Penalty has a chance to last forever, but also a chance to disappear rapidly. At the end of each gaming session, including this one, roll a **d100**. On a 26 or greater, the Penalty remains in effect; on a 1-25, it is removed immediately.
- ***Permanent:*** The Penalty is permanent, and is not automatically removed, even after a million gaming sessions. Note that it can still be deleted by other effects—a **Boon**, for example.

Rules Adjustment Randomization

You can use the random tables included in the **Rules Adjustments** section (p 311) to generate random penalties, or you can use the ***Mechanical Rules Adjustment Penalties*** table below instead.

Rules Adjustment Value Cap

If you're randomizing from amongst all possible rules adjustment penalties, you should consider rolling first on the following table to determine the Balance Point value that "caps" your possible selections.

To use this approach, first roll on the table below, then determine the value cap. When you then roll on the Rules Adjustment tables to randomize your penalty, reroll any results that exceed this Balance Point value.

Table 591: Rules Adjustment Penalty Value Cap

D20	Maximum BPH Value
1-5	2d4
6-10	2d6
11-13	2d10
14-15	2d12
16-17	2d20
18	3d20
19	No cap
20	Reroll with Advantage

- ***No Cap:*** There is no limit on the **BPH** value of the **Rules Adjustment Penalty** you receive when rolling on the full randomization tables.

QuickStart Rules Adjustment Randomization

If you're looking for a quicker way of determining a random **Rules Adjustment Penalty**, you can simply roll on the table below.

This approach makes the determination much quicker, but it does by its nature limit the possible outcomes quite severely.

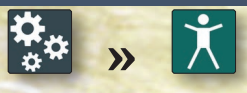
Table 592: Mechanical Rules Adjustment Penalties

D20	» Rules Adjustment Penalty
1	**Fumblefingers** (p 327)
2	**Underpowered Casting** (p 334)
3	**Mystic Weakness** (p 337)
4	**Lazy Memorization** (p 338)
5	**Inept Treasure Scavenger** (p 371)
6	**Unlucky Scavenger** (p 372)
7	**Trove Mangler** (p 375)
8	**Weak Potions** (p 379)
9	**Last Place** (p 345)
10	**Terribly Unlucky** (p 345)
11	**Fumbling Strikes** (p 347)
12	**Weak Reactions** (p 351)
13	**Inept Saves** (p 353)
14	**Condition Susceptibility** (p 362)
15	**Loud Walker** (p 364)
16	**Navigation Buffoon** (p 365)
17	**Trap Overlooker** (p 364)
18	**Existing Penalty is Permanent**
19	Reroll with Advantage
20	Pick your preference

Let's explore one of these in more detail:

- ***Existing Penalty is Permanent:*** Select an existing **Rules Adjustment Penalty** that you already suffer. This can be a Penalty you received as a **Penalty**, or something you opted to endure using **Balance Points**. That Penalty you select becomes permanent. Its **Balance Point** value doesn't change, and whether it counts toward your **Handicap** doesn't change. So if that **Penalty** had been a quest **Penalty**, and this penalty result makes it permanent, then it doesn't count toward your handicap. When you receive this result, first roll on the ***Rules Adjustment Penalty Value Cap*** table above to determine the maximum **Balance Point** value that you can make permanent.

Ability Score Penalty



Ability Score Penalties are some of the most awful, dreaded, and punishing penalties, because they sap away at the very numeric core of your characters.

Note that you should make adjustments as appropriate to the Ability Scores for your rules system of choice.

Table 594: Mechanical Ability Score Penalties

D20	» Ability Score Penalty
1-7	Temporary -1 to Random
8-12	Temporary -1 to Your Choice
13-14	Temporary -1d2 to Random
15-16	Temporary -1d2 to Your Choice
17	Permanent -1 to Random
18	Permanent -1 to Your Choice
19	Reroll and Increment
20	Reroll with Advantage

Let's explore each of these results in more detail:

- ***Temporary -1 to Random:*** You receive a **-1** penalty to one Ability Score, determined at random. This penalty takes effect immediately, and lasts until the end of the next gaming session: that is, the penalty will last for the remainder of the current gaming session, and then for one full gaming session thereafter.
- ***Temporary -1 to Your Choice:*** As above, but you may apply the -1 penalty to any one **Ability Score** of your choice.
- ***Temporary -1d2 to Random:*** As **Temporary -1 to Random**, but with the potential for an additional second point of penalty.
- ***Temporary -1d2 to Your Choice:*** As above, but to your choice of score.
- ***Permanent -1 to Random:*** One Ability Score, determined at random, receives a permanent **+1** penalty. This permanent boost has no impact on your **Handicap**.
- ***Permanent -1 to Your Choice:*** As above, but the penalty applies to any one ability score of your choice.
- ***Reroll and Increment:*** Reroll, and increase the penalty applied by **1**. That is, if you roll this result, and then "**Temporary -1 to Your Choice**", one of your Ability Scores would suffer a **-2** penalty in total. This result stacks with itself, so theoretically, you could suffer a very significant decrease if your luck fails!

Skill / Feat Penalty

The structure of skill points, proficiency bonuses, feats, and associated concepts is significantly different between **Pathfinder** first edition and other supported game systems.

Therefore, we'll break things out explicitly for ***Skill/Feat Rewards*** between **Pathfinder** and all other systems.

Roll on the table below if you're using Pathfinder. Skip to the following table if you're using a different system.

Table 595: Mechanical Skill/Feat Penalties (Pathfinder)

D20	» Skill/Feat Penalty
1-8	-1d6 Skill Points
9-12	-2d4 Skill Points
13-14	Lose Class Skill
15	Lose Class Skill -1d6 Skill Points
16-17	Temporary Loss of Feat
18	Permanent Loss of Feat
19	Reroll and Increment
20	Reroll with Advantage

Let's explore each of these results in more detail:

- ***-1d6 Skill Points:*** You immediately lose spent skill points, to be removed from skill ranks as you wish.
- ***-2d4 Skill Points:*** As above, but the potential for even more skill points lost.
- ***Lose Class Skill:*** Select a skill that is currently a class skill for any of your classes. That skill no longer counts as a class skill. This change is permanent and does not affect your **Handicap**.
- ***Lose Class Skill -1d6 Skill Points:*** As above, but you also must remove spent Skill Points, to be deleted as you wish from skill ranks (most likely, in the lost class skill, but you don't have to remove them from there).
- ***Temporary Loss of Feat:*** Choose one of your Feats; you lose that Feat temporarily. Your selection lasts until the end of the next gaming session—that is, for the remainder of the current session, plus the entirety of your next gaming session. You cannot select a Feat whose loss would render you unqualified for Feat(s) that you retain; i.e., you cannot lose a Feat that is a prerequisite for another Feat that you have and will keep.
- ***Permanent Loss of Feat:*** As Temporary Loss of Feat, but your loss of Feat is permanent is not regained at the end of your next session. This reward still does not impact your **Handicap**.
- ***Reroll and Increment:*** Reroll, and increase the penalty applied by **1**. That is, if you roll this result, and then

"**Temporary Loss of Feat**", you lose two Feats, not just one. This result stacks with itself, so theoretically, you could suffer a very significant penalty if your luck fails!

If you are using a rules system other than Pathfinder first edition, you may be better off using the following table:

Table 596: Mechanical Skill/Feat Penalties (Other Systems)

D20	» Skill/Feat Penalty
1-7	Temporary Loss of Proficiency
8-9	1d2 Temporary Lost Proficiencies
10-12	Disadvantage on a Skill Check
13-16	1d4 Disadvantages on Skill Checks
17	Session Disadvantage on Skill Checks
18	Permanent Proficiency Loss
19	Reroll and Increment
20	Reroll with Advantage

Let's explore each of these results in more detail:

- ***Temporary Loss of Proficiency:*** Select a skill in which you are normally proficient. You lose proficiency in that skill until the end of your next gaming session. To clarify: you suffer the loss of proficiency immediately, and it lasts for the remainder of the current gaming session, as well as the entirety of your following gaming session.
- ***1d2 Temporary Lost Proficiencies:*** As above, but with the potential for additional proficiencies lost as well.
- ***Disadvantage on a Skill Check:*** Your next skill check is made suffering from **Disadvantage** (roll twice, and select the less favorable result). This penalty never expires, and remains until used.
- ***1d4 Disadvantages on Skill Checks:*** As above, but with opportunity for additional **disadvantages**.
- ***Session Disadvantage on Skill Checks:*** All of the skill checks you make in your next gaming session are made with **Disadvantage**. There is no limit to the number of times in a session that this applies to.
- ***Permanent Proficiency Loss:*** As "**Temporary Loss of Proficiency**", but the loss is permanent. This has no impact on your **Handicap**.
- ***Reroll and Increment:*** Reroll, and increase the penalty applied by **1**. That is, if you roll this result, and then "**Permanent Proficiency Loss**", you lose two Proficiencies, not just one. This result stacks with itself, so theoretically, you could suffer a very significant penalty if your luck fails!

Dice Chain Penalty

The **dice chain** (p 394) is a fundamental concept of providing handicaps to the solo player and their enemies.

Dice Chain Penalties grant bonuses to enemies, and/or penalties to the party.

Table 597: Mechanical Dice Chain Penalties

D20	» Dice Chain Penalties
1-6	Step Down Encounter
7-9	1d3 Steps Down Encounter
10	Step Down Session
11-14	1d3 Steps Down Session
15-17	Enemy Step Up Encounter
18	Enemy Step Up Session
19	Reroll and Increment
20	Reroll with Advantage

Let's explore each of these results in more detail:

- ***Step Down Encounter:*** For the entire next encounter, your d20 rolls receive a dice chain **step down**.
- ***1d3 Steps Down Encounter:*** As above, but with the possibility of additional steps down.
- ***Step Down Session:*** As **Step Down Encounter**, but applies to your entire next gaming session.
- ***1d3 Steps Down Encounter:*** As above, but with the potential for additional steps down.
- ***Enemy Step Up Encounter:*** Enemies and social opponents receive a dice chain **step up** for the duration of your entire next encounter. You may choose whether this applies to your next social, or combat, encounter.
- ***Enemy Step Up Session:*** As above, but applies to your entire next gaming session.
- ***Reroll and Increment:*** Reroll, and increase the penalty applied by **1**. That is, if you roll this result, and then "**Step Down Session**", you suffer two steps down the dice chain next session, not just one. This result stacks with itself, so theoretically, you could suffer a very significant penalty if your luck fails!

XP / Milestone Penalty

This may be the most catastrophic and horrifying penalty category that you can be assigned.

Just as with old-school systems where particularly formidable undead creatures could drain the life out of your PC and cause them to lose hard-earned experience levels, ***XP/Milestone Penalties*** have the potential to undo hours, if not weeks, of adventuring and hard-won rewards.

If you prefer a more traditional XP approach, simply convert penalties below that refer to **Reward Stars** into the equivalent amount of XP that makes sense for your character.

Remember that as with other rewards, if you have a party that includes more than one PC, you get to decide where the penalty is distributed. More specifically: the penalties below are all-in; that is, they do not apply to each and every PC in your party separately!

To be absolutely clear: if you suffer the loss of 4 **Reward Stars**, and your party has 3 PCs, that's 4 **Reward Stars *total***, not 12 **Reward Stars** lost.

Negative Reward Stars

If you lose **Reward Stars** sufficient to push you into negative territory, you suffer **Disadvantage** on all attack rolls, saves, and skill and ability checks until you are back to at least zero **Reward Stars**.

For Pathfinder first edition games, you instead simply suffer one **negative level** under these circumstances.

Table 598: Mechanical XP / Milestone Penalty

D20	» XP / Milestone Penalty
1-5	-1 Reward Star
6-9	-1d2 Reward Stars
10-14	-1d3 Reward Stars
15-16	-1d4 Reward Stars
17	-2d4 Reward Stars
18	Level Loss
19	Reroll with Advantage
20	Reroll twice (ignore this result if rolled again)

Let's explore one of these results in more detail:

- ***Level Loss:*** You immediately lose an entire level of experience. If you were Level 8, you are now Level 7; you also lose all associated class abilities that were associated with the lost level. Any spell slots or spells per day that were unlocked as a result of the lost level are lost, and are not recovered until you both gain a level and take a full rest or whatever method is normally used to prepare or memorize spells. If you are using Reward Stars as your leveling approach, you retain the number of Reward Stars that you had before this penalty. If you are using a strict Experience Points approach, you lose Experience Points sufficient to drop you to halfway progress through your new level.

Level Loss Penalty

A dreaded category indeed, even moreso than the **XP / Milestone Penalty**... for ***Level Loss Penalties*** degrade the rate at which you gain experience, and may even invoke the loss of one or more entire levels of experience.

Roll on the table below to determine your specific penalty.

Table 599: Mechanical Level Loss Penalties

D20	» Level Loss Penalty
1-8	50% XP Gain (session)
9-12	50% XP Gain (1d4 sessions)
13-15	25% XP Gain (session)
16	25% XP Gain (1d4 sessions)
17	Zero XP Gain (session)
18	Lose One Level
19	Lose 1d2 Levels
20	Reroll with Advantage

Let's explore each of these results in more detail:

- ***50% XP Gain (session):*** For the remainder of this gaming session, and for the entirety of your next gaming session, you receive **Experience Point** and/or **Reward Star** gains at half the normal rate, rounded down. This penalty is applied at each instance you receive these benefits. That is, if you receive **50 XP** normally, you instead receive only **25 XP**. If you are granted **3 Reward Stars** at the conclusion of a Quest, you instead only receive **1 Reward Star**.
- ***50% XP Gain (1d4 sessions):*** As above, but with the potential for the penalty to last even more sessions.
- ***25% XP Gain (session):*** As **50% XP Gain (session)**, but an even worse penalty, as gains are cut by three-quarters. This means that you must receive at least **4 Reward Stars** at a time in order to actually gain **Reward Stars**.
- ***25% XP Gain (1d4 sessions):*** As above, but with the potential for the suffering to endure for more than one session.
- ***Lose One Level:*** You immediately lose an entire level of experience. If you were Level 8, you are now Level 7; you also lose all associated class abilities that were associated with the lost level. Any spell slots or spells per day that

were unlocked as a result of the lost level are lost, and are not recovered until you both gain a level and take a full rest or whatever method is normally used to prepare or memorize spells. If you are using Reward Stars as your leveling approach, you retain the number of Reward Stars that you had before this penalty. If you are using a strict Experience Points approach, you lose Experience Points sufficient to drop you to halfway progress through your new level.

- ***Lose 1d2 Levels:*** As above, but with the heartbreaking potential to lose a second level as well.

Magical Penalties

Overview

A negative spell effect, the malfunction of spells, inability to recover or prepare spells, and more: these are all ***Magical Penalties***.

To begin, roll on the following table to determint the sub-category of penalty that applies.

Remember that results that cannot apply to any member of your adventuring party must be rerolled.

Table 603: Magical Penalty Categories

D20	Magical Penalty Category
1-5	Debuff
6-9	Denial of Service
10-11	Curse
12-13	Item Denature
14-16	Magic Loss
17-18	Knowledge Decay
19	Reroll with Advantage
20	Pick your preference

Accepting Magical Penalties

Note that although many rules systems allow a save to resist the effects of unwanted magical effects, this option does not apply to undesirable impacts that come about as a result of Penalties. Spell or other resistances, immunities, or other class or racial abilities or other magical protections granted by Rewards or by magical items or spells are of no avail when faced with a **Magical Penalty**.

Simply put: you must accept a **Magical Penalty**. You cannot assign it to the PC in your party who has the best ability to resist it, because resisting it is not an option.

Magical Penalty Categories

Each of these categories has its own section that follows, describing the various specific penalty results that might apply.

Debuff Penalty

"**Buffs**" are favorable magical enhancements that increase abilities, grant bonuses, deflect attacks, or otherwise benefit the recipient for a duration. "Debuffs", then, are the same, except they are ***un***favorable, and apply penalties to or lower abilities.

Debuff Penalties typically apply to only a single PC (see below, however).

Roll on the following table to determine the nature of the magical debuff penalty you receive.

Note that penalties from this reward stack with all other kinds of penalty and bonus, including themselves. If you receive two "**-1 Armor Class**" results that apply during the same duration, for example, your AC would worsen by **2** points.

Table 600: Magical Debuff Penalties

D20	» Debuff Penalty
1-3	**-1 Armor Class**
4-6	**-1 Attack Rolls**
7-9	**-1 Saves**
9-11	**1 Roll Disadvantage in Combat**
12-14	**1 Roll Disadvantage in Social**
15-18	Reroll and Increase Penalty by 1 (stacks)
19	Reroll with Advantage
20	Reroll and Apply to Entire Party (ignore this result again)

Let's explore each of these results in more detail:

- ***-1 Armor Class:*** Your Armor Class worsens by 1. Although typically this means your AC decreases by 1, some rules systems use descending AC instead.
- ***-1 Attack Rolls:*** You receive a -1 penalty on all your Attack Rolls. Note that this includes skill and ability checks in social encounters.
- ***-1 Saves:*** You receive a -1 penalty to all your **Saving Throws**.
- ***1 Roll Disadvantage in Combat:*** Your first d20 roll in the next combat encounter, you must make that roll suffering **Disadvantage** (roll twice, and select the less favorable result). This ability never expires, will remain in effect until your next combat encounter, no matter how many sessions in the future that might be.

- ***1 Roll Disadvantage in Social:*** As above, but applies to your next d20 roll in a social encounter.
- ***Reroll and Increase Penalty by 1:*** Reroll on this table, but the result has its penalty increased by an additional 1 point. This result stacks with itself and with the "**Higher-Level Debuffs**" effects below.
- ***Reroll and Apply to Entire Party:*** Reroll, and apply any result to the entire party; if you roll this result again, ignore and reroll it. This is one time that you ***don't*** want to roll a 20 on a table!

Debuff Penalty Duration

The benefit explained above is not permanent, and each reward has a variable duration. Roll on the following table to determine how long it lasts:

Table 601: Magical Debuff Penalty Duration

D20	» Debuff Penalty Duration
1-2	One Attack or Save
3-8	Until Success
9-18	Entire Encounter
19	End of Next Session
20	Reroll with Advantage

Let's explore each of these results in more detail:

- ***One Attack or Save:*** The penalty lasts only for the first time it applies. You cannot choose when this happens; for example, if you receive a "**-1 Armor Class**" debuff, then it lasts only until the next time you are attacked.
- ***Until Success:*** The penalty remains in effect until it "succeeds". For AC, this means until a combat attack roll fails to hit you; for Attack Rolls, it lasts until you successfully hit or succeed in a check, and so on. Theoretically, the penalty could remain in effect forever!
- ***Entire Encounter:*** The debuff remains in effect for the entire duration of your next encounter. The nature of the debuff determines whether this means the next combat or social encounter; e.g., Armor Class penalties apply only to combat encounters.
- ***End of Next Session:*** The debuff is sustained until the end of your next gaming session. To clarify: the debuff applies immediately, and lasts throughout the remainder of this current gaming session; it then extends to apply for the entirety of your next session as well.

Higher-Level Debuffs

If you're playing in the **Advanced** or **Elite** quads of difficulty (i.e., higher PC levels), a single-point penalty is unlikely to make you shudder much (or make much of a mechanical difference in the game).

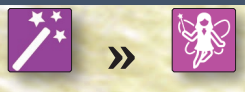
If you are playing in these difficulty bands, and you receive a **Debuff Penalty**, you must roll on the following table to determine what number to substitute for the "**-1**" in the ***Magical Debuff Penalties*** table above.

Note that results on that table that increase the penalty do so starting at the higher-level value. For example, if you roll on the table below and determine your debuff penalty should start at **-3**, and then you receive a "**Reroll and Increase Penalty by 1**" result, then the total penalty would be -4.

Table 602: Higher-Level Magical Debuff Penalties

D20	» Debuff Penalty
1-2	-1
3-6	-1d2
7-9	-1d3
10-14	-1d4
15-17	-1d6
18	-2d4
19	-2d6
20	Reroll with Advantage

Denial of Service Penalties



Spellcasting services are typically available in most large fantasy towns for a fee. ***Denial of Service Penalties*** involve either the prevention of access to such services, or that a party hostile to the PCs is making use of such services.

Roll on the table below to determine the specific ***Denial of Service Penalty*** you receive.

Table 604: Magical Denial of Service Penalties

D20	» Service Reward
1-5	**Mired Overland Travel**
6-8	**Threatened Travel**
9-12	**Obfuscate**
13-14	**Confusion**
15-17	**Random Teleport**
18	**Teleport Interdiction**
19	Reroll with Advantage
20	Pick your preference

Let's explore each of these results in more detail:

- ***Mired Overland Travel:*** Muck seems thicker, roads are shoddier, and grasslands are more verdant and intrusive: whatever the exact phenomenon, your next overland transit takes twice as long as it usually does.
- ***Threatened Travel:*** Your every step on the open road calls out to danger. Either monsters or ruffians have been alerted to your plans, or a magic is invisible to you but makes you more easily seen to enemies. During your next overland travel between map points, you must roll twice as often as normal on random encounter tables. Additionally, each time you roll on a random encounter table during your next transit, you do so with **Disadvantage** (roll twice, and select the less favorable result).
- ***Obfuscate:*** Magical items retain their mystery for a full gaming session beyond the current one. Identify, legend lore, and similar magicks do not function as normal for the party. Class abilities and skill checks made to penetrate the mechanics of magical items still function as normal, but suffer **Disadvantage** (roll twice, and select the less favorable result).
- ***Confusion:*** Your sextant and compass are wobbly and function as though hexed; your senses and ability to read starlight is hampered. During your next travel between map points, you have a **50%** chance of arriving at the wrong destination. Declare your intent to visit a target map point, then roll a **d6**; on a **1-3**, you arrive as planned. On a **4-6**, however, you arrive instead at a different location, and automatically force a roll on an applicable wandering encounter table.
- ***Random Teleport:*** The party is *teleported* via the spell of the same name to a random map location. This is a one-way trip, and no spell resistance or protections apply; the spell simply functions as intended, and you vanish, only to reappear somewhere unwanted. Roll as you normally would on the Actors Tracker for overland locations to randomize your accidental destination.
- ***Teleport Interdiction:*** For **1d4** gaming sessions, desirable teleportation effects do not function on any member of the adventuring party. This applies even to short-range such effects: for example, *dimension door* fails.

Curse Penalty

The party or one or more of its PCs becomes **cursed**. Curse Penalties can have any number of effects.

Roll on the table below to determine your ***Curse Penalty***.

Table 605: Magical Curse Penalties

D20	» Curse Penalty
1-6	-6 to Random Ability Score
7-11	Disadvantage on Rolls
12-16	Confusion
17	Paranoid Confusion
18-19	Fear
20	Reroll with Advantage

Let's explore each of these results in more detail:

- ***-6 to Random Ability Score:*** One of your Ability Scores, chosen at random, suffers a -6 penalty. If this reduces that score to 0 or less, you die.
- ***Disadvantage on Rolls:*** You suffer **Disadvantage** (roll twice, and select the less favorable result) on ***all* d20** rolls you make until the curse is lifted.
- ***Confusion:*** Each round of an encounter, you have a **50%** chance to take no action and do nothing; otherwise, you may act normally.
- ***Paranoid Confusion:*** Each round of a combat encounter, you have a **25%** chance to do nothing and take no action, a **50%** chance to act normally, and a **25%** chance to attack a random ally as though it were an enemy that round. If you have no living allies, treat this result as "take no action" instead.
- ***Fear:*** Each round of combat, you must make a saving throw against fear; if you succeed, you may act normally, but if you fail, you must run away from the nearest enemy at your full normal movement rate. You must make a fresh fear save each round of combat. Use whatever saving throw your rules system typically uses for fear effects (e.g., **Will, Wisdom**, or **Death**). If your rules system uses Difficulty Class, determine a random DC each round using "***FlexTable 6: QuickStart Difficulty Class***" on page 37. If your rules system does not use DCs for saves, you make your fear save with **Disadvantage**.

Curse Duration

Curses imposed by Curse Penalties have a variable duration.

Each time you suffer a Curse Penalty, roll on the table below to determine the duration of its effect.

A creature may suffer from multiple curses with different durations, so long as the effects are different.

Curses with the same effects do not stack: If a second curse suffered with the same effect as one already suffered has no further effect, but may extend the duration. Note that for this to apply, the two curses must have the exact same effect; if Curse A penalizes Strength by 6 points, and Curse B would penalize Dexterity by 6 points, both curses ***do*** apply.

Table 606: Magical Curse Penalty Duration

D20	» Curse Penalty Duration
1-5	1 Encounter
6-9	This Session
10-15	Through Next Session
16-17	1d4 Sessions
18-19	Until Cured
20	Reroll with Advantage

Let's describe each of these:

- ***1 Encounter:*** The curse applies immediately, and lasts through the very next encounter (social or combat).
- ***This Session:*** The curse applies immediately, and lasts for the remainder of this entire gaming session.
- ***Through Next Session:*** The curse applies immediately, lasts for the remainder of the current gaming session, and for the entirety of the next session as well.
- ***1d4 Sessions:*** The curse applies instantly, lasts for the remainder of the current gaming session, and also persists for the next 1d4 gaming sessions beyond that.
- ***Until Cured:*** The curse is permanent until cured with a remove curse, heal, or sufficiently powerful healing magic. Whatever restoratives typically cure curses or magical diseases in your gaming system, that's what is required to absolve you of this malady.

Item Denature Penalty

Magical items are the saviors of lower-level parties, and the mainstay of higher-level PCs. Losing the abilities of any magical item, even one carried merely against the intent to sell and make a profit, can be a serious detriment to any adventuring group. ***Item Denature Penalties***, unfortunately, do exactly that: render magical items mundane, to everlasting effect.

If your low-level party carries absolutely zero magical items, reroll the roll that took you here.

Otherwise, roll on the table below to determine which ***Item Denature Penalty*** you suffer.

Table 607: Magical Item Denature Penalties

D20	» Item Denature Penalty
1-6	**Potion**
7-12	**Scroll**
13-14	**Wand or Rod**
15-16	**Staff**
17	**Weapon**
18	**Armor**
19	**Wondrous Item or Artifact**
20	Reroll with Advantage

Let's explore each of these results in more detail:

- ***Potion:*** One random potion is rendered simply an odd-tasting, viscous sludge.
- ***Scroll:*** A scroll in the party's inventory becomes nothing but unusuable gibberish written in a madman's hand.
- ***Wand or Rod:*** The once-magical wand or rod selected at random becomes literally a mere stick.
- ***Staff:*** A tree branch might have greater use or value than the mundane staff created by this penalty.
- ***Weapon:*** A magical weapon becomes an ordinary, perfectly usable, version of itself.
- ***Armor:*** One suit of armor or shield in the party's inventory becomes a mundane version of its former self.
- ***Wondrous Item or Artifact:*** If you have neither of these major magical items, count yourself lucky: this penalty has no further effect. However, if you do have at least one of the items of this caliber, they denature into less-powerful (and considerably less valuable) versions of themselves. Determine the artifact randomly; it then becomes a random magical item of the same general type (e.g., an artifact sword becomes a random magical sword). Use your rules system's random treasure tables to generate the new item. If the new item determined has a value greater than half of the original, reroll the determination until it's worth less than half of its former self.

Denatured Item Value

Artifacts that become denatured as a result of this penalty become magical items of diminished potency (see above), and are still worth something.

Denatured armor and weapons are still worth whatever their mundane value is (see above).

All other magical items affected by this penalty are rendered useless; they are now worth **0 gp**.

Denatured Item Selection

Most penalties and rewards allow you to designate the PC affected. Not so here.

The penalties described above apply to an item in your party's inventory. Randomize from among all of the magical items of the indicated, across all of the qualifying items carried by characters you control in your party.

This includes mercenaries and allies; even though you may not have direct control over their inventory as you would a PC's, they may have magical gear and can therefore be affected by the penalty.

Magic Loss Penalties

Prepared spells lost, cast spells fizzling, and rests no longer having the desired impact: these are all examples of ***Magic Loss Penalties***.

Roll on the following table to determine your specific penalty.

As a reminder, if you are called upon to roll on this table, and the only PCs in your party to which the penalty could be applied lack spellcasting abilities altogether, you must reroll the penalty.

If you are playing a rules system other than **Pathfinder**, or that does not use Feats as extensively as that system, you must reroll any Feat-related result below.

The effects described remain in place for the duration of the penalty (see **Magic Loss Duration**, below).

Table 608: Magical Magic Loss Penalties

D20	» Magic Loss Penalty
1-5	Lose a Spell of a Level
6-10	Disadvantage on Spells of a Level
9	Lose All Spells of a Level
10	Disadvantage on All Spells
11-15	Short Rest Impact
16	Long Rest Impact
17	Lose Metamagic Feat
18	Lose Magical Feat
19	School Nullification
20	Reroll with Advantage

Let's explore some of these results in more detail:

- ***Lose a Spell of a Level:*** If you memorize or prepare spells, you lose one spell selected at random of a certain level. If your spellcasting instead uses a Spells Per Day approach, subtract one from the maximum Spells Per Day for spells of a certain level. In either case, use the table below to determine which level of spell is affected.
- ***Disadvantage on Spells of a Level:*** Select a spell level using the table below. All of your rolls for all spells you cast of that level suffer **Disadvantage** (roll twice, and select the less favorable result) , and all enemies make saves against your spells cast of that level with **Advantage** (roll twice, and select the result that's more favorable for the enemy). This also applies to **Spellcraft** or **Concentration** checks related to casting spells of that level.
- ***Lose All Spells of a Level:*** As "**Lose a Spell of a Level**", except that you immediately lose ***all*** spells or spells per day of the level determined. You cannot memorize, prepare, or cast spells of this level until the penalty goes away.
- ***Disadvantage on All Spells:*** As "**Disadvantage on Spells of a Level**", but applies to ***every*** spell you cast, and all **Spellcraft** or **Concentration** checks (even those unrelated to casting a specific spell!).
- ***Short Rest Impact:*** You do not receive any spellcasting benefit, or benefits related to magical class abilities (such as a Paladin's recovering uses of **Lay on Hands**), during a short rest as you normally would. For example, in **Pathfinder**, this means any ability with a uses per day restriction that has an "(SP)" designation cannot be recovered during a short rest.
- ***Long Rest Impact:*** As above, but applies to long rests. This is a very severe penalty that effectively removes a character's spellcasting abilities entirely for the duration of the penalty. As a result, if you are playing OPOC, and your character has spellcasting abilities, and you receive this "**Long Rest Impact**" result, there is a cap as to how long this penalty can last: on the "**Magical Magic Loss Penalty Duration**" table below, you may reroll any result of "1d4 Sessions" or higher.
- ***Lose Metamagic Feat:*** Select a metamagic feat at random from those you possess. You lose this feat altogether for the duration of the penalty. Note that if you do not have any metamagic feats, you must reroll this result.
- ***Lose Magical Feat:*** Select a magical feat at random from those you possess. "Magical feat" in this context means any Feat related to spellcasting abilities. Metamagic feats ***do*** count in this description; channeling feats and those related to class, racial, or other abilities that are magic-like or Spell-Like in nature do ***not***.
- ***School Nullification:*** Select a school of magic at random; you are prohibited from casting spells of that school altogether for the duration of the penalty. Roll on the "***Magical Magic Loss Penalty Spell School"*** table below to determine the school(s) affected.

Magic Loss Spell Level

Some **Magic Loss Penalties** refer to one or more spells "of a certain level". Use the table below to determine the spell level in question.

If you are called upon to roll on this table, and your result refers to a spell level that you cannot cast, reroll on this table until you receive a result that you are able to cast.

Table 609: Magical Magic Loss Penalty Spell Level

D20	» Magic Loss Penalty Spell Level
1-3	1st
4-6	2nd
7-8	3rd
9-11	4th
12-13	5th
14-15	6th
16-17	7th
18	8th
19	9th
20	Reroll with Advantage

Magic Loss Spell School

If a Magic Loss Penalty references a random school of magic, use the table below to determine which school it refers to.

If you receive a result below that designates a school in which you either have no spellcasting abilities, or that is a weakened school for you (e.g., an **Opposition School** if your rules system, character class, and options designate that concept), then you must reroll your result.

Table 610: Magical Magic Loss Penalty Spell School

D20	» Magic Loss Penalty School
1-3	Abjuration
4-6	Conjuration
7	Divination
8-10	Enchantment
11-14	Evocation
15-16	Illusion
17	Necromancy
18	Transmutation
19	Reroll Twice (stacks)
20	Reroll with Advantage

One of these results bears additional explanation:

- ***Reroll Twice (stacks):*** Reroll on this table twice; both schools that result receive the restriction of the penalty. Ignore any results that duplicate; for example, if you roll "Evocation" twice, ignore the second result. This result stacks with itself, so it's possible to have all schools of magic affected if your luck is poor!

Magic Loss Duration

Fortunately, the negative impact of a **Magic Loss Penalty** doesn't necessarily last forever.

Roll on the table below to determine how long the effect lasts.

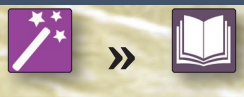
Table 611: Magical Magic Loss Penalty Duration

D20	» Magic Loss Penalty Duration
1-5	1 Encounter
6-9	This Session
10-15	Through Next Session
16-17	1d4 Sessions
18-19	Until Cured
20	Reroll with Advantage

Let's describe each of these:

- ***1 Encounter:*** The magic loss applies immediately, and lasts through the very next encounter (social or combat).
- ***This Session:*** The magic loss applies immediately, and lasts for the remainder of this entire gaming session.
- ***Through Next Session:*** The magic loss applies immediately, lasts for the remainder of the current gaming session, and for the entirety of the next session as well.
- ***1d4 Sessions:*** The magic loss applies instantly, lasts for the remainder of the current gaming session, and also persists for the next 1d4 gaming sessions beyond that.
- ***Until Cured:*** The magic loss is ***permanent*** until cured with a remove disease, remove curse, heal, or sufficiently powerful healing magic. Whatever restoratives typically cure curses or magical diseases in your gaming system, that's what is required to absolve you of this malady.

Knowledge Decay Penalties



Knowledge Decay Penalties are vile: they cause you to forget, lose, or otherwise render unavailable magical abilities that you normally have.

As with other magically-oriented penalties, if you receive this result, and there are no characters in your party who have spellcasting capabilities or to whom this penalty category could otherwise be reasonably applied, you must reroll this penalty.

Roll on the table below to determine the specific **Knowledge Decay Penalty** that applies.

Table 612: Magical Knowledge Decay Penalties

D20	» Knowledge Decay Penalty
1-6	Lose Spell Known
7-8	Lose 1d2 Spells Known
14-15	Lose 1d3 Spells Known
16	Lose 1d4 Spells Known
17	Reroll Above Twice
18	Lose Spellcasting at Level
19	Lose Spellcasting of School
20	Reroll with Advantage

Some of these requie additional explanation:

- ***Lose Spell Known:*** You lose one spell that you know. This applies to arcane and divine spellcasting classes, and those that prepare or memorize spells. It also applies to classes who are limited by spells known and/or spells per day. Thus the impact of this penalty varies from class to class. Randomize the level of the spell using the "***Magical Magic Loss Penalty Spell Level***" table below. Once you've determined the spell level, randomize the spell you lose access to. If you are playing using "***Paragon of Mystic Lore***" rules adjustment (p 332,) or another house rule or effect that allows you access to all spells known, this penalty still applies; you have no access to the lost spell until you receive the ability to cast it again via the usual means (e.g., copying from a spellbook, learning from a scroll, etc.).
- ***Lose 1dx Spells Known:*** As above, but with the potential to lose even more spells. Roll separately to determine the spell level of each spell lost.
- ***Reroll 1d12 Above Twice:*** Reroll twice on this table, ignoring rolls above this one. This means you will lose multiple spells for sure. This result stacks with itself, so if your luck is poor, you may lose a huge number of spells!
- ***Lose Spellcasting at Level:*** A dramatically horrific penalty, this result causes you to lose spellcasting ability altogether at a randomly-determined spell level for the duration of the penalty. This loss applies to all spellcasting across all your spellcasting classes, class levels, abilities, and other effects. It does not, however, suppress spell-like abilities or spells cast from magical items or artifacts.
- ***Lose Spellcasting of School:*** The most punitive result possible, you lose all spellcasting abilities belonging to a particular school of magic. Roll on the "***Magical Magic Loss Penalty Spell School***" table below to determine the school; treat this result as Lose Spellcasting at Level, except that it's the school that dictates the loss, not the level.

Knowledge Decay Spell Level

Some **Knowledge Decay Penalties** refer to one or more spells "of a certain level". Use the table below to determine the spell level in question.

If you are called upon to roll on this table, and your result refers to a spell level that you cannot cast, reroll on this table until you receive a result that you are able to cast.

Table 613: Magical Knowledge Decay Penalty Spell Level

D20	» Knowledge Decay Penalty Spell Level
1	1st
2	2nd
3-4	3rd
5-6	4th
7-9	5th
10-12	6th
13-15	7th
16-17	8th
18-19	9th
20	Reroll with Advantage

Knowledge Decay Spell School

If a **Knowledge Decay Penalty** references a random school of magic, use the table below to determine which school it refers to.

If you receive a result below that designates a school in which you either have no spellcasting abilities, or that is a weakened school for you (e.g., an **Opposition School** if your rules system, character class, and options designate that concept), then you must reroll your result.

Table 614: Magical Knowledge Decay Penalty Spell School

D20	» Knowledge Decay Penalty School
1-3	Abjuration
4-6	Conjuration
7	Divination
8-10	Enchantment
11-14	Evocation
15-16	Illusion
17	Necromancy
18	Transmutation
19	Reroll Twice (stacks)
20	Reroll with Advantage

One of these results bears additional explanation:

- ***Reroll Twice (stacks):*** Reroll on this table twice; both schools that result receive the restriction of the penalty. Ignore any results that duplicate; for example, if you roll "Evocation" twice, ignore the second result. This result stacks with itself, so it's possible to have all schools of magic affected if your luck is poor!

Knowledge Decay Duration

Fortunately, the negative impact of a **Knowledge Decay Penalty** doesn't necessarily last forever.

Roll on the table below to determine how long the effect lasts.

Table 615: Magical Knowledge Decay Penalty Duration

D20	» Knowledge Decay Penalty Duration
1-2	1 Encounter
3-6	This Session
7-9	Through Next Session
10-16	1d4 Sessions
17-19	Until Cured
20	Reroll with Advantage

Let's describe each of these:

- ***1 Encounter:*** The knowledge loss applies immediately, and lasts through the very next encounter (social or combat).
- ***This Session:*** The knowledge loss applies immediately, and lasts for the remainder of this entire gaming session.
- ***Through Next Session:*** The knowledge loss applies immediately, lasts for the remainder of the current gaming session, and for the entirety of the next session as well.
- ***1d4 Sessions:*** The knowledge loss applies instantly, lasts for the remainder of the current gaming session, and also persists for the next 1d4 gaming sessions beyond that.
- ***Until Cured:*** The knowledge loss is ***permanent*** until cured with a remove disease, remove curse, heal, or sufficiently powerful healing magic. If your knowledge decay penalty merely involved the loss of spells known, you may relearn those lost spells as you normally would. Loss of spellcasting altogether by school or level requires a potent magical healing effect to restore: whatever restoratives typically cure curses or magical diseases in your gaming system, that's what is required to absolve you of this malady.

Narrative Penalties

Overview

Narrative Penalties involve unwanted, or unfavorable, quest-related impacts.

Despite the initial inclination to see them as narratively challenging, it's actually pretty easy to integrate these into the course of a story. Leverage the catalyzing event that caused the penalty to be applied, and interpret the narrative penalty as following naturally from that: if you failed a quest, then perhaps whomever was most interested in that quest having been completed now imposes a new quest on you as punishment, or to recover their good graces.

Most narrative penalties involve failing an active quest, making an active quest more difficult to achieve, or imposing an additional, new quest onto your roster of active quests.

Table 617: Narrative Penalty Categories

D20	Narrative Penalty Category
1-5	Clue Loss
6-9	Clue Complexity
10-11	Cohesion Quest
12-13	Chain to Cohesion
14-16	Actor Attitude Degrades
17-18	Fail Quest
19	Reroll with Advantage
20	Pick your preference

Narrative Penalty Categories

Each of these categories has its own section that follows which describes the specific penalties possible.

Clue Loss Penalty

This is a straightforward, but punishing, category: you lose clues from active quests.

Clue Loss Penalties can, of course, only apply if you have one or more active quests that require clues. If you do not have any active quests that involve clues, you must reroll this penalty.

If you lose one or more Clues on an active quest that involves clues, against which you have already made no progress, than the number of Clues that quest requires increases by 1. For example, if you have an active quest that requires 4 Clues to resolve, and you've discovered 0 of those, suffering a Clue Loss Penalty that loses 1 clue on that quest means that the quest now requires 5 Clues to resolve.

Roll on the table below to determine the specific penalty suffered.

Table 616: Narrative Clue Loss Penalties

D20	» Clue Loss Penalty
1-5	Lose 1 Clue
6-10	Lose 1d2 Clues
11-14	Lose 1d3 Clues
15-16	Lose 1d4 Clues
17-18	Lose 1 Clue Each
19	Lose 1d3 Clues Each
20	Reroll with Advantage

Let's explore each of these results in more detail:

- ***Lose 1 Clue:*** Randomly select one active quest that involves Clues. You lose one **Clue** from that quest.
- ***Lose 1dX Clues:*** As above, but with the possibility of losing more than one Clue. Randomly select the active quest to which each lost Clue applies.
- ***Lose 1 Clue Each:*** You lose **1** **Clue** from each and every active quest that involves Clues.
- ***Lose 1d3 Clues Each:*** As above, but with the possibility of losing more than one Clue.

Clue Complexity Penalty

Clue Loss Penalties cause you to lose existing clues; ***Clue Complexity Penalties*** make it more challenging to obtain clues going forward.

This category requires that you have at least one active quest that involves Clues. If you do not, reroll this penalty.

Roll on the table below to determine the specific penalty suffered.

Table 618: Narrative Clue Complexity Penalties

D20	Clue Complexity Penalty
1-2	+1 Clue Required
3-8	+1d3 Clues Required
9-12	+1 Clue Required for Each
13-15	+1d3 Clues Required for Each
16-18	Disadvantage on Clue Rolls, One
19	Disadvantage on Clue Rolls, All
20	Reroll with Advantage

Let's explore each of these results in more detail:

- ***+1 Clue Required:*** Randomly select one active quest that involves Clues. That quest now requires one more Clue to resolve.
- ***+1d3 Clues Required:*** As above, but with the possibility of more than one Clue increase.
- ***+1 Clue Required for Each:*** Each of your active Quests that requires Clues has their requirement increased by 1.
- ***+1d3 Clues Required for Each:*** As above, but with the possibility of more than one Clue increase.
- ***Disadvantage on Clue Rolls, One:*** Randomly select one active quest that involves Clues. All your rolls related to gathering Clues for that quest suffer **Disadvantage** (roll twice, and select the less favorable result). This penalty applies to the selected quest until its completion.
- ***Disadvantage on Clue Rolls, All:*** As above, but the penalty applies to each and every one of your active quests that involves clues. Newly-received quests beyond this point that involve clues do not suffer from this penalty.

Cohesion Quest Penalty

A ***Cohesion Quest Penalty*** involves receiving an unwanted quest that you must complete successfully.

Cohesion Quests

Generally, **cohesion quests** involve no rewards, but significant penalties if they are not completed.

They are mandatory to complete to avoid steep further penalties, but the timeline in which they must be completed varies (see below).

The most frustrating of cohesion quests are those which must be completed immediately, to the suspension of all others—they completely derail and dominate your gaming activities until they are resolved!

Specific Cohesion Quest Penalties

Roll on the table below to determine the specific penalty suffered.

Any existing, or new, cohesion quests that result from the penalties below must roll on the "**Cohesion Quest Urgency**" table (p 476) to determine the immediacy of that quest. If this penalty imposes more than one cohesion quest upon you, roll on that table separately for each one.

Table 619: Narrative Cohesion Quest Penalties

D20	Cohesion Quest Penalty
1-4	Random Active Becomes Cohesion
5-8	1d2 Random Actives Become Cohesion
9-14	New Cohesion Quest
15-17	1d3 New Cohesion Quests
18	No New Quests 1d2 Sessions
19	All Actives Become Cohesion
20	Reroll with Advantage

Let's explore each of these results in more detail:

- ***Random Active Becomes Cohesion:*** Select one of your active quests at random. That quest becomes a cohesion quest: you gain none of the rewards or positive impacts associated with it, and you must complete it or suffer additional penalties (see "**Penalties of Failing Cohesion Quests**", below).
- ***1d2 Random Actives Become Cohesion:*** As above, but with the possibility of additional active quests suffering the same treatment.
- ***New Cohesion Quest:*** Create a new quest and mark it active immediately; it is now a **cohesion quest**.

- ***1d3 New Cohesion Quests:*** As above, but with the potential for more than one new quest.
- ***No New Quests 1d2 Sessions:*** No existing quests are affected by this penalty, and you don't receive additional new cohesion quests. However, you suffer distraction, or are called upon to focus more on your outstanding tasks: whatever the narrative reason, you are unable to accept new Quests for the remainder of the current gaming session, plus 1d2 additional sessions. The exception to this is cohesion quests: you may receive additional cohesion quests as the result of penalties during this timeframe.
- ***All Actives Become Cohesion:*** Every single one of your active quests becomes a cohesion quest. Roll on the **Cohesion Quest Urgency** table below for each one to determine the immediacy.

Cohesion Quest Urgency

Each cohesion quest has its own sense of immediacy. Narratively, the sense of urgency and timeline in which a cohesion quest must be completed could be the function of a ticking clock, a competition between interested parties vying for the opportunity, or simply a forced directive ("you have 48 hours").

Whatever the story-related reasons, a cohesion quest not only must be completed, but it must be completed within the timeframe indicated on the table below. If you fail to complete a cohesion quest prior to its urgency timeline, treat it as failed entirely, and you suffer the consequences (see "**Penalties of Failing Cohesion Quests**", below).

Each time you receive a new cohesion quest, or suffer that an existing quest transform into a cohesion quest, roll on the table below to determine its urgency.

Table 620: Cohesion Quest Urgency

D20	» Cohesion Quest Urgency
1-6	Before Random Active
7-10	Before All Actives
11-15	1d3 Sessions
16-17	Next Session
18	Current Session
19	Reroll, But Mark Pre-Emptive
20	Reroll with Advantage

Let's explore each of these results in more detail:

- ***Before Random Active:*** Select one of your active quests at random. The cohesion quest must be completed prior to any further action toward that active quest. If you complete the randomly-selected active quest before you complete the cohesion quest, treat the cohesion quest as having been failed.
- ***Before All Actives:*** Though there is no temporal urgency to complete the cohesion quest, it is imperative that it take priority over all of your other work. If you complete any other quest before completing this cohesion quest, treat the cohesion quest as having been failed.
- ***1d3 Sessions:*** You must complete the cohesion quest before the end of 1d3 additional sessions. That is, you have the remainder of the current session, plus between 1-3 additional sessions, to complete the coehsion quest.
- ***Next Session:*** You have the remainder of the current gaming session, and the rest of the next gaming session, to complete the cohesion quest.
- ***Current Session:*** The most urgent timeline of all: you have only until the end of the current gaming session to complete the cohesion quest or it is failed.
- ***Reroll, But Mark Pre-Emptive:*** Roll again on this table, ignoring and rerolling this result if it's encountered again. Whatever result occurs in the reroll is your guideline, but you must focus exclusively on the cohesion quest. Until it is completed, you may not make progress on any other active quest, or receive additional quests.

Rewards with Cohesion Quests

Cohesion quests are about the obligation to perform a task, rather than the rewards for doing so. It's a box to tick, a thing to do, a chore. Rewards aren't usually part of the equation.

When you would normally receive a positive impact or reward in the course of completing a cohesion quest, you may roll on the following table for each reward you would normally receive to determine if you actually get anything.

You may instead opt to not even take the chance at all, and decline any possibility of reward so as to avoid the risk of further penalty!

Table 621: Cohesion Quest Rewards

D20	» Cohesion Quest Reward
1-3	No Reward; Penalty
4-16	No Reward
17-18	Reward, with Disadvantage
19	Reward as Normal
20	Reroll with Advantage

Let's explore each of these results in more detail:

- ***No Reward; Penalty:*** Not only do you not receive the reward, but you do receive an additional new penalty. Randomize as you normally would. From a narrative standpoint, perhaps the patriarch is displeased with your pace of progress, or the scorned scion has received additional death threats which has made him even more enraged at your former blunder.
- ***No Reward:*** The most likely outcome: you simply don't receive a reward at all.
- ***Reward, with Disadvantage:*** You do indeed receive a reward as normal, but any rolls made to randomize or

make determinations about that reward are made with **Disadvantage** (roll twice, and select the less favorable result).

- ***Reward as Normal:*** Though you are undertaking the cohesion quest endeavor as a mandate, you have nevertheless pleased whomever is responsible for your predicament enough to receive the reward that you normally would.

Penalties of Failing Cohesion Quests

If you complete a cohesion quest, you most likely won't receive any rewards (as described above), but at least you probably won't get punished for your success.

If, instead, you fail to complete a cohesion quest, or fail to do so within the boundaries established by its **urgency**, you will suffer additional **penalties**.

Whenever you fail a cohesion quest, roll on the following table to determine the magnitude of the penalty involved.

Table 622: Cohesion Quest Penalties

D20	» Cohesion Quest Penalties
1-8	1 Random Penalty
9-12	1d2 Random Penalties
13	1d3 Random Penalties
14-17	Urgent Cohesion Quest
18	1d2 Cohesion Quests
19	Reroll Twice (stacks)
20	Reroll with Advantage

Let's explore each of these results in more detail:

- ***1 Random Penalty:*** You suffer a penalty, determined as usual. The best possible outcome, unfortunately.
- ***1dX Random Penalties:*** As above, but with the possibility of suffering additional penalties as well.
- ***Urgent Cohesion Quest:*** Insult to injury: you receive another cohesion quest. When determining its Urgency, you suffer **Disadvantage** (roll twice, and select the less favorable result) on the roll.
- ***1d2 Cohesion Quests:*** As above, but with the potential to receive a second quest as well.
- ***Reroll Twice (stacks):*** Reroll on this table twice, suffering the effects of all results rolled. This result stacks with itself, so it's possible you will suffer an enormity of penalties if your luck is poor!

Chain to Cohesion Penalty

Whereas **Cohesion Quest Penalties** inflict cohesion quests on you immediately, Chain to Cohesion Penalties set them up for later.

When you receive a cohesion quest that's chained to an existing active quest, don't roll to determine the cohesion quest's **urgency** right away. Do so once the active quest to which it's chained has been resolved.

Roll on the table below to determine the specific penalty suffered.

Table 623: Narrative Chain to Cohesion Penalties

D20	» Chain to Cohesion Penalty
1-5	Active Chains to Cohesion
6-9	1d2 Actives Chain to Cohesion
10-13	1d3 Actives Chain to Cohesion
14-16	1d4 Actives Chain to Cohesion
17-18	All Actives Chain to Cohesion
19	Reroll; Determine Urgency Now
20	Reroll with Advantage

Let's explore each of these results in more detail:

- ***Active Chains to Cohesion:*** Select one active quest at random. That quest now chains to a cohesion quest. Create the new cohesion quest immediately, and chain the existing quest to it.
- ***1dX Actives Chain to Cohesion:*** As above, but with the potential for multiple active quests to receive the treatment.
- ***All Actives Chain to Cohesion:*** As above, but each and every current active quest receives a chained cohesion quest.
- ***Reroll; Determine Urgency Now:*** Reroll, ignoring and rerolling this result if encountered again; the result you determine must have its urgency rolled for immediately. This means that the chained quest may have a timeline that forces action right now. When determining urgency of the newly-chained cohesion quest, any result that prevents action toward other quests does not apply to the active quest to which it's chained.

Actor Attitude Degrades Penalty

This penalty category involves degrading the Attitude of one or more NPCs toward the party.

Actor Attitude Degrades Penalties apply primarily to existing NPCs. If you have no NPCs that qualify to receive the focus of this penalty, you must reroll this penalty.

Narratively, this penalty can be explained by having the affected actor(s) disapprove of recent events and/or the parts the PCs played in them. In addition, rumors or suspicion can turn the mental tide against the party, whether they did anything wrong or are simply the victims of circumstance.

Roll on the table below to determine the specific penalty suffered.

Table 624: Narrative Actor Attitude Degrades Penalties

D20	Actor Attitude Degrades Penalty
1-3	One Actor Degrades
4-7	One Actor Unfriendly
8-11	1d4 Actors Degrade
12-15	1d4 Actors Unfriendly
16-18	One Actor Hostile
19	1d4 Actors Hostile
20	Reroll with Advantage

Let's explore each of these results in more detail:

- ***One Actor Degrades:*** Select one Actor at random; that Actor's Attitude toward the party degrades by one step.
- ***One Actor Unfriendly:*** Select one Actor at random whose Attitude is at least neutral; that Actor's Attitude now becomes Unfriendly. Note that this may have the same impact as "One Actor Degrades", but might instead make an ally a borderline-enemy.
- ***1d4 Actors Degrade:*** As "**One Actor Degrades**", but with the possibility of multiple Actors affected.
- ***1d4 Actors Unfriendly:*** As "**One Actor Unfriendly**", but with the possibility of multiple Actors affected.
- ***One Actor Hostile:*** Select one Actor at random whose Attitude is not already Hostile; that Actor's Attitude now becomes Hostile.
- ***1d4 Actors Hostile:*** As above, but with the possibility of affecting multiple Actors.

Fail Quest Penalty

Straightforward, but brutal: this penalty can cause you to fail active quests outright and immediately.

Most Fail Quest Penalties only apply if you have at least one active quest; if you do not have active quests sufficient to meet the number affected by determining below, you must reroll this penalty.

Roll on the table below to determine the specific penalty suffered.

Table 625: Narrative Fail Quest Penalties

D20	Fail Quest Penalty
1-3	Disadvantage One Quest
4-6	Disadvantage 1d4 Quests
7-13	Fail One Quest
14-16	Fail 1d2 Quests
17-18	Fail 1d3 Quests
19	Fail 1d4 Quests
20	Reroll with Advantage

Let's explore each of these results in more detail:

- ***Disadvantage One Quest:*** Select one active quest at random. For the remainder of that quest, all your rolls related to progressing that quest suffer **Disadvantage** (roll twice, and select the less favorable result). This includes any rewards or positive impacts associated with the quest's milestones or completion.
- ***Disadvantage 1d4 Quests:*** As above, but with the potential to affect multiple quests.
- ***Fail One Quest:*** Select an active quest at random. That quest is immediately failed. You abandon any progress made, lose any Clues gained against it, cannot achieve any rewards associated with it or its milestones, and suffer the penalties for failing that quest. If that quest had no penalties associated with failing it, you suffer one **penalty** determined at random.
- ***Fail 1dX Quests:*** As above, but with the possibility of failing more than one quest.

Exploration Penalties

Overview

Exploration Penalties are unfavorable phenomena that affect the world map, one or more point of interest locations on that map, or travel between two or more of those locations.

To begin, roll on the table below to determine the sub-category of exploration penalty involved.

Table 626: Exploration Penalty Categories

D20	Exploration Penalty Category
1-5	Obscure
6-9	Sluggish Transit
10-11	Compulsory Visit
12-13	Block Transit
14-16	Treacherous Passage
17-18	Infested Passage
19	Reroll with Advantage
20	Pick your preference

Exploration Penalty Categories

Each of the above categories contains its own specific penalties as described in the following sections.

Obscure Penalty

Obscure Penalties take an existing, known location on the map and obscure it.

You may still harbor a suspicion that the previously-known location is still there, in the general region, but don't know how best to get there safely.

From a narrative standpoint, it could simply be that the fog of war has imposed itself. Political conditions could make the way uncertain. Shifting geographical features may mean that the best path to the destination is as much a function of weather as it is road conditions. Or perhaps the best path is blocked, and you're not certain of a backup plan.

Obscured Locations

If a location is lost via this penalty, you may reveal it with an equivalent reward; that is, **Reveal Rewards** (p 437) nullify ***Obscure Penalties***.

At your discretion as a solo D/GM, you can embark upon a quest to restore your knowledge or clear the way.

Until one of these means is used to restore knowledge of the map location, that destination is lost to you.

Obscure Penalties

Roll on the table below to determine the specific penalty suffered.

Table 627: Exploration Obscure Penalties

D20	» Obscure Penalty
1-3	25% Next Trip Obscured
4-7	50% Next Trip Obscured
8-14	One Map Point Obscured
15-16	1d2 Map Points Obscured
17-18	Next Session Obscured
19	1d2 Next Sessions Obscured
20	Reroll with Advantage

Let's explore each of these results in more detail:

- ***25% Next Trip Obscured:*** The next time you declare your intent to make a trip on the scale of the overland map, you must roll a **1d4**: on a **1**, your intended destination is **obscured**. On any other roll, you may make your trip as intended and as normal. No matter how the roll ends up, this penalty has no further affect (other than the map point potentially being obscured). This penalty lasts indefinitely until you make an overland trip.

- ***50% Next Trip Obscured:*** As above, but the destination is obscured on a **d4** roll of **1** or **2**.
- ***One Map Point Obscured:*** Select one map point at random. If you are currently at a map location, omit it from selection. That map point becomes **obscured**.
- ***1d2 Map Points Obscured:*** As above, but with the potential for a second map point to be affected as well.
- ***Next Session Obscured:*** For the remainder of this gaming session, as well as the entirety of your next session, all map points are obscured. If you are in between known major locations on the overland map, you must stay in the wilderness, suffering wandering encounters during this time. If you are already at a map location when suffering this penalty, you must remain at that location for the duration described.
- ***1d2 Next Sessions Obscured:*** As above, but on a 1d2 roll of a "2", the penalty lasts for a second full gaming session beyond the current one.

Sluggish Transit Penalty

Sluggish Transit Penalties make it take longer to reach your destination.

In addition to the affect on in-game time required to travel, it also potentially subjects you to increased risks on the road, as most random encounter tables function on a timer.

Sluggish Transit

A "***transit***" is any travel between two known major map points on the overland map.

A transit rendered "***sluggish***" takes twice as long to execute as normal.

Sluggish effects stack as multiples: if you suffer two "**Next Transit Sluggish**" penalties at the same time, for example, that journey takes you four times as long as normal.

Sluggish Transit Penalties

Roll on the table below to determine the specific penalty suffered.

Table 628: Exploration Sluggish Transit Penalties

D20	» Sluggish Transit Penalty
1-2	Next Transit Sluggish
3-8	Next 1d2 Transits Sluggish
9-12	Map Location Sluggish
13-15	1d2 Map Locations Sluggish
16-17	Next Session Sluggish
18	1d2 Next Sessions Sluggish
19	Reroll with Advantage
20	Pick your preference

Let's explore each of these results in more detail:

- ***Next Transit Sluggish:*** The next time you take an overland map journey, that transit is sluggish. This penalty remains in effect indefinitely until the next time you travel on the overland map.
- ***Next 1d2 Transits Sluggish:*** As above, but with the potential for a second transit to be affected.
- ***Map Location Sluggish:*** Select a map location at random (including your present location, if you are at one). All travel to and from that location is now sluggish.
- ***1d2 Map Locations Sluggish:*** As above, but potentially affecting a second map location as well.
- ***Next Session Sluggish:*** For the remainder of the current gaming session, as well as the entirety of your next session, all overland map travel is sluggish, regardless of

destination.

- ***1d2 Next Sessions Sluggish:*** As above, but if a 2 on 1d2 is rolled, all travel for two full sessions following the current one are considered sluggish.

Compulsory Visit Penalty

A ***Compulsory Visit Penalty*** creates a narrative obligation to travel to one or more destinations on the overland map.

Compulsory Visit Cohesion Quests

Treat any "***compulsory visit***" identified in the results below as a kind of mini-**cohesion quest** (p 475), with only one milestone: travel to a destination on the overland map.

The **urgency** (p 476) of such a compulsory visit is immediate: you must perform this travel within the hour.

Failure to complete **compulsory travel** involves the usual penalties associated with failing to complete a cohesion quest.

On the plus side, if at any point you have more than one compulsory visit cohesion quest, you may decide the order in which you wish to visit them.

Compulsory Visit Penalties

Roll on the table below to determine the specific penalty suffered.

Table 629: Exploration Compulsory Visit Penalties

D20	» Compulsory Visit Penalty
1-2	Compulsory Visit
3-8	Distant Compulsory Visit
9-12	1d2 Compulsory Visits
13-15	1d2 Distant Compulsory Visits
16-18	There and Back Again
19	Compulsory Session
20	Reroll with Advantage

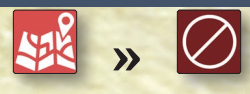
Let's explore each of these results in more detail:

- ***Compulsory Visit:*** Select a map location at random (other than the closest map point, or your current map point if you are inside a map location). You must travel to that selected map location as a compulsory visit.
- ***Distant Compulsory Visit:*** As above, but instead of randomly picking, select the map location that is farthest away from your current location.
- ***1d2 Compulsory Visits:*** As "**Compulsory Visit**", but with the potential to have to visit a second location.
- ***1d2 Distant Compulsory Visits:*** As "Distant Compulsory Visit", but with the possibility of a second location. If you receive 2 distant compulsory visits, select the two furthest-away locations from your present position.
- ***There and Back Again:*** Your quest is to visit the Misty Mountains, and... whoops, sorry; that's not right. This

penalty requires you to visit a map location selected at random, and then return to the place where you received this penalty.

- ***Compulsory Session:*** Your very next gaming session—not the current one—must be spent traveling on the overland map. You may pick the destinations, but you may not linger more than an hour at any map location you visit.

Block Transit Penalty



With ***Block Transit Penalties***, you find your passage blocked. This is similar to **Obscure Penalties** (p 479), but more tantalizing: you know where the map location is, but you find your passage obstructed.

Blocked Transit Obstacles

Whenever you find the way to a map location blocked via this penalty or other effects in this book, you have some options.

You may reveal a fresh, new way to reach the destination. **Reveal Rewards** (p 437) nullify ***Block Transit Penalties***.

You may undertake a quest to clear the blockage.

Finally, you may use a brute-force approach: you may suffer 2d4 random encounter rolls for the most dangerous region between your present location and the map location to which transit has been blocked. At the successful conclusion of any encounters which arise from those rolls, the **block transit penalty** for that destination is removed altogether.

Block Transit Penalties

Roll on the table below to determine the specific penalty suffered.

Table 630: Exploration Block Transit Penalties

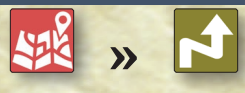
D20	Block Transit Penalty
1-6	Block Transit to 1 Location
7-12	Block Transit to 1d2 Locations
13-15	Block Transit to 1d3 Locations
16-17	Block Transit to 1d4 Locations
18	Block Transit to Present Location
19	All Transit Blocked 1d2 Sessions
20	Reroll with Advantage

Let's explore each of these results in more detail:

- ***Block Transit to 1 Location:*** Select a map location at random, excluding your present location if you are at one. Transit to that map location is **blocked**.
- ***Block Transit to 1dX Locations:*** As above, but with the potential for additional map sites to become blocked.
- ***Block Transit to Present Location:*** If you are at a map location, transit to that location becomes blocked. You may make one transit from that location elsewhere, but cannot return until the block is removed.
- ***All Transit Blocked 1d2 Sessions:*** For the remainder of the current gaming session, plus 1d2 additional full sessions, all transit between map location is blocked.

During one of those sessions, you may still use quests, rewards, or brute-force random encounter rolls to remove blocks, but each such attempt applies only to one map location.

Treacherous Passage Penalty



Other exploration penalty categories make travel take longer, or prevent it outright. ***Treacherous Passage Penalties*** don't do either of those things; instead, they simply make it more dangerous to travel.

Treacherous Passage

A transit marked as ***treacherous*** means that it is twice as dangerous to travel as it normally would be.

"Twice as dangerous" simply means that you take the timing guideline for any wandering encounter tables and halve them. If you're normally supposed to roll every hour, you now roll every 30 minutes, for example.

Treacherous passage results stack by multiplication for the same journey or destination: if two apply, then the timing shrinks to 1/4 its normal clock, for example.

Once you have survived **5** wandering encounters in or moving toward a treacherous destination, you have sufficiently cleared out the native threats to consider it no longer treacherous.

Treacherous Passage Penalties

Roll on the table below to determine the specific penalty suffered.

Table 631: Exploration Treacherous Passage Penalties

D20	» Treacherous Passage Penalty
1-5	One Location Treacherous
6-9	1d3 Locations Treacherous
10-14	Next Transit Treacherous
15-16	Next 1d2 Transits Treacherous
17	Current Location Treacherous
18	Next Session Treacherous
19	Next Discovery Treacherous
20	Reroll with Advantage

Let's explore each of these results in more detail:

- ***One Location Treacherous:*** Select a map location at random, other than the one you're in if you're at a map point. All travel to and from that location is now **treacherous**. Perhaps the native flora and fauna of the region have grown bolder or are in their mating season.
- ***1d3 Locations Treacherous:*** As above, but with the potential for multiple locations to receive the penalty.

- ***Next Transit Treacherous:*** Your next travel on the overland map is considered treacherous, no matter what your destination. Perhaps something is hunting you, or ruffians are waiting outside the village walls for your departure.
- ***Current Location Treacherous:*** Your current location, or the one nearest you if you're in the wilderness when this penalty is suffered, becomes treacherous. Any travel to or from this location is treacherous. Perhaps pheromones from a rare herb you gathered have inadvertently drawn hordes of wildlife to the area.
- ***Next Session Treacherous:*** For the remainder of the current gaming session, as well as the entire session following, all travel on the overland map is considered treacherous. Maybe the planet's two moons have aligned and the subtle increase in gravitational forces are driving all manner of monsters crazy for a few nights.
- ***Next Discovery Treacherous:*** The next map location you discover will involve treacherous travel to and from it. This applies to however you reveal the next map location on the overland map. This penalty remains in effect indefinitely until you make an overland map discovery.

Infested Passage Penalty

While treacherous passages increase the risk of a wandering monster encounter, ***Infested Passage Penalties*** guarantee that something will be waiting for you on the road or in the woods.

Infestations are more immediately dangerous than **treacherous** passages, but are much easier to clear out and remove.

Infested Passage

A transit or location marked as ***infested*** means that it guarantees that a wandering monster will happen upon you during the journey.

Halfway to your destination along an infested passage, roll on the wandering encounter table that applies to that region. Reroll on that table until you get a combat or wandering monster encounter result.

Once you resolve the infestation, you may complete your journey, making additional wandering encounter rolls as you normally would, but with the usual timer on the effect.

Once you have survived a combat encounter in or moving toward an **infested** destination, you have sufficiently cleared out the native threats to consider it no longer infested.

Treacherous Passage Penalties

Roll on the table below to determine the specific penalty suffered.

Table 632: Exploration Infested Passage Penalties

D20	» Infested Passage Penalty
1-2	One Location Infested
3-8	1d3 Locations Infested
9-12	Next Transit Infested
13-15	Next 1d2 Transits Infested
16-17	Current Location Infested
18	Next Session Infested
19	Next Discovery Infested
20	Reroll with Advantage

Let's explore each of these results in more detail:

- ***One Location Infested:*** Select a map location at random, other than the one you're in if you're at a map point. All travel to and from that location is now **infested**. Perhaps the native flora and fauna of the region have grown bolder or are in their mating season.
- ***1d3 Locations Infested:*** As above, but with the potential for multiple locations to receive the penalty.

- ***Next Transit Infested:*** Your next travel on the overland map is considered infested, no matter what your destination. Perhaps something is hunting you, or ruffians are waiting outside the village walls for your departure.
- ***Current Location Infested:*** Your current location, or the one nearest you if you're in the wilderness when this penalty is suffered, becomes infested. Any travel to or from this location is treated as infested. Perhaps pheromones from a rare herb you gathered have inadvertently drawn hordes of wildlife to the area.
- ***Next Session Infested:*** For the remainder of the current gaming session, as well as the entire session following, all travel on the overland map is considered infested. Maybe the planet's two moons have aligned and the subtle increase in gravitational forces are driving all manner of monsters crazy for a few nights.
- ***Next Discovery Infested:*** The next map location you discover will involve infested travel to and from it. This applies to however you reveal the next map location on the overland map. This penalty remains in effect indefinitely until you make an overland map discovery.

Quests & Plots

Overview

If you're using a published adventure, then the quests involved in that story are already defined for you.

With that approach, or with dynamic adventuring, there is one concept that bears mentioning relative to solo adventuring specifically.

Early Determination vs. Late Determination

The difference between these two concepts is when you know about the elements of a quest.

Who committed the murder you're investigating, who stole the brazier you're trying to recover for duke, those sorts of elements: either you know about them in advance, or you don't.

We'll get into roles and actors and such later, but for now, let's just call this ***targeting***. Deciding who murdered the temple priest is determining the **target** of that gameplay element.

Early Determination

This just means that you determine the target of quest elements in advance. Either as part of generating a quest, or before you receive it formally in the game, you assign targets to the elements of a quest. The *butler* committed the murder; the *necklace* was the source of the topical poison that slew the *duchess;* and so on.

Published adventures almost universally use **Early Determination**, because writing down whodunnit or what you need to find or where it is is the very definition of this concept.

Early determination tends to lead to a more logical, comprehensive story, because it's being determined by a thoughtful storyteller with advance intent—you, as the DM, or a professional RPG adventure author if it's published.

The drawback to early determination, particularly in a solo adventuring context, is that there's no room for surprise. If it's determined in advance, then it's known in advance, so even though your character might not know who committed the murder, you as the player already do if you're using this approach.

Late Determination

With ***Late Determination***, you establish the elements of the quest or plot when you receive them, but the targets of these elements are left undetermined.

You then later establish the targets of those plot elements as you pursue the quest.

This approach is a novel and innovative way of still being able to invoke surprise and suspense in a solo-storytelling context. But it might lead to nonsensical linkages. The village priest committed the murder? It was actually the bridal robes that poisoned the countess? These things might not make sense in the context of the story you're establishing, but dice rolls and randomization might dictate those targets.

Ultimately, sanity checks are absolutely required if you're going to be using Late Determination. Roll, and use the tables and tools in this book, but then see if it makes sense.

The golden rule with solo questing, dynamic adventuring, and especially late determination is: if a dice roll results in something that doesn't make sense or feel right, reroll that result.

Eyes-Open Questing

This simply means that you will are choosing to pursue your solo adventures with full and complete foreknowledge of everything that will, or might, occur. You've read the published adventure cover-to-cover, you're using the DM maps to drive your exploration, and you know about every secret, every target, and every plot twist.

This doesn't mean that you still can't enjoy the story, or playing through it. There's value in making the intentional decision to just know everything; you know you won't be surprised by the story, so you don't have to worry about what your character is supposed to know or not know at any given moment.

It's worth remembering that just because you know the entire plot of a story or a quest, doesn't mean you can't still be surprised by it. The dice gods are fickle, and an unexpected success or failure in the midst of pursuing a quest you already know the details of can still yield enormous entertainment.

Just have fun and enjoy!

Generators & Tools

Yes/No Decision

Summary

Use to randomize a result whenever you have a yes/no decision to make, or to simulate behavior when an NPC or monster has one to make.

Table 633: Decision Table

D20	Outcome
1-9	Yes
10-18	No
19	Reroll with Advantage
20	Pick your preference

Likelihood

Summary

Use to randomize a result whenever you have a decision to make that involves potentially more nuance than a simple yes/no choice, or to simulate behavior when an NPC or monster has such a decision to make.

The result values are meant to be intentionally vague as written, making them able to fit into a wide variety of circumstances.

For those preferring a more mechanical interpretation, you can use the following percentages which map to the results:

- ***Definitely Not:*** No chance whatsoever.
- ***Almost Certainly Not:*** Only a **5%** (**1** on a **d20**) chance.
- ***Probably Not:*** Only a **15%** (**1-3** on a **d20**) chance.
- ***Maybe Not:*** Better odds: a **30%** (**1-6** on a **d20**) chance.
- ***Undecided:*** An even **50%** (**1-10** on a **d20**) chance.
- ***Maybe Yes:*** A **70%** (**1-14** on a **d20**) chance.
- ***Probably Yes:*** Even better odds: an **85%** (**1-17** on a **d20**) chance.
- ***Almost Certainly Yes:*** A whopping **95%** (**1-19** on a **d20**) chance.
- ***Definitely Yes:*** Complete certainty.

Table 634: Likelihood Table

D20	Outcome
1	Definitely Not
2	Almost Certainly Not
3-4	Probably Not
5-7	Maybe Not
8-11	Undecided
12-14	Maybe Yes
15-17	Probably Yes
18-19	Almost Certainly Yes
20	Definitely Yes

Complex Question

Summary

If you are interviewing someone, trying to extract information, convince them of something, or otherwise engaging in a social interaction with an objective or expected response that is more complicated than a simple yes or no, you may find this table useful.

The result values are meant to be intentionally vague as written, making them able to fit into a wide variety of circumstances.

Consider using this table in conjunction with the more nuanced complexity provided when using the **FlexAI Social Interaction** rules found summarized in this book (p 589), and laid out in full complexity in the ***FlexAI Guidebook***.

For those preferring a more mechanical interpretation, you can use the following percentages which map to the results:

- ***Yes, But:*** A qualified, and perhaps unsatisfying "Yes". The answer to the general question being asked is yes, but there are extenuating circumstances, or other considerations that might dissuade you from interpreting the situation as an unequivocal "Yes". Use these guidelines for other ", But" results.
- ***Yes, And:*** A definite "Yes", with additional information. Not only did you get a Yes to your general line of inquiry, but the person with whom you're interacting is willing to divulge additional information that is tangential to the immediate topic, but related. Use these guidelines to inform other ", And" results.
- ***Yes:*** The general response is a "Yes", with no further strings attached or additional information.
- ***Refuses to Talk:*** You get nothing out of the person you're speaking with.

Table 635: Complex Question Table

D20	Outcome
1-2	Yes, But
3-4	Yes, And
5-6	Yes
7-8	Maybe, But
9-10	Maybe, And
11-12	Maybe
13-14	No, But
15-16	No, And
17-18	No
19	Refuses to Talk
20	Reroll with Advantage

Compass Direction

Summary

Use to randomize two-dimensional direction: the location of a map point, or the direction from which you hear water flowing.

Table 636: Compass Direction Table

D20	Outcome
1-3	North
4-5	Northeast
6-7	East
8-9	Southeast
10-11	South
12-13	Southwest
14-15	West
16-17	Northwest
18	Reroll with Advantage
19-20	Pick your preference

Wind Direction

Summary

Use to randomize the direction of wind. This is distinct from a simple compass direction, since wind is typically east-west.

Table 637: Wind Direction Table

D20	Outcome
1	North
2-3	Northeast
4-8	East
9-10	Southeast
11	South
12-13	Southwest
14-18	West
19-20	Northwest

Rough Distance

Summary

Use to determine the general distance to something. Can be used on a small-scale regional or dungeon map, or on the overland map; rough examples are provided in parentheses as (local / regional).

Table 638: Rough Distance Table

D20	Outcome
1-2	**Immediate** (this room / this map point)
3-6	**Very Close** (the next room / just outside this map point)
7-9	**Close** (within 4 rooms / before the next map point)
10-13	**Not Far** (5-6 rooms away / a day's journey)
14-15	**Distant** (next dungeon level / 1-4 days journey)
16-17	**Very Far** (at least 2 dungeon levels / next country over)
18	**Very Distant** (next dungeon altogether / another continent)
19	Reroll with Advantage
20	Pick your preference

Settlement Size

Summary

Use to randomly determine the size of a settlement (city).

Table 639: Settlement Size Table

D20	Outcome
1-2	**Thorp**
3-5	**Hamlet**
6-10	**Village**
11-13	**Small Town**
14-15	**Large Town**
16-17	**Small City**
18	**Large City**
19	**Metropolis**
20	Reroll with Advantage

Faction Type

Contexts

- **Use Context A:**
  By **default**, for an ordinary level of challenge, or if no other Context described applies to the circumstances.
- **Use Context B:**
  For wild and dangerous circumstances; i.e., for **additional challenge**.
- **Use Context C:**
  For relatively safe, and/or known environs; i.e., for **less challenge**.
- **Use Context D:**
  If you wish for an **advanced level of difficulty** regardless of the party's abilities, or to introduce a bit of bad luck to the proceedings.

FlexTable 32: Faction Type FlexTable

A	B	C	D	Outcome
1-2	1-3	1	1-7	Security
3-4	4-7	2	8-11	Military
5-6	8-11	3-4	12-15	Underworld
7-8	12	5-7	16	Merchant
9	13	8-10	17	Manufacturing
10	-	11-12	18	Class-Based
11	-	13	-	Knowledge-Based
12	-	14	-	Profession-Based
13	-	15	-	Performance-Based
14	-	16	-	General Knowledge
15	-	17	-	General Performance
16-17	14-16	18	-	Arcane
18-19	17-19	19	-	Divine
20	20	20	19-20	Reroll with Advantage

Environment / Terrain

Contexts

- **Use Context A:**
  By **default**, for an ordinary level of challenge, or if no other Context described applies to the circumstances.
- **Use Context B:**
  For wild and dangerous wilderness; i.e., for **additional challenge**.
- **Use Context C:**
  For relatively safe, and/or known transit; i.e., for **less challenge**.
- **Use Context D:**
  If you wish for an **advanced level of difficulty** regardless of the party's abilities, or to introduce a bit of bad luck to the proceedings.

FlexTable 33: Environment / Terrain FlexTable

A	B	C	D	Outcome
1	1-2	-	1-2	**Roll Again with Infestation:** Roll again, ignoring and rerolling this result if encountered. This terrain is treated as ***Infested*** (the first time you travel through this region, you automatically trigger a hostile random encounter; p 484).
2-3	3	1-2	3	**Aquatic** (river if attached in a line; lake otherwise)
4	4	3	4	**Coastline** (put Aquatic next to this automatically)
5-6	5-6	4	5	**Desert**
7-9	7	5-8	6	**Forest**
10-11	8	9-12	7	**Hills**
12	9-11	13	8-10	**Jungle**
13-14	12-14	14	11-13	**Mountains**
15-16	15	15-17	14	**Plains**
17	16-17	18	15-17	**Swamp**
18	18-19	-	18-20	**Roll Again as Treacherous:** Roll again, ignoring and rerolling this result if encountered. This terrain is treated as ***Treacherous*** (roll for random encounters twice as often as normal, p 483).
19	20	19	-	Reroll with Advantage
20	-	20	-	Pick your preference

Overland Points of Interest

Contexts

- **Use Context A:**
  By **default**, for an ordinary level of challenge, or if no other Context described applies to the circumstances.
- **Use Context B:**
  For wild and dangerous wilderness; i.e., for **additional challenge**.
- **Use Context C:**
  For relatively safe, and/or known transit; i.e., for **less challenge**.
- **Use Context D:**
  If you wish for an **advanced level of difficulty** regardless of the party's abilities, or to introduce a bit of bad luck to the proceedings.

FlexTable 34: Overland Point of Interest FlexTable

A	B	C	D	Outcome
1	1-2	-	1-2	**Roaming Monsters** (automatic random combat encounter with a random creature)
2-3	3	1-2	3	**Small Settlement** (village)
4-6	4	3-5	4	**Large Settlement** (city)
7	5-8	-	5-7	**Monster Lair** (roll to determine creature; an encounter with that creature is always present at this location)
8-12	9	6-11	8	**Nothing of Interest**
13-14	10-12	12	9-10	**Bandits** (2d6 NPCs attack)
15	13-14	-	11-16	**Harmful Natural Phenomenon** (Each PC suffers 1d4 points of damage per hit die; **Dexterity / Reflex / Spell** save at random DC halves)
16	15-16	13	17	**Navigable Obstacle** (Roll twice on wandering monster table; STR / Fortitude / Wand save at random DC prevents)
17	17-18	14	18-19	**Natural Obstacle** (cannot move through this hex)
18-19	19	15-18	20	**NPC Quest-Giver** (generate a new Quest at random)
20	20	19-20	-	Reroll with Advantage

Climate

Contexts

- **Use Context A:**
  By **default**, for an ordinary level of challenge, or if no other Context described applies to the circumstances.
- **Use Context B:**
  For wild and dangerous wilderness; i.e., for **additional challenge**.
- **Use Context C:**
  For relatively safe, and/or known transit; i.e., for **less challenge**.
- **Use Context D:**
  If you wish for an **advanced level of difficulty** regardless of the party's abilities, or to introduce a bit of bad luck to the proceedings.

FlexTable 35: Climate FlexTable

A	B	C	D	Outcome
1	1-2	-	1-4	**Roll Again with Infestation:** Roll again, ignoring and rerolling this result if encountered. This terrain is treated as ***Infested*** (the first time you travel through this region, you automatically trigger a hostile random encounter; p 484).
2-4	3-6	1-2	5-9	**Cold**
5-14	7-15	3-16	10-11	**Temperate**
15-17	16-19	17-18	12-16	**Hot**
18	20	-	17-20	**Roll Again as Treacherous:** Roll again, ignoring and rerolling this result if encountered. This terrain is treated as ***Treacherous*** (roll for random encounters twice as often as normal, p 483).
19	-	19	-	Reroll with Advantage
20	-	20	-	Pick your preference

Temperature

Contexts

- **Use Context A:**
  By **default**, for an ordinary level of challenge, or if no other Context described applies to the circumstances.
- **Use Context B:**
  For wild and dangerous wilderness; i.e., for **additional challenge**.
- **Use Context C:**
  For relatively safe, and/or known transit; i.e., for **less challenge**.
- **Use Context D:**
  If you wish for an **advanced level of difficulty** regardless of the party's abilities, or to introduce a bit of bad luck to the proceedings.

Some of these outcomes bear additional explanation, as follows. Feel free to replace with more specific rules your system of choice may implement already.

Ability score reductions suffered from this effect are recovered as normal for ability damage, or if your rules system lacks that mechanic, at the rate of 1 point per ability score per long rest, or immediately as the result of any powerful healing or restorative magic.

If and when these effects reduce a creature's Ability Score to **0** or less, they die from exposure and conditions.

- ***Inhospitable:*** Normal sentient life is not meant to exist under these conditions. Brutal storms, thin air, and punishing conditions can destroy even the hardiest creatures here. Creatures suffer **1d4** points of **Constitution / Stamina** damage per hour or fraction thereof spent under these conditions.
- ***Dangerous:*** Most creatures are not meant to thrive in these environs. Storms, lack of resources, and general atmospheric effects inflict brutal damage on those unprepared. Creatures suffer 1 point of Constitution / Stamina damage per hour spend under these conditions.
- ***Uncomfortable:*** Though rarely lethal, these conditions nevertheless make it awkward to move and thrive, and represent a constant distraction to those creatures unsuited for these specific environs. Creatures are ***Fatigued*** (**-2** penalty to **Strength** and **Dexterity/Agility,** cannot run or charge; any activity that would normally impose **Fatigue** now imposes **Exhaustion** instead) so long as they are in these conditions.
- ***Cold/Hot:*** These conditions are notably warmer or cooler than ideal, but do not impose any mechanical penalties or effects.

FlexTable 36: Temperature FlexTable

A	B	C	D	Outcome
1	1	-	1-2	Inhospitably Cold
2	2-3	-	3-5	Dangerously Cold
3-4	4-6	1-2	6-8	Uncomfortably Cold
5-7	7-9	3-6	9-10	Cold
8-12	10-11	7-13	-	Temperate
13-15	12-14	14-17	11-12	Hot
16-17	15-17	18-19	13-15	Uncomfortably Hot
18	18-19	-	16-18	Dangerously Hot
19	20	-	19-20	Inhospitably Hot
20	-	20	-	Reroll with Advantage

Creature Type

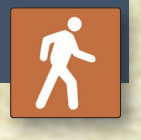
Contexts

- **Use Context A:**
  By **default**, for an ordinary level of challenge, or if no other Context described applies to the circumstances.
- **Use Context B:**
  For wild and dangerous wilderness; i.e., for **additional challenge**.
- **Use Context C:**
  For relatively safe, and/or known transit; i.e., for **less challenge**.
- **Use Context D:**
  If you wish for an **advanced level of difficulty** regardless of the party's abilities, or to introduce a bit of bad luck to the proceedings.

FlexTable 37: Creature Type FlexTable

A	B	C	D	Outcome
1	1-2	-	1-3	Aberration
2-3	3	1-3	-	Animal
4	4	-	4	Construct
5	5-6	-	5-6	Dragon
6	7	4	7	Fey
7-9	8-9	5-12	8	Humanoid
10-11	10	13-14	9-10	Magical Beast
12-13	11-13	15	11-13	Monstrous Humanoid
14	14-15	-	14-15	Ooze
15	16-17	16	16-18	Outsider
16	18	17	-	Plant
17	19	-	19-20	Undead
18	-	18	-	Vermin
19	20	19	-	Reroll with Advantage
20	-	20	-	Pick your preference

Humanoid Race



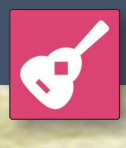
Contexts

- **Use Context A:**
  By **default**, for an ordinary level of challenge, or if no other Context described applies to the circumstances. This leans toward human, and the more common fantasy races such as dwarf and elf.
- **Use Context B:**
  For evenly-diverse contexts where all major fantasy races are somewhat equally represented.
- **Use Context C:**
  For a context in which humans are the vast majority represented.
- **Use Context D:**
  For a realm in which there are very few, if any, humans, and where all humanoid races encountered are from the more diverse end of the spectrum.

FlexTable 38: Humanoid Race FlexTable

A	B	C	D	Outcome
1-6	1-2	1-12	1	Human
7-8	3-4	13	2-4	Dwarf
9-10	5-6	14	5-7	Elf
11-12	7	15	8-9	Gnome
13-14	8	16	10	Half-Elf
15-16	9	17	11	Half-Orc
17-18	10	18	12	Halfling
-	11	-	13	Aasimar
-	12	-	14	Catfolk
-	13	-	15	Dhampir
-	14	-	16	Drow
-	15	-	17	Duergar
-	16	-	18	Lizardfolk
-	17	-	19	Ratfolk
-	18	-	20	Tiefling
19	19	19	-	Reroll with Advantage
20	20	20	-	Pick your preference

Class



Contexts

- **Use Context A:**
  By **default**, for an ordinary level of challenge, or if no other Context described applies to the circumstances. The standard-issue, old-school mixture of the most common classes.
- **Use Context B:**
  For an even distribution across all classes.
- **Use Context C:**
  For an emphasis on more exotic classes.
- **Use Context D:**
  For selecting exclusively rare or unusual classes; this context is ideal for selecting an NPC's multiclass, for example.

FlexTable 39: Class FlexTable

A	B	C	D	Outcome
1-2	1	1	-	Barbarian
3	2	2	-	Bard
4-5	3	3	-	Cleric
6	4	4	-	Druid
7-8	5	5	-	Fighter
9	6	6	-	Monk
10-11	7	7	-	Paladin
12	8	8	-	Ranger
13-14	9	9	-	Rogue
15-16	10	10	-	Sorcerer
17-19	11	11	-	Wizard
20	12	-	1-3	Warlock / Arcanist
-	13	10	4-6	Artificer / Alchemist
-	14	11-12	7-8	Bloodrager
-	15	13	9-10	Cavalier
-	16	14	11-12	Hunter
-	17	15	13-14	Inquisitor
-	18	16-17	15-16	Magus
-	19	18	17-18	Slayer
-	20	19-20	19-20	Warpriest

Profession

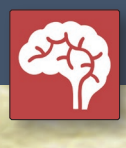
Contexts

- **Use Context A:**
  By **default**, for an ordinary level of challenge, or if no other Context described applies to the circumstances. The standard-issue, old-school mixture of the most common fantasy professions.
- **Use Context B:**
  For an even distribution across all professions.
- **Use Context C:**
  For an emphasis on more exotic professions.
- **Use Context D:**
  For selecting exclusively rare or unusual professions.

FlexTable 40: Profession FlexTable

A	B	C	D	Outcome
1-2	1	1	-	Butcher
3	2	2	-	Cook
4-5	3	3	-	Farmer
6	4	4	-	Fisherman
7-8	5	5	-	Merchant
9	6	6	-	Sailor
10-11	7	7	-	Soldier
12	8	8	-	Woodcutter
13-14	9	9	-	Architect
15-16	10	10	-	Brewer
17-19	11	11	-	Courtesan
20	12	-	1-3	Fortune-Teller
-	13	10	4-6	Gambler
-	14	11-12	7-8	Herbalist
-	15	13	9-10	Librarian
-	16	14	11-12	Miner
-	17	15	13-14	Porter
-	18	16-17	15-16	Scribe
-	19	18	17-18	Tanner
-	20	19-20	19-20	Trapper

Knowledge



Contexts

- **Use Context A:**
  By **default**, for an ordinary level of challenge, or if no other Context described applies to the circumstances. The standard-issue, old-school mixture of the most common fantasy knowledge skills.
- **Use Context B:**
  For an even distribution across all types of knowledge.
- **Use Context C:**
  For an emphasis on more exotic categories of knowledge.
- **Use Context D:**
  For selecting exclusively rare or unusual knowledge.

FlexTable 41: Knowledge FlexTable

A	B	C	D	Outcome
1-5	1-2	1	-	Arcana
6-10	3-4	2	-	Dungeoneering
-	5-6	3-5	1-3	Engineering
-	7-8	6-8	4-6	Geography
-	9-10	9-11	7-9	History
-	11-12	12-15	10-12	Local
11-15	13-14	16	-	Nature
-	15-16	17-18	13-16	Nobility
16-20	17-18	19	-	Planes
-	19-20	20	17-20	Religion

Perform

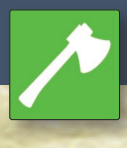
Contexts

- **Use Context A:**
  By **default**, for an ordinary level of challenge, or if no other Context described applies to the circumstances.
- **Use Context B:**
  For an even distribution across all values.
- **Use Context C:**
  For an emphasis on more exotic values.
- **Use Context D:**
  For selecting exclusively rare or unusual values.

FlexTable 42: Perform FlexTable

A	B	C	D	Outcome
1	1-2	1-4	1-5	Act
2	3-4	5-8	6-10	Comedy
3-5	5-6	9	-	Dance
6-8	7-8	10	-	Keyboard
9	9-10	11-14	11-15	Oratory
10-12	11-12	15	-	Percussion
13-15	13-14	16	-	String
16-18	15-16	17	-	Wind
19-20	17-18	18-20	16-20	Sing
-	19-20	-	-	Reroll with Advantage

Craft



Contexts

- **Use Context A:**
  By **default**, for an ordinary level of challenge, or if no other Context described applies to the circumstances. The standard-issue, old-school mixture of the most common fantasy professions.
- **Use Context B:**
  For an even distribution across all crafts.
- **Use Context C:**
  For an emphasis on more exotic crafting abilities.
- **Use Context D:**
  For selecting exclusively rare or unusual crafters.

FlexTable 43: Craft FlexTable

A	B	C	D	Outcome
1-2	1	-	-	Alchemy
3-4	2	1	-	Armor
5-6	3	2	-	Blacksmithing
-	4	3-4	-	Books
-	5	5-6	-	Calligraphy
7-8	6	-	-	Carpentry
-	7	7	-	Clockwork
9	8	-	-	Cloth
10-11	9	8	-	Gemcutting
-	10	9	-	Glass
-	11	10-11	-	Jewelry
-	12	12-13	1-3	Leather
12	13	-	4-6	Locks
-	14	14	7-8	Paintings
-	15	15-16	9-10	Pottery
-	16	17	11-12	Ships
13-14	17	18	13-14	Stonemasonry
15-16	18	-	15-16	Traps
17-18	19	19-20	17-18	Weapons
19-20	20	-	19-20	Wood

Skills

Contexts

- **Use Context A:**
  By **default**, for an ordinary level of challenge, or if no other Context described applies to the circumstances. The standard-issue, old-school mixture of the most common fantasy skills.
- **Use Context B:**
  For an even distribution across all skills.
- **Use Context C:**
  For an emphasis on more exotic values.
- **Use Context D:**
  For selecting exclusively rare or unusual values.

FlexTable 44: Skills FlexTable

A	B	C	D	Outcome
1	1	1-2	1-2	Acrobatics
2	2	-	-	Appraise
3	3	3-4	3	Bluff
4	4	5-6	4-6	Climb
5	5	-	-	Diplomacy
6	6	-	-	Disable Device
7	7	7-8	7-9	Disguise
8	8	9-10	10-12	Escape Artist
9	9	-	-	Handle Animal
10	10	11-12	13	Heal
11	11	-	-	Intimidate
12	12	13	-	Perception
13	13	14-15	14-16	Ride
14	14	-	-	Sense Motive
15	15	16	17-19	Sleight of Hand
16	16	-	-	Spellcraft
17	17	-	-	Stealth
18	18	17-18	-	Survival
19	19	19-20	20	Swim
-	20	-	-	Use Magic Device
20	-	-	-	Reroll with Advantage

Gender

Summary

Use when creating an NPC, or to determine aspects of a new player-character for yourself.

Note that this table takes a very small step toward recognizing the innumerable differences and gradients that this topic manifests as in various individuals.

The intent here is not to impose any concept on your game or campaign world with which you are not comfortable.

Similarly, the intent here is also not to claim that the table below is comprehensive, complete, or otherwise represents the diversity of values for this topic that appear in the real present-day world.

As with every other one of the hundreds of tables and tools in this book: if you get a result that you don't want, reroll it! Simple as that.

Table 640: Gender Table

D20	Outcome
1-9	Male
10-18	Female
19-20	Reroll; presents as the other option

Affluency

Summary

Use to determine the general amount of wealth and income a given NPC has, or in special circumstances, to determine the background of a PC.

Note that these categories are intentionally vague in their wording, so they might support application to a wide range of nationalities, currencies, and campaign systems.

For those who are using this to determine starting wealth, or as an input as to what sort of currency a character might have on their person or in their desk, you may use the following more specific decoding:

- ***Destitute:*** Zero coins, gems, or wealth.
- ***Poor:*** Roll on ***Coins, Low*** to determine wealth.
- ***Unfortunate:*** Roll on ***Coins, Moderate*** to determine wealth.
- ***Average:*** Roll on ***Coins, High*** to determine wealth.
- ***Well-to-Do:*** Roll on ***Gems, Low*** to determine wealth.
- ***Prosperous:*** Roll on ***Gems, Moderate*** to determine wealth.
- ***Wealthy:*** Roll on ***Gems, High*** to determine wealth.

Table 641: Affluency Table

D20	Outcome
1	Destitute
2-3	Poor
4-6	Unfortunate
7-12	Average
13-15	Well-to-Do
16-17	Prosperous
18	Wealthy
19	Reroll with Advantage
20	Pick your preference

Travel Pace

Summary

Use to determine a random pace of overland travel, for example for a caravan.

Table 642: Travel Pace Table

D20	Outcome
1	Slog
2-3	Hampered
4-6	Difficult
7-12	Walk
13-15	Hustle
16-17	Run
18	Forced March
19	Reroll with Advantage
20	Pick your preference

As with many other tables in this section, the outcome descriptors are made intentionally vague so as to provide flexibility when adapting to various rules systems.

For those requiring a strict translation into numbers, use the following decode. The following values assume basic overland travel.

- ***Slog:*** Progress is barely made, if at all. Wounded creatures or those picking their way carefully through incredibly dangerous environments will move at this pace. One square or hex per day. **10%** of **Walk** speed.
- ***Hampered:*** Encumbered creatures, those burdening under heavy loads, or those focused on avoiding danger or making little to no noise fall into this category. **25%** of **Walk** speed.
- ***Difficult:*** This is also the value to use when traveling through difficult terrain. **50%** of **Walk** speed.
- ***Walk:*** The default pace of transportation. All other values in this list are presented in terms of a multiple or fraction of this starting assumption. "Walk" is a handy misnomer in many circumstances: rowing a boat, riding a horse, or traveling in a wagon are all feasible for use in the Travel Pace table, so long as the ordinary amount of progress is considered a "**Walk**".
- ***Hustle:*** A brisk pace, not quite a run, but a nice, sustainable jog. **150%** of **Walk** speed, but it forces a **Constitution/Stamina** check or **Fortitude** save or those moving at this pace suffer **Fatigue** (-2 to Strength and Dexterity, cannot run or charge).
- ***Run:*** A full-on run, in the manner of a long-distance runner. Those in heavy armor or barding cannot move at this speed. **200%** of **Walk** speed, but it forces a **Constitution/Stamina** check or **Fortitude** save or those moving at this pace suffer **Fatigue** (-2 to Strength and Dexterity, cannot run or charge).
- ***Forced March:*** A full-tilt, exhaustion-producing move of desperation or necessity, this mode of transportation will move you along at **300%** of **Walk** speed, but it forces a **Constitution/Stamina** check or **Fortitude** save or those moving at this pace suffer **Exhaustion** (-6 to Strength and Dexterity, cannot run or charge, only one action per round).

Age

Summary

Use to determine the rough age category of an NPC, or a PC.

Note that these categories are intentionally vague in their wording, so they might support application to a wide range of creature types, backgrounds, races, magical effects, and so on.

The categories below should be interpreted to map differently to races and backgrounds of different nature. An elf, for example, in the traditional fantasy mythology, is much longer-lived than a human.

Table 643: Age Table

D20	Outcome
1	Child
2-3	Adolescent
4-12	Adult
13-15	Middle-Aged
16-17	Old
18	Venerable
19	Reroll with Advantage
20	Pick your preference

Attitude

Contexts

- **Use Context A:**
  By **default**, for an ordinary level of challenge, or if no other Context described applies to the circumstances.
- **Use Context B:**
  For wild and dangerous wilderness; i.e., for **additional challenge**.
- **Use Context C:**
  For relatively safe, and/or known transit; i.e., for **less challenge**.
- **Use Context D:**
  If you wish for an **advanced level of difficulty** regardless of the party's abilities, or to introduce a bit of bad luck to the proceedings.

FlexTable 45: Attitude FlexTable

A	B	C	D	Outcome
1	1-2	-	1-4	Enemy
2-3	3-5	1	5-8	Hostile
4-6	6-9	2-3	9-13	Unfriendly
7-13	10-14	4-8	14-17	Indifferent / Neutral
14-16	15-16	9-12	18-19	Friendly
17-18	17-18	13-18	20	Helpful
19	19	19	-	Ally
20	20	20	-	Reroll with Advantage

Alignment (General)

Contexts

- **Use Context A:**
  By **default**, for an ordinary level of challenge, or if no other Context described applies to the circumstances. .
- **Use Context B:**
  For an even distribution across all values.
- **Use Context C:**
  For an emphasis on virtuous, or good, NPCs.
- **Use Context D:**
  For selecting nearly exclusively villainous characters.

FlexTable 46: Alignment (General) FlexTable

A	B	C	D	Outcome
1-3	1-2	1-5	-	Lawful Good (LG)
4-6	3-4	6-9	1	Lawful Neutral (LN)
7	5-6	10	2-4	Lawful Evil (LE)
8-10	7-8	11-14	5	Neutral Good (NG)
11-13	9-10	15-17	6-7	True Neutral (TN)
14	11-12	-	8-10	Neutral Evil (NE)
15-16	13-14	18	11-12	Chaotic Good (CG)
17-18	15-16	19	13-14	Chaotic Neutral (CN)
19	17-18	-	15-20	Chaotic Evil (CE)
20	19-20	20	-	Reroll with Advantage

Alignment (BBEG)

Summary

Use to determine the alignment of the Big, Bad, Evil Grunt (**BBEG**), or major villain, in your campaign setting or story.

Table 644: Alignment (BBEG) Table

D20	Outcome
-	Lawful Good (LG)
1	Lawful Neutral (LN)
2-5	Lawful Evil (LE)
-	Neutral Good (NG)
6	True Neutral (TN)
7-9	Neutral Evil (NE)
10	Chaotic Good (CG)
11	Chaotic Neutral (CN)
12-19	Chaotic Evil (CE)
20	Reroll with Advantage

Alignment (Commoner)

Summary

Use to determine the alignment of a generic commoner, townsfolk, or other stranger NPC.

Table 645: Alignment (Commoner) Table

D20	Outcome
1-2	Lawful Good (LG)
3-4	Lawful Neutral (LN)
5-6	Lawful Evil (LE)
7-8	Neutral Good (NG)
9-10	True Neutral (TN)
11-12	Neutral Evil (NE)
13-14	Chaotic Good (CG)
15-16	Chaotic Neutral (CN)
17-18	Chaotic Evil (CE)
19-20	Reroll with Advantage

Alignment (Notable)

Summary

Use to determine the alignment of a noteworthy or significant NPC. For the purposes of this distinction, any NPC that is associated with one or more Quests should qualify as "noteworthy".

Table 646: Alignment (Notable NPC) Table

D20	Outcome
1-4	Lawful Good (LG)
5-7	Lawful Neutral (LN)
8	Lawful Evil (LE)
9-11	Neutral Good (NG)
12-13	True Neutral (TN)
14	Neutral Evil (NE)
15-17	Chaotic Good (CG)
18-19	Chaotic Neutral (CN)
20	Chaotic Evil (CE)
-	Reroll with Advantage

Alignment (Monster)

Summary

Use to determine the alignment of a monster or monstrous enemy.

Table 647: Alignment (Monster) Table

D20	Outcome
-	Lawful Good (LG)
1	Lawful Neutral (LN)
2	Lawful Evil (LE)
3-5	Neutral Good (NG)
6-13	True Neutral (TN)
14	Neutral Evil (NE)
15	Chaotic Good (CG)
16-17	Chaotic Neutral (CN)
18-20	Chaotic Evil (CE)
-	Reroll with Advantage

FlexAI Combat Role

Contexts

- **Use Context A:**
  By **default**, for an ordinary level of challenge, or if no other Context described applies to the circumstances.
- **Use Context B:**
  For wild and dangerous wilderness; i.e., for **additional challenge**.
- **Use Context C:**
  For relatively safe, and/or known transit; i.e., for **less challenge**.
- **Use Context D:**
  If you wish for an **advanced level of difficulty** regardless of the party's abilities, or to introduce a bit of bad luck to the proceedings.

FlexTable 47: FlexAI Combat Role FlexTable

A	B	C	D	Outcome
1-4	1-6	1-3	1-5	Brute
5-10	7-9	4-12	6-7	Soldier
11-12	8-10	13	8-9	Artillery
13-14	11-12	14-15	10-11	Skirmisher
15-16	13-14	16-17	12-13	Lurker
17	15-17	18	14-17	Controller
18	18-19	-	18-20	Leader
19	20	19	-	Reroll with Advantage
20	-	20	-	Pick your preference

FlexAI Combat Role Variant

Contexts

- **Use Context A:**
  By **default**, for an ordinary level of challenge, or if no other Context described applies to the circumstances.
- **Use Context B:**
  For wild and dangerous wilderness; i.e., for **additional challenge**.
- **Use Context C:**
  For relatively safe, and/or known transit; i.e., for **less challenge**.
- **Use Context D:**
  If you wish for an **advanced level of difficulty** regardless of the party's abilities, or to introduce a bit of bad luck to the proceedings.

FlexTable 48: FlexAI Combat Role Variant FlexTable

A	B	C	D	Outcome
1-10	1-8	1-7	1-7	**Normal**
11-15	9-11	8-17	8-9	**Minion**
16-17	12-17	18	10-18	**Elite**
18	18-19	-	19-20	**Solo**
19	20	19	-	Reroll with Advantage
20	-	20	-	Pick your preference

FlexAI Combat Stance

Contexts

- **Use Context A:**
  By **default**, for an ordinary level of challenge, or if no other Context described applies to the circumstances.
- **Use Context B:**
  For wild and dangerous wilderness; i.e., for **additional challenge**.
- **Use Context C:**
  For relatively safe, and/or known transit; i.e., for **less challenge**.
- **Use Context D:**
  If you wish for an **advanced level of difficulty** regardless of the party's abilities, or to introduce a bit of bad luck to the proceedings.

FlexTable 49: FlexAI Combat Stance FlexTable

A	B	C	D	Outcome
1-3	1-6	-	1-8	Ambushing
4-8	7-8	1-6	-	Unprepared
9-13	9-13	7-10	9-15	Fresh
14	14	11-13	-	Bloodied
15	15	14-16	-	Cornered
16	16	17-18	-	Overwhelmed
17	17-18	-	16-19	Relentless
18	19	-	20	Mindless
19	20	19	-	Reroll with Advantage
20	-	20	-	Pick your preference

FlexAI Social Roles

Contexts

- **Use Context A:**
  By **default**, for an ordinary level of challenge, or if no other Context described applies to the circumstances.
- **Use Context B:**
  For wild and dangerous wilderness; i.e., for **additional challenge**.
- **Use Context C:**
  For relatively safe, and/or known transit; i.e., for **less challenge**.
- **Use Context D:**
  If you wish for an **advanced level of difficulty** regardless of the party's abilities, or to introduce a bit of bad luck to the proceedings.

FlexTable 50: FlexAI Social Roles FlexTable

A	B	C	D	Outcome
1-2	1	1-6	-	**Ally**
3-4	2-3	7-10	1	**Asset**
5-10	4-9	11-13	2-4	**Acquaintance**
11-12	10-15	14	5-16	**Opponent**
13-18	16-19	15-18	17-20	**Bystander**
19	20	19	-	Reroll with Advantage
20	-	20	-	Pick your preference

FlexAI Social Contexts

Contexts

- **Use Context A:**
  By **default**, for an ordinary level of challenge, or if no other Context described applies to the circumstances.
- **Use Context B:**
  For wild and dangerous wilderness; i.e., for **additional challenge**.
- **Use Context C:**
  For relatively safe, and/or known transit; i.e., for **less challenge**.
- **Use Context D:**
  If you wish for an **advanced level of difficulty** regardless of the party's abilities, or to introduce a bit of bad luck to the proceedings.

FlexTable 51: FlexAI Social Contexts FlexTable

A	B	C	D	Outcome
1-2	1-4	-	1-8	Combat
3-4	5-6	1-3	9	Lull in Fighting
5-7	7-8	4-7	10-11	Long Rest
8-9	9-11	8-10	12-13	Short Rest
10-11	12	11-13	-	Formal Gathering
12-14	13-14	14-17	14-16	Informal Gathering
15-18	15-19	18	17-20	Passing By
19	20	19	-	Reroll with Advantage
20	-	20	-	Pick your preference

FlexAI Social Encounter Results

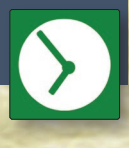
Contexts

- **Use Context A:**
  By **default**, for an ordinary level of challenge, or if no other Context described applies to the circumstances.
- **Use Context B:**
  For wild and dangerous wilderness; i.e., for **additional challenge**.
- **Use Context C:**
  For relatively safe, and/or known transit; i.e., for **less challenge**.
- **Use Context D:**
  If you wish for an **advanced level of difficulty** regardless of the party's abilities, or to introduce a bit of bad luck to the proceedings.

FlexTable 52: FlexAI Social Encounter Results FlexTable

A	B	C	D	Outcome
1-2	1	-	1-6	Turns Hostile
3-4	2	1	7-10	Leaves
5-6	3	2	11-13	Ignores You
-	4	3-4	-	Helps
-	5	5-6	14	Answers Grudgingly
7-8	6	-	-	Answers
-	7	7	-	Answers Willingly
9	8	-	-	Volunteers Info
10-11	9	8	-	Can Grant Clue
-	10	9	15-16	Challenges You
-	11	10-11	17	Questions Motives
-	12	12-13	-	Reveals Clue
12-15	13	-	18	Red Herring
-	14	14	19	Lies
16-18	15-19	15-20	20	Reroll with Advantage
19-20	20	-	-	Pick your preference

Time of Day



Contexts

- **Use Context A:**
  By **default**, for an ordinary level of challenge, or if no other Context described applies to the circumstances. A general guide to the time of day during which common activities occur.
- **Use Context B:**
  For an even distribution across all times.
- **Use Context C:**
  For an emphasis on more unusual times of day.
- **Use Context D:**
  For selecting exclusively evening or overnight times.

FlexTable 53: Time of Day FlexTable

A	B	C	D	Outcome
-	1	1-2	1-3	12-2 am
-	2	3-4	4-6	2-4 am
-	3	5-6	7	4-6 am
-	4	7	-	7-8 am
1	5	8	-	8-9 am
2	6	-	-	9-10 am
3-4	7	-	-	10-11 am
5-6	8	-	-	11 am-12 pm
7-8	9	-	-	12-1 pm
9-10	10	-	-	1-2 pm
11-12	11	-	-	2-3 pm
13-14	12	9	-	3-4 pm
15	13	10	-	4-5 pm
16	14	11	8	5-7 pm
17	15	12-13	9-10	7-9 pm
-	16	14-15	11-14	9-11 pm
-	17	16-17	15-18	11-12 pm
-	18	18	19-20	Midnight
18-19	19	19	-	Dusk
20	20	20	-	Dawn

Body Slot

Contexts

- **Use Context A:**
  By **default**, for an ordinary level of challenge, or if no other Context described applies to the circumstances. .
- **Use Context B:**
  For an even distribution across all values.
- **Use Context C:**
  For an emphasis on more exotic values.
- **Use Context D:**
  For selecting exclusively rare or unusual values.

FlexTable 54: Body Slot FlexTable

A	B	C	D	Outcome
1	1	1-2	1-3	Head
2	2	3-4	4-6	Headband
3	3	5-6	7-9	Eyes
4-5	4	7	-	Shoulders
6-7	5	8	-	Neck
8	6	9-10	10-12	Chest
9-10	7	11	-	Body
11	8	12-13	13-15	Belt
12	9	14-15	16-18	Wrists
13-14	10	16	-	Hands
15-16	11	17	-	Fingers (Rings)
17-18	12	18	-	Feet
19	13-16	19	19	Reroll with Advantage
20	17-20	20	20	Pick your preference

Hit Location

Contexts

- **Use Context A:**
  By **default**, for an ordinary level of challenge, or if no other Context described applies to the circumstances. .
- **Use Context B:**
  For an even distribution across all values.
- **Use Context C:**
  For an emphasis on more exotic values.
- **Use Context D:**
  For selecting exclusively rare or unusual values.

FlexTable 55: Hit Location FlexTable

A	B	C	D	Outcome
1	1	1-2	1-2	Head
2	2	3-4	3-4	Neck
3-6	3	5	-	Torso
7	4	6-7	5-6	Right Arm
8	5	8-9	7-8	Left Arm
9	6	10-11	9-10	Right Hand
10	7	12-13	11-12	Left Hand
11-14	8	14	-	Stomach / Center
15	9	15-16	13-14	Right Leg
16	10	17-18	15-16	Left Leg
17	11	19	17-18	Right Foot
18	12	20	19-20	Left Foot
19	13-16	-	-	Reroll with Advantage
20	17-20	-	-	Pick your preference

Damage Type

Contexts

- **Use Context A:**
  By **default**, for an ordinary level of challenge, or if no other Context described applies to the circumstances. .
- **Use Context B:**
  For an even distribution across all values.
- **Use Context C:**
  For an emphasis on more exotic values.
- **Use Context D:**
  For selecting exclusively rare or unusual values.

FlexTable 56: Damage Type FlexTable

A	B	C	D	Outcome
1	1	1-2	1-2	Acid
2-4	2	3	-	Bludgeoning
5	3	4-5	3-4	Cold
6	4	6-7	5-6	Fire
7	5	8-9	7-8	Force
8	6	10-11	9-10	Lightning
9	7	12	11-12	Necrotic / Negative Energy
10-12	8	13	-	Piercing
13	9	14-15	13-14	Poison
14	10	16-17	15-16	Psychic / Psionic / Mental
15	11	18	17-18	Radiant / Positive Energy
16-18	12	19	-	Slashing
19	13-16	20	19-20	Thunder / Sonic
20	17-20	-	-	Reroll with Advantage

Energy Type

Contexts

- **Use Context A:**
  By **default**, for an ordinary level of challenge, or if no other Context described applies to the circumstances. .
- **Use Context B:**
  For an even distribution across all values.
- **Use Context C:**
  For an emphasis on more exotic values.
- **Use Context D:**
  For selecting exclusively rare or unusual values.

FlexTable 57: Energy Type FlexTable

A	B	C	D	Outcome
1-3	1-2	1	-	Acid
4-6	3-4	2	-	Cold
7-9	5-6	3	-	Fire
10	7-8	4-6	1-4	Force
11-13	9-10	7	-	Lightning
14	11-12	8-10	5-8	Necrotic / Negative Energy
15-16	13-14	11-12	-	Poison
17	15-16	13-15	9-12	Psychic / Psionic / Mental
18	17-18	16-18	13-16	Radiant / Positive Energy
19	19	19-20	17-20	Thunder / Sonic
20	20	-	-	Reroll with Advantage

Element Type

Contexts

- **Use Context A:**
  By **default**, for an ordinary level of challenge, or if no other Context described applies to the circumstances. .
- **Use Context B:**
  For an even distribution across all values.
- **Use Context C:**
  For an emphasis on more exotic values.
- **Use Context D:**
  For selecting exclusively rare or unusual values.

FlexTable 58: Element Type FlexTable

A	B	C	D	Outcome
1-4	1-2	1	-	Air
5-8	3-4	2	-	Earth
9-12	5-6	3	-	Fire
13-16	7-8	4	-	Water
17	9-10	5-8	1-5	Ice
18	11-12	9-12	6-10	Lightning
19	13-14	13-16	11-15	Magma
20	15-16	17-20	16-20	Mud
-	17-18	-	-	Reroll with Advantage
-	19-20	-	-	Pick your preference

Poison Type

Summary

Use to randomly determine a format or application of poison.

One of these values bears further explanation:

- ***Reroll Twice (stacks):*** Reroll twice on this table. The poison in question can be suffered via either of the two values that result. Reroll duplicate values when rerolling twice. If you encounter this result a third time, the poison is a universal poison: it may be injected, ingested, or suffered on contact.

Table 648: Poison Type Table

D20	Outcome
1-6	Injected
7-12	Ingested
13-18	Contact
19-20	Reroll Twice (stacks)

Color

Summary

Use to randomly determine a color. Useful for describing items, gems, or banners / heraldry.

Table 649: Color Table

D20	Outcome
1	Aqua
2	Black
3	Blue
4	Brown
5	Cyan
6	Gold
7	Gray
8	Green
9	Lime
10	Magenta
11	Maroon
12	Navy
13	Orange
14	Purple
15	Red
16	Silver
17	Teal
19	White
20	Yellow

Season

Summary

Use to randomly determine a major season of the year.

Table 650: Season Table

D20	Outcome
1-5	Summer
6-10	Fall
11-15	Winter
16-20	Spring

Month

Summary

Use to randomly determine a month of the year.

Table 651: Month Table

D12	Outcome
1	January
2	February
3	March
4	April
5	May
6	June
7	July
8	August
9	September
10	October
11	November
12	December

Day of the Week

Contexts

- **Use Context A:**
  By **default**, for weekday activities, or if no other Context described applies to the circumstances. .
- **Use Context B:**
  For an even distribution across all values.
- **Use Context C:**
  For an emphasis on weekends.
- **Use Context D:**
  For selecting nearly exclusively weekends.

FlexTable 59: Day of the Week FlexTable

A	B	C	D	Outcome
1-3	1-2	1-2	1	**Monday**
4-6	3-4	3-4	2	**Tuesday**
7-9	5-6	5-6	3	**Wednesday**
10-12	7-8	7-8	4	**Thursday**
13-15	9-10	9-10	5	**Friday**
16	11-12	11-15	6-12	**Saturday**
17	13-14	16-20	13-20	**Sunday**
18-20	15-20	-	-	Reroll with Advantage

Floor Relative to Here

Contexts

- **Use Context A:**
  By **default**, for an ordinary level of challenge, or if no other Context described applies to the circumstances. .
- **Use Context B:**
  For an even distribution across all values.
- **Use Context C:**
  For an emphasis on more exotic values.
- **Use Context D:**
  For selecting exclusively rare or unusual values.

FlexTable 60: Floor Relative to Here FlexTable

A	B	C	D	Outcome
1	1-3	1-4	1-6	Up 3+
2-3	4-6	5-7	7-9	Up 2
4-7	7-9	8-9	10	Up 1
8-12	10-11	10	-	This Floor
13-16	12-14	11-12	11	Down 1
17-18	15-17	13-15	12-14	Down 2
19	18-20	16-19	15-20	Down 3+
20	-	20	-	Reroll with Advantage

Quest Type

Contexts

- **Use Context A:**
  By **default**, for an ordinary level of challenge, or if no other Context described applies to the circumstances.
- **Use Context B:**
  For wild and dangerous wilderness; i.e., for **additional challenge**.
- **Use Context C:**
  For relatively safe, and/or known transit; i.e., for **less challenge**.
- **Use Context D:**
  If you wish for an **advanced level of difficulty** regardless of the party's abilities, or to introduce a bit of bad luck to the proceedings.

FlexTable 61: Quest Type FlexTable

A	B	C	D	Outcome
1-3	1-2	1	-	**Chase** (p 147)
4-6	3-4	2	-	**Slay** (p 296)
7-8	5-6	3	-	**Deliver** (p 297)
9-11	7-8	4	-	**Obtain** (p 298)
12	9-10	5	-	**Stop** (p 299)
13	11-12	6-9	1-7	**Abstract Mystery** (p 300)
14-15	13-14	10-12	8-9	**Explore** (p 301)
16	15-16	13-15	10-13	**Interaction** (p 302)
17	17	16-17	14-17	**Complex** (p 289)
18	18	18	18	**Reroll as Cohesion Quest**
19	19	19	19	Reroll with Advantage
20	20	20	20	Pick your preference

Mount

Contexts

- **Use Context A:**
  By **default**, for an ordinary level of challenge, or if no other Context described applies to the circumstances.
- **Use Context B:**
  For an even distribution across all values.
- **Use Context C:**
  For an emphasis on more unusual values.
- **Use Context D:**
  For selecting exclusively exotic values.

FlexTable 62: Mount FlexTable

A	B	C	D	Outcome
-	1	-	-	Antelope
1-2	2	-	-	Ape
-	3	1-2	-	Baboon
3	4	3-4	-	Bear
4-6	5	-	-	Boar
7-9	6	5	-	Camel
-	7	6-7	1-3	Crocodile
10	8	8	-	Elk
-	9	9-10	4-6	Giant Bat
-	10	11-12	7-9	Giant Seahorse
-	11	13-14	10-12	Giant Weasel
-	12	15	13-15	Giraffe
11-18	13	-	-	Horse
-	14	16	16	Moose
-	15	17	-	Reindeer
19	16	-	-	Stag
-	17	18	17-19	Wolfdog
-	18	19	20	Yak
-	19	20	-	Zebra
20	20	-	-	Reroll with Advantage

Familiar

Contexts

- **Use Context A:**
  By **default**, for an ordinary level of challenge, or if no other Context described applies to the circumstances.
- **Use Context B:**
  For an even distribution across all values.
- **Use Context C:**
  For an emphasis on more unusual values.
- **Use Context D:**
  For selecting exclusively exotic values.

FlexTable 63: Familiar FlexTable

A	B	C	D	Outcome
1-3	1	1	-	Bat
4-6	2	-	-	Cat
-	3	2	1	Fox
-	4	3-4	2-3	Goat
-	5	5	4-5	Hare
7-8	6	6	-	Hawk
-	7	7-8	6-7	Hedgehog
-	8	9	8-9	Koala
-	9	10	10-11	Lizard
9-11	10	-	-	Owl
-	11	11-12	12-13	Monkey
-	12	13-14	14-15	Pig
-	13	15	-	Raccoon
12-13	14	-	-	Rat
14-16	15	16	-	Raven
17-18	16	17	-	Parrot
-	17	18	-	Squirrel
19	18	-	16-17	Toad
-	19	19-20	18-19	Turtle
20	20	-	20	Reroll with Advantage

Spell Level

Contexts

- **Use Context A:**
  By **default**, for **Low** levels of difficulty, or if no other Context described applies to the circumstances. .
- **Use Context B:**
  For a **Moderate** level of difficulty.
- **Use Context C:**
  For a **Advanced** level of difficulty.
- **Use Context D:**
  For a **Elite** levels of difficulty.

FlexTable 64: Spell Level FlexTable

A	B	C	D	Outcome
1-3	1-2	1	-	0th (cantrip / osirion)
4-7	3-5	2	-	1st
8-11	6-8	3	1	2nd
12-14	9-12	4-7	2	3rd
15-17	13-16	8-10	3-4	4th
18-19	17-18	11-13	5-6	5th
-	19	14-15	7-9	6th
-	-	16-17	10-13	7th
-	-	18	14-16	8th
-	-	19	17-19	9th
20	20	20	20	Reroll with Advantage

Spell School

Contexts

- **Use Context A:**
  By **default**, or if no other Context described applies to the circumstances. .
- **Use Context B:**
  For Combat encounters.
- **Use Context C:**
  For Social encounters.
- **Use Context D:**
  For non-combat, non-social encounters.

FlexTable 65: Spell School FlexTable

A	B	C	D	Outcome
1-2	1-2	1-2	1-3	Abjuration
3-4	3	3-4	4-6	Conjuration
5-6	-	5-8	7-9	Divination
7-8	4-5	9-14	10	Enchantment
9-10	6-13	15	-	Evocation
11-12	14-15	16-18	11-13	Illusion
13-14	16-17	-	14-16	Necromancy
15-16	18-19	19	17-18	Transmutation
17-20	20	20	19-20	Reroll with Advantage

Appendix: Environment Encounter Tables

Environment Encounters

Overview

Random encounter tables as a general concept tend to be a love/hate thing: some players and DMs use them as an essential tool to help build story and dictate a dynamic and ever-changing plot; others submit occasionally to the notion as a means of inserting a threat and breaking up the pace of overland, macro-scale travel.

Whatever your current feeling toward the concept, this section aims to create a dynamic and interesting approach to random encounter tables.

Environment Encounters

At its core, this section is about dedicating a separate random encounter table to each type of landscape one might travel through when moving about the game world in a macro (that is, days of travel as opposed to minutes or hours of movement) context.

There's an element of novel innovation there, already, in that description: although having dedicated "Mountain Encounters" is hardly a new invention, recognizing the full suite of more than 20 different environments goes far beyond what most TTRPGs enumerate.

Further than that, though, each table in this section presents other kinds of interesting and fun encounters that go beyond a simple "roll for initiative" interaction that serve mainly to drain a bit of your hit points and spells en route.

Types of Environment Encounter

There are three general types of encounter described in this section: ***Combat, Event***, and ***Quirk***. There's also a set of results where no encounter actually occurs, called ***No-Result Encounters***.

Let's discuss each of these in a bit more detail.

Combat Encounters

These are what you most likely came here expecting: fight 1-4 kobolds, flee from 1d2 wyverns, that sort of thing. Despite this book's attempts at innovation and livening things up in creative and new ways, ***Combat Encounters*** still have a venerable and useful place in this section.

Monsters that can be reliably expected to be native to, or are iconic of, a certain type of landscape might be encountered in your travels. That's just the way of the dangerous fantasy world.

Even here, though, there is room for innovation: using the quadded statblocks that are presented in ***Aquilae: Bestiary of the Realm***, you can take monsters from a wide variety of typical Challenge Rating, and present them to PCs of nearly any level.

Event Encounters

Special Event Encounters are meant to feel special or interesting. Although they're not necessarily "set pieces", they have a feel of being more than just a random encounter result.

In a traditional gaming environment, **Event Encounters** should be indistinguishable from hooks into more substantial adventures or modules, keeping the players on their toes and forcing them to treat even a random-table roll as something to be reckoned with.

Quirk Encounters

Less dangerous than a **Combat Encounter**, and less meaningful and significant than an **Event Encounter**, ***Quirk Encounters*** are interesting and flavorful dressing that liven things up on the road in a manner suiting the environment you're traveling through.

Quirk Encounters can be atmospheric, thematic, or even meteorological in nature, but all serve a similar purpose: make things interesting and instill a sense of foreboding and tension into what might otherwise be a humdrum point-to-point transit.

No-Result Encounters

In some cases, it is possible that when you're called upon to make a roll on a random encounter table, there is no encounter to be found. These options are called ***No-Result Encounters***.

Types of Environment

Some rules systems recognize a small handful of types of terrain; others differentiate between a dozen or more.

The lists in this book were created to align with the overland mapping style and approach used by **Infinium Game Studio**.

More specifically, the terrain types described in this section reflect those used to illustrate the landmasses in the ***Western Realm Gazetteer*** (in development as of this writing).

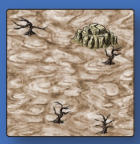
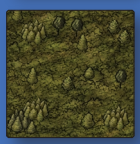
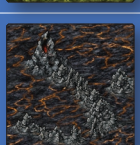
There are 23 distinct environments to be described. Your rules system and/or other tools may recognize a smaller set of terrains; feel free to ignore those that are duplicative or unnecessary in your view or in the language of your rules system.

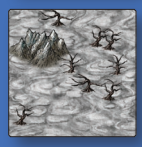
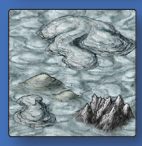
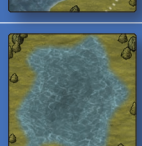
Please refer to the ***Types of Environment*** table starting on the next page for a quick overview and a sample image of each terrain.

Note that there are 23 different types of terrain used in **Aquilae Gazetteers** and **Realmbooks**. The five most ubiquitous and useful such terrain types have been presented in this book. A separate book, ***Environmental Encounters***, covers the remaining terrain types in more detail.

Types of Environment

Table 652: Types of Environment

Example	Name	Description
	**Badlands**	Desolate and barren landscape, often destroyed by war, pestilence, famine, or natural disaster. Still harbors life, however.
	Desert	Nearly devoid of water, desert landscapes typically consist of sand, dunes, and flat terrain that stretches inhospitably into the horizon.
	Farmland	Warm and welcoming, farmland tends to be grasslands or other terrains that have been found to have rich and fertile soil.
	**Forest** *(included)*	Deciduous trees gather thickly here. Though typically adjacent to farmland and grasslands, and often harboring settlements, dense forests can still be dangerous.
	Forest, Pine	Higher terrain breeds hardier, taller, and more robust trees to withstand the elements and cold. Darker and more dangerous, pine forests are often found near rising heights and descending temperatures.
	Grassland *(included)*	Gentle and rich lands teeming with mostly nonthreatening life.
	Hills, Brown	Foreboding and tall hills, tending toward rocky mountainous terrain, often hiding dangerous threats.
	Hills, Green	Gentle, rolling hills, often simply a more vertically-interesting form of grassland or forest.
	Icefield	Frigid temperatures and persistent winds make long-term settlements difficult, yet not impossible. Frozen wasteland with little natural precipitation.
	Jungle *(included)*	Hot, dense jungle teeming with threats of all manner, such environs can nevertheless sustain bountiful settlements for those used to the conditions.
	**Lava**	Molten rivulets of melted rock and earth permeate the otherwise solid surface of this volatile terrain.

Example	Name	Description
	Marsh	Swampland containing myriad rivers, lakes, and natural wetlands. Dangerous to pass through; nearly impossible to live in long-term without substantial adaptation and defense.
	Mountain *(included)*	High hills leading to rocky heights and snow-covered peaks.
	Plains	Flat expanses of cold grasslands. Though often fertile, plains are rarely converted to farmland due to temperature and/or natural threats.
	**Rocky Waste**	Flat expanses of rock and splintered earth found amongst mountains; typically found in craters and immense plateaus surrounded by massive mountain ranges.
	Savannah	A mixture of desert and forest, containing sufficient water and precipitation to support a vast ecosystem, both within its demarcations as well as beyond.
	Scrub	A more arid savannah, leading more toward the desert component of the mixture of terrains.
	**Snow**	Like icefields, but can be found in low-land zones as well. Natural precipitation can be plentiful, but is always snow and sleet and wintry mixtures at best.
	Tundra	Perpetually frozen earth in a mixture of terrain types. Though often found near pine forests, tundra itself is generally treeless and harbors only brush and a mixture of rocky soils.
	Volcanic	Like lava, but dormant, or sufficiently thick in crust so that molten earth is not a constant threat. Desolate lack of natural precipitation and the presence of volatile threats, however, are omnipresent.
	Wasteland	Similar to Badlands, but nearly inhospitable to life as we typically would think of it. Flora and fauna in these regions are twisted, dark, and scary.
	Coastal	Where land and sea meet, a unique ecosystem forms, much desired for settlements but much contested by volatile oceanic fauna.
	**Lake / River** *(included)*	Passable or not, fresh or salinated, lakes and rivers form natural boundaries and come with their own threats.

No-Result Encounters

Overview

Traditional random-encounter tables rarely differentiate between types of "**No-Result Encounters**", often simply stating "No Encounter".

This book recognizes that there are different ***kinds*** of safety.

Specific No-Result Encounters

The following specific results appear on the environment encounter tables.

Unless otherwise indicated in the specific environment table entry, the description below applies to all situations in which these specific results appear. For example, a "Rest Safely" result means the same thing whether you receive it in the Wastelands, or in the Grasslands.

No Encounter; Rest Safely

The rarest of all random-encounter results: not only do you not suffer a threatening scenario, but you actually benefit from the situation.

You may pass **unmolested** through the current terrain, until you are called upon to make another random encounter roll.

In addition, you may **rest safely one time** for up to a full rest in the current environment.

As a solo D/GM, you will be aware of this result and the benefit it grants; if you are using this book in the context of a traditional TTRPG group, you may choose to reveal this benefit, or not, to the PCs.

No Encounter; Pass Safely

The default "no result" situation that you're likely used to seeing in most wandering-monster tables: nothing interesting, or threatening, occurs right now.

You may pass through the current terrain safely, but unless otherwise indicated in the description of the terrain you're traversing, you may not safely rest here and incur an additional roll on the environment encounter table if you attempt it.

No Encounter; Rising Tension

As **Pass Safely** above, but there's something in the air; it's a little too quiet; you have a bad feeling about this.

You may pass safely for now, but the next time you are called upon to make a random encounter roll, you do so with **Disadvantage** (roll twice, select the less preferable result).

Combat Encounters

Overview

Combat encounters consist of threatening monsters that attack your party.

Simplified Combat Encounters

You'll note that of the 20 results available to each environment table, actual monster results constitute a very small minority of the possibilities.

That's by design. Monster encounter tables are a dime a dozen; you can find or craft ones to your liking fairly easily.

The focus of this book, as you may have noticed by now, is to present new, innovative, interesting, and narratively complex options for solo play. Knowing that, okay, now you fight 1d2 giant scorpions is useful, but it's hardly innovative.

Note, too, that other IGS books address this need in far more exhaustive and creative detail.

Specifically:

- The ***Bestiary Master Index*** contains tables and references to pages in ***Aquilae: Bestiary of the Realm*** volumes.
- The ***FlexTale Monsters*** book contains hundreds of tables exhaustively describing combinations of creatures by combat context.

Both of these tomes are in development as of this writing.

Substituting More Complex Monster Results

If you prefer a more detailed monster list, or if you would like to use the definitive IGS options mentioned above, you can take the following approach:

- Treat all specific monster results on the environment encounter tables in this section ***the same***. That is, there is no difference between a result of "1d2 Giant Scorpions" and "2d6 Kobolds"; they both mean the same thing: a monster combat encounter.
- Whenever you receive a monster combat encounter result on an environment encounter table in this section, roll on the wandering-monster or creature list of your choice to determine the specific creatures involved.
- Note that other combat encounter results that modify the encounter (see below) still apply.

Initiative and Surprise

If your rules system allows for surprise and initiative, your party could be ambushed by the encounter. Some rules systems and house rules address this possibility specifically; you are instead welcome to use the alternative approach described below.

Simplified Ambush Rules

Roll initiative as you normally would for the encounter.

- If your rules system lacks the concept of Initiative altogether, make one roll for the monsters and one for the PCs: each "side" rolls **1d20**, and adds the **Dexterity** or **Agility** modifier of the member of their side with the highest value for that ability score.
- If the ***monsters roll higher*** than all of the PCs, then they ambush the party; the monsters receive a free round of actions before combat continues normally.
- If all of the ***PCs roll higher*** than the monsters, then the party takes the creatures by surprise: they receive a free round of actions before combat continues normally.

Specific Combat Encounters

The following specific results appear on the environment encounter tables.

Unless otherwise indicated in the specific environment table entry, the description below applies to all situations in which these specific results appear. For example, a "Rest Safely" result means the same thing whether you receive it in the Wastelands, or in the Grasslands.

Add X Hit Dice

Roll again on the same table, ignoring and rerolling until you receive a specific monster or set of monsters as a result.

Each monster that you then encounter receives a benefit of additional X Hit Dice.

If you receive additional "Add X Hit Dice" results in your rerolls, add those additional amounts to the benefit. For example, if your initial result is "Add 1 Hit Die", and then your reroll is "Add 2 Hit Dice", and then roll a specific monster, the resulting monsters you encounter will receive an additional 3 Hit Dice each.

Monsters receive all impacts corresponding to that benefit, e.g., additional hit points, attack bonuses, and so on, as dictated by the rules system you are using.

For those using ***Aquilae: Bestiary of the Realm***, if the total of X is at least 4, you may simply use the stat block that is one quadded difficulty band higher than what you would normally use.

If you are successful in defeating the resulting beefed-up monsters, you may choose any one Reward roll associated with the victory with **Advantage** (roll twice, select your preferred result).

Subtract X Hit Dice

As **Add X Hit Dice** above, but the X is subtracted from each monster's Hit Dice, not added.

If this brings all of the monsters' Hit Dice below 1, then no

combat encounter takes place.

For those using ***Aquilae: Bestiary of the Realm***, if the total of X is at least 4, you may simply use the stat block that is one quadded difficulty band lower than what you would normally use.

If a combat encounter does take place even after applying this penalty, and you are successful in defeating the resulting beefed-up monsters, you must make any Reward rolls associated with the victory with **Disadvantage** (roll twice, select the less preferred result).

Difficult Terrain

Roll again on the same table, ignoring and rerolling non-combat results until you receive a specific monster or set of monsters as a result.

Any other combat encounter results that you receive during these rerolls stack. For example, if your initial result is "Difficult Terrain", and your first reroll is "Add 1 Hit Die", and then you roll a specific monster, that monster receives an additional Hit Die, ***and*** the party suffers from difficult terrain in that combat.

The PCs treat the combat landscape as ***Difficult Terrain*** for the duration of the fight. If your rules system does not have formal mechanics to support this concept, you are welcome to ignore this effect, or use the simplified rules below.

Note that as the party is fighting any monsters encountered in their home terrain, the enemy creatures do ***not*** suffer the effects of **Difficult Terrain** for the combat.

Simplified Difficult Terrain Rules

For those suffering combat in what they treat as Difficult Terrain, the following effects apply.

- All movement speeds are halved.
- Combat maneuvers, special melee attacks, or anything that involves moving about and making a check or a roll are all performed with **Disadvantage** (roll twice, select the less preferred result).

Event Encounters

Overview

Event Encounters are designed to be significant and interesting things that might happen in the course of overland travel.

They're differentiated from Quirk Encounters in that Events are more meaningful, potentially more dangerous, and have more notable consequences than Quirks.

This section describes the dozens of Event Encounters, each of which applies to one or more terrain types as listed in subsequent sections.

Result Variability

The cause, context, or "flavor" of a given **Event Encounter** may differ based on where it's discovered. "Stranded Adventurer", for example, could be wildly different depending on where it's found: in the Savannah, it could simply be someone who has lost their way and is in need of directions; in the Mountains, it could be someone who is desperate for supplies or they will perish.

In some cases, the encounter description contains additional options and randomization that adds additional interest and context to the result.

Choices & Implications

Some Events have additional implications, impacts, rewards, or penalties that apply based on how the PCs react to the circumstances of the Event.

These will be listed as follows:

Ignore the Victim

The implications of the decision involved follows. Some common implications are that the party may receive a Reward, or suffer a Penalty.

In many cases as well, there may be a description of what actions qualify for this choice. For example, "aiding" someone may involve magical healing, but it could instead be a simple skill check.

Specific Event Encounters

The following specific results appear on the environment encounter tables.

Unless otherwise indicated in the specific environment table entry, the description below applies to all situations in which these specific results appear. For example, a "**Rest Safely**" result means the same thing whether you receive it in the Wastelands, or in the Grasslands.

Dragon Fly-By

These environs are not infrequently traversed by dragons, either en route to their lairs or conquests, or simply because this area itself is their habitat.

You may roll on the table below to determine the behavior of the dragon as it approaches.

Table 653: Dragon Fly-By Event Behavior

D20	Behavior
1-5	Ignores You Entirely
6-9	Casual Breath Weapon
10-11	Lands and Questions
12-15	Lands and Fights
16-18	Attacks from Air
19	Aids You
20	Reroll with Advantage

Let's explore some of these results in more detail:

- ***Ignores You Entirely:*** If you don't draw attention to yourself or attack, the dragon will continue on its path without further incident. It's as though it was a modern-day plane in the sky.
- ***Casual Breath Weapon:*** The dragon sees you, but isn't interested enough to do anything serious about it. Out of boredom or the merest whiff of curiosity, it tosses a breath weapon your way. Use the table below to determine the dragon color and type, which will in turn dictate the nature of the breath weapon used.
- ***Lands and Questions:*** As above, but the curiosity is greater: the dragon lands and asks you why you're here, what you're about, and so on. If your answers displease it (i.e., fail social checks), treat this as **Lands and Fights**; if it is not annoyed by your presence (i.e., succeed on social checks), treat this as **Ignores You Entirely**.
- ***Lands and Fights:*** Either you've annoyed the dragon by your reactions, or it's just in a terrible mood; either way, it lands and attacks you. If your party's alignment generally doesn't clash with that of the dragon's (i.e., for most parties, if it's a chromatic dragon), you can attempt a social skill check to calm the monster down, in which case, your first successful skill check lets you "downgrade" this result to **Lands and Questions**.
- ***Attacks from Air:*** As **Lands and Fights**, except it flies about, using breath weapons, magic, and fly-by attacks. Unless you can fly, too, or have telepathy or other means of forcing communication, you do not have the option to downgrade this as with **Lands and Fights**.
- ***Aids You:*** Whether out of boredom, curiosity, or genuine interest, the dragon decides to help you. If it has buff or

healing spells that would aid you, it uses those on your party; if it does not, or if you are in no need of such magic, it accompanies you and will scare away the next random encounter that's in the least way negative. Dragons are fickle folk, so this effect ends without tangible benefit if the dragon has still not scared away an encounter by the time you reach the next settlement or point of interest.

Dragon Fly-By Color / Type

If you successfully complete one of the above actions, roll

You should also roll on the following table to determine the color and nature of the dragon that's performing the fly-by.

Depending on the environment that produced this Event, the results on the table below may result in a seemingly odd combination—a dragon species selected below might not typically inhabit the climate that you are encountering them in, for example.

Narratively, you can assume in such circumstances that the dragon in question is either lost, en route from far away, or is approaching out specifically because of where you are, and has diverged from its normal location as a result.

Table 654: Dragon Fly-By Event Dragon Color

D20	Dragon Color
1-5	White
6-9	Gold
10-11	Black
12-15	Silver
16-18	Green
19	Red
20	Reroll with Advantage

Giant Patrol

A group of giants walks about regularly in this area, and comes near you.

This is similar to the **Dragon Fly-By** event, except of course that it involves giants instead of dragons.

If the environment you produced this result in has listed a Giant as one of the potential combat encounters you hazard while traveling here, the Giant Patrol consists of that number and kind of Giant (randomize if more than one kind of Giant combat encounter is possible here).

If there are no Giants listed as a possible combat encounter here, the Patrol consists of **2d4** Hill Giants.

You may roll on the table below to determine the more specific nature of the encounter.

Table 655: Giant Patrol Event Behavior

D20	Behavior
1-5	Ignores You Entirely
6-9	Casual Rock Toss
10-11	Questions
12-15	Fights
16-18	Attacks from Distance
19	Aids You
20	Reroll with Advantage

Let's explore some of these results in more detail:

- ***Ignores You Entirely:*** If you don't draw attention to yourself or attack, the giants will continue on their travels without further incident.
- ***Casual Rock Toss:*** The giants see you, but aren't interested enough to do anything serious about it. Out of boredom or the merest whiff of curiosity, they will each toss a rock your way. Use normal rock-throwing rules for the type of giant encountered; they will leave you alone and walk away after their dread humor is satisfied.
- ***Questions:*** As above, but the curiosity is greater: the giants approach you, and ask you why you're here, what you're about, and so on. If your answers displease them (i.e., fail social checks), treat this as **Fights**; if they is not annoyed by your presence (i.e., succeed on social checks), treat this as **Ignores You Entirely**.
- ***Fights:*** Either you've annoyed the giants by your reactions, or they're just in a terrible mood; either way, they approach and attack you. You can attempt a social skill check to calm the creatures down, in which case, your first successful skill check lets you "downgrade" this result to **Questions**.
- ***Attacks from Distance:*** A combination of **Causal Rock Toss** and **Fights**, this result means that the giants fight you in full, but try to do so at a distance, constantly throwing rocks until they are reduced to half their starting HP. If you close to melee range with them, they will continue to fight hand-to-hand.
- ***Aids You:*** Whether out of boredom, curiosity, or genuine interest, the giants decide to help you. They will accompany you and will scare away the next random encounter that's in the least way negative. At the best of times, such an alliance is temporary at best; this effect ends without tangible benefit if the giants have still not scared away an encounter by the time you reach the next settlement or point of interest.

Avalanche

A rolling collapse of untold tons of snow and ice falls down and threatens to crush you.

Everyone in the party suffers **1d4** points of bludgeoning damage per Hit Die they possess. This represents not only

the initial onslaught of the snow and ice, but also the cold damage they suffer as they dig their way out of the resulting debris.

Any individual party member may make a **Dexterity** or **Reflex** (with randomized DC), or a **Spell** save to halve this damage.

The party as a whole may make a **Survival** check, a **Perception** check, or **Knowledge (Nature)** check (or any equivalents to any of those skills or abilities), with randomized DC. Success means that you noticed the event about to occur, before it happened, and were able to move quickly to a less dangerous area; the entire party may halve the damage suffered as a result.

If the party succeeds in the above check to notice the avalanche before it happens, any individual party member who also then succeeds on their **Dexterity** (or equivalent) save is able to move fully out of the dangerous zone, and suffers no damage at all.

Missing Townsfolk

One or more people have gone missing. Although they may simply be out for a stroll and gotten lost, their loved ones fear the worst, and are very eager for any assistance to be had in finding them.

There are **1d4-1** missing townsfolk. Treat a **0** result as a **1**.

You may choose to search for the missing townsfolk, or ignore the opportunity.

You may roll on the table below to determine what actually happened to the missing people.

Table 656: Missing Townsfolk Event Circumstances

D20	Circumstances
1-5	Tryst
6-9	Got Lost
10-11	Ran Away
12-15	Hiding From Threat
16-18	Wounded by Threat
19	Slain
20	Reroll with Advantage

Let's explore some of these results in more detail:

- ***Tryst:*** The missing person snuck out to engage in a romantic liaison, probably with someone they shouldn't be doing this with. If the Missing Townsfolk is a singleton, then they were engaged in the affair with a completely unrelated party; if two or more people are Missing, then they were all participating together in the dalliance. Once discovered, the Missing Townsfolk will disengage and return home. If you want to help keep their secret, it is a double-or-nothing proposition: You will have to succeed in a Diplomacy (or equivalent social-subterfuge check) once you return. If you succeed on this lie, the thankful lover will give you an additional **Reward** (p 399) on top of that given by their grateful loved ones... but if you fail the check, neither the lover, nor the lied-to loved ones, will grant you any reward.
- ***Got Lost:*** The missing people are innocently lost, and merely need someone to point the way home. Perhaps they had a picnic and got drunk or high on nearby mushrooms.
- ***Ran Away:*** The missing people intended to run away from home. Maybe they had a fight with their loved ones, or perhaps this was the culmination of years' worth of disagreements. Upon encountering someone actively looking for them, they will reconsider briefly: it's a simple matter of a social check (Diplomacy, Intimidate, or equivalent) to convince them to return home; failure means they will run away from you, and you'll have to physically apprehend and carry them back to succeed.
- ***Hiding From Threat:*** A monster, serial killer, stalker, or other threat of violence is nearby, and they are missing because they are hiding from it. You may attempt to use Stealth to sneak them home; failure means you must roll on the random environment encounters table until you produce a combat encounter, then defeat those monsters.
- ***Wounded by Threat:*** The missing townsfolk was able to fend off a violent threat, but not before suffering a wound that makes it impossible to limp home. Medical skill, or magical healing, is required to help them home.

Ignore the Missing Townsfolk

If you choose to ignore the missing townsfolk, the implications are the same as those described in "***Table 653: Desperate Victim Event Ignore***" on page 539.

Search for the Missing Townsfolk

You may instead decide to help find the townsfolk.

This involves searching the countryside nearby until you locate the missing people.

Mechanically, travel around nearby hexes adjacent to where you encountered the **Missing Townsfolk** event. Each hex you travel in this manner, there is a cumulative chance of locating the missing people. If you succeed in a Perception (or Investigation, or equivalent skill or class ability check if such applies in your rules system) check (with randomized DC), this chance is **10%**; if you do not attempt this check or fail it, the chance is **5%**.

That is, the first time you search, you have either a 5% or a 10% chance; the next time you search, you add either 5% or 10% to that chance. So your second search could be 5%, 10%, 15%, or 20%, based on the success or failure of the two checks involved in the first two searches.

During this time, you roll for additional random environmental encounters as normal based on how much time you spend searching.

Once you locate the missing townsfolk, use the Missing Townsfolk Event Circumstances table above to determine what, if any, action or options apply.

Search Success

If you successfully locate the townsfolk, and enact the resolution required by the particular Circumstances, a reward may await you upon escorting them back home.

Unless contradicted by something more specific in the Circumstances above, once you escort the townsfolk back to the hex in which you encountered the Missing Townsfolk event, roll on the table below to determine the implications.

Table 657: Missing Townsfolk Event Success Implications

D20	Implications
1-5	Thanks Only
6-12	Reward
13-15	Follower
16-19	Word Gets Around
20	Reroll with Advantage

Let's explore these results in more detail:

- ***Thanks Only:*** Aside from the altruistic inner glow that satisfies when the day is through, there is no further mechanical or narrative benefit to be derived from your actions. Perhaps the folk you have aided are simple and have little to offer in return, or perhaps they suspected you were lying to them, or maybe they were so angry at their missing loved ones that they have no emotion left over to feel gratitude toward those responsible for returning them.
- ***Reward:*** The party receives one **Reward** (p 399) at random, given by the missing townsfolk's loved ones.
- ***Follower:*** One of the NPCs you have just aided follows you around devotedly as a combination of thanks and hero-worship, or perhaps simply because you have made them safe and they see no other safety elsewhere in their lives. Though the NPC is a oth-level commoner, they are still in your care and protection.
- ***Word Gets Around:*** Word spreads of your generosity, and you benefit from this word-of-mouth. Roll a **d6**: on a **1-3**, this is a **Settlement**; on a **4-6**, this is **Faction**. Randomize the settlement or faction with which you gain a degree of positive **Attitude**; for either, this applies to the default Attitude of any NPC you encounter with membership in that thing.

Nomadic Quest

A wandering hermit, effectively native to this terrain, wishes to learn more about the far-flung regions of the environment.

Mechanically, treat this receiving a randomly-generated **Exploration Quest** (p 265). Once you have completed the quest, you may return to the location in which you encountered the **Nomadic Quest** environment event to receive any rewards associated with its completion.

Opportunistic Bandits

A group of Neutral Evil bandits (Fighters equal in level to your average party level) accosts you. They will fight until half their number are slain, and will then attempt to flee.

This Event always includes a randomized quantity of bandits; make this determination once you encounter this result.

The bandits themselves have mundane gear: each possesses leather armor, a short sword, 2 daggers, a shortbow, and 10 arrows. They carry no other treasure of note.

When this event takes place normally, the bandits will greet you and demand payment.

Pay Off the Bandits

If you give them at least 10% of the total value of your possessions, the bandits will leave you alone and allow to to pass unmolested. This has no further impact to you or the bandits.

Flee from the Bandits

If you successfully flee from the bandits, they may pursue you.

The next time you receive an "**Opportunistic Bandits**" environmental encounter result, the bandits will ambush you and will receive a free round of actions before combat starts as normal.

In addition, add **+1** bandit per die rolled. So an Event description that normally lists "**2d4 Opportunistic Bandits**" would actually involve **2d4+2** bandits who surprise you.

Defeat the Bandits

If you defeat the bandits, you can of course loot the corpses of those you have slain.

If you defeat the bandits by causing some of them to flee, multiply the number of bandits by **5**; the result is the percentage change that a reward has been posted for these bandits and they are wanted men and women. If you slew them all, this multiplier is instead **10**.

One way or another, unless you fled the bandits, you may receive a reward: The next time you visit a settlement, roll **d100** and compare to this chance: success means you are given a **Reward** (p 399) at random by the security forces there.

Poison Haze

The air hangs thicky in a dense fog here. Sometimes showing hints of yellow, other times tints of green, the particulates are clearly not ideal for most life.

The malaise has a chance of affecting each party member. For every hex of this terrain type traveled through, starting immediately upon encountering this event, each party member must make a **Fortitude / Constitution / Death** save (with randomized DCs for those systems to which the concept applies).

Success means they have fended off the effects of the Poison Haze for the time being.

Failure may produce a variety of results, as the poison affects creatures differently. Roll on the table below for each PC who fails their save amidst the Poison Haze.

Once suffering, an afflicted creature does not have to make further saves while traveling through this terrain, but their condition remains until they leave the region.

Once they leave this terrain type, each afflicted creature may make another save, with the same DC if applicable. Success means all effects are removed immediately; failure means the effects remain, but can be remedied if the creature receives even **1** point of magical healing.

Table 658: Poison Haze Event Effects

D20	Effects
1-5	**-1 on Attacks**
6-9	**-1 on Checks**
10-11	**-2 on Saves**
12-15	**Disadvantage on Checks**
16-18	**Disadvantage on Attack Rolls**
19	**Disadvantage on Saves**
20	Reroll with Advantage

Let's explore some of these results in more detail:

- ***-1 on Attacks:*** All attack rolls made by the affected creature suffer a **-1** penalty.
- ***-1 on Checks:*** As above, but applies only to skill and ability checks.
- ***-2 on Saves:*** As above, but applies to all saving throws made by the creature.
- ***Disadvantage on Checks:*** All skill and ability checks made by the victim suffer **Disadvantage** (roll twice, select the less favorable result).
- ***Disadvantage on Attack Rolls:*** As above, but applies only to attack rolls.
- ***Disadvantage on Saves:*** As above, but applies to saving throws.

Private Property

Townsfolk who claim to be the rightful owners of this territory approach you, and demand that you leave the area immediately.

Mechanically, this means **2d6** oth-level commoners. They are unarmored, and are improvisationally but effectively armed with daggers, pitchforks, and the like (**1d6** slashing damage equivalent in melee). They each possess **2d12** cp.

Whether these folk are truly the lawful owners, if the land even belongs to anyone, or if they are merely a slightly more conversationally-creative form of Opportunistic Bandits above... none of that really matters when pitchforks are brandished your way.

Though the narrative options are nuanced and many, structurally, you may either comply, or try to talk your way out of the situation.

Leave Immediately

If you agree to leave immediately, make a **Diplomacy** (or equivalent) check.

Success means the "owners" let you leave without further ado, perhaps guffawing to themselves that meagrely-armed commoners were able to stare down heavily-armed adventurers.

Failure means they ask for an additional bribe as a "cost" of "trespassing" on their lands. This takes the form of 1/20th of your monetary wealth, rounded down, in whatever form or combination of forms you wish (e.g., coin, coin and gems, gems only, etc.). You may give them weapons, armor, or other items of value, but the calculation of your monetary wealth should only include coins and gems.

If you give them the bribe, treat this as a success on the Diplomacy check above; they let you go.

If you don't want to; you can attempt a **Intimidate** (or equivalent) check; success means they let you go without the bribe; failure means you must either give them the bribe or fight them. At this point, treat as **Intimidate and Stay** below, with a failed check.

Intimidate and Stay

You can try and talk these folk down.

Mechanically, you can attempt a **Diplomacy** or **Intimidate** (or equivalents) check.

Success means they either admit they don't own the land, or make a big show of grudgingly allowing you to stay; they trouble you no further.

Failure means that they take offense at the mere notion that their authority isn't obeyed. They fight you, but will flee once half their number are slain.

Shake-Down

A group of armed and armored people approach you, and demand money for their protection. It's dangerous in these parts, you see, and they are the only source of security and peace the region. And they don't work for free, no sir, and they have expenses, you see.

The gang consists of **2d4 Fighters**, each of level equal to the average party level minus **2** (minimum **1**). Each is armed with a longsword, dagger, and shortbow, carries 10 arrows, and wears leather armor.

Between them, they carry sufficient material wealth to merit a single roll on "***QuickStart Treasure, Low Coin Generator***" on page 52.

You may choose to pay them, negotiate with them, flee, or attack.

If at any point in the below decision-making, you owe the gang money (i.e., have not Negotiated your way out of paying

altogether), and do not run away, but refuse to pay, they will attack you; treat the circumstances at that point as the **Attack** choice below.

Pay

The Shake-Down is immediately satisfied if you give the ruffians a bribe equal to 1/20th of your monetary wealth, rounded down, in coins of whatever combination of denominations you wish. The gang leaves you be from that point onward; you may ignore future environment encounter results of "**Shake-Down**" so long as you continue to travel in this terrain type. That is, your chance to encounter another Shake-Down is reset as soon as you move onto a hex of a different terrain type than the current one.

Negotiate

You may attempt to haggle over the price of their "security" offering. Make a **Diplomacy** (or equivalent) check, with DC randomized. Success means that you get them to halve the amount of the bribe required to satisfy their interest.

You may continue to attempt Negotiations in this manner. Each success again halves the amount.

At any time in your negotiations so long as they are succeeding, you may choose to stop further checks and simply pay the amount currently negotiated.

Four successive successful Negotiations checks will cause them to lose interest, and go about their business without further hassle and with zero cost to you.

Beware, however, for this is a "push your luck" situation: if you fail even once, the gang will reset their intentions to their original stance: 1/20th, or fight.

Flee

You can run away. The gang will be so shocked at this outcome that they won't immediately chase you.

Move one hex in a random direction.

Once you have fled a Shake-Down event, the gang will recognize you next time, and not allow for as favorable outcomes: the next time you roll a Shake-Down event (in this terrain type or any other), you will encounter the same gang. Negotiations checks you attempt suffer **Disadvantage** (roll twice, select the less favorable result).

Attack

You can choose to fight the gang (or be forced to do so based on other decisions, above).

When the first one of their number falls, the remaining warriors will ask you to relent; they will recognize that you clearly don't need their help surviving in this environment, and therefore you may proceed without paying the protection money.

If you continue to attack them beyond that point, they will fight back, but will flee once half their original number are defeated.

Shepherd Quest

A shepherd who works this terrain has lost something. It could be a sheep, it could be a crook or quarterstaff.

Treat this receiving a randomly-generated ***Rescue Quest*** (p 186). Role-wise, the location to which you must return the rescued cargo is the hex in which you encountered the **Shepherd Quest** event.

Shifting Terrain

Whether it's a trick of the light, your vision failing to adjust, you can't quite read the terrain. If you didn't know any better, you could swear that it's shifting, changing, even as you try to get a read on things.

In some environments, the terrain can and does actually shift: snowfall, wind, and storms can physically alter the landscape, making navigation challenging and even simple traversal perilous.

Roll on the table below to determine the effect of a particular Shifting Terrain effect.

For each hex you traverse that is the same terrain type as that where you first encountered this event, make another roll on this table, as the Shifting Terrain alters. Each time you make a roll on this table, previous effects rolled on this table no longer apply—that is, only one effect from the table below applies in any given hex of terrain.

Table 659: Shifting Terrain Event Effect

D20	Effect
1-5	Difficult Terrain
6-9	Too Quiet
10-11	Navigational Error
12-15	Way is Cleared
16-18	Sudden Pit
19	Treasure Revealed
20	Reroll with Advantage

Let's explore some of these results in more detail:

- ***Difficult Terrain:*** The entire landscape counts as Difficult Terrain for your party. Creatures native to this region (i.e., those encountered in other Events and Quirks) are unaffected, as they are used to the shifts and changes in the environment. For rules systems that lack a formal mechanic for Difficult Terrain, your movement speed is halved, and you suffer **Disadvantage** (roll twice, select the less favorable result) for any complex maneuvers or movements you attempt that involve a roll or a check.
- ***Too Quiet:*** Sands collapse, snow shifts, or brush tumbles away, leaving the party exposed. Make another roll on the appropriate environment encounters table; ignore any result that is not a combat encounter. Any further rolls on an encounter table are made with **Disadvantage** (roll twice, select the less favorable result) so long as this effect is in place; "less favorable" in this case means the

most combat-oriented result.

- ***Navigational Error:*** You're not sure which way is which any more. Move one hex in a random direction, and make an environmental encounter table roll once you land in the new location. Before your forced movement, you may use an appropriate navigational skill or tool check (with randomized DC, for systems that require one) to overcome this error; success means you may ignore this effect for this hex.
- ***Way is Cleared:*** Though most of the time, Shifting Terrain causes frustration or danger, sometimes it can be a blessing. The sands, snow, or other landscape has cleared, making your way forward much more straightforward. You may ignore any normal requirements to make further environmental encounter checks so long as you travel in this terrain type. In addition, while moving through this type of terrain, you move at half-again speed (i.e., 150% of your normal pace).
- ***Sudden Pit:*** Treat this as the Quirk of the same name.
- ***Treasure Revealed:*** The sands, snow, or debris reveals a hidden cache, or dropped belongings. Make a roll on "***QuickStart Treasure, Low Coin Generator***" on page 52.

Strangling Flora

The surrounding plant life suddenly reveals itself to be hostile, as roping vines and poisonous tendrils reach for you.

2d4 such tendrils attack your party. Randomize which PC each tendril attacks. For each attack, the targeted PC may attempt a **Dexterity / Reflex / Spell** save (with randomized DCs for those systems to which the concept applies).

Success on a given save means that that PC has avoided that particular attack. Succeeding on a save does not provide immunity from other attacks; each one must be saved for separately.

Roll on the table below to determine the effect if you do not avoid the Strangling Flora. As various types of plant life are involved, make a separate roll for each attack.

Table 660: Strangling Flora Event Effect

D20	Effect
1-5	Crushing Vine
6-9	Thorny Vine
10-11	Virulent Tendril
12-17	Poisonous Tendril
18	Tripping Vine
19	Reroll Twice
20	Reroll with Advantage

Let's explore some of these results in more detail:

- ***Crushing Vine:*** The victim suffers **1d4** points of bludgeoning damage for every **3 Hit Dice** or fraction thereof they have. For example, a **5th**-level Wizard would suffer **2d4** damage.
- ***Thorny Vine:*** As above, but the damage is **1d4** points of piercing damage per **2 Hit Dice**.
- ***Virulent Tendril:*** The victim suffers **1d4** points of poison damage for every **Hit Die** they possess.
- ***Poisonous Tendril:*** As **Virulent Tendril**, but the damage is **1d4** for every **2 Hit Dice** or fraction thereof.
- ***Tripping Vine:*** The victim is tripped to the ground. While this inflicts no damage in and of itself, it makes them an easy target: any other attacks this event from Strangling Flora will automatically target this victim, and they suffer **Disadvantage** (roll twice, select the less favorable result) on their saves to avoid the attacks.
- ***Reroll Twice:*** Roll twice more on this table and apply both effects. Ignore this result if rolled again. Duplicate results on this table do ***not*** stack; for example, if you reroll two **Crushing Vine** results, you still only suffer 1d4 points of damage per 3 HD.

Completely Lost

You have absolutely no idea where you are, any more.

Until you recover your bearings, you must move one hex in a random direction. This effect persists even if you move into terrain of a different type.

Each hex you move through, you may select one PC in your party to try and navigate your way out of the situation. Make a navigational skill check (e.g., **Knowledge (Geography)**). Using a navigational tool (compass, sextant, map specific to this area, guide / sherpa / hireling native to this region) grants **Advantage** (roll twice, select the more favorable result) on this roll.

Failure means you continue to move randomly.

Your first success means you may move intentionally in the direction of your choice. You must continue to make navigational checks each hex of movement, however, until you score two successes in a row.

While you are **Completely Lost**, you must still make other environmental encounter checks as you normally would; any encounters that result do not remove this effect.

Splintertrees

The trees in this area might be sentient, or might simply be reacting to movement. You don't have enough time to consider the underlying reasons, though, because you're too busy trying to dodge the needle-like darts of pine and thorn that they are flinging your way!

When you encounter this Event, the **Splintertrees** fling **1d6** darts at your party.

For each dart, randomize which party member is targeted.

Each PC, for each dart attack they suffer, may attempt a **Dexterity** or **Reflex** (with randomized DC), or a **Spell** save to avoid the dart completely.

For each dart that is not dodged in this manner (i.e., if the save is failed), the victim suffers **1d4** points of piercing damage.

After the initial wave of darts, roll a **1d6;** if you roll equal to or less than the number of dart waves you've suffered already, the Splintertrees relent. If you roll over the number of waves, then they launch another wave of darts—repeat the above process for another wave of **1d6** darts.

This means that the Splintertrees might end up tossing a maximum total of 36 darts your way!

If this process results in more than 3 waves of darts, the party receives **Advantage** (roll twice, select the more favorable result) on their saves for any waves beyond the third, as they would likely have taken cover or moved far enough away from the Splintertrees that it would be more difficult for them to hit.

Washed Ashore

Something has been beached on the coastline here. You don't need a check to notice it; it's pretty unavoidable and stands out on the sand or rock.

Roll on the table below to determine what has been **Washed Ashore**.

Table 661: Washed Ashore Event Effect

D20	Effect
1-5	Corpse
6-9	Well-Equipped Corpse
10-11	Stunned Monster
12-15	Ruined Treasure
16-18	Sealed Treasure
19	Reroll Twice
20	Reroll with Advantage

Let's explore some of these results in more detail:

- ***Corpse:*** A dead body. Nothing else to see, here; move along.
- ***Well-Equipped Corpse:*** Ah, now this is a bit more interesting. The dead body is dressed in leather armor and bears a shortsword and dagger; they also have a shortbow that has been rendered useless by the elements, and an empty quiver.
- ***Stunned Monster:*** It's a creature on the shoreline, stunned by its journey here. Roll on the appropriate environment encounter table until you get a combat encounter result; a single instance of that creature is what has washed ashore. Use **Stealth** or its equivalent in your rules system (with DC randomly determined for systems requiring that value) to avoid detection; if it notices you, it will attack to the death. If you encounter this result more than once, each successive result adds one to the monster type already determined; you don't need to re-randomize which creature is there more than once.
- ***Ruined Treasure:*** It's tempting and exciting to see a treasure chest, map tube, crate, or sack. If you investigate, there is a **15%** chance that it is **trapped**; generate a random trap using the "***QuickStart Trap Generator***" on page 33. In all likelihood, the treasure is ruined by the sea and there is nothing useful inside: there is only a **15%** chance (**25%** if you successfully noticed and disarmed the trap) that you may treat this as **Sealed Treasure** below.
- ***Sealed Treasure:*** A watertight chest, casket, bag, or other secure container has found its way to the shore. It is untrapped, and may be unlocked easily (requiring no skill or check). The party receives a random **Material Reward** (p 403) within.
- ***Reroll Twice:*** Roll twice again on this table and apply both results. Results ***do*** stack. The **Reroll Twice** result itself stacks as well, up to 4 times total.

Drowning Victim

A helpless person is drowning. You may choose to ignore them, or help them.

Ignore the Victim

If you choose to ignore the victim, roll on the table below to determine the implications of your decision.

Table 662: Drowning Victim Event Ignore

D20	Implications
1-12	No Effect
13-14	Survive Anyway & Vengeful
15-17	Word Gets Around
18-19	Comes Back to Bite You
20	Reroll with Advantage

Let's explore these results in more detail:

- ***No Effect:*** There are neither positive, nor negative, implications from your decision.
- ***Survive Anyway & Vengeful:*** Though you ignore the victim and don't help them, a twist of fate (a helpful wave, a log floating by at just the right time) means they survive anyway without your help. They noticed you, however, and that you explicitly chose to do nothing. The next time you roll a **Drowning Victim** event, it will be the almost-drowned NPC who shows up, with a gang of allies, to enact revenge upon your party. Treat the recovered victim as a Fighter of level equal to your average party level, with one ally Fighter for every 2 PCs or fraction thereof in your party. The ally Fighters are each of level equal to

the drowning victim, minus **1d2**; roll separately for each ally. Each of the gang is armed with a longsword, dagger, shortbow, 10 arrows, and leather armor.

- ***Word Gets Around:*** The next settlement you come to has heard of your choice. Failure at the next social interaction of a member of that village means the **Attitude** of the settlement itself toward the party, and the default **Attitude** of every villager therein, degrades.
- ***Comes Back to Bite You:*** At the conclusion of the current gaming session, the party suffers one **Penalty** (p 443) at random as a culmination of their choice.

Aid the Victim

You may instead decide to aid the adventurer.

This requires a series of **Swim** checks (or **Athletics**, or your system's equivalent, each with a separately-randomized DC for systems that require it) to swim out to the victim, grab them, and then swim back.

Roll **1d6;** this is the number of successful **Swim** checks you need to roll in order to complete the rescue.

Each time you fail a roll, roll a **1d20;** if the result is equal to or less than the number of times you have failed a **Swim** check in this challenge, the victim drowns and you receive no benefit for your actions.

Aid the Victim Success

If you successfully complete one of the above actions, roll on the table below to determine the implications of your decision.

Table 663: Drowning Victim Event Aid Implications

D20	Implications
1	No Effect
2-10	Reward
11-12	Follower
13-19	Word Gets Around
20	Reroll with Advantage

Let's explore these results in more detail:

- ***No Effect:*** Aside from the altruistic inner glow that satisfies when the day is through, there is no further mechanical or narrative benefit to be derived from your actions.
- ***Reward:*** The party receives one **Reward** (p 399) at random. This might be given directly by the aided person ("I've not much to give you in thanks, but here..."), or awarded to the party by a loved one or other interested party.
- ***Follower:*** The NPC you have just aided follows you around devotedly as a combination of thanks and hero-worship, or perhaps simply because you have made them safe and they see no other safety elsewhere in their lives. Though the NPC is a oth-level commoner, they are still in your care and protection.
- ***Word Gets Around:*** Word spreads of your generosity, and you benefit from this word-of-mouth. Roll a **d6**: on a **1-3**, this is a **Settlement**; on a **4-6**, this is **Faction**. Randomize the settlement or faction with which you gain a degree of positive **Attitude**; for either, this applies to the default Attitude of any NPC you encounter with membership in that thing.

Stranded Adventurer

An adventurer wanders about, separated from the rest of his party, terrified, and aimless. There but for the grace of the gods, go you.

The **Stranded Adventurer** is a **Fighter** equal in level to your average party level, minus 1 (minimum 1). They are dressed in chainmail, and are equipped with a longsword, shield, dagger, longbow, and 20 arrows.

You may ignore the **Stranded Adventurer**, help them reconnect with their group, or kill them and take their loot.

Kill the Adventurer

If outnumbered, the Stranded Adventurer will try to flee, already being in a state of near-panic at being alone to begin with.

If you successfully slay the adventurer, you can loot her body; in addition to the equipment described, she's in possession of coinage equal to a single roll on "***QuickStart Treasure, Low Coin Generator***" on page 52.

Whether you successfully slay her, or if she escapes your murderous attempt, there is a chance of her comrades discovering the situation and connecting it to you: Roll on the ***Stranded Adventurer Event Ignore*** table below, but treat all results other than "**No Effect**" as "**Comes Back to Bite You**".

Ignore the Adventurer

If you choose to ignore the **Stranded Adventurer**, roll on the table below to determine the implications of your decision.

Table 664: Stranded Adventurer Event Ignore

D20	Implications
1-8	No Effect
9	Displease Faction
10-12	Word Gets Around
13-19	Comes Back to Bite You
20	Reroll with Advantage

Let's explore these results in more detail:

- ***No Effect:*** There are neither positive, nor negative, implications from your decision.
- ***Displease Faction:*** A faction with which one or more of the PCs is associated learns of the act, and is displeased.

Perhaps the ignored adventurer collapsed upon the entrance of the faction, and told the tale of the party's bad-Samaritan actions. If the party is associated with one or more religious factions, randomly select one; if they are not, randomly select a faction of a secular nature. The next time one or more PCs interact with one or more members of the displeased faction, they must make a **Diplomacy** (or equivalent) check; failure means the party degrades one level of **Attitude** in the eyes of the faction.

- ***Word Gets Around:*** As **Displease Faction**, but applies to the next settlement that the party encounters; failure at the next social interaction of a member of that village means the **Attitude** of the settlement itself toward the party, and the default **Attitude** of every villager therein, degrades.
- ***Comes Back to Bite You:*** The Stranded Adventurer eventually does reconnect with her comrades on her own, and they universally are upset with your decision to ignore their friend. The next time you roll a **Stranded Adventurer** event, it instead becomes an ambush, where the Stranded Adventurer and **2d4** of her party (equipped similarly to the Adventurer herself) attack you, seeking revenge. They will flee once half of their number are slain.

Aid the Adventurer

You may instead decide to aid the adventurer.

This involves escorting her until you reconnect her with the rest of her party. It's uncertain where they are, however.

Each time you move through an overland terrain hex while escorting her, roll on the table below. Each time you move into a new settlement, you may make a roll on the table below with **Advantage** (roll twice, select the more favorable result).

Table 665: Stranded Adventurer Event Aid Results

D20	Aiding Results
1	Party Dead
2-5	Attracts the Wrong Attention
6-13	Found Clue
14-16	Found Party; Acclaim
17-20	Found Party; Reward

Let's explore some of these results in more detail:

- ***Party Dead:*** You discover that the Stranded Adventurer's party is dead. Maybe you come across the bodies, or perhaps you simply confirm the status with a faction leader, or a cleric who interred their bodies. Whatever the case, the search is at an end. The Stranded Adventurer either comes into possession of the loot her party had had, or receives some other form of death benefit: as a result, the party receives one **Reward** (p 399) at random.
- ***Attracts the Wrong Attention:*** All this asking-about and searching has attracted the attention of thieves and ruffians. **2d4** Rogues/Thieves, each of level equal to your average party level minus 2 (minimum 1) attack you. They will flee once half their number are slain.
- ***Found Clue***: Although you haven't discovered the missing party yet, you do find information that leads you to suspect their whereabouts. Your next roll on the above table receives the benefit of **Advantage** (roll twice, select the more favorable result).
- ***Found Party; Acclaim:*** You found them! Huzzah! That's where the good news ends, though, I'm afraid: bereft of funds and having had to sell much of their accumulated treasure, the missing party is little better off than their missing Stranded Adventurer ally. Though they have nothing material to offer you in thanks, they do offer to tout your achievements to all who will listen. You may pick any one **Faction** or **Settlement**; the Attitude of that entity toward your party increases in rank by one as a result of the acclaim they foster.
- ***Found Party; Reward:*** Not only have you finally found the Stranded Adventurer's missing allies, it turns out they've hardly been idle while conducting their own search to reunite. They're well-off and are only too happy to gleefully share it. The party receives **1d4+1** **Rewards** (p 399), each determined at random.

Quirk Encounters

Overview

Quirk Encounters are designed to be minor distractions from the plodding boredom of overland travel.

They are unlikely to result in PC death, and in most cases don't represent a serious threat.

This section describes the dozens of **Quirk Encounters**, each of which applies to one or more terrain types as listed in subsequent sections.

Result Variability

The cause, context, or "flavor" of a given **Quirk Encounter** may differ based on where it's discovered. "**Cave-In**", for example, could be wildly different depending on where it's found: in the Hills, it could be a region of loose rocks; in an Icefield, it could be a pit of snow and cold.

In some cases, the encounter description contains additional options and randomization that adds additional interest and context to the result.

Choices & Implications

Some Quirks have additional implications, impacts, rewards, or penalties that apply based on how the PCs react to the circumstances of the Quirk.

These will be listed as follows:

Ignore the Caravan

The implications of the decision involved follows. Some common implications are that the party may receive a Reward, or suffer a Penalty.

In many cases as well, there may be a description of what actions qualify for this choice. For example, "aiding" someone may involve magical healing, but it could instead be a simple skill check.

Specific Quirk Encounters

The following specific results appear on the environment encounter tables.

Unless otherwise indicated in the specific environment table entry, the description below applies to all situations in which these specific results appear. For example, a "**Rest Safely**" result means the same thing whether you receive it in the Wastelands, or in the Grasslands.

Boulder Throw

Someone—a bored giant, most likely—tosses a rock or two your way. It could even be that the boulder simply falls from regions higher up; you can't see sufficiently to tell for sure. There's no follow-up in terms of attacks, so it truly seems as though they are bored or no longer see you.

In all, **2d4** boulders are thrown at the party. For each boulder, randomly select a PC in the party that needs to avoid the throw or suffer damage.

Any individual party member may make a **Dexterity** or **Reflex** (with randomized DC), or a **Spell** save, for each boulder that targets them.

Success means that rock is dodged and no damage is incurred.

Failure means that person is struck by that rock. For each such incident, roll on the table below to determine damage and/or effects.

Table 666: Boulder Throw Quirk Effects

D20	Effect
1-2	**Scrapes and Bruises**
3-5	**Unsure Footing**
6-10	**2d6** bludgeoning
11-16	**2d8** bludgeoning
17-18	**3d8** bludgeoning
19	**3d12** bludgeoning
20	Reroll with Advantage

Let's explore some of these results in more detail:

- ***Scrapes and Bruises:*** The "boulder" is really more of a pellet, and/or you are able to dodge enough out of the way so that it's merely an annoyance that doesn't even register in terms of hit point damage.
- ***Unsure Footing:*** Though you manage to escape the path of the boulder itself, the maneuver has left you in an unstable situation, and you fear for your mobility should another rock come at you. If you are the target of any subsequent rocks in this Boulder Throw quirk, you make your saves and rolls on the above table with **Disadvantage** (roll twice, select the less favorable result).
- ***XdY Bludgeoning Damage:*** You suffer the listed amount of damage from the rock.

Caravan

A series of vehicles and/or animals strolls slowly past, guided by traders.

You may choose to ignore the Caravan, trade with the Caravan, or attack the Caravan.

Ignore the Caravan

Although most Caravans love to trade en route, their main purpose almost by definition is to make it to their destination. That you have a similar focus doesn't upset them in the least. (They leave you alone, too.)

Trade With the Caravan

You can approach the Caravan and attempt to trade. **60%** of the time, they will immediately open up shop and you can trade with them (see below).

If this roll to engage is failed, you can make one **Diplomacy** (or equivalent) check (with randomized DC for systems that require one) to recapture their interest. Failure means they want to be left alone; perhaps they're behind schedule, or maybe they view your party as being more likely to be a threat than a profit. Success at this check means they shrug, and open up shop as though this check wasn't even necessary to begin with.

Caravan Wares

If successfully engaged, roll on the following table to determine what they have for sale.

Table 667: Caravan Quirk Wares

D20	Wares
1-3	Odds and Ends
4-8	Food
9-14	Basic Supplies
15-17	Arms and Armor
18	Potions
19	Reroll Twice
20	Reroll with Advantage

Let's explore some of these results in more detail:

- ***Odds and Ends:*** Curios, knickknacks, and antiques; there's little here to interest most adventurers. Even so, there is a slight chance to find a diamond in the rough: **5%** of the time, there's a minor magical item that has somehow gone un-identified mixed in with the rubbish and heirlooms. If this is the case, roll up a random magical item using your rules system's normal treasure tables; that item is, amazingly, for sale for **1/20th** of its normal sale price.
- ***Food:*** Rations, ingredients, and other staples to keep the hungry fed. This might be a supply line for the military, hoping to make a profit en route. You can purchase any non-magical, ordinary food supplies your rules system identifies here.
- ***Basic Supplies:*** Bedrolls, grappling hooks, and ten foot poles: it's all here. All mundane equipment (i.e., not in any of the other categories in this table) from your rules system's tables is available for purchase.
- ***Arms and Armor:*** Shields, armor, and weapons are for sale here. This could be a military supply train, hoping to scrape up some extra coin for themselves. All gear is nonmagical, but there is a **20%** chance that masterwork items are for sale (for rules systems that support that notion).
- ***Potions:*** This could be an alchemist's wagon: potions of first-level spells are for sale here. The PCs may name a given spell they desire and the caravan will check their inventory; in each case, there is a **15%** chance that **1d6** bottles of that potion is for sale. Healing potions (*cure light wounds* and the like) are always available in this scenario.
- ***Reroll Twice:*** Reroll twice on this table; items from both categories that result are for sale. Ignore this result if rerolled either time. If the same result is rolled twice in your reroll, it means the Caravan has so much of that inventory that they'll perhaps let it go more cheaply; you may make your roll on the ***Pricing*** table below with **Advantage** (roll twice, select the more favorable result).

Caravan Pricing

Don't get too cocky or excited just yet: Once you've established what they have for sale, roll on the following table to determine their pricing approach.

Table 668: Caravan Quirk Pricing

D20	Pricing
1-5	50%
6-9	75%
10-11	100% (normal pricing)
12-15	150%
16-18	200%
19	300%
20	Reroll with Advantage

Let's explore some of these results in more detail:

- ***x%:*** The percentage refers to the multiplier applied to "normal" pricing. So for an item that normally sells for **10 gp**, a result of **50%** means that the Caravan is selling it for **5 gp**.
- ***100%:*** This result means that items are for sale at their usual, full retail, price.

Selling to the Caravan

Most Caravans mainly want to sell items and get to their destination, but even the most singularly-focused entrepreneur is usually open to a bargain.

There's a chance you may sell your items to the Caravan.

If you wish to sell only mundane (i.e., nonmagical) items, make a single check: **70%** of the time, the Caravan will buy from you. If this roll to engage is failed, you can make one **Diplomacy** (or equivalent) check (with randomized

DC for systems that require one) to convince them.

For each separate magical item you wish to sell, make a similar check, but the chance is only **25%.** You may attempt a **Diplomacy** (or equivalent) check before rolling this d100; if you succeed, you may make the d100 roll with **Advantage** (roll twice, select the more favorable result), but if you fail, you don't even get to roll the d100, and the Caravan will make no more purchases from your party.

Attack the Caravan

The Caravan consists of **2d8** oth-level commoners (sales people, drivers, stablehands, and the like) and **2d4** Guards. Each Guard is a **Fighter** with level equal to your average party level minus 1 (minimum 1), and is equipped with a light crossbow and 10 bolts, dagger, and a battleaxe or longsword (1d8 melee damage), and wears leather armor.

The Guards know that their careers are over if they fail their mission and allow the Caravan to be slaughtered and/or plundered, and so they will all fight to the death. The commoners will surrender immediately once all Guards are slain.

Profit from looting a destroyed Caravan is equivalent to "***QuickStart Treasure, Medium Coin Generator***" on page 53.

Before you start counting those coins, though, consider that word has a way of getting around: there is a **20%** chance that the nearest settlement's **Attitude** toward the party will degrade two steps. In addition, the next time a Caravan Quirk is encountered, there is a **30%** chance that the new Caravan will have heard of the party's killing of the other Caravan, and the new Caravan will have nothing to do with the party and will not trade with them.

Cave-In

An expanse of terrain collapses under the sudden presence of your party.

You may roll on the table below to determine the nature of the Cave-In.

Table 669: Cave-In Quirk Effects

D20	Effect
1-5	Whoa! Careful, There!
6-9	Another Step, And...
10-11	Irksome Tumble
12-15	A Slight Fall
16-18	A Big Fall
19	Pointy Down Here
20	Reroll with Advantage

Let's explore some of these results in more detail:

- ***Whoa! Careful, There!:*** The terrain falls apart a few yards from where you were walking. It's unsettling, but fortunately, nobody in the party falls victim to it.
- ***Another Step, And...:*** Right in front of you, the terrain falls away, revealing a pit. There's nothing in it, and nobody falls in, so there's no immediate effect. If the party proceeds to move through another hex of this terrain type, however, it produces another, separate **Cave-In Quirk**; roll on this table again when that happens.
- ***Irksome Tumble:*** An annoyance, but not damaging: **1d3** party members (chosen at random) fall into a shallow put of debris. Getting out is fairly straightforward, but the incident has put native fauna on high alert: make your next environmental encounter check at **Disadvantage** (roll twice, select the less favorable result) so long as it occurs in this terrain type.
- ***A Slight Fall:*** The terrain falls open in the equivalent of a 10' deep pit. **1d3** party members (chosen at random) fall inside; each suffers **1d6** points of bludgeoning damage. Climbing out is straightforward and doesn't even require a skill check.
- ***A Big Fall:*** As with **A Slight Fall** above, but a much deeper chasm: **1d3** party members (chosen at random) fall into a gaping hole of terrain. Each suffers **3d6** bludgeoning damage, and must get out somehow. The sides are stereotypical of the terrain you're amidst when you encountered the **Cave-In Quirk**.
- ***Pointy Down Here:*** As above, but waiting for you at the bottom of the pit is debris that inflicts additional damage when you land atop it. Reroll on this table until you receive a result of **A Slight Fall** or **A Big Fall**. You suffer that effect, plus each PC who falls into the put suffers an additional **1d8** points of piercing damage. For each **Pointy Down Here** result that you roll while rerolling to attain one of the other listed results, add another 1d8 points of piercing damage.

Creepy Runes

You find an area covered in mystical-looking inscriptions. They're definitely not naturally-occuring, and merely recognizing that they are there gives you chills.

Avoid the Runes

If you declare that you immediately look away, you may avoid any further direct effect from the **Creepy Runes**. If you do, reroll on the environmental encounter table that produced this result, and reroll any results of "**No Encounter**"—the presence of the **Runes** means that something will definitely happen here!

Examine the Runes

If you don't choose to avoid the **Runes** immediately, you may examine them. This may or may not produce an additional effect; roll on the table below to determine.

Roll once for each set of **Creepy Runes** encountered; the effect described applies to the entire party.

Note that because some effects have individually-determined ending conditions, the **Creepy Runes** might persist for some PCs in your party longer than others.

Table 670: Creepy Runes Quirk Effect

D20	Effect
1-4	I've Got a Bad Feeling About This
5-9	Can't Stop Thinking About It
10-12	Aura of Suffering
13-17	Aura of Malaise
18	Aura of Intensity
19	Benevolent Charm
20	Reroll with Advantage

Let's explore some of these results in more detail:

- ***I've Got a Bad Feeling About This:*** Examining the **Runes** has left you unsettled and ill at ease. You're not happy here, and can't wait to get out of the immediate area. Your party cannot take any form of Rest until you leave this hex (short or long).
- ***Can't Stop Thinking About It:*** The language of the **Runes**, whatever it once was, burns into your subconscious, and although there is no visible immediate effect, you find yourself pondering the symbols from time to time, whether you want to avoid the effect or not. Every hex of movement hereafter, there is a **5%** chance that this evaluation of the memory of the **Runes** produces an effect. If it does, reroll on the above table, rerolling any results of "**Can't Stop Thinking About It**". This effect ends if you receive any sort of magical healing, or successfully sleep through a long rest.
- ***Aura of Suffering:*** Pain seems amplified to you, and wounds seem to staunch themselves much more slowly. You suffer double damage each time you suffer slashing or piercing damage. This effect remains until the next time you conclude a combat encounter in which you are successful.
- ***Aura of Malaise:*** You're acutely aware of the many sources of potential contagion, infection, and virulence in the area. And make no mistake: there are many, in the life of any adventurer. You make all checks and saves against poison, disease, acid or psychic damage, or curses with **Disadvantage** (roll twice, select the less favorable result). This effect ends the next time you are cured of poison or disease, or receive a magical healing effect which includes such cures in its effects whether you currently suffer from them or not.
- ***Aura of Intensity:*** Your senses are sharp, you seem keenly aware of everything that's going on, and your short-term memory is enhanced. While under this effect, you gain experience at **150%** the normal rate. For example, if you gain **200 XP** while under this **Aura**, you receive instead **300 XP**. This effect ends the next time you gain a level, or if you receive negative levels, level drain, or ability drain or damage (for rules systems which support any of those concepts), or fail any **Death** save (for rules systems which involve that concept.
- ***Benevolent Charm:*** You feel lucky, and as though the wind is at your back... as though the universe wishes you well. All of your saving throws are made with **Advantage** (roll twice, select the more favorable result). This effect ends as soon as you fail any saving throw.

Cartographer Quest

A wizened but learned individual approaches you, admitting to a strange fancy, and asking your assistance in aiding the endeavor.

The **Cartographer** is trying to map the world, one bit at a time. You can help by taking careful notes of each environment you traverse.

Each hex of overland terrain you travel through, make a simple **Wisdom** check (roll d20; if equal to or less than the highest **Wisdom** of any PC in your party, you succeed). Keep track of your successes; each one means that you have noted something that will be of sufficient interest to the Cartographer.

The next time you encounter a Cartographer Quest Quirk, it means you once again meet up with the odd Cartographer who had commissioned your help.

You may "trade in" successes as follows with the Cartographer any time you encounter him, or stockpile them for a greater reward the next time you run into him.

There is no limit to the number of successes you may trade in at a given meeting, nor to the number of successes you may accumulate in your journeys.

Taking notes for the Cartographer in this manner does not suspend or otherwise affect the need to roll for environmental encounters as normal, so although you may keep taking notes forever, it's not without risk!

Cartographer Hex Success Exchange Rates:

- **2 Successes: Low Coin,** page 52
- **6 Successes: Medium Coin,** page 53
- **12 Successes: High Coin,** page 54
- **5 Successes: Low Gems,** page 55
- **13 Successes: Medium Gems,** page 56
- **20 Successes: High Gems,** page 57
- **10 Successes: Potions,** page 58

Deranged Bandits

A group of odd-looking, weirdly-behaving miscreants approaches you. They don't seem to be asking for anything in particular, and you clutch not your jewels, but the hilt of your weapons.

Mechanically, treat the **Deranged Bandits** as a group of **2d6** Rogues/Thieves, each of class level equal to your average party level, minus 2 (minimum 1). Each is equipped with shoddy (but effective) leather armor and either a dagger (**75%** chance, 1d4 melee damage), or a short sword (**25%** chance, 1d6 melee damage).

You cannot run away from the **Deranged Bandits**, as they

will follow you. If you devise a magical means of either rooting them in one spot, or traveling supernaturally quickly, then they will follow you to the next hex.

Your party has one round of actions before the Bandits take action.

After one round of your party taking actions, and every round thereafter on the Bandits' turn, roll on the table below to determine their behavior. Roll only once; the effect described applies to the entire group of Bandits.

The **Deranged Bandits Quirk** ends if you slay all of the Bandits, or when they roll a "**Run Away!**" result below.

Table 671: Deranged Bandits Quirk Effect

D20	Effect
1-5	Shifty Movement
6-9	Attack!
10-11	Attack Poorly
12-15	Attack Viciously
16-18	Distracted
19	Run Away!
20	Reroll with Advantage

Let's explore some of these results in more detail:

- ***Shifty Movement:*** The Bandits move from side to side, brandishing their weapons. This makes you ill at ease, but does not count as an attack.
- ***Attack!:*** The Bandits attack as in a normal combat encounter. (E.g., if you're using **FlexAI** rules, treat them as **Skirmishers** and roll for behavior accordingly.)
- ***Attack Poorly:*** As above, but their insanity makes them overzealous and ineffective. The Bandits suffer **Disadvantage** (roll twice, select the less favorable result) on their attack rolls this round.
- ***Attack Viciously:*** Zeal can distract, but it can also increase focus. The Bandits inflict double damage this round, and (for systems which support the concept) automatically confirm threatened critical hits.
- ***Distracted:*** The Bandits are listening to things only they can hear, and looking at things only they seem to see. As a result, they're easier to attack right now: attacks against the Bandits until their next round gain **Advantage** (roll twice, select the more favorable result).
- ***Run Away!:*** The Bandits flee immediately, perhaps at an unseen signal that makes sense only to the deranged.

Fae Curiosity

Magical creatures from beyond the glade take a fleeting interest in the party during the passage through what they consider to be their lands.

At the best of times, fae are unpredictable; the moreso in uncertain circumstances such as the middle of the woods.

Immediately upon receiving this Quirk, and for each hex of travel throug this terrain type hereafter, roll on the table below to determine the more specific effect on the party.

The **Fae Curiosity Quirk** ends when you move into a hex of different terrain, or when you roll "**No Further Interest**" below.

Unless otherwise noted below, all effects remain until you leave the terrain type where you received this result. This means that you may accumulate all, or contradictory, effects. Multiple instances of a given effect do not stack with themselves.

Table 672: Fae Curiosity Quirk Effect

D20	Effect
1-5	Observation Only
6-9	Unlucky
10-11	Lucky
12-15	Gluefeet
16-18	Sudden Roar
19	No Further Interest
20	Reroll with Advantage

Let's explore some of these results in more detail:

- ***Observation Only:*** Whatever Fae creatures are watching you, they're only watching, at least for the time being. No mechanical effect, but your skin prickles; they're out there, somewhere, hidden and waiting.
- ***Unlucky:*** The hairs on the back of your neck arch up and wither, and your senses dull as from after a few rounds at the taproom. Your saving throws suffer **Disadvantage** (roll twice, select the less favorable result), and attacks made against you gain **Advantage** (roll twice, select the more favorable result).
- ***Lucky:*** As Unlucky, but the effect is reversed: you gain **Advantage** (roll twice, select the more favorable result) in your saves, and attacks against you suffer **Disadvantage** (roll twice, select the less favorable result).
- ***Gluefeet:*** Your movement rate is halved. In addition, make environmental encounter rolls with **Disadvantage** (roll twice, select the less favorable result).
- ***Sudden Roar:*** Roll on the appropriate environmental encounter table and keep rolling until you receive a combat encounter result. The number of creatures that appears is the maximum allowed. For example, if the encounter states "**1d4**" creatures, **4** appear.
- ***No Further Interest:*** You have failed to suitably entertain the fae watchers, and they take their attentions elsewhere. The **Fae Curiosity Quirk** ends.

Guard Picket

You are stopped by a group of guards who claim to be part of the local security forces.

Mechanically, this consists of **2d4 Fighters**, each of class level equal to your average part level minus 1 (minimum 1). Each wears chainmail and holds a spear, and is equipped with a dagger and light crossbow with 5 bolts.

Roll on the table below to determine what the **Guard Picket** wants from your party, if anything.

In any scenario in which you are fighting the Guards, they will flee if you slay half their number. Any Guards that are slain can be looted for the equipment described above. If you are able to loot at least one Guard, you also find an amount of coin equal to the amount the Picket would have asked of your party as a bribe (see "**Safety Ain't Cheap**", below).

If this Quirk ends with your having slain at least one Guard, there is a **25%** chance that the nearest Settlement's Attitude toward your party degrades by one step.

Table 673: Guard Picket Quirk Effect

D20	Effect
1-5	Keep Your Nose Clean, Citizen
6-9	Safety Ain't Cheap
10-11	Have You Seen Anything?
12-15	What Do You Hear?
16-18	Scout For Me, Would You?
19	Hey, Look, Gals: Target Practice
20	Reroll with Advantage

Let's explore some of these results in more detail:

- ***Keep Your Nose Clean, Citizen:*** There's some gruff talk about the importance of law in today's society, and the vital and unsung role of guards in our civilization... but gruff talk is all it is. Move along, folks.
- ***Safety Ain't Cheap:*** The same "guards are vital" speech as above, but it ends with a fairly blatant suggestion that a few silver pieces would be put to good use in aiding their duties. The bribe is **2d20** gold pieces, multiplied by the number of Hit Dice the party possesses across all characters. Failure or refusal to provide this amount means the PCs must either succeed in a **Diplomacy** (or equivalent) check (with randomized DC for systems that require one), or fight the guards.
- ***Have You Seen Anything?:*** Above all, the guards want information, rumor, or gossip: anything that would distract from the boredom or walking uneventful countryside. If you can tell them of at least one environmental encounter or combat encounter that you've had since the last time you were in a settlement, it will suffice; if you cannot or refuse to share your gory vicariously-enticing details, reroll this result.
- ***Scout For Me, Would You?:*** The guards are concerned that enemy or monstrous forces are encroaching their domain, and ask your help in scouting ahead. You must travel **1d4** hexes in a randomly-determined direction, and then report back to this hex with your findings (during which time you must still roll for environmental encounters as normal). If you don't agree to do this, treat this result as **Safety Ain't Cheap** instead. If you agree to do this, but then ignore the requirements, the next time you encounter a **Guard Picket Quirk**, it will be the guards that you lied to: immediately treat it as receiving a **Safety Ain't Cheap** result, but double the bribe requested to avoid a fight.
- ***Hey, Look, Gals: Target Practice:*** The Guards immediately attack you once you're close enough. They don't really care about a bribe; after all, once they've killed you, they can loot your bodies for everything rather than just the bribe.

Ingredient Forage

This area is rife with natural flora that is highly prized by alchemists and magic-users alike.

You may spend some time here foraging for alchemical ingredients and material spell components.

For each hour you spend foraging here, roll on the table below. The rich diversity of rare plants also attracts animals; there is a cumulative **5%** chance that while you forage, something else happens as well; roll on the appropriate environmental encounters table.

For example, the first hour you spend, you make one roll on the table below, then a **d100** roll; on a **1-5**, make an encounter roll as well. The second hour, you make another roll on the table below, then another **d100** roll, except this time, on a **1-10**, an encounter roll occurs.

When you are forced to make an environmental encounter roll as a result of the above, there is no more opportunity to forage; you have either become distracted, or the natural flora has been depleted.

Any time you would roll on the table below, you may attempt a **Knowledge (Nature), Survival**, or equivalent skill check or ability that involves a dice roll and chance of failure; use a randomized DC for rules systems that require one. If you succeed on this check, you may choose to make another check, and so on, with no limit so long as you continue to succeed.

If you stop before you fail any of these checks, you may increase the results of a gp result on the table below by **10%** for each success you rolled. So if you succeeded four times, then stopped rolling, your result would be **140%** of the amount indicated below.

If you fail one of these checks, however, your confidence leads you astray: not only is the result of any forage result below halved, but you must stop foraging in this hex afterwards.

Successes or failures on these checks have no effect for a **Poison Barb** result rolled below.

Table 674: Ingredient Forage Quirk Results

D20	Result
1	Poison Barb
2-8	d20 gp
9-13	d20 x 10 gp
14-16	d20 x 20 gp
17-18	d20 x 50 gp
19	d20 x 100 gp
20	Reroll with Advantage

Let's explore some of these results in more detail:

- ***d20 x Y gp:*** Roll the formula listed; the result is the equivalent value in gold pieces of the ingredients you harvest. You may simply sell these the next time you're in a settlement to an apothecary or alchemist for the gold coin, or you may count the forage as any equivalent combination of naturally-occurring spell components, alchemical ingredients, or poisons. Use common sense: you won't harvest scorpion venom from plants, but belladonna is realistic.
- ***Poison Barb:*** You accidentally prick yourself with something that you should avoid pricking yourself with. Make a **Constitution** or **Fortitude** (with randomized DC), or a **Paralysis** save. Success means you simply waste that forage dealing with the wound. Failure means you suffer **2d8** poison damage.

Misinformation

You run across a fellow traveler with news to share. Unfortunately, you discover well after the fact that the information shared was in fact inaccurate.

The information shared, and the result of believing it, is determined at random by rolling on the table below.

After rolling on the table below, you may attempt a **Sense Motive** (or equivalent) check; success means the effect may be lessened as indicated in each result description below.

Table 675: Misinformation Quirk Effect

D20	Effect
1-5	Navigational Error
6-9	Safety Error
10-11	Political Error
12-15	Cultural Faux Pas
16-18	Meteorological Error
19	Fauna Locality Error
20	Reroll with Advantage

Let's explore some of these results in more detail:

- ***Navigational Error:*** Did she say "east"? Seems like she meant "west". The next time you move to another overland hex, roll a **d6**: on a **1-4**, you move instead to a hex in a random direction. This effect ends when you roll a **5-6** on this attempt and are able to successfully move as you had intended. If you succeeded on your **Sense Motive** check, you move successfully (and the effect terminates) on a **4-6** instead.
- ***Safety Error:*** That "savannah" that he described coming up ahead sure looks like it's a swamp, instead. The next time you make a roll on any environmental encounter table, make that roll with **Disadvantage** (roll twice, select the less favorable result). This effect ends the next time you roll any **No Encounter** result on an environmental encounter table. If you passed your **Sense Motive** check, this effect ends after the next roll on an environmental encounter table regardless of the result.
- ***Political Error:*** You could have sworn that traveler said that this village was a theocracy, not an oligarchy! It makes it really difficult to get anything done around here until you get your bearings. In the next settlement you encounter, you will suffer **Disadvantage** (roll twice, select the less favorable result) on social checks with guards and security forces, political officials, and faction leaders. This effect ends after you make **3** successful social checks in that settlement. If you made your **Sense Motive** check, then this effect ends after you make **1** successful social check in that settlement.
- ***Cultural Faux Pas:*** Gesturing with your ring finger in the air turns out to be the precise opposite of wishing the target of the gesture a good day and prosperous life as you were led to believe. Oops! In the next settlement you encounter, you will suffer **Disadvantage** (roll twice, select the less favorable result) on social checks with ***all*** residents and denizens. This effect ends after you make **2** successful social checks in that settlement. If you made your **Sense Motive** check, then this effect ends after you make **1** successful social check in that settlement.
- ***Meteorological Error:*** Red sky in the morning, birds take warning. Or was it "sailors take warning"? Or was it "better build an awning"? Ugh, either you misheard the idiom, or the traveler did. Either way, you haven't prepared for the weather. Your movement speed is halved the next time you traverse an overland hex. This effect ends the next time you are forced to make an environmental encounter check. If you passed your **Sense Motive** check, you may attempt a **Knowledge (Nature)** check; if successful, you may ignore this effect entirely immediately as your innate senses and own knowledge override the misinformation you were given.
- ***Fauna Locality Error:*** The traveler said "anteaters", but it sure seems as though there's an infestation of antlions instead. The next time you roll on an environmental encounter table, roll three times on that table; any combat encounter results are the event that takes place. If no

combat encounter is rolled, you may select from the three rolls as you wish. If you passed your **Sense Motive** check, roll twice on the table instead of three times. This effect ends the next time you suffer a combat encounter as a result of an environmental encounter table roll.

Poisonous Foliage

The native plant life here seems poisonous even to brush against. You'd best watch your step while passing through here.

You may choose to immediately go back the way you came rather than risk the **Poisonous Foliage** here. If you do, you may ignore this Quirk entirely, but you must make an environmental encounter check immediately for the hex to which you retreat.

Roll on the table below to determine the specific effect.

Table 676: Poisonous Foliage Quirk Effect

D20	Effect
1-5	Pass Safely
6-9	Dodge or 2d4 poison
10-11	Dodge or 3d4 poison
12-15	Withstand or 3d6 poison
16-18	Dodge or Withstand or 3d8 poison
19	Dodge or Withstand or 4d8 poison
20	Reroll with Advantage

Let's explore some of these results in more detail:

- ***Pass Safely:*** Though the tendrils and oily fronds threaten from all sides, you're able to avoid them sufficiently to suffer no ill effects.
- ***Dodge or XdY Poison:*** Each PC must succeed in a **Dexterity / Agility / Spell** saving throw (with DCs randomly determined for systems which require them) or suffer the listed poison damage. Success means no damage is suffered.
- ***Withstand or XdY Poison:*** Each PC must succeed in a **Constitution** or **Fortitude** (with randomized DC), or a **Paralysis** save, or suffer the listed poison damage. Success means half damage is suffered.
- ***Dodge or Withstand or XdY Poison:*** You may choose which save to employ, here. Success at **Dodging** means no damage; success at **Withstanding** means half damage.

Rockslide

Loose rocks, some pebble-sized and some as large as boulders, slide down the landscape, loosed perhaps by creatures prowling, or perhaps simply because it was their time to fall. Whatever the case, you'd best be nimble to avoid the slide!

Each PC must make a **Dexterity / Agility / Spell** saving throw (with DCs randomly determined for systems which require them) to avoid suffering crushing damage from the **Rockslide**.

Failure means that PC suffers **1d6** bludgeoning damage for every 3 Hit Dice or fraction thereof that they possess.

Success on the save means they are able to move out of the way to safety, and suffer no damage.

Message in a Bottle

You discover a literal message in a bottle: a rolled-up piece of handwriting inside a stoppered glass container.

Roll on the table below to determine the specific effect of the **Message in a Bottle**.

Table 677: Message in a Bottle Quirk Effects

D20	Effect
1-2	Waterlogged
3-5	Personal Note
6-10	Map
11-15	Quest Aid
16-18	Healing Words
19	Magic Scroll
20	Reroll with Advantage

Let's explore some of these results in more detail:

- ***Waterlogged:*** The stopper has been lost or damaged, and the note, whatever it once was, has been ruined.
- ***Personal Note:*** Maybe it's a recipe for a favorite type of pie, or a love note that someone never had the guts to deliver directly. Whatever its nature, it's not helpful in any tangible manner, and is nothing more than a curiosity to be discarded.
- ***Map:*** It's a map of a certain location, hand-drawn, but serviceable, and useful. You may "expend" this map at any time to produce any one of the following effects: A: avoid making an environmental encounter roll; B: double your movement speed while navigating through a certain terrain type; C: gaining **Advantage** (roll twice, select the more favorable result) to rolls related to tracking or navigating (**Survival, Knowledge (Geography),** etc.).
- ***Quest Aid:*** It's information that just happens to be related to a Quest. This need not be a quest that you currently are pursuing; perhaps the information seems useless and irrelevant right now, but later, once you pick up the trail of a narrative, you'll go back to the Message in a Bottle and it will make a lot more sense. Mechanically, you may "expend" this Quest Aid at any time to produce any one of the following effects: A: gain **Advantage** (roll twice, select the more favorable result) on all checks in any

one social encounter related to a Quest; B: gain **2d4 Clues** related to any single active Quest (if you are using FlexTale Quest rules that involve Clues); C: avoid any one random encounter forced upon you in the course of pursuing resolution of a quest.

- ***Healing Words:*** As you struggle to decipher the script, warm pink magic floats off the page and into your body. The reader regains **1d8** hit points for every 2 Hit Dice or fraction thereof they possess.
- ***Magic Scroll:*** Improbably, within the bottle is a magical scroll, of spell level **1d6.** Use your rules system's treasure tables to determine which spell it is.

Sudden Pit

The ground opens up suddenly beneath your feet, and a small chasm appears!

Each PC must attempt a **Dexterity / Agility / Spell** saving throw (with DCs randomly determined for systems which require them).

Success means you are able to jump out of the way before falling into the **Sudden Pit**.

Failure means you fall: you suffer **1d6** points of bludgeoning damage for every 2 Hit Dice or fraction thereof you possess.

Climbing out of the naturally-occuring Sudden Pit takes a **2d10** minutes, but is otherwise unremarkable.

Toxic Oasis

A vision, a dream, a respite, appears before you. Rubbing your eyes, you grin as you realize this is no mirage. Despair settles in, though, once you approach: for this is no ordinary breach of hostile terrain, it is a **Toxic Oasis**.

Poisonous water, venomous creatures, or acidic reservoirs: there is a variety of **Toxic Oases** that might be encountered.

Roll on the table below to determine the specific effect discovered.

Table 678: Toxic Oasis Quirk Effect

D20	Effect
1-5	Unpleasant Water
6-9	Poisoned Water
10-11	Poisonous Foliage
12-15	Venomous Drinking Hole
16-18	Ambient Malaise
19	Ugly Healing Spring
20	Reroll with Advantage

Let's explore some of these results in more detail:

- ***Unpleasant Water:*** It's brackish and tastes bad, but it's drinkable. You may fill your horns with the disgusting-tasting but life-sustaining liquid.
- ***Poisoned Water:*** The smell as well as the sight of the water clues even the most ignorant that this water is poisonous to drink. If for some reason a creature still drinks from the oasis, they must make a **Constitution** or **Fortitude** (with randomized DC), or a **Paralysis** save, or suffer **2d10** points of poison damage. The water's poisonous nature survives being taken from this spot, so it can be bottled and used, but must be imbibed in order to create the damaging effect.
- ***Poisonous Foliage:*** The water is potable and fresh, but the fronds of foliage nearby are poisonous. Each PC must make a **Constitution** or **Fortitude** (with randomized DC), or a **Paralysis** save, or suffer **2d6** points of poison damage as they brush up against the plants before they notice.
- ***Venomous Drinking Hole:*** This water is home to a unnaturally venomous sort of monster. Roll on the appropriate environmental encounter table until you produce a monster result; that monster approaches. If that monster already has a poisonous or venomous ability, saving throws against it suffer **Disadvantage** (roll twice, select the less favorable result). If the creatures attacking normally do not have a poisonous feature, their natural weapons inflict a poison attack as well: each creature struck must succeed in a **Constitution** or **Fortitude** (with randomized DC), or a **Paralysis** save or they suffer **2d4** points of poison damage.
- ***Ambient Malaise:*** The **Toxic Oasis** doesn't produce an immediate, direct effect, but the PCs suffer from **Ambient Malaise**; enact the Quirk of that name.
- ***Ugly Healing Spring:*** It's ugly and smells bad, but the waters from this spring have natural healing properties. Anyone who drinks from it shivers in revulsion, but receives the benefit of healing **1d4** points of damage for every 2 Hit Dice or fraction thereof they possess. This healing effect works only once for each creature.

Traveler Corpses

As any traveler will tell you, the paths between points of interest are littered with the bodies of those who could not make it to their destination. It's a sad, but very true, aspect of life in this realm, and it's only a matter of time before you run into a **Traveler Corpse** while on the road.

Roll on the table below to determine the nature of the body discovered.

Unless otherwise indicated below, the corpse possesses a dagger-equivalent melee weapon and an ordinary set of commoner clothing.

Table 679: Traveler Corpse Quirk Nature

D20	Nature of Corpse
1-5	Traveler
6-10	Refugee
11-14	Military
15-16	Merchant
17-18	Pilgrim
19	Adventurer
20	Reroll with Advantage

Let's explore some of these results in more detail:

- ***Traveler:*** This person might have made frequent commute from one place to another, or perhaps they were returning from selling their monthly harvest. They bear a little coin, but nothing else: roll on the **Low Coin QuickStart Table,** page 52.
- ***Refugee:*** This poor soul was fleeing persecution or terrible conditions, and suffered the ultimate fate en route to what they believed was a better life. Secreted away in their clothing is their life savings, converted into a gem that is easily transported: roll on the **Low Gems QuickStart Table,** page 55.
- ***Military:*** This well-equipped soldier was either a deserter, trying to catch up to the rest of her unit, or a scout who never made it back to make a report. She's garbed in chainmail, and bears a longbow, 10 arrows, dagger, and a short sword.
- ***Merchant:*** This traveler was carrying a fair amount of coin to trade afar. Whatever killed him did a poor job of locating this money on his body: you may roll on the **Medium Coin QuickStart Table,** page 53.
- ***Pilgrim:*** A religious devotee, traveling to visit a site of sacredness to her faith. She possesses a random **Potion** (roll on the **Potions QuickStart Table,** page 58).
- ***Adventurer:*** A fellow quester and glory-seeker, such as yourselves! As you well know, such folk need to be well-prepared. Loot-wise, treat as a combination of **Military**, **Merchant**, and **Pilgrim**.

What's That?

You could have sworn that you heard something. Or saw something. Did you see that? Did you hear it?

Roll again on the appropriate environmental encounter table, ignoring further results of "**What's That?**".

If you roll a **No Encounter** result, that's what is actually happening; you saw a trick of the light, perhaps, in thinking that it was something else initially.

If you roll an actual encounter, you have advance warning: you may choose to avoid it entirely if you wish.

Forest

Contexts

- **Use Context A:**
  By **default**, or if no other Context described applies to the circumstances.
- **Use Context B:**
  For an emphasis on combat encounters.
- **Use Context C:**
  For an emphasis on event encounters.
- **Use Context D:**
  For an emphasis on safe transit, but yet still with a bit of potential intrigue.

FlexTable 66: Forest Environment Encounters FlexTable

A	B	C	D	Outcome
1	-	1	1-5	No Encounter; Rest Safely
2	1	2	6-10	No Encounter; Pass Safely
3	2	3	11-13	No Encounter; Rising Tension
4	3-5	-	-	Add 1d4 Hit Dice
5	6-7	-	-	Subtract 1d4 Hit Dice
6	8	-	-	Difficult Terrain
7	9-10	-	-	1d6 Dire Wolves
8	11-12	-	-	2d6 Assassin Vines
9	13-14	-	-	1d6 Giant Wasps
10	-	4-8	14	Shifting Terrain
11	15	9-10	-	Splintertrees
12	-	11-13	15	Stranded Adventurer
13	16-17	14-16	-	2d4 Opportunistic Bandits
14	-	17-18	-	Shake-Down
15	-	-	16	Ingredient Forage
16	18	-	-	Poisonous Foliage
17	19	-	-	Sudden Pit
18	-	-	17	Traveler Corpses
19	-	19	18	Fae Curiosity
20	20	20	19-20	Reroll with Advantage

Grassland

Contexts

- **Use Context A:**
  By **default**, or if no other Context described applies to the circumstances.
- **Use Context B:**
  For an emphasis on combat encounters.
- **Use Context C:**
  For an emphasis on event encounters.
- **Use Context D:**
  For an emphasis on safe transit, but yet still with a bit of potential intrigue.

FlexTable 67: Grassland Environment Encounters FlexTable

A	B	C	D	Outcome
1	-	1	1-5	No Encounter; Rest Safely
2	1	2-3	6-10	No Encounter; Pass Safely
3	2	4	11-14	No Encounter; Rising Tension
4	3-4	-	-	Add 1d3 Hit Dice
5	5	-	-	Subtract 1d3 Hit Dice
6	6	-	-	Difficult Terrain
7	7-8	-	-	1d2 Ghosts
8	9-12	5	-	2d4 Giant Rats
9	13-16	6	-	2d6 Giant Wasps
10	17	7-10	-	Shifting Terrain
11	-	11-13	15	Nomadic Quest
12	-	14-15	16	Stranded Adventurer
13	18	16	-	2d4 Opportunistic Bandits
14	19	17	-	Shake-Down
15	-	-	-	Guard Picket
16	-	-	-	Misinformation
17	-	18	-	What's That?
18	-	-	17	Traveler Corpses
19	-	19	18	Caravan
20	20	20	19-20	Reroll with Advantage

Jungle

Contexts

- **Use Context A:**
  By **default**, or if no other Context described applies to the circumstances.
- **Use Context B:**
  For an emphasis on combat encounters.
- **Use Context C:**
  For an emphasis on event encounters.
- **Use Context D:**
  For an emphasis on safe transit, but yet still with a bit of potential intrigue.

FlexTable 68: Jungle Environment Encounters FlexTable

A	B	C	D	Outcome
1	-	-	1-3	No Encounter; Rest Safely
2	1	1-2	4-8	No Encounter; Pass Safely
3	2	3-4	9-11	No Encounter; Rising Tension
4	3-4	-	-	Add 1d4 Hit Dice
5	5-6	-	-	Subtract 1d2 Hit Dice
6	7-10	-	-	Difficult Terrain
7	11-12	5	-	2d4 Assassin Vines
8	13-14	6	-	2d6 Giant Botflies
9	15-16	7	-	1d4 Dire Tigers
10	17	8-9	-	2d4 Opportunistic Bandits
11	-	10-11	-	Poison Haze
12	-	12-13	12-13	Shifting Terrain
13	18	14-15	-	Strangling Flora
14	-	16-17	14	Completely Lost
15	-	-	15	Creepy Runes
16	19	-	-	Deranged Bandits
17	-	18	-	Poisonous Foliage
18	-	-	-	Toxic Oasis
19	-	19	16-18	Traveler Corpses
20	20	20	19-20	Reroll with Advantage

Mountain

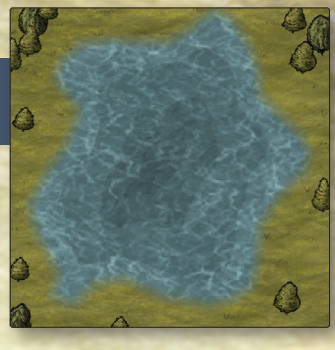
Contexts

- **Use Context A:**
  By **default**, or if no other Context described applies to the circumstances.
- **Use Context B:**
  For an emphasis on combat encounters.
- **Use Context C:**
  For an emphasis on event encounters.
- **Use Context D:**
  For an emphasis on safe transit, but yet still with a bit of potential intrigue.

FlexTable 69: Mountain Environment Encounters FlexTable

A	B	C	D	Outcome
1	-	1	1-3	No Encounter; Rest Safely
2	1	2-3	4-7	No Encounter; Pass Safely
3	2	4	8-10	No Encounter; Rising Tension
4	3-4	-	-	Add 1d6 Hit Dice
5	5	-	-	Subtract 1d4 Hit Dice
6	6-9	-	-	Difficult Terrain
7	10-11	5	-	1d2 Cloud Giants
8	12-13	6	-	1d4 Fire Giants
9	14-15	7	-	1d2 Frost Giants
10	16	8-9	-	Dragon Fly-By
11	17	10-11	-	Giant Patrol
12	18	12-13	-	Avalanche
13	-	14-15	-	Splintertrees
14	-	16-17	11-13	Stranded Adventurer
15	19	-	-	Boulder Throw
16	-	-	-	Cave-In
17	-	18	14-16	Cartographer Quest
18	-	19	-	Rockslide
19	-	-	17-18	Traveler Corpses
20	20	20	19-20	Reroll with Advantage

Lake/River



Contexts

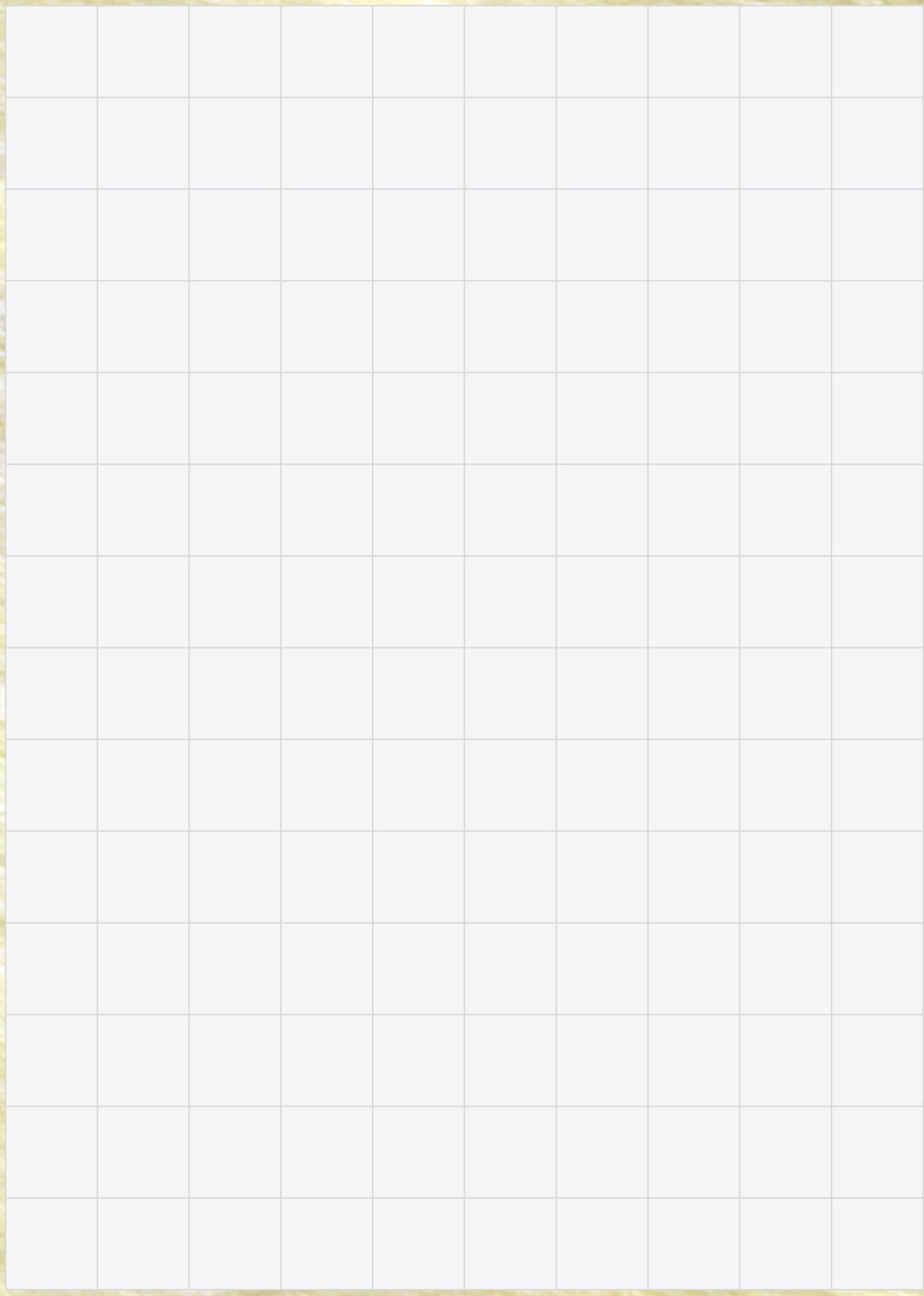
- **Use Context A:**
  By **default**, or if no other Context described applies to the circumstances.
- **Use Context B:**
  For an emphasis on combat encounters.
- **Use Context C:**
  For an emphasis on event encounters.
- **Use Context D:**
  For an emphasis on safe transit, but yet still with a bit of potential intrigue.

FlexTable 70: Lake/River Environment Encounters FlexTable

A	B	C	D	Outcome
1	1	1	1-8	No Encounter; Rest Safely
2	2	2-3	9-12	No Encounter; Pass Safely
3	3	4	13	No Encounter; Rising Tension
4	4-5	-	-	Add 1d4 Hit Dice
5	6	-	-	Subtract 1d2 Hit Dice
6	7	-	-	Difficult Terrain
7	8-10	5	-	2d6 Giant Leeches
8	11-13	6	-	2d4 Dire Sharks
9	14-16	7	-	2d6 Giant Crabs
10	17	8-9	-	Missing Townsfolk
11	18	10-11	-	Private Property
12	-	12-13	-	Shepherd Quest
13	-	14-15	14	Washed Ashore
14	-	16-17	15	Drowning Victim
15	-	-	-	Fae Curiosity
16	-	18	16	Ingredient Forage
17	-	19	17	Message in a Bottle
18	-	-	-	What's That?
19	19	-	18	Caravan
20	20	20	19-20	Reroll with Advantage

Appendix: QuickStart Map Templates

Solo QuickStart Dungeon Map Templates



Appendix: FlexAI

FlexAI Free Sample

What is FlexAI?

FlexAI is an attempt to model and simulate monster and NPC behavior in a combat encounter. It scales in complexity from very simple to as complex as you as a GM would like it to be. It can be used in any tabletop roleplaying game with zero preparation time.

The system takes only a few minutes to learn, is easy and quick to use, and can enhance any tabletop roleplaying combat experience.

Free Sample vs. Full Version

The full FlexAI guidbook contains nearly 300 FlexTables which guide contextual monster behavior for hundreds of different combinations and scenarios.

This **Free Sample** version contains some basic elements of the concepts of FlexAI, and only a single FlexTable.

However, despite the simplicity of what is provided, the FlexAI Free Sample is a hugely powerful and useful GM resource for any tabletop roleplaying game.

How to Use FlexAI

Sanity Checks & Rerolls

Generally speaking, if something "feels wrong", reroll it.

More specifically, if the Outcome determined by FlexAI do not apply (e.g., creature lacks a ranged attack altogether) or are inappropriate to the circumstances (e.g., maneuver when the creature is surrounded by melee opponents), reroll the result to determine a more appropriate Outcome.

Three Tiers of Complexity

Not everyone needs, or is interested in, complex AI combat mechanics. Sometimes, you just want to quickly roll on a single table, and determine an outcome.

Conversely, some gaming groups like the thrill of the unknown, and like to add even more

To support this array of interests, FlexAI provides three levels of complexity: **Simple, Full,** and **Advanced.**

> You can pick and choose which of these three approaches you wish to employ. You can even switch the method used at any time—even round-to-round within the scope of the same combat and monsters!

Behavior Common Concepts

All three levels of complexity share two elements: **Outcomes**, and **Targeting**.

Simply put, these are what you need to determine the behavior of a creature in combat.

Targeting dictates ***who*** the creature attacks; **Outcomes** dictate ***how*** it goes about it.

Together, **Outcome** and **Targeting** are referred to as a creature's **behavior**.

Combat Outcomes

All three levels of FlexAI difficulty involve **Combat Outcomes** as the main output of using the tool.

This represents the behavior of a creature in the combat situation.

Note that not every Combat Outcome necessarily applies to every creature. For example, not every creature has both a primary and a secondary attack. The GM is encouraged to sanity check outcomes (see above).

If the Outcome determined does not require a target, ignore the Targeting aspect of the behavior determined.

Table 68o: Combat Outcomes

Outcome	Description
Attack Main	Creature attacks its target using its standard attack. For most creatures, this will be melee; for others, it will be ranged.
Attack Secondary	If the creature's main attack is Melee, the creature attacks using a Ranged attack, and vice versa.
Maneuver	Creature moves about, either to get closer to its preferred target (see **Targeting**), to evade the enemies currently surrounding it, or to take advantage of battlefield characteristics.
Use / Defend	Creature uses an item, such as a wand or staff or potion. If it does not carry one, creature takes a defensive stance.
Ability	Creature uses a special ability against its current target. If it lacks any special abilities, or none of its abilities apply, reroll this result.
Flee	Creature tries to flee the combat encounter entirely. This creature flees in a direction most away from its current Target.

Table 681: Combat Targeting Summary

Outcome	Description
Frontline	The frontmost adversaries. This can be, but is not always, the same as the **Closest** enemy. For the purposes of determining "front" and "back", consider the starting positions of each side in the battle; the frontmost creatures of either side are those who began the combat encounter closest to their enemies.
Rearguard	As **Frontline**, but the rear-most enemies. This may be, but is not always, the same as the **Farthest** enemy.
Closest	The opponent which is currently physically closest to this creature. In most melee circumstances, this represents the creature's current target.
Farthest	The opponent which is currently physically farthest away from this creature. This result applies irrespective of whether the creature can physically reach the Farthest enemy by moving this round.
Strongest	The enemy who is currently "strongest", healthiest, or furthest from death. Typically this can be represented by the enemy with the most current hit points.
Weakest	As **Strongest**, but the enemy closest to death.
Ranged Enemy	This targets an enemy who uses a ranged attack as their primary attack. In the event of multiple enemies who employ ranged attacks, select one of them (you can pick the closest, randomize your selection, or roll again on whatever table you just used for Targeting to determine the specific Ranged Enemy within those who qualify). Note that this does not imply anything about how this creature goes about attacking its enemy: it may well use a melee attack to attack the **Ranged Enemy**.
Melee Enemy	As **Ranged Enemy**, but select an enemy who uses a melee attack as their primary mode of attack.

Combat Targeting

In many circumstances, you can simply use the Outcome to dictate the current round's worth of behavior for a given creature. During most combat, a creature's current target does not change round-to-round.

However, there is value in dynamically changing targeting using FlexAI rules.

First, it can make things very interesting and keep PCs off their guard if a monster changes its target from round to round. Intelligent monsters might do so even if it serves to their temporary disadvantage (e.g., if it triggers attacks of opportunity or a less favorable battlefield positioning).

Second, creatures who are not typically invovled in melee as their primary combat approach might indeed change their target round-to-round, particularly if their attacks or abilities inflict status changes (e.g., debuffs) or spell effects.

The table to the left summarizes the Combat Targeting results that FlexAI defines.

Simple AI Rules

Simple AI rules assume the most common circumstances of the creature involved, the combat environment, and the status of the participants.

Advantages & When to Use

Much of the time, the single table that results will provide a rich, dynamic result.

The single dice roll, the fact that it's a d20 as opposed to a d100, and the fact that there is a single table that does not have to be looked up (and indeed, whose contents could even be memorized) all make using the Simple AI approach very easy and quick to integrate.

Limitations

It should be noted that the entire purpose of design behind the FlexAI concept is intended to acount for a more nuanced, contextually-appropriate pool of results and related probability. An elder dragon at full health should simply not behave anything similar to a lurking thief hiding in the shadows; the Simple AI approach cannot take this into account.

Simple AI Outcome Table

Use the following table to quickly and easily determine the combat action a creature takes.

Table 682: Simple AI Outcomes

D20	Outcome
01-12	Attack Main
13-14	Attack Secondary
15	Maneuver
16	Use / Defend
17-19	Ability
20	Flee

Simple AI Targets

Use the following table to quickly and easily determine the targeting behavior of a creature in combat.

Table 683: Simple AI Targeting

D20	Outcome
01-05	Frontline
06-07	Rearguard
08-13	Closest
14	Farthest
15-16	Strongest
18	Weakest
19	Ranged Enemy
20	Melee Enemy

Full AI Rules

This is the heart of FlexAI and its power to provide contextually-appropriate combat actions.

Instead of traditional tables, you use **FlexTables** (see the overview of FlexTale earlier in this document). And instead of using the same table regardless of what is going on, you intelligently select the appropriate FlexTable based on the nature of the creature involved and the battlefield circumstances.

In short, the concepts of **Outcomes** and **Targeting** still apply; it's just a matter of how they are determined.

Advantages & When to Use

Use the **Full AI** rules when you want to simulate dynamic and contextually-appropriate creature behavior in combat, but want to adhere to RAW (Rules as Written) logic and standards that govern combat mechanics without further interference.

Limitations

It does take a simple extra step to select the appropriate FlexTable.

However, creatures that are part of the ***Aquilae: Bestiary of the Realm*** collection of monsters already have all of the needed information assigned to them and defined. Using an ***ABR*** monster with FlexAI is as simple as looking up the right page to use in the full ***FlexAI Guidebook***.

For monsters and NPCs that are not part of this collection, however, the GM must assign FlexTables to the creature.

The **Full Edition of FlexAI** contains tools and rules for assigning FlexAI guidelines for your own, new, or existing published monsters or NPCs.

It also contains a wealth of easy-to-use guidelines for quickly picking FlexTables for a given monster.

In short: It should take less than a minute for a seasoned GM to take a monster or NPC and "enable" them for FlexAI use!

Additional Factors: Role & Stance

To determine which FlexTable is most appropriate for the monster and combat circumstances, Full AI rules require two additional elements: **Roles** and **Stances**.

A creature's **Role** represents its typical combat behavior and approach to battle.

A creature's **Stance** indicates its current combat circumstances.

Together, these two factors help determine the contextual probabilities that should apply to the creature's behavior in combat.

Combat Roles

A tarrasque does not approach combat the same as a giant sanke. A cockatrice lies in wait; an orc chieftain is much more likely to charge. Mimics might even be immobile, so are phyiscally incapable of approaching combat in the same manner as other monsters.

And so on; you get the idea: each monster is likely to approach battle differently, based on its own strengths, weaknesses, and abilities. Although it would be possible to create a separate set of FlexTables for each creature, customized exactly to that creature's characteristics, such an endeavor would be exhausting, consume a mammoth amount of pages... and, ultimately, not add a great deal of value on top of the approach that FlexAI takes.

Instead of having 8 or more customized FlexTables for each monster, FlexAi recognizes that, ultimately, there are only so many ways that a creature might go about fighting. An orc lord and a hill giant might well be different in any number of important ways, but the two monsters will probably wade into a fight with much the same gusto.

Those readers familiar with the **4th Edition** of the world's most popular roleplaying game will recognize some of this terminology and these concepts. Role was a key element of monster descriptions in materials from that rules system.

Reasonable people can disagree as to whether 4E represents the best or worst elements of the tabletop roleplaying concept, and indeed, endless debate has raged around this controversial rules set.

One can even debate as to whether the Combat Role concept was a creative, brilliant shorthand for accelerating GM prep time; or a huge, shackling hindrance to gameplay, immersion, or GM flexibility.

Regardless of these debatable matters, however, FlexAI's "echo" of the Role gameplay element is intentional. For all its controversy, 4E provided a great and accessible terminology starting point for defining creature AI in combat.

No matter your own personal perspective on 4E—or if you are even familiar with it in the first place!—I can assure you that 4E mechanics and concepts have nothing to do with FlexAI's mechanics.

The names and set of Roles is the only concept that is borrowed herein.

Combat Role Summary

The following table summarizes the Combat Roles that FlexAI uses, and their typical characteristics.

Table 684: Combat Roles

Role	Description
Brute	Inflicts high damage, typically via melee attacks. Has a great deal of hit points, but possibly low defenses.
Soldier	Focuses on defense, usually in melee, but can also have high ranged defenses. Average health, and a variety of attack strengths.
Artillery	Ranged attacks are the main focus of Artillery. Typically have very low hit points and/or defenses, however.
Skirmisher	Skirmishers may be average in many categories, but excel in mobility, and use this to their tactical advantage in selecting targets where they can do the most damage.
Lurker	Most Lurkers prefer to surprise or ambush their opponents, or to remove themselves from the possibility of easy attack once battle is joined.
Controller	Controllers typically have sets of abilities that allow them to force enemies into disadvantage, either by moving enemies around, or controlling the battlefield itself.
Leader	Leaders are special creatures with sets of abilities that make them a force to be reckoned with regardless of the circumstances. Although "leader" typically indicates that the creature is in charge of others, Leader creatures may be encountered on their own.

Table 685: Combat Role Variations

Role Variant	Description
Normal	Many monsters and most NPCs fall into this category. Neither particularly powerful nor weaksauce, Normal creatures as just that: normal.
Minion	Minions are weaker than Normal creatures, and are rarely found in the absence of a ruling, more powerful, presence. Typically, Minions are encountered in groups.
Elite	Elite creatures are powerful, flexible, and formidable enemies. A single Elite creature might rule over dozens of Minions and several Normal creatures in a complex combat encounter.
Solo	Solo creatures are often special cases: typically discovered on their own, they usually have sufficient power and ability to represent a significant challenge in and of themselves.
Mindless	Mindless creatures do not typically think or plan their combat reactions, and simply act from a visceral, second-to-second standpoint. Most of the time, this means fighting to the death, but even Mindless creatures can make combat actions that spice things up a bit from the typical "skeleton keeps attacking the first PC they see" approach to things.

Combat Role Variations

The core set of seven Roles described above covers the majority of monsters and NPCs.

However, there are some types of creature that do not fit evenly into those categories. Some creatures may therefore have Role Variations.

These may apply to any of the standard Roles. So, for example, you could have an **Elite Lurker**, or a **Solo Controller**.

Combat Stances

A haughty noble fresh from a good night's sleep and at maximum hit points will behave very differently than that same noble after prolonged combat, suffering from exhaustion and bloody from multiple wounds.

A creature's combat Stance is an assessment of its current fighting circumstances. This context can and will change throughout the fight, and allows FlexAI to differentiate the changing behavior of a creature in response to the situation at hand.

Combat Stance Summary

There are probably dozens, if not hundreds, of different scenarios to take into account to truly represent the diversity of combat that is possible in a fantasy roleplaying environment.

To simplify the possibilities, however, there are 8 fundamental Stances that can be used to represent or approximate the full set of combat circumstances for a creature.

Table 686: Combat Stances

Role	Description
Ambushing	The creature is ambushing its prey: lying in wait, hiding, or using stealth, invisibility, or aspects of the terrain to make their presence unknown until the moment to strike is nigh. This Stance also applies to situations in which the PCs are simply unaware of the creature and are surprised by it. A Mimic that has not been detected is in an **Ambushing** stance.
Unprepared	The reverse of Ambushing, in a way: the creature is surprised by the PCs, or is aware of them, but not ready to participate in combat. This could be because the creature is not expecting combat to occur, or because it does not have its weapons drawn or at the ready. An NPC woken from sleep, or one with whom the PCs have merely been talking up until the moment one draws its sword, typically counts as **Unprepared**.
Fresh	In most combats, creatures begin the encounter in this Stance: well-rested, at full hit points, and ready to do battle. Creatures in this Stance neither have advantage over their enemies, or are taken by surprise by them; they are at full combat capability. If it is unclear which Stance applies to a combat situation, **Fresh** is typically a good assumption. A bear encountered in the wild, which sees the PCs just as they see it, counts as **Fresh**.
Bloodied	Creatures fight differently when they have suffered wounds. Some fight more aggressively; others become more defensive; many will tend toward fleeing outright if brought low by injury. A young dragon reduced to 1/5 its maximum hit points counts as **Bloodied**.
Cornered	Creatures who are Cornered have few options in terms of maneuverability, either as a result of the combat environment, and/or the PCs themselves. Cornered creatures cannot easily flee without substantial risk, and for many, this is when the true instinct of "fight or flight" kicks in. Some creatures become truly deadly and imposing when **Cornered**. A street urchin backed into an alley with no escape counts as **Cornered**.
Overwhelmed	Overwhelmed creatures are fighting against significant odds, in some combination of capability and/or simple numbers. Many creatures turn desperate or frightened when Overwhelmed; some turn into brutal and vicious combat machines when facing bad odds. A single kobold facing six PCs is **Overwhelmed**.
Relentless	Relentless creatures fight with little care for odds or the environment in which they do battle. Some Relentless creatures start combat in that Stance, and some may not even change, others can end up in this Stance due to circumstances. A raging Barbarian orc chieftain counts as **Relentless**.
Mindless	Mindless creatures may still take different kinds of actions in combat round-to-round, but are not driven so much by tactics or intelligence. A skeleton warrior counts as **Mindless**.

When to Apply Each Stance

For creatures with a FlexAI profile, the circumstances of when to apply each Stance are described as part of that profile. For example, some creatures become **Bloodied** when reduced to half their maximum hit points; others do not suffer this change until reduced to far fewer health.

FlexAI & FlexTable Listing

The **Full Edition of FlexAI** contains a separate FlexTable for each distinct combination of Role and Stance.

With 35 Roles and 8 Stances, that makes for a grand total of 280 FlexTables, each one designed for a unique combination of a type of creature behavior, and its current circumstances.

Advanced AI Rules

In addition to the wide range of dynamic combat behavior offered by the Full AI Rules, FlexAI offers Advanced AI rules. These allow for even more versatility in combat behavior, and reflect a more complex and nuanced creature intelligence.

Advantages & When to Use

Advanced AI is pretty much the same system as Full AI, with possible additional boosts and penalties to the creature involved. It's a useful tool in providing a more unexpected and interesting combat experience for your PCs.

Limitations

Of the three FlexAI rules systems, Advanced AI is the only one that departs tangibly from the RAW (Rules as Written) combat mechanics of the roleplaying system you are using.

Since Advanced AI provides the possibility of additional bonuses and penalties on combat actions, and does so outside the context of spells, spell-like abilities, racial effects, and so on, there is little in the rules mechanics

It is strongly suggested that you discuss this option with your players before a combat encounter even starts, so your gaming group can come to a consensus as to how you collectively feel about this approach.

Many may love it, but if even one player has a rules objection to its use, you may wish to consider sticking with the Full AI rules approach.

Surges & Lulls

Advanced AI takes the Full AI rules and extends them through the use of Surges and Lulls.

This is intended to represent the wide variance of combat abilities and behavior that every creature exhibits. Rules purists will point out that the roll of a die (typically a d20) to provide randomness already models this range of behavior.

In the wild, however, many factors influence the results of a battle: adrenaline and insight can boost performance, whereas sun glare, sweat, hunger, and even a simple root placed unexpectedly in the ground can trip up even the ablest of combatants.

The FlexTables provided in FlexAI describe not only the Outcomes involved, but also the possibility of Surges and Lulls for each Outcome.

Surges and Lulls are a great companion to the concept of Quadded Statblocks and Variable Difficulty (https://www.drivethrurpg.com/product/190268/Quadded-Statblocks-to-Enable-VariableDifficulty-Adventures-in-Pathfinder-RPG).

The Quadded Stats approach enhances and degrades a "regular" monster or NPC's statblocks in a manner designed to support use of that crunch in a wide variety of PC levels and challenge.

The whole point of Quadded Statblocks is that every creature should be usable in any gaming group, no matter what the relative levels or difficulty.

Surges and Lulls, used with the correct Context in the FlexTables they appear in, are a great way of adding to this concept: boosting less-formidable monsters so they still pose a threat to higher-level PCs, and handicapping top-tier creatures so a lower-powered party isn't instantly wiped out.

Combat Surges

A Surge is a boost to a creature's combat behavior. If a Surge is indicated in the FlexTable results rolled, it applies for the combat actions of that creature alone, and for the current combat round only.

Surges rolled do not apply to any other creature, friend or foe, this round. Benefits last until the start of the next round of combat for that creature.

This means that the benefit may still apply during the enemy's combat turn. For example, a Surge for a creature using the **Use/Defend** Outcome might boost its Armor Class; this benefit lasts throughout the enemy's next round.

Surges are fun, useful additions to combat, and a great way of ensuring that battles are dynamic and unexpected, even for seasoned players.

However, if used without restraint or control, it can also make combat very different from how you, or a third-party adventure designer who does not support Variable Difficulty, intends. It could be, for instance, that the PCs are never supposed to be able to defeat Monster X in Hallway Y, and that the mere presence of that type of monster in that hallway effectively "blocks" the PCs from traveling in that direction.

Surges and Lulls and Advanced AI may handicap that monster to the point where the party can defeat it after all.

As a GM, you should be familiar enough with the adventure you're running to know whether this concern applies to your gaming session. Plan your use of Advanced AI accordingly!

Types of Surge

Combat Surges are specific to the context of the Outcome that is rolled.

Attack Surges

The creature receives the listed bonus ot its attack roll. If it is capable of multiple attacks, the listed bonus applies to ALL attacks it can make this round.

Note that as Combat Surges remain in effect until the start of the affected creature's next round, Attack surge benefits apply to attacks made during the enemy's turn—for example, opportunity attacks, of those apply.

Damage

The creature's attacks inflict additional damage.

The listed value is applied to the damage that is calculated, and stacks with all other values for purposes of calculating damage. That is, if a **"+2 Damage" Combat Surge** is applied to a creature normally capable of inflicting **2d6+3** damage, the total damage it inflicts is **2d6+5**.

The bonus damage applies to all attacks the creature makes between the result's application and the start of its next turn. Therefore, opportunity attacks and other attacks made during the enemy's turn receive the benefit as well.

Init

The creature's Initiative gains a bonus. Note that this may not fully help the creature this turn, as most uses of FlexAI will apply at the start of a creature's turn; gaining Initiative at that point will not benefit the creature for most purposes as its "place in line" of Initiative order has already been determined.

For the purposes of determining Initiative order next round, however, the Init bonus will be in place.

Move

The creature's standard Movement receives the listed bonus. This stacks with all other bonuses to Movement that might apply, and remains in effect until the start of the creature's next turn.

For creatures capable of multiple methods of movement, this bonus applies to its primary mode of mobility.

If it is unclear as to which type of movement is its "primary", assume the one capable of the farthest travel. In the event of a tie, apply the bonus to both types of movement.

Impact / Impact Dice

"Impact" is a shorthand for what a usable item does. A healing potion restores hitpoints; a wand of magic missiles casts a spell effect. Almost every usable item that produces a valuable effect has an impact—a measurable outcome that in most cases has some innate variability to it.

In scenarios that produce a **Use/Defend** Outcome, if the creature has a usable item that results in a variable effect, that effect is referred to as an Impact.

"+1 Impact" means that whatever the result is, add **+1** to the result. So a potion of cure light wounds that restores **2d6** hit points would instead restore **2d6+1** hit points when paired with this **Combat Surge** result.

+1 Impact Die means that you add one die when measuring the result. Following the above example, the potion would heal **3d6** hit points.

Use common sense when applying **Combat Surges** of all kinds, but particularly when applying **Impact** and **Impact Dice** outcomes.

Remember that these mechanics are meant to represent a net positive benefit for the creature involved, so if a potion or other usable item has a variable results which is a negative value, then make the Surge values negative as well.

For example, if the creature's usable item is a staff which reduces the AC of a target opponent by **1d6** points, and it receives a "**+2 Impact**" Combat Surge, then the enemy's AC should be reduced by **1d6+2** points.

DC

The creature's abililties are more formidable and dangerous temporarily.

Any ability, attack, or other effect produced by the creature that has a DC associated with it receives the additional bonus listed until the start of its next turn. This applies to combat attacks, defensive abilities, auras, and everything about the creature that might involve a DC (including poison/disease and similar effects).

Range

The creature's abilities grow more far-reaching and can affect a broader area.

Any abilities the creature has that involve a range already receive the listed bonus to their maximum range.

A creature's melee abilities or touch-range abilities are unaffected by this bonus—in other words, this Surge does not transform any close-range abilities into ranged abilities!

AC

The creature is more difficult to strike in combat and affect.

The creature receives the listed bonus to its AC until the start of its next turn. This bonus applies to all forms of AC—flat-footed/surprised, touch attack, melee, ranged, and so on.

Combat Surge Summary

Table 687: Combat Surges

Outcome	Minor Surge	Major Surge
Attack Main	+1 Attack +2 Attack +3 Attack +4 Attack	+2 Attack +4 Attack +5 Attack +6 Attack
Attack Secondary	+1 Attack +2 Attack +3 Attack +4 Attack	+2 Attack +4 Attack +5 Attack +6 Attack
Maneuver	+1 Init; +5' Move +2 Init; +5' Move +3 Init; +10' Move +4 Init; +5' Move	+2 Init; +5' Move +4 Init; +5' Move +5 Init; +10' Move +7 Init; +15' Move
Use / Defend	+1 impact / +1 AC +2 impact die / +2 AC +1 impact die / +3 AC +1 impact die / +4 AC	+1 impact die / +3 AC +1 impact die / +4 AC +2 impact dice / +5 AC +2 impact dice / +6 AC
Ability	+1 impact / +1 DC / +5' range +2 impact die / +2 DC / +5' range +1 impact die / +3 DC / +10' range +1 impact die / +4 DC/ +10' range	+1 impact die / +3 DC / +10' range +1 impact die / +4 DC / +15' range +2 impact dice / +5 DC / +20' range +2 impact dice / +6 DC / +20' range
Flee	+1 AC; +5' Move +2 AC; +10' Move +3 AC; +15' Move +4 AC; +20' Move	+2 AC; +10' Move +4 AC; +15' Move +5 AC; +20' Move +7 AC; +25' Move

Combat Lulls

Combat Lulls are a temporary handicap, penalty, or other negative impact to a creature's combat abilities. Lulls represent the reality that in the shifting chaos of fighting, a creature might get distracted, trip, stumble, miscalculate, or otherwise perform not as well as it might typically, either through its own failure or the circumstances of the battle.

If a **Combar Lull** is indicated in the FlexTable results rolled, it applies for the combat actions of that creature alone, and for the current combat round only.

Lulls rolled do not apply to any other creature, friend or foe, this round. Penalties apply until the start of the next round of combat for that creature.

This means that the negative effect may still apply during the enemy's combat turn. For example, a Lull for a creature using the **Use/Defend** Outcome might degrade its Armor Class; this penalty lasts throughout the enemy's next round.

Types of Lull

Combat Lulls are specific to the context of the Outcome that is rolled.

Combat Lull Summary

Table 688: Combat Lull Summary

Outcome	Minor Lull	Major Lull
Attack Main	-1 Attack -2 Attack -3 Attack -4 Attack	-2 Attack -4 Attack -5 Attack -6 Attack
Attack Secondary	-1 Attack -2 Attack -3 Attack -4 Attack	-2 Attack -4 Attack -5 Attack -6 Attack
Maneuver	-1 Init; -5' Move -2 Init; -5' Move -3 Init; -10' Move -4 Init; -5' Move	-2 Init; -5' Move -4 Init; -5' Move -5 Init; -10' Move -7 Init; -15' Move
Use / Defend	-1 impact / -1 AC -2 impact die / -2 AC -1 impact die / -3 AC -1 impact die / -4 AC	-1 impact die / -3 AC -1 impact die / -4 AC -2 impact dice / -5 AC -2 impact dice / -6 AC
Ability	-1 impact / -1 DC / -5' range -2 impact die / -2 DC / -5' range -1 impact die / -3 DC / -10' range -1 impact die / -4 DC/ -10' range	-1 impact die / -3 DC / -10' range -1 impact die / -4 DC / -15' range -2 impact dice / -5 DC / -20' range -2 impact dice / -6 DC / -20' range
Flee	-1 AC; -5' Move -2 AC; -10' Move -3 AC; -15' Move -4 AC; -20' Move	-2 AC; -10' Move -4 AC; -15' Move -5 AC; -20' Move -7 AC; -25' Move

Appendix: AI FlexTables

Full Edition vs. FTEG SAT

The following FlexAI tables include one detailed set of FlexTables for each Role, assuming a Fresh Stance.

The ***Full Edition of FlexAI*** contains a separate FlexTable for each distinct combination of Role and Stance.

With 35 Roles and 8 Stances, that makes for a grand total of 280 FlexTables, each one designed for a unique combination of a type of creature behavior, and its current circumstances.

In addition, the Full Edition contains several unique or special-circumstance scenarios beyond the mere combination of Role and Stance.

In total, the 300+ page Full Edition aims to address an enormous range of possible combat scenarios.

The **Full Edition of FlexAI** also contains tools and rules for assigning FlexAI guidelines for your own, new, or existing published monsters or NPCs.

It also contains a wealth of easy-to-use guidelines for quickly picking FlexTables for a given monster.

In short: It should take less than a minute for a seasoned GM to take a monster or NPC and "enable" them for FlexAI use!

Brute / Fresh

Contexts

- **Use Context A:**
  By **default**, if the creature and its allies represent a comparable challenge to that of the party, or if no other Context described applies to the circumstances.
- **Use Context B:**
  If the creature and its allies represent a low level of threat to the party; i.e., the **creature is outmatched**.
- **Use Context C:**
  If the creature and its allies represent a high level of threat comparable to the PCs; that is, the **party is outmatched**.
- **Use Context D:**
  If you wish to decrease the difficulty that the creature and its allies represent to the party; that is, you wish a **reduced challenge** scenario.

FlexTable 71: Brute Role; Fresh Stance: Action

A	B	C	D	Outcome
01-26	01-16	01-21	01-09	Attack Main
27-31	17-18	22-23	10-14	Attack Secondary
32-36	19-23	24-28	15-22	Maneuver
37-39	24-26	29-33	23-27	Use / Defend
40-54	27-31	34-41	28-32	Ability
-	-	-	33-35	Flee
55-66	32-46	42-46	36-43	AM/Minor Surge
67-71	47-54	47-48	44-46	AS/Minor Surge
72-73	55-59	49-50	47-51	M/Minor Surge
74-75	60-61	51-52	52-54	UD/Minor Surge
76-80	62-69	53-55	55-57	AB/Minor Surge
-	70-74	-	58	FL/Minor Surge
81-85	75-79	56	59-61	AM/Major Surge
86	80-81	-	62	AS/Major Surge
87	82-84	57	63-65	M/Major Surge
88	85-89	58	66	UD/Major Surge
89-90	90-91	-	67	AB/Major Surge
-	92-96	-	68	FL/Major Surge
91-92	97	59-68	69-73	AM/Minor Lull
93	-	69-73	74-76	AS/Minor Lull
94	-	74-78	77-79	M/Minor Lull
-	-	79-80	80-82	UD/Minor Lull
95	-	81-85	83-85	AB/Minor Lull
-	98-99	-	86-87	FL/Minor Lull
96-97	-	86-90	88-90	AM/Major Lull
98	-	91-93	91-92	AS/Major Lull
99	-	94-96	93-95	M/Major Lull
-	-	97	96-97	UD/Major Lull
00	-	98-00	98-99	AB/Major Lull
-	00	-	00	FL/Major Lull

FlexTable 72: Brute Role; Fresh Stance: Targeting

A	B	C	D	Outcome
01-23	01-06	01-16	01-06	Frontline
24-28	07-11	17-26	07-21	Rearguard
29-60	12-19	27-41	22-26	Closest
61-65	20-22	42-56	27-76	Farthest
66-80	23-37	57-71	77-91	Strongest
81-90	38-72	72-74	92-93	Weakest
91-95	73-97	75-87	94-95	Ranged Enemy
96-00	98-00	88-00	96-00	Melee Enemy

Soldier / Fresh

Contexts

- **Use Context A:**
  By **default**, if the creature and its allies represent a comparable challenge to that of the party, or if no other Context described applies to the circumstances.
- **Use Context B:**
  If the creature and its allies represent a low level of threat to the party; i.e., the **creature is outmatched**.
- **Use Context C:**
  If the creature and its allies represent a high level of threat comparable to the PCs; that is, the **party is outmatched**.
- **Use Context D:**
  If you wish to decrease the difficulty that the creature and its allies represent to the party; that is, you wish a **reduced challenge** scenario.

FlexTable 73: Soldier Role; Fresh Stance: Action

A	B	C	D	Outcome
1-41	1-21	1-31	1-21	Attack Main
42-61	22-26	32-46	22-26	Attack Secondary
62-64	27-34	47	27-29	Maneuver
65-66	35-39	-	30-31	Use / Defend
67-71	40-41	48-62	32-36	Ability
-	42-51	-	37	Flee
72-79	52-59	63-72	38-40	AM/Minor Surge
80	60	73-77	41-42	AS/Minor Surge
81	61	-	43	M/Minor Surge
82	62	-	44	UD/Minor Surge
83	63	78-80	45	AB/Minor Surge
-	64-68	-	46	FL/Minor Surge
84-86	69	81-85	47	AM/Major Surge
87	70	86-88	48	AS/Major Surge
88	71	-	49	M/Major Surge
89	72	-	50	UD/Major Surge
90	73	89-90	51	AB/Major Surge
-	74-76	-	52	FL/Major Surge
91	77	91	53-57	AM/Minor Lull
92	78	92	58-62	AS/Minor Lull
93	79	93	63-67	M/Minor Lull
-	-	-	68-75	UD/Minor Lull
94	80	94	76-80	AB/Minor Lull
95	81-90	95	81-85	FL/Minor Lull
96	91	96	86-88	AM/Major Lull
97	92	97	89-90	AS/Major Lull
98	93	98	91-93	M/Major Lull
99	94	99	94-96	UD/Major Lull
100	95	100	97-98	AB/Major Lull
-	96-100	-	99-100	FL/Major Lull

FlexTable 74: Soldier Role; Fresh Stance: Targeting

A	B	C	D	Outcome
1-41	1-41	1-21	1-40	Frontline
-	-	-	-	Rearguard
42-76	42-76	22-51	-	Closest
-	-	-	-	Farthest
77-86	77-86	52-86	41-80	Strongest
87-88	87-88	87-88	-	Weakest
89-90	89-90	89-90	-	Ranged Enemy
91-100	91-100	91-100	81-100	Melee Enemy

Artillery / Fresh

Contexts

- **Use Context A:**
  By **default**, if the creature and its allies represent a comparable challenge to that of the party, or if no other Context described applies to the circumstances.
- **Use Context B:**
  If the creature and its allies represent a low level of threat to the party; i.e., the **creature is outmatched**.
- **Use Context C:**
  If the creature and its allies represent a high level of threat comparable to the PCs; that is, the **party is outmatched**.
- **Use Context D:**
  If you wish to decrease the difficulty that the creature and its allies represent to the party; that is, you wish a **reduced challenge** scenario.

FlexTable 75: Artillery Role; Fresh Stance: Action

A	B	C	D	Outcome
1-16	1-16	1-21	1-16	Attack Main
17-31	17-31	22-41	17-31	Attack Secondary
32-41	32-39	42-44	32-46	Maneuver
42	40-44	-	47-56	Use / Defend
43-50	45-46	45-54	57-59	Ability
51-55	47-54	-	60-64	Flee
56-63	55-59	55-69	65-66	AM/Minor Surge
64-68	60-61	70-77	67	AS/Minor Surge
69-71	62-64	78	68-70	M/Minor Surge
72-73	65-66	-	71-72	UD/Minor Surge
74-78	67-71	79-86	73-75	AB/Minor Surge
-	72-74	-	76	FL/Minor Surge
79-83	75-79	87-89	77-78	AM/Major Surge
84-87	80-83	90-91	79	AS/Major Surge
88	84	92	80	M/Major Surge
89	85	-	81	UD/Major Surge
90	86	93-95	82	AB/Major Surge
-	87-88	96-98	83	FL/Major Surge
91-92	89	99	84-88	AM/Minor Lull
93	90	100	89	AS/Minor Lull
94	91	-	90	M/Minor Lull
-	-	-	91	UD/Minor Lull
95	92	-	92	AB/Minor Lull
-	93-95	-	93	FL/Minor Lull
96-97	96	-	94-95	AM/Major Lull
98	97	-	96	AS/Major Lull
99	98	-	97	M/Major Lull
-	-	-	98	UD/Major Lull
100	99	-	99	AB/Major Lull
-	100	-	100	FL/Major Lull

FlexTable 76: Artillery Role; Fresh Stance: Targeting

A	B	C	D	Outcome
1-6	1-2	1-6	1-16	Frontline
7-26	3-22	7-21	17-31	Rearguard
27-31	23-24	22-26	32-33	Closest
32-51	25-44	27-36	34-53	Farthest
52-71	45-54	37-71	54-93	Strongest
72-83	55-79	72-83	-	Weakest
84-98	80-99	84-98	94-98	Ranged Enemy
99-100	100	99-100	99-100	Melee Enemy

Skirmisher / Fresh

Contexts

- **Use Context A:**
  By **default**, if the creature and its allies represent a comparable challenge to that of the party, or if no other Context described applies to the circumstances.
- **Use Context B:**
  If the creature and its allies represent a low level of threat to the party; i.e., the **creature is outmatched**.
- **Use Context C:**
  If the creature and its allies represent a high level of threat comparable to the PCs; that is, the **party is outmatched**.
- **Use Context D:**
  If you wish to decrease the difficulty that the creature and its allies represent to the party; that is, you wish a **reduced challenge** scenario.

FlexTable 77: Skirmisher Role; Fresh Stance: Action

A	B	C	D	Outcome
1-6	1-6	1-11	1-9	Attack Main
7-16	7-11	12-26	10-16	Attack Secondary
17-36	12-36	27-36	17-27	Maneuver
37-38	37-41	37	28-29	Use / Defend
39-53	42-56	38-54	30-34	Ability
54-55	57-61	-	35-39	Flee
56-63	62-65	55-64	40-44	AM/Minor Surge
64-65	66	65-69	45	AS/Minor Surge
66-70	67-71	70-71	46-48	M/Minor Surge
71	72	72	49	UD/Minor Surge
72-76	73-74	73-77	50	AB/Minor Surge
-	75-76	-	51	FL/Minor Surge
77-81	77-78	78-84	-	AM/Major Surge
82	79	85-87	-	AS/Major Surge
83-85	80-81	88	-	M/Major Surge
86	82	89	-	UD/Major Surge
87	83	90-94	-	AB/Major Surge
88	84-86	-	-	FL/Major Surge
89-90	87-88	95-96	52-59	AM/Minor Lull
91	89	97	60-64	AS/Minor Lull
-	-	-	65-72	M/Minor Lull
92	90	-	73-75	UD/Minor Lull
93	91	-	76-78	AB/Minor Lull
94	92-94	-	79-81	FL/Minor Lull
95-96	95-96	98	82-86	AM/Major Lull
97	97	99	87-89	AS/Major Lull
-	-	-	90-94	M/Major Lull
98	-	-	95-96	UD/Major Lull
99	98	100	97-98	AB/Major Lull
100	99-100	-	99-100	FL/Major Lull

FlexTable 78: Skirmisher Role; Fresh Stance: Targeting

A	B	C	D	Outcome
1-3	1-2	1-3	1-16	Frontline
4-23	3-24	4-33	17-36	Rearguard
24-33	25-32	34-38	37-46	Closest
34-58	33-52	39-43	47-61	Farthest
59-83	53-67	44-78	62-91	Strongest
84-98	68-97	79-98	92-93	Weakest
99	98-99	99	94-95	Ranged Enemy
100	100	100	96-100	Melee Enemy

Lurker / Fresh

Contexts

- **Use Context A:**
  By **default**, if the creature and its allies represent a comparable challenge to that of the party, or if no other Context described applies to the circumstances.
- **Use Context B:**
  If the creature and its allies represent a low level of threat to the party; i.e., the **creature is outmatched**.
- **Use Context C:**
  If the creature and its allies represent a high level of threat comparable to the PCs; that is, the **party is outmatched**.
- **Use Context D:**
  If you wish to decrease the difficulty that the creature and its allies represent to the party; that is, you wish a **reduced challenge** scenario.

FlexTable 79: Lurker Role; Fresh Stance: Action

A	B	C	D	Outcome
1-9	1-6	1-11	1-6	Attack Main
10-13	7-8	12-16	7-9	Attack Secondary
14-18	9-13	17-19	10-14	Maneuver
19-30	14-33	20-24	15-24	Use / Defend
31-50	34-48	25-49	25-36	Ability
51-52	49-53	-	37-41	Flee
53-55	54-55	50-56	42-43	AM/Minor Surge
56-57	56	57-61	44	AS/Minor Surge
58-60	57-58	62-64	45-46	M/Minor Surge
61-65	59-66	65-67	47-51	UD/Minor Surge
66-73	67-69	68-77	52-54	AB/Minor Surge
74	70-72	-	55-59	FL/Minor Surge
75-76	73	78-82	60	AM/Major Surge
77	74	83-84	61	AS/Major Surge
78-79	75	85-86	62	M/Major Surge
80-82	76-77	87-88	63-65	UD/Major Surge
83-87	78-79	89-96	66-67	AB/Major Surge
88	80-82	-	68-72	FL/Major Surge
89-90	83-84	97	73-74	AM/Minor Lull
91	85	98	75	AS/Minor Lull
92	86	99	76	M/Minor Lull
-	-	-	77-81	UD/Minor Lull
93	87	100	82	AB/Minor Lull
94	88-92	-	83-87	FL/Minor Lull
95-96	93-94	-	88-89	AM/Major Lull
97	95	-	90	AS/Major Lull
98	96	-	91	M/Major Lull
-	-	-	92-94	UD/Major Lull
99	97	-	95	AB/Major Lull
100	98-100	-	96-100	FL/Major Lull

FlexTable 80: Lurker Role; Fresh Stance: Targeting

A	B	C	D	Outcome
1-31	1-31	1-41	1-21	Frontline
32-40	32-42	42-46	22-23	Rearguard
41-90	43-82	47-76	24-73	Closest
91-92	83-84	77-78	74-75	Farthest
93-94	85-86	79-94	76-94	Strongest
95-96	87-96	95-96	95-96	Weakest
97-98	97-98	97-98	97-98	Ranged Enemy
99-100	99-100	99-100	99-100	Melee Enemy

Controller / Fresh

Contexts

- **Use Context A:**
  By **default**, if the creature and its allies represent a comparable challenge to that of the party, or if no other Context described applies to the circumstances.
- **Use Context B:**
  If the creature and its allies represent a low level of threat to the party; i.e., the **creature is outmatched**.
- **Use Context C:**
  If the creature and its allies represent a high level of threat comparable to the PCs; that is, the **party is outmatched**.
- **Use Context D:**
  If you wish to decrease the difficulty that the creature and its allies represent to the party; that is, you wish a **reduced challenge** scenario.

FlexTable 81: Controller Role; Fresh Stance: Action

A	B	C	D	Outcome
1-9	1-6	1-11	1-6	Attack Main
10-17	7-11	12-21	7-11	Attack Secondary
18-19	12-14	22	12-16	Maneuver
20-21	15-19	23	17-21	Use / Defend
22-51	20-49	24-49	22-41	Ability
-	50-52	-	42-46	Flee
52-56	53-57	50-57	47-48	AM/Minor Surge
57-61	58-62	58-65	49-50	AS/Minor Surge
62	63	66	51	M/Minor Surge
63	64	67	52	UD/Minor Surge
64-68	65-74	68-77	53-54	AB/Minor Surge
-	75-76	-	55-56	FL/Minor Surge
69-71	77	78-80	57-59	AM/Major Surge
72-74	78	81-83	60-62	AS/Major Surge
75	79	84	63	M/Major Surge
76	80	85	64	UD/Major Surge
77-79	81-83	86-90	65	AB/Major Surge
-	84	-	66	FL/Major Surge
80-82	85	91	67-71	AM/Minor Lull
83-85	86	92	72-76	AS/Minor Lull
86	87	-	77-81	M/Minor Lull
87	88	-	82-85	UD/Minor Lull
88-92	89-91	93-95	86-90	AB/Minor Lull
-	92-94	-	91-93	FL/Minor Lull
93-94	95	96	94-95	AM/Major Lull
95-96	96	97	96	AS/Major Lull
97	97	98	97	M/Major Lull
98	98	99	98	UD/Major Lull
99-100	99	100	99	AB/Major Lull
-	100	-	100	FL/Major Lull

FlexTable 82: Controller Role; Fresh Stance: Targeting

A	B	C	D	Outcome
1-16	1-11	1-11	1-26	Frontline
17-31	12-21	12-21	27-36	Rearguard
32-46	22-31	22-41	37-46	Closest
47-61	32-41	42-51	47-71	Farthest
62-76	42-51	52-81	72-96	Strongest
77-91	52-91	82-91	97	Weakest
92-95	92-95	92-95	98	Ranged Enemy
96-100	96-100	96-100	99-100	Melee Enemy

Leader / Fresh

Contexts

- **Use Context A:**
  By **default**, if the creature and its allies represent a comparable challenge to that of the party, or if no other Context described applies to the circumstances.
- **Use Context B:**
  If the creature and its allies represent a low level of threat to the party; i.e., the **creature is outmatched**.
- **Use Context C:**
  If the creature and its allies represent a high level of threat comparable to the PCs; that is, the **party is outmatched**.
- **Use Context D:**
  If you wish to decrease the difficulty that the creature and its allies represent to the party; that is, you wish a **reduced challenge** scenario.

FlexTable 83: Leader Role; Fresh Stance: Action

A	B	C	D	Outcome
1-11	1-9	1-11	1-6	Attack Main
12-21	10-17	12-21	7-11	Attack Secondary
22-26	18-22	22-26	12-16	Maneuver
27-31	23-30	27-31	17-21	Use / Defend
32-44	31-40	32-44	22-26	Ability
-	41-43	-	27-29	Flee
45-57	44-51	45-59	30-34	AM/Minor Surge
58-62	52-54	60-65	35-37	AS/Minor Surge
63-64	55-56	66-67	38-39	M/Minor Surge
65-66	57-58	68-69	40-44	UD/Minor Surge
67-71	59-61	70-74	45-47	AB/Minor Surge
-	62-64	-	48-55	FL/Minor Surge
72-79	65-69	75-84	56-60	AM/Major Surge
80-82	70-71	85-92	61-62	AS/Major Surge
83	72	93-94	63	M/Major Surge
84	73-75	95	64-66	UD/Major Surge
85-87	76-78	96-100	67-69	AB/Major Surge
-	79-80	-	70-74	FL/Major Surge
88-90	81-83	-	75-77	AM/Minor Lull
91	84	-	78	AS/Minor Lull
92	85	-	79	M/Minor Lull
93	86-87	-	80-84	UD/Minor Lull
94	88	-	85	AB/Minor Lull
-	89-91	-	86-90	FL/Minor Lull
95-96	92-93	-	91-92	AM/Major Lull
97	94	-	93	AS/Major Lull
98	95	-	94	M/Major Lull
99	96-97	-	95-97	UD/Major Lull
100	98	-	98	AB/Major Lull
-	99-100	-	99-100	FL/Major Lull

FlexTable 84: Leader Role; Fresh Stance: Targeting

A	B	C	D	Outcome
1-16	1-6	1-16	1-21	Frontline
17-26	7-11	17-21	22-24	Rearguard
27-41	12-41	22-46	25-39	Closest
42-46	42-46	47-51	40-64	Farthest
47-76	47-56	52-86	65-94	Strongest
77-96	57-96	87-96	95-96	Weakest
97-98	97-98	97-98	97-98	Ranged Enemy
99-100	99-100	99-100	99-100	Melee Enemy

What is FlexTale?

FlexTale™ is an attempt to make roleplaying game adventure content dynamic and interesting. A module created using **FlexTale** is different each time it is run. Treasure, monsters, plot activities, NPC backstories and character arcs, and various actions and plot elements can all occur differently.

Differences can occur using the roll of dice, or the GM can simply choose the content that s/he prefers or feels would be most engaging to the play group.

There are two ways that **FlexTale** can help make an adventure dynamic: **Dynamic Content** and **Dynamic Plots**.

Dynamic Content

"**Dynamic content**" is a **FlexTable** term that refers to anything in an adventure that can be modified. Whether one NPC is in love with another, or who murdered the vagrant in the alley behind the town pub—**FlexTale** dynamic content makes it possible to have several explanations or paths through a story.

Dynamic Content is made possible by something called a **FlexTable**™.

FlexTables

Most roleplaying game resources have tables—lots and lots of tables, in many cases! Typically, these tables are two-column, or perhaps three-column: you have one column that lists the dice roll result, and you reference that row as the outcome of the randomization. This is all well and good, but it limits the scenario to that one set of probabilities and outcomes, without accounting for things that happen in the game that you might want to impact those outcomes.

A Traditional RPG Lookup Table

": Traditional Lookup Table" is a typical "what's in the treasure chest" table that requires rolling a **d100**. You roll a **d100**, and then you look up which row your roll falls into, and then you get your single result. Interesting, to be sure, and it definitely provides for some variability... but the extent of that variability is constant.

Table 689: Traditional Lookup Table

D%	Result	Description
01-30	**Nothing**	The treasure chest is empty.
31-40	**Minor Reward**	1d20 gp and a silver locket worth 5 pp.
41-80	**Average Reward**	3d12 gp, a gold-hilted dagger worth 10 pp, and two potions of cure light wounds.
81-100	**Major Reward**	2d20 pp, a potion of cure moderate wounds, and a scroll of fireball (CL 12).

The FlexTable Difference

A **FlexTable** is used to do the same thing a normal RPG lookup table does. What makes **FlexTables** different is that they have multiple columns to represent dice rolls. Each of the columns represents a different situation or set of conditions under which that column is used to reference the result.

This seemingly simple change is used to make all of the following possible:

- Differences in **probabilities** for the individual outcomes.
- **"Scalable" monsters** and rewards that more appropriately match the level and power of the PCs.
- **Proportional rewards,** measured against the strength of a relationship or other conditions.
- **Circumstantial content**, restricted to certain conditions or prerequisites.

": Sample Treasure Chest Contents" is the same table we saw earlier, modified to be a **FlexTable**.

Contexts

In the above example, there are now four columns used to indicate the range of the dice roll result. These columns are referred to as **Contexts**.

Before you roll on a **FlexTable** like this one, you will have to figure out which **Context** you should refer to. In the above table, the leftmost column is **Context "A" (D%A)**, the next one is **"B",** and so on. Each **Context** also indicates the dice to be rolled—in this example, you roll the same dice (d%) in each **Context**, but in some **FlexTables**, different dice may be used.

This straightforward example demonstrates the following differences in converting a standard table into a **FlexTable**:

Different Probabilities: Context C is the most favorable, since it provides a much bigger range of rolls under which you would receive the "Major Reward". Context B is the next best, since it, too, expands the range that Context A has.

Circumstantial Results: In **Context D**, not only are the favorable outcomes less likely, but there is a fifth result row that is only possible under this **Context**: "**Cursed Reward**".

Determining Context: When you are called upon to roll on this **FlexTable**, the adventure will use some description to make it clear which **Context** to use. In the above example, perhaps the **Context** is determined by how favorable the party's relationship is with a local wizard... but if the party has fought or slain that wizard, then **Context D** is used to represent the soured atmosphere.

FlexTable 85: Sample Treasure Chest Contents

D%A	D%B	D%C	D%D	Result	Description
01-30	01-20	01-10	01-30	**Nothing**	The treasure chest is empty.
31-40	21-50	21-30	31-40	**Minor Reward**	**1d20 gp** and a silver locket worth **5 pp**.
41-80	51-60	31-50	41-45	**Average Reward**	**3d12 gp**, a gold-hilted dagger worth **10 pp**, and two *potions of cure light wounds*.
81-100	61-100	51-100	46-50	**Major Reward**	**2d20 pp**, a potion of cure moderate wounds, and a *scroll of fireball* (CL 12).
n/a	n/a	n/a	51-100	**Cursed Reward**	**6d6 cp**, a rusted dagger (useless in combat), and whomever opens it is struck with a *bestow curse* spell (CL 8).

Typically, just prior to a **FlexTable**, adventure content will summarize which **Context** should be used. The GM is encouraged to use his/her common sense and judgement in overriding this guidance as she/he sees fit based on the party and how the game is going. For example, a GM could choose to reference a specific **Context** even though the prerequisites aren't met. She could also choose to simply ignore the table entirely, and force a specific result without even rolling. Experienced GMs should use this power wisely to improve gameplay if necessary; unless you have a specific reason for overruling the recommended use of a **FlexTable**, you should try to use it as it was intended to be used.

Here's an example for the above table, assuming the example of the contents of the treasure chest scaling to the nature of the relationship the party has with the local wizard:

- **Use Context A:**
  If the party's relationship to the wizard is **Unfriendly** or **Indifferent**.
- **Use Context B:**
  If the party's relationship to the wizard is **Friendly**.
- **Use Context C:**
  If the party's relationship to the wizard is **Helpful**.
- **Use Context D:**
  If the party's relationship to the wizard is **Hostile**, or if the party has ever attacked the wizard (or slain her).

This is an impressive-sounding title, but the goal is quite simple to describe: Let the story be different.

Appendix: FlexAI for Social Encounters

FlexAI for Social Encounters

About Social Encounters

Combat encounters rely upon confrontation and damage to determine the outcome. Social encounters use words as the weapons.

Social Encounters are, generally speaking, any non-combat interaction between the adventuring party and one or more creatures who speak one or more languages that the PCs do.

Limitations

By nature, social encounters are more complex than combat encounters. No matter how detailed and thorough the attempt, AI for social encounters will always require some interpretation as it applies to the specific aspects of the encounter being played.

How to Use FlexAI for Social Encounters

Sanity Checks & Rerolls

Generally speaking, if something "feels wrong", reroll it.

More specifically, if the Outcome determined by FlexAI do not apply (e.g., the NPC in question lacks any specialized knowledge that a Subject Info might be used to uncover) or are inappropriate to the circumstances (e.g., Turn Hostile when the NPC in question is a pacifist), reroll the result to determine a more appropriate outcome.

Starting Points

Far more so than with Combat Encounters, the rules for FlexAI Social Encounters should be considered a starting point for a seasoned GM to expand upon intelligently and reasonably.

Specifically, the DCs cited in the following FlexTables should be considered the minimum, or a reasonable average, value; obviously, the value used in a particular test should reflect much more context than a static book can possibly predict.

Behavior Common Concepts

There are some basic concepts for the FlexAI implementation of social encounter AI that bear some explaining.

FlexAI for Social Encounters helps you determine the following things:

- What **Choices** are possible when interacting with the NPC(s);
- How **Difficult** (i.e., the DC) each Choice is, depending on the level of the party;
- What Result occurs during a **Successful** interaction check;
- What Result occurs during a **Failed** interaction check.

To help determine the above, you must know three things about the social interaction:

- The **Social Role** played by the NPC(s) being interacted with;
- The **Role Size** of the NPC(s);
- The **Social Context** of the interaction.

Taken together, the above three elements will allow you to determine which page's tables to use to simulate the NPC's behavior.

Social Roles

A ***Social Role*** is a description of the utility of the NPC relative to the adventuring party. This is partly a measure of the NPC's relationship with the party or its members, and partly a representation of the role in the story the GM intends for the character.

Some adventuring products will come with the Social Role of an NPC already described. For others, you will have to make an assessment as to what makes the most sense; to help guide that determination, each Role contains several **examples**.

Table 690: Social Roles

Role	Description
Ally	Someone who is deeply devoted to one or more PCs, or is committed to the cause of the party as a whole. Can also be someone whose life or livelihood you have saved or improved. ***Examples*** Hireling, devotee, squire, relative.
Asset	A key character who is intentionally part of the plot of the story. Can be at the session, module, or campaign level of detail; the deciding factor is if this person has information that they can share to help progress the narrative. ***Examples*** The wizard who hires the party to go on a quest; the courtesan who knows which merchants have sampled the brothel's offerings.

Role	Description
Acquaintance	A positive relationship, but one less in strength and more casual than an Ally. ***Examples*** A fellow faction member, a shopkeeper with whom you have done business, or a tavern owner who knows you.
Opponent	Someone who is perhaps not actively engaged in combat with you at the moment, but is hostile to your party or at odds with their aims fundamentally. ***Examples*** An evil NPC, a rival guild leader, or the guard beyond whom lies the princess.
Bystander	Someone completely neutral to you and either ambivalent about or ignorant of your cause. Such a person is neither helpful nor hostile initially. ***Examples*** Any passerby on the street; anyone with whom you have no existing relationship and who has no reason to know who you are.

Social Role Sizes

In addition to the Social Role described above, each NPC and creature also has a ***Role Size***.

This is identical in nature and purpose to the ***Role Variant*** characteristics for monsters in combat AI described earlier.

For monsters who might also communicate, simply use the Role Size you determined for them (or which was provided for them).

For NPCs, use the following guidance if the Role Size is not provided as part of their profile.

- **Normal:**
  Use as a default, or if no other description below applies.
- **Minion:**
  A minor character, passerby, or a creature with an Intelligence value of 8 or lower.
- **Elite:**
  A key character, prominent faction member, or significant NPC.
- **Solo:**
  A major character in the story, a leader of a faction, or someone who has a very close relationship with the PCs.

Social Contexts

While Social Role is the single most important determinant of how an NPC will interact with the PCs, also of huge significance is the ***Context*** of the interaction.

A conversation taking place amidst a battlefield is markedly different than one occurring in a tavern late at night, and will undoubtedly produce different results, no matter what the relationship between the party and a character!

Table 691: Social Contexts

Context	Description
Combat	There is fighting taking place. Note that the fighting need not necessarily involve the PCs fighting the NPC(s), and does not necessarily mean that both the PCs and the NPC(s) are fighting other creatures. Any combat taking place near the social interaction qualifies. In cases where the PCs are actively engaged in combat with the NPC(s) they would want to have a conversation with, use the rules inherent in your game's system to determine how to start a conversation without suffering additional blows ***before*** using FlexAI for Social Encounters.
Lull in Fighting	Combat has occurred recently, but there is no active combat at the moment. A battlefield with a brief lull in the fighting, or peace negotiated shakily between two parties, qualifies.
Long Rest	The parties to the conversation are gathered around a campfire, are laying down in a communal sleeping area in a church, or are otherwise in a situation where all are ready for a long (i.e., overnight, typically) rest.
Short Rest	The PCs and the NPC(s) are in a tavern, bath house, sauna, spa, or other establishment where a short (i.e., 1-4 hours) rest or relaxation is occurring.
Formal Gathering	The people involved are attending a church service, wedding, banquet, celebration, or other formal gathering.
Informal Gathering	The party and it NPC(s) are participating in a shop, a festival, an impromptu party in a tavern, or other informal gathering.
Passing By	Use this Context if no other category applies, or if the PCs are merely greeting the NPC(s) in passing on the street, on a road, or in town.

Social Interaction Choices

Interaction Choices refer to the set of possible interactions that can be attempted in a conversation between the PCs and one or more NPCs.

Table 692: Social Choices

Outcome	Description
Diplomacy	Peacefully and gracefully introduce a notion and attempt to inspire a favorable response. ***Skill Analogues*** Persuasion, discussion, investigation, insight
Intimidate	Aggressively force information or an opinion out of your conversation partner. ***Skill Analogues*** Intimidation
Sense Motive	Detect lies, or attempt to understand if there is something meaningful behind a statement. ***Skill Analogues*** Perception, insight, investigation when attempting to determine veracity of a statement or the underlying motives of someone
Mislead	Provide a response, or seed information, that you know to be untrue. ***Skill Analogues*** Deception, bluff
Gather Info	Obtain information in a general sense about an event, character, faction, establishment, or other local or immediate person, place, thing, or action. ***Skill Analogues*** Investigation, Knowledge (Local)
Subject Info	Expand your knowledge about certain subjects beyond what a lay person might be aware of. ***Skill Analogues*** Any other Knowledge or Profession skill

Using Social Choice Options

Each combination of Social Role, Role Size, and Social Context contains a set of Choices. The FlexTable that describes these Choices serves a dual function:

- The d100 roll results on the left side of the FlexTable are used when determining what action the NPC might take when it is their "turn" in the conversational volley.
- The columns on the right side of the FlexTable represent which actions the PCs can feasibly take to interact with the NPC, and lists the DCs for doing so based on which Quadded Challenge rank the PCs qualify to be in.

  The lower value is used for systems like **5E/Fifth Edition**, and the higher value is used for more scalable systems like **Pathfinder** and **Pathfinder Second Edition**.

Note that this information is typically hidden from the PCs, so they are not entirely certain which Choices might be feasible. When playing a traditional tabletop gaming group, only the GM/DM should determine and be aware of these options.

As with every other aspect of FlexAI, the values and tools provided are intended merely as a starting point. Use common sense, and mix in your own expectations, needs, and railroading to guide you when setting DCs and options available for Choices in a social encounter.

Unavailable Choices

Choices listed as "n/a" for their DC values indicate that it is not feasible to successfully interact with the NPC in that manner, in this context.

More mechanically, if the PCs attempt a Social Choice that is listed as "n/a" or that does not contain a DC listing, the attempt **automatically fails**.

Social Encounter Results

Whenever the PCs attempt a social interaction with an NPC, you can use FlexAI to determine whether that attempt is **successful** or **fails**. Note that success or failure terminology is used from the perspective of the PCs: specifically, are they able to do what they wanted to do, and get what they wanted to get out of, the interaction?

The list below, and used herein, is not intended to be, and cannot be, a complete description of every possible social interaction. Vagaries of story context, communication method, personalities, and senses of humor make it impossible to cover every situation, but in the hands of a good GM, the following list of possible Results will provide a comprehensive framework for storytelling mechanics.

Leniency / Immediacy

Each of the "bad" Results below describes a possibility for the GM to underscore the failure by making the consequences immediate, or to show leniency and grant further options to recover from the failure.

These options should be selected based on how the GM feels about the social encounter, what is intended for the party, and potentially by the degree of failure.

It is suggested that a ***critical failure*** in a social interaction trigger the more immediate consequence described.

Table 693: Social Encounter Results

Outcome	Description
Turns Hostile	The NPC turns openly hostile to you. At the GM's discretion, this could immediately trigger a combat encounter, or perhaps the PCs have one final chance to defuse the situation.
Leaves	The NPC is affronted, bored, busy, suspicious, or otherwise not interested in talking with you any longer. They attempt to leave. At the GM's discretion, the NPC may leave immediately, or perhaps the PCs can make an attempt at regaining their trust or interest.
Ignores You	The NPC has other things on their mind, or finds your drivel exhausting. They ignore, or pretend to ignore, your attempts to interact. At the GM's discretion, the NPC may still be listening, and further successes may change their mind.
Helps	Whether in combat, in undertaking a task, or in aligning with a cause, the NPC agrees to help in whatever enterprise the party is discussing. Depending on the seriousness of the extant relationship with the party, this "help" could take many forms. It is rarely intended to represent that the NPC would put their life on the line to assist, however.
Answers Grudgingly	With resistance, and perhaps by accident, the NPC will answer the question posed, providing minimal information in satisfaction of the request.
Answers	Neither overly helpful nor overtly belligerent, the NPC will address the matter being discussed.
Answers Willingly	Gladly and helpfully, and providing a good deal of detail, the NPC will answer the question to the best of their ability.
Volunteers Info	Treat as "Answers Willingly", but the NPC will also provide additional information. This could be further information about the general topic, or simply more information about something that they recalled.
Can Grant Plot Clue	Assuming they have such information to provide, the NPC may discuss major clues or significant information related to the overall plot or story that is in process. The next time a successful result is achieved, the NPC also includes this information. This is very similar to "Reveals Plot Clue" below, except that the success is conditional upon further successful interactions.
Challenges You	This is not a mortal combat level of dueling challenge, but rather a social challenge: to proceed further with this NPC, the party must make a successful social check (use one of the Choices available depending on the tack the party wishes to take). Failure means the NPC **Leaves** immediately. Critical failure, or at the GM's discretion, means the NPC may even **Turn Hostile**.
Questions Motives	The NPC is suspicious of why the PCs are asking them these questions, or speaking of things in a certain manner. The PCs must defend their perspective by making an opposed check (use mechanics appropriate for the interaction, e.g., **Sense Motive**). Treat failure as an Ignores You result. Treat critical failure as a Leaves result. Success means the party can continue with their discussion. Critical success, at the GM's discretion, may convert this into an **Answers** or even an **Answers Willingly** result.
Reveals Plot Clue	Treat this as "**Can Grant Plot Clue**", except that the revelation is automatic.

Outcome	Description
Red Herring	From the party's perspective, this appears to be "**Answers Willingly**" or even "**Volunteers Info**". However, the information provided, while accurate, is completely unrelated to the question, or what the PCs are attempting to ascertain.
Lies	From the party's perspective, this appears to be "**Answers Grudgingly**" or even "**Answers**". However, the information is knowingly fraudulent, and completely wrong. If the PCs are suspicious, they can attempt to determine if the information is a lie as normal.

Appendix: FlexAI Social Encounters: Acquaintance

Acquaintance / Normal / Passing By

Contexts

- **Use Context A:**
  By **default**, if the creature and its allies represent a comparable challenge to that of the party, or if no other Context described applies to the circumstances.
- **Use Context B:**
  If the creature and its allies represent a low level of threat to the party; i.e., the **creature is outmatched**.
- **Use Context C:**
  If the creature and its allies represent a high level of threat comparable to the PCs; that is, the **party is outmatched**.
- **Use Context D:**
  If you wish to decrease the difficulty that the creature and its allies represent to the party; that is, you wish a **reduced challenge** scenario.

***FlexTable 86: Acquaintance Normal; Passing By: Choices** (values shown are DCs; % rolls are NPC actions taken)*

A	B	C	D	Outcome	Low	Moderate	High	Elite
01-40	01-50	01-30	01-60	Diplomacy	10 / 14	12 / 15	15 / 18	17 / 22
41-50	51-55	31-50	61-62	Intimidate	13 / 15	15 / 18	18 / 20	20 / 24
51-70	56-85	51-70	63-94	Sense Motive	11 / 13	13 / 15	16 / 18	18 / 21
71-80	86-90	71-90	95-96	Mislead	12 / 15	15 / 18	17 / 20	19 / 24
81-90	91-95	91-95	97-98	Gather Info	11 / 14	13 / 17	16 / 20	18 / 22
91-00	96-00	96-00	99-00	Subject Info	12 / 15	15 / 19	18 / 21	20 / 25

FlexTable 87: Acquaintance Normal; Passing By: Success

A	B	C	D	Outcome
01-05	01-03	01-08	-	Turns Hostile
06-20	04-15	09-28	01-05	Leaves
21-35	16-27	29-48	06-10	Ignores You
36-43	28-37	49-51	11-30	Helps
44-51	38-47	52-66	31-32	Answer Grudge
52-69	48-67	67-74	33-42	Answer Ok
70-81	68-78	75-79	43-67	Answer Willing
82-86	79-86	80-81	68-82	Volunteers Info
-	-	-	83-89	Grant Plot Clue?
87-88	87-88	82-86	-	Challenges You
89-93	89-93	87-91	90	Questions Motives
-	-	-	91-93	Reveals Clue
94-95	94-95	92-96	94-95	Red Herring
96-00	96-00	97-00	96-00	Lies

FlexTable 88: Acquaintance Normal; Passing By: Failure

A	B	C	D	Outcome
01-14	01-10	01-20	01-03	Turns Hostile
15-34	11-25	21-25	04-13	Leaves
35-59	26-60	26-60	14-58	Ignores You
-	-	-	59-60	Helps
60-71	61-75	61-70	61-70	Answer Grudge
72-76	76-83	71-75	71-80	Answer Ok
77	84-86	-	81-86	Answer Willing
-	-	-	-	Volunteers Info
-	-	-	-	Grant Plot Clue?
78-82	87-89	76-80	87-89	Challenges You
83-87	90-92	81-85	90-92	Questions Motives
-	-	-	-	Reveals Clue
88-92	93-95	86-90	93-95	Red Herring
93-00	96-00	91-00	96-00	Lies

Appendix: Indexes & Misc

About Infinium Game Studio

Founded in 2015, **Infinium Game Studio (IGS)** came about as the result of a simple mission: Make shared storytelling games easier and more fun for both players and referees alike.

Our vision is that **Infinium Game Studio** empowers referees, players, and the industry entire with innovative gaming tools; high-quality, deeply-designed products; and creative takes on established paradigms.

Values and Key Differences

Plays Well With Everyone

IGS products are engineered to be usable by both novice and veteran gaming groups. As a result, they must contain everything a novice GM might need to react quickly to his/her play group.

Comprehensive and Immersive

Each **IGS** product should "feel real" and come with everything the referee might require to make the setting, context, environment, or other content come alive.

Everything You Need

The ideal adventure should contain practically everything you need to run the game, except the core rulebook. Even the most skilled GM wastes time looking things up in multiple books. It's so exceedingly rare that an adventure contain all of the crunch and fluff necessary to run it.

Maps: Where Are We, Again?

A picture is worth a thousand words... and also, a thousand seconds of prep time. Visually appealing, easy-to-use, and extensive Maps are an essential part of any shared-storytelling experience.

Pervasive Maps

Don't put a building on a map if I can't go inside it.

Prepared for Anything

In a gaming session, a good referee must be prepared for the PCs to explore any aspect of the content. All too often, an otherwise outstanding adventure will fail to provide for a major percentage of its content. If there are twenty buildings in a town, but maps for only two of them--well, it's fairly apparent where the Big Bad is going to be holed up! Not every map will be riddled with secret passages, custom random encounters, and combat, but there should be something of interest in every building. Otherwise, it shouldn't be there!

Thoroughness: But What If...?

It's possible to have a 16-page adventure that's wonderful and exciting. It's also possible to have a 255-page sourcebook be boring and repetitive. Striking the right balance between over-padding and under-describing is challenging, but an important part of what we do at **IGS**.

Flexible

Each product should be usable on its own, completely out of context; as a start to a completely new campaign; as part of the "intended" Adventure Path or associated suite of IGS products; or to insert into an existing ongoing campaign.

Reusable

No **IGS** product is "one and done" by design.

FlexTale and Comprehensive Design enable this flexibility and reusability.

Production Quality

Our goal is to produce world-class products with high production values.

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