COMBAT

Half cover grants +2 AC and +2 bonus on Luck (Dex) saves. Three Quarters cover grants +4. Cannot be directly attacked if in full cover.

Max die plus half level damage (round up).

+1 attack roll if flanking target.

Target gets free melee attack. If ranged attack with ally in melee, reroll attack against ally.

-2 penalty to hit, if reduce target to zero hp, unconscious for 1d6 x 10 min.

Generally +1 or -1 modifier (GM's call).

May make attack part way through move, and gains Rogue Skirmish ability.

Prone target suffers -2 penalty on their attack rolls, and foes gain +2 bonus on their attacks.

Target generally gains +2 AC due to half cover. If miss, 33% chance reroll ranged attack against ally in same melee.

Disad on ranged attack roll.

Bonus round, plus adv on first attack, or foe suffers disad on Luck save vs physical spell.

Very hard to see (heavy fog, near darkness) imposes 33% miss chance. Full darkness or invisible imposes 66% miss chance or auto miss, depending on all the circumstances (GM's call).



Cover

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Critical

Flanking

Fumble

KO

Misc Factors

Mounted

Prone

Shooting into an Ally's Melee

Shooting whilst in Melee

Surprise

Visibility

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IMP	ROV	Μ
HD	AC	L
1	11	
4	13	
8	14	
12	15	
15	17	
18+	20	
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Severity

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Minor

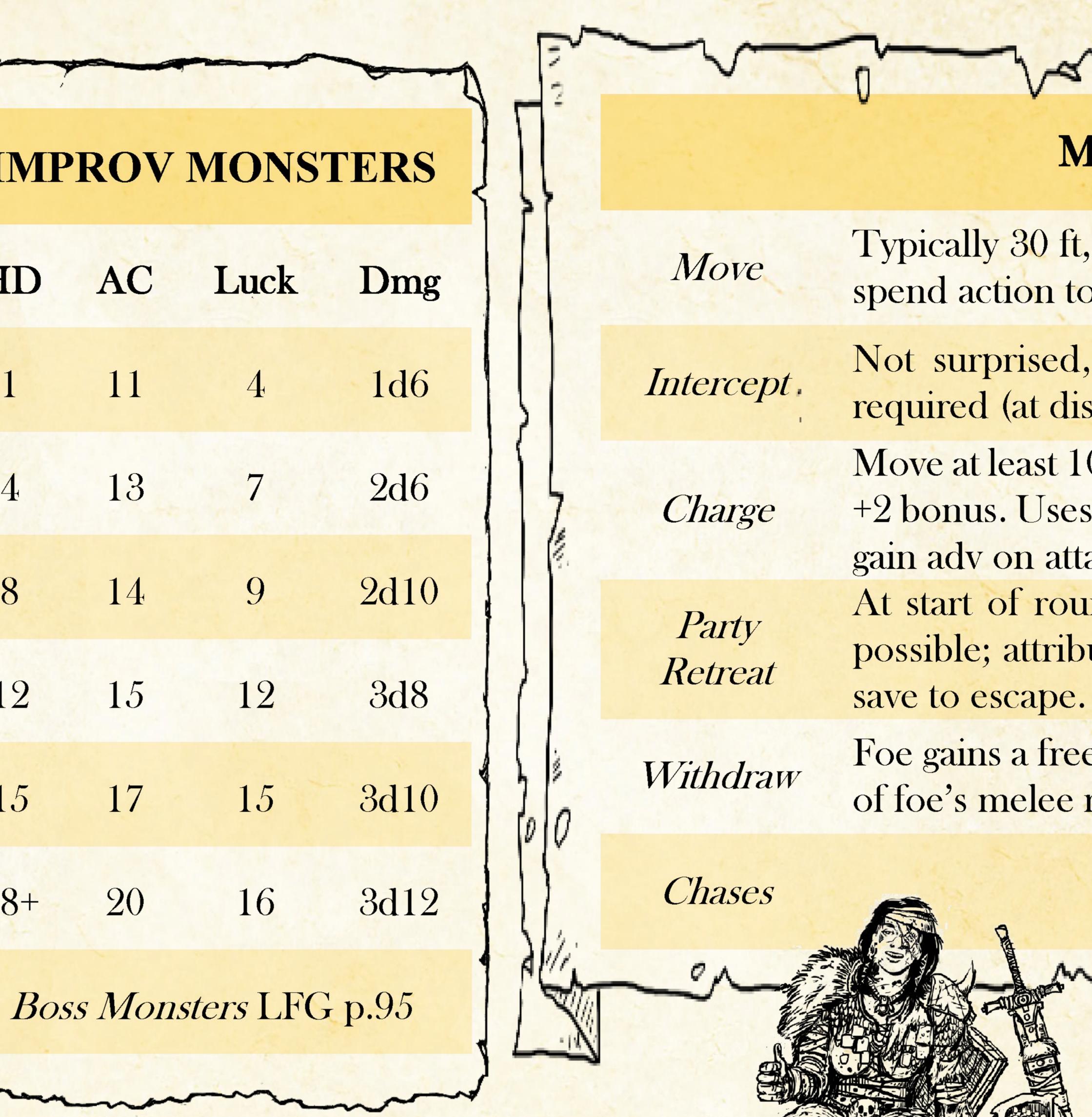
Crossbow Trap: +4 to hit, 2d4

Poison Lock: Luck (Con) save or 2d6 +paralysis one hand 2d6 days.

Moderate

Major

Crushing Boulder: Luck (Dex) save or zero hp.



IMPROV TRAPS & HAZARDS

Trap

Hazard

Falling Branch: Dex check or 1d6 damage.

Swim Across River: Str (Athletics) check or lose 1 Con.

Free Climb Cliff: Multiple Str (Athletics) checks or fall + injury roll.

All Dead

Mostly Dead

Long Rest

Short Rest

MOVEMENT

Typically 30 ft, cannot be broken up with an action. May spend action to move twice.

Not surprised, not in melee, within 30 ft. Dex check required (at disad if before first turn in a new combat).

Move at least 10 ft, up to double normal move, attack with +2 bonus. Uses action & move. Until next action, enemies gain adv on attacks against charger.

At start of round, players explain how escape might be possible; attribute checks may be required. Group Luck

Foe gains a free attack if a character attempts to move out of foe's melee reach (or > 5 ft from foe with 10 ft+ reach).

LFG p.83

RECOVERY, INJURY & DEATH

PC is reduced to zero hp, and (i) the body cannot be recovered, or (ii) the body is recovered but PC fails a Con check (Reroll-Pool available).

If reduced to zero hp, and the PC lives, roll on the Injuries & Setbacks table; LFG p.54.

Requires 1d6 days rest (1d4 in a safe environment such as an inn). Restores all class ability uses, Reroll Pool dice, Attribute loss, 1 point of Luck, and half hp damage + 1d4 + Con bonus.

Requires a few minutes after a meaningful _ combat (GM's call). Each successful Will check allows the PC to restore (i) half hp damage + Con bonus (once per short rest), or (ii) one use of a class ability, or (iii) one Reroll Pool die. Maximum 3 Short Rests per 24 hours. Further details LFG p.56.

COMBAT

Cover	Half cover grants +2 AC and (Dex) saves. Three Quarte Cannot be directly attacked i
Critical	Max die plus half level dama
Flanking	+1 attack roll if flanking targe
Fumble	Target gets free melee attact with ally in melee, reroll attac
KO	-2 penalty to hit, if reduce unconscious for 1d6 x 10 mi
Misc Factors	Generally +1 or -1 modifier
Mounted	May make attack part way f gains Rogue <i>Skirmish</i> ability
Prone	Prone target suffers -2 pena rolls, and foes gain +2 bonus
Shooting into an Ally's Melee	Target generally gains +2 AC If miss, 33% chance reroll ra ally in same melee.
Shooting whilst in Melee	Disad on ranged attack roll.
Surprise	Bonus round, plus adv on suffers disad on <i>Luck</i> save ve
Visibility	Very hard to see (heavy for imposes 33% miss chance, invisible imposes 66% miss c depending on all the circums
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+2 bonus on Luck ters cover grants +4. if in full cover.

age (round up).

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ck. If ranged attack ack against ally.

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target to zero hp, nn.

(GM's call).

through move, and

nalty on their attack s on their attacks.

C due to half cover. ranged attack against

first attack, or foe vs physical spell.

fog, near darkness) . Full darkness or chance or auto miss, nstances (GM's call).

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MP	PROV	MONS	TERS	Į				MOVEM
D	AC	Luck	Dmg		Mo	Ve	Typically 30 spend action	
	11	4	1d6		Intere	cept.	Not surprise required (at	
	13	7	2d6		Char	rge	Move at leas +2 bonus. U gain adv on a	ses action &
	14	9	2d10		Par	tv	At start of r	ound, play
	15	12	3d8		Par Retr	eat	possible; attraction save to escap	
	17	15	3d10		Withd	<i>lraw</i>	Foe gains a f of foe's mele	
	20	16	3d12		Chas	ses		
) (ss Mon	sters LFG	2 p. 95	Allin	~^			<u>m</u>
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	 MPRO	 V TRA	 PS & I	HAZAR	DS			ECOVER
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			p	Haz	ard ing		All Dead	PC is re
7e		Tray Crossk Trap	p oow o:	Haz	ard ing n: Dex		All Dead Mostly	PC is re cannot recovere <i>Pool</i> ava If reduce
eve	rity	Traj Crossk	p oow o:	Haz Fall Branch	ard ing n: Dex or 1d6		All Dead	PC is re cannot recovere <i>Pool</i> ava If reduce the <i>Inju</i>
ve	or	Tray Crossk Tray +4 to hit Poison I	p oow c: t, 2d4 Lock:	Haz Fall Branch check o	ard ing 1: Dex or 1d6 age.		All Dead Mostly Dead	PC is reconnot recovere Pool ava
eve Air	or	Tray Crossk Trap +4 to hit	p bow b: t, 2d4 Lock: Con)	Haz Fall Branch check o dama Swim A River	ard ing ing 1d6 age. Across : Str		All Dead Mostly	PC is re cannot recovere <i>Pool</i> ava If reduce the <i>Injur</i> Requires
ve	or	Tray Crossk Trap +4 to hit Poison I <i>Luck</i> ((	P Dow 5: t, 2d4 Lock: Con) 2d6 +	Haz Fall Branch check o dama Swim A River (Athletics	ard ing i: Dex or 1d6 age. Across : Str : Str s) check		All Dead Mostly Dead	PC is recannot cannot recovere <i>Pool</i> ava If reduce the <i>Injur</i> Requires environr ability us point of Con bon
ve	or	Tray Crossh Tray +4 to hit Poison I Luck (C save or 2	p bow b: t, 2d4 Lock: Con) 2d6 + s one	Haz Fall Fall Branch check o dama Swim A River (Athletics or lose	ard ing i: Dex or 1d6 age. Across : Str s) check 1 Con.		All Dead Mostly Dead	PC is recannot cannot recovere <i>Pool</i> ava If reduce the <i>Injur</i> Requires environn ability us point of Con bon Requires combat
ve	or	Tray Crossk Trap +4 to hit Poison I <i>Luck</i> (C save or 2 paralysis hand 2d6	p bow b: t, 2d4 Lock: Con) 2d6 + s one 5 days.	Haz Fall Branch check o dama Swim A River (Athletics	ard ing ing i Dex or 1d6 age. Across : Str s) check 1 Con. Climb		All Dead Mostly Dead	PC is recannot cannot recovere <i>Pool</i> ava If reduce the <i>Injut</i> Requires environt ability us point of Con bon Requires combat check al
	or	Tray Crossh Trap +4 to hit Poison I <i>Luck</i> (0 save or 2 paralysis hand 2d6 Crush Boulder:	p bow bow bow bow bow bow bow bow bow bow	Haz Fall Fall Branch check o dama Swim A River (Athletics or lose Free C	ard ing ing i Dex or 1d6 age. Across : Str () check 1 Con. Climb [ultiple		All Dead Mostly Dead Long Rest	PC is re cannot recovere <i>Pool</i> ava If reduce the <i>Injur</i> Requires environt ability us point of Con bon Requires combat check al damage (ii) one t
ve	erate	Tray Crossk Trap +4 to hit Poison I <i>Luck</i> (C save or 2 paralysis hand 2d6	p bow bow bow bow bow bow bow bow bow bow	Haz Fall Branch Check of dama Swim A River (Athletics or lose Free C Cliff: M	ard ing ing i Dex or 1d6 age. Across age. Across i Str s) check 1 Con. I Con. Climb fultiple hletics) or fall		All Dead Mostly Dead Long Rest	PC is recannot recovere <i>Pool</i> ava If reduce the <i>Injur</i> Requires environ ability us point of Con bon Requires combat check al damage

# MENT

LFG p.83

be broken up with an action. May twice.

melee, within 30 ft. Dex check efore first turn in a new combat).

to double normal move, attack with & move. Until next action, enemies ainst charger.

yers explain how escape might be cks may be required. Group Luck

if a character attempts to move out or > 5 ft from foe with 10 ft+ reach).

## RY, INJURY & DEATH

reduced to zero hp, and (i) the body – be recovered, or (ii) the body is red but PC fails a Con check (*Reroll*vailable).

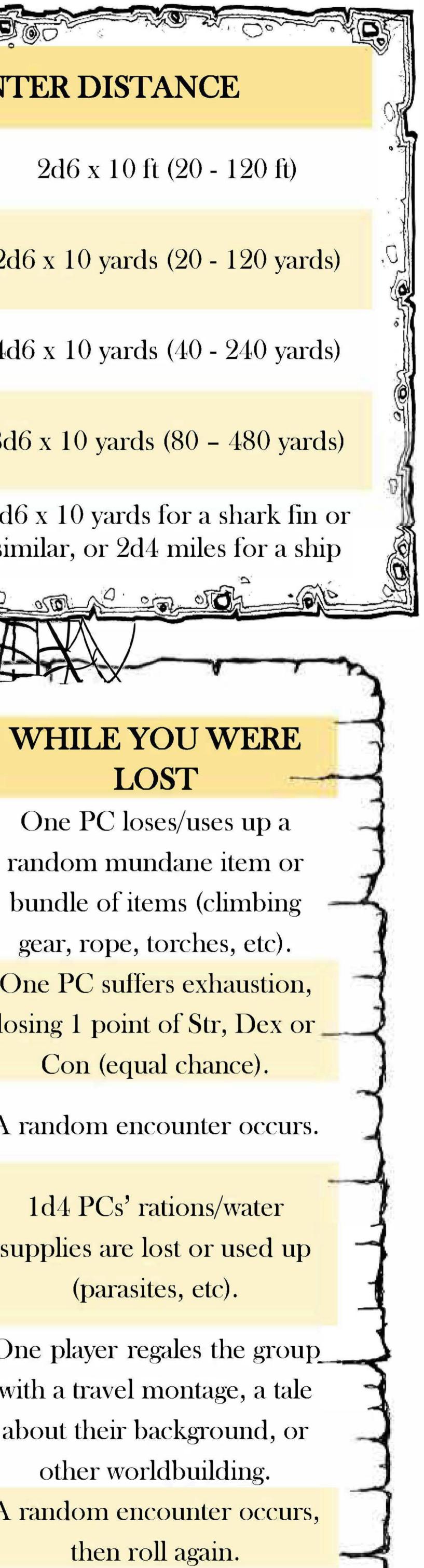
ced to zero hp, and the PC lives, roll on uries & Setbacks table; LFG p.54.

es 1d6 days rest (1d4 in a safe ment such as an inn). Restores all class uses, Reroll Pool dice, Attribute loss, 1 f Luck, and half hp damage + 1d4 + nus.

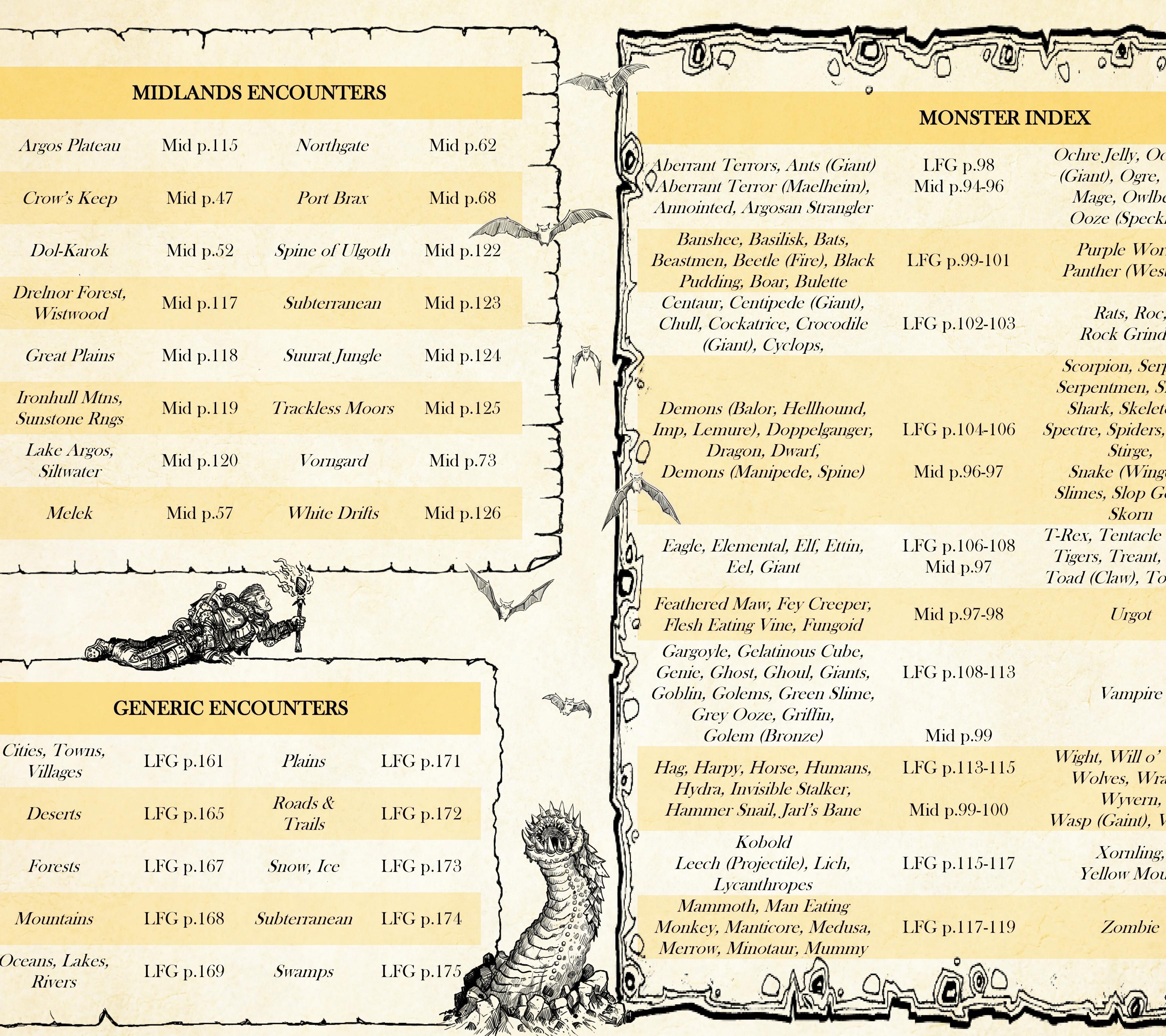
es a few minutes after a meaningful . (GM's call). Each successful Will allows the PC to restore (i) half hp + Con bonus (once per short rest), or use of a class ability, or (iii) one Reroll ie. Maximum 3 Short Rests per 24 🚽 Further details LFG p.56.

TERRAIN	8 HOURS TRAVEL		TERRAIN	8 HOURS TRAVEL					UNTER DISTANCE
Roads & Trails	10 miles	Mountains	, Jungles, Swamps, Deserts & Artic Ranges	5 miles	0			ins	2d6 x 10 ft (20 - 120 ft)
Plains & Light Woods	8 miles	Ocean (larg	ge sea vessel at about 5 knots)	40 miles			Forests, Swar Subter		2d6 x 10 yards (20 - 120 yards)
Forests, Hills, Subterranean	7 miles		Lake (rowboat, canoe, barge, ling vessel at about 3 knots)	24 miles			Hills, Mo	ountains	4d6 x 10 yards (40 - 240 yards)
			Recent of the second se	-NH			Deserts, Artic r Lakes,		8d6 x 10 yards (80 – 480 yards
		THE STAND		1 AR	M		o Oce	ean	2d6 x 10 yards for a shark fin o similar, or 2d4 miles for a ship
		1d8	STARTING WEATHER	AND			1020		
12 SHIFTING WE	ATHER	1-2 pl	t mod for climate & season	1 th	the	2	1		
Much Hot	ter	-1	Extreme Heat/Wildfire		1d12	WHILE YOU LOST		1d12	WHILE YOU WERE LOST
e Warmer		> 0	Severe Heat/Humid	E					One PC loses/uses up a
Similar but I	Drier	1	Hot and Sunny	F	Ĩ	Roll for Shifting	Weather.	7	random mundane item or bundle of items (climbing -
Similar but More	e Humid	2	Clear and Sunny	t	-				gear, rope, torches, etc). One PC suffers exhaustion,
5 Similar but Less	Windy	3	Warm, partly cloudy		2	The party loses day whilst lost. H		8	losing 1 point of Str, Dex or Con (equal chance).
5 Similar	1	4	Warm and Cloudy	F	3	A random en occurs		9	A random encounter occurs.
Similar or reroll o Weather Table		5	Cool and Cloudy	E		1d4 horses of animals are lost,	r other		- 1d4 PCs' rations/water
Similar but W	indier	6	Cold, Cloudy and Windy	1 A	4	fall ill (equal ch	ance, not	10	supplies are lost or used up (parasites, etc).
) Similar but Less	Humid	7	Rain (and/or Fog 50%)	A LEV		including rang 1d2 hirelings or			One player regales the group_
0 Similar but W	Vetter	8	Thunderstorm		5	lost, injured or fa chance, not in	cluding	11	with a travel montage, a tale about their background, or
1 Cooler		9	Snow	1 F	C	important N A random en		10	other worldbuilding. A random encounter occurs,
2 Much Colo	ler	10	Heavy Snow/Blizzard	-	0	occurs		12	then roll again.

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A CONTRACTOR	TE	RRAIN	8 HOURS TRAVEL		TERRAIN	8 HO TRA			10	ENCOU	UNT
	Roads	s & Trails	10 miles	Mounta	ains, Jungles, Swamps, Dese Artic Ranges				Settler Rui	15	
	Plains & 1	Light Woods	8 miles	Ocean	(large sea vessel at about 5 k	mots) 40 m	iles		Forests, J Swan Subterr	nps,	2d6
2		sts, Hills, erranean	7 miles		or Lake (rowboat, canoe, ba sailing vessel at about 3 kno	9/L m	iles		Hills, Mo		4 <b>d</b> 6
		en e	·			- A	H		Deserts, Artic ra Lakes, J	nges, Rivers	8d6 2d6
		IF ING WE	ATHER	1d8		J.M	THE REAL PROPERTY AND A RE		Oce		sim
1		Much Hott		1-2	2 pt mod for climate & se						
	•			-1	Extreme Heat/Wild	fire	1d12	WHILE YO LO	OU WERE ST	1d12	V
	2 3	Warmer Similar but D	<	0	Severe Heat/Hum Hot and Sunny	id	1	Roll for Shift	ing Weather.	7	( ra bı
	4 Si	milar but More	Humid'	2	Clear and Sunny	ļ					g Or
	5 S	imilar but Less	Windy	3	Warm, partly clou	dy	2	The party lo day whilst los		8	los
	6	Similar		4	Warm and Cloud	y	- 3	A random		9	A ra
	7	nilar or reroll o Weather Table		5	Cool and Cloudy	7			s or other		
	8	Similar but Wi	indier	6	Cold, Cloudy and W	indy	4		chance, not	10	suj
	9 S	imilar but Less	Humid	7	Rain (and/or Fog 50	)%)	N. N.	including ra 1d2 hirelings	anger pets). or NPCs are		On
	10	Similar but W	Vetter	8	Thunderstorm		5	lost, injured o chance, no		11	wit ab
	11	Cooler		9	Snow		6	importan A random		12	Ar
	12	Much Cold	er	10	Heavy Snow/Blizza	rd		OCCI	urs.		



Argos Plateau	Mid p.115	Northgat
Crow's Keep	Mid p.47	Port Bra
Dol-Karok	Mid p.52	Spine of U
Drelnor Forest, Wistwood	Mid p.117	Subterrand
Great Plains	Mid p.118	Suurat Jun
Ironhull Mtns, Sunstone Rngs	Mid p.119	Trackless M
Lake Argos, Siltwater	Mid p.120	Vorngar
Melek	Mid p.57	White Dr.



Cities, Towns, Villages	LFG p.161	Plains
Deserts	LFG p.165	Roads & Trails
Forests	LFG p.167	Snow, Ice
Mountains	LFG p.168	Subterranean
Oceans, Lakes, Rivers	LFG p.169	Swamps

Ochre Jelly, Octopus (Giant), Ogre, Ogre Mage, Owlbear, Ooze (Speckled)

Purple Worm, Panther (Western)

> Rats, Roc, Rock Grinder

Scorpion, Serpent, Serpentmen, Shade, Shark, Skeletons, Spectre, Spiders, Sprite, Stirge, Snake (Winged), Slimes, Slop Gorger, Skorn T-Rex, Tentacle Spawn, Tigers, Treant, Troll, Toad (Claw), Toadmen

Wight, Will o' Wisp, Wolves, Wraith, Wyvern, Wasp (Gaint), Worms

> Xornling, Yellow Mould

LFG p.119-120

Mid p.100 LFG p.120 Mid p.101

LFG p.121 Mid p.101

LFG p.121-126

Mid p.102-104

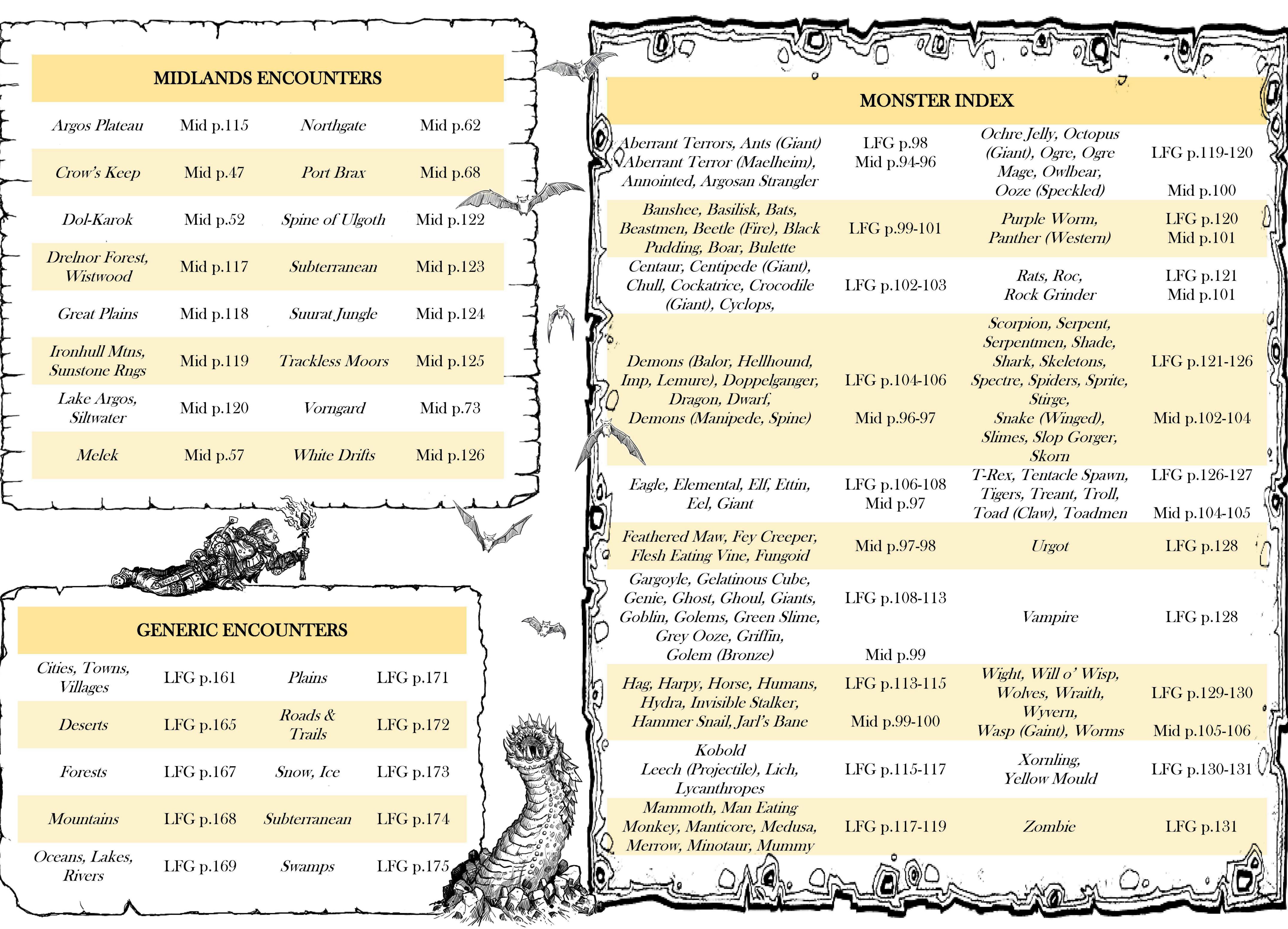
LFG p.126-127 Mid p.104-105 LFG p.128

LFG p.128

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	Argos Plateau	Mid p.115	Northga
_	Crow's Keep	Mid p.47	Port Bra
	Dol-Karok	Mid p.52	Spine of U
	Drelnor Forest, Wistwood	Mid p.117	Subterran
	Great Plains	Mid p.118	. Suurat Jun
-	Ironhull Mtns, Sunstone Rngs	Mid p.119	Trackless M
	Lake Argos, Siltwater	Mid p.120	Vorngar
-	Melek	Mid p.57	White Dr



ľ	Cities, Towns, Villages	LFG p.161	Plains
	Deserts	LFG p.165	Roads & Trails
	Forests	LFG p.167	Snow, Ice
	Mountains	LFG p.168	Subterranean
	Oceans, Lakes, Rivers	LFG p.169	Swamps
J			s

### MELEE WEAPONS

Battle Axe	1d8	+1 dmg 2h. 19: roll <i>Injuries &amp; Setbacks</i> table (PC <i>Luck</i> save).
Club	1d6	Masquerades as a tree branch, fire log or table leg.
Dagger or Knife	1d4	Throw 40 ft. Concealable. +2 Init
Great Sword, Axe, Hammer	1d12	2h. Disad in cramped quarters. 19: daze, rattle or unbalance foe (disad on initiative check).
Light Hammer or Mace	1d6	Throw 25 ft. 19: prone or backwards up to 10 ft.
Light Axe	1d6	Throw 25 ft. 19: roll <i>Injuries &amp; Setbacks</i> table (PC <i>Luck</i> save).
Flail	1d6+1	19: trip or disarm.
Heavy Mace or Hammer	1d8	+1 dmg 2h. 19: prone or backwards up to 10 ft.
Lance	2d4+1	Double damage mounted charge.
Longsword, etc	1d8	+1 dmg 2h (exc rapier). 19: disarm. Rapier +2 Intercepts.
Polearm	1d10	2h. Disad in cramped quarters. 10 ft Reach.
Shortsword	1d6	19: disarm. +2 Initiative.
Spear	1d6+1	+1 dmg 2h. Throw 50 ft. 10 ft Reach.
Staff	1d6	+1 dmg 2h. Reach 10 ft.
Whip A	1d4	19: trip or disarm. Reach 10 ft.

GEAR AVAILABILITY				
Common	Available	Available		
Uncommon	2d4	1d6 days		
Rare	1d3	1d6 weeks		
Very Rare	1	1d6 month		

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-		RA	NGEI	) WI	EAPONS		T	
iE	H. Crossbow	2d8	200 ft		. 19: prone. Actio uffer dmg, action		oad, but	
E	Javelin	1d6	70 ft		ay be used in a	melee	without	
E	Lt. Crossbow	2d4+1	150 ft	sul	fire. Action to Ter dmg, action oad.			
	– Long Bow	1d8	250 ft	Tv	vo handed.		1	
E	Short Bow	1d6	150 ft		. More conceala in Long Bow. May			
	- Sling	1d4	100	2h	. Stones are free.		T	
					2 Potter	11 12	Inn Brewer, Tavern	4
	EQUIPM	ENT	}	C.C	smith	13	Brothel	
	mmon items	1d6 gp		4	Leather worker	14	Guide, Porters	
t	Jncommon items	2d10+10 §	gp		5 Armourer	15	Mercenaries	
	Rare items	5d10+50 g or more	1	(	) Weaver, Textiles	16	Herbalist	
	Animals	LFG p.3.	5	1 7	7 Alchemist	17	Shrine	1
(	Gear Packs	Mid p.80	, }	7 8	3 Falconer	18	Cartographer	
	Services & Hirelings	LFG p.3.	5	9	) Carpenter, Woodcarver	19	Apothecary, Herbalist	-
			1	1	0 Stables	20	Other (bard,	

100	SKILI	S	
10  .	LFG p. <i>Acrobatics</i>	1	
	Animal Los Apothecai	re (Int)	
0,	Arcane Loi Athletics (St	re (Int)	
i	Deception Detection	(Perc)	
	Gather Info ( General Lo	re (Int)	
0	Insight (Int Leadership Persuasion	o (Cha)	
	Sleight of Ha Stealth (1	nd (Dex)	
	Traps & Loc. Wilderness I		
5			
	TREASU	URE	
	Carry Loot	LFG p.136	
	Trinkets & Curios	LFG p.141	
-	Valuables	LFG p.147	
	Lair Treasure	LFG p.140	
	Potions	LFG p.150	
,		LFG p.152	
ih	Permanent Magic Item Jun Andria M	LFG p.152	

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f	·	MELE	E WEAI	PONS	
	Battle Axe	1d8		ng 2h. 19: ro <i>cks</i> table (PC	
	Club	1d6		uerades as a fire log or tal	
	Dagger or Knife	1d4	Throw	40 ft. Conce	alable. +2 Init
	Great Sword, Axe, Hammer	1d12	19: da	isad in cramp ze, rattle or u ad on initiati	inbalance foe
	<i>Light Hammer</i> or Macé	1d6		row 25 ft. 19 ackwards up	-
	Light Axe	1d6		v 25 ft. 19: ro <i>cks</i> table (PC	
	Flail	1d6+1		19: trip or d	isarm.
	Heavy Mace or Hammer	1d8		dmg 2h. 19: ackwards up	•
	Lance	2d4+1	Double	e damage mo	unted charge.
	Longsword, etc	1d8		lmg 2h (exc 1 m. Rapier +2	
	Polearm	1d10	2h. D	isad in cram <mark>ı</mark> 10 ft Rea	-
	Shortsword	1d6	19	: disarm. +2	Initiative.
ļ	Spear	1d6+1	+1	dmg 2h. Th 10 ft Rea	
	Staff	1d6	+1	dmg 2h. Rea	ach 10 ft.
1	Whip	1d4	19: tri	p or disarm.	Reach 10 ft.
	Land L		- <u>-</u> A_	A	
4		£			• <b>^</b> · <b>~</b> ·· <del>~</del>
		ł	GEAR	AVAILAB	BILITY
			nmon	Available	Available
		Unco	mmon	2d4	1d6 days
		R	are	1d3	1d6 weeks
		Very	⁷ Rare	1	1d6 months
2	and the second and	Lun			

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F		RAN	IGED	WEA	PONS		4			SKII	LS
F	H. Crossbow	2d8	200 ft		9: prone. Action		oad, but		M	LFG	p.27
Ì	Javelin	1d6	70 ft	May	fer dmg, action l be used in r		without		Ĭ.	Acrobatie Animal L	
Ę	-	0.14.1	1.50.6		re. Action to					Apothec Arcane L	
Ę	Lt. Crossbow	2d4+1	150 ft	reloa	dmg, action d.	is lost	. 2h to	,		Athletics ( Deceptio	
F	Long Bow	1d8	250 ft	Two	handed.				i.	Detection Gather Info	
Ę	- Short Bow	1d6	150 ft		More concealab Long Bow. May				6	General I Insight (II	
	Sling	1d4	100	2h. S	tones are free.					Leadersh Persuasio	
<b>V</b> .		<b>N</b>	p-		Jun X			-1		Sleight of H Stealth	and (Dex)
			IB		OUTPOST	SER	VICES	Ì	202	Traps & Lo Wilderness	
				$\sim 1$	Furrier Potter	11 12	Inn Brewer,			<u> </u>	
	EQUIPM	FNT		<b>&gt;</b> ²	Weapon	12	Tavern			TREAS	SURE
	EQUITM			3	smith	13	Brothel			Carry Loot	LFG p.136
Co	ommon items	1d6 gp		4	Leather worker	14	Guide, Porters			Trinkets &	LFG p.141
τ	Uncommon items	2d10+10 gp	, ,	5	Armourer	15	Mercenarie	s		<i>Curios</i>	-
	Rare items	5d10+50 gp or more	,	6	Weaver, Textiles	16	Herbalist			Valuables Lair	LFG p.147
	Animals	LFG p.35		7	Alchemist	17	Shrine		ľ .	Treasure	LFG p.140
	Gear Packs	Mid p.80	•	8	Falconer	18	Cartographe	er		Potions	LFG p.150
	Services & Hirelings	LFG p.35		9	Carpenter, Woodcarver	19	Apothecary Herbalist	,		Scrolls Boundary	LFG p.152
Shi	ips & Vehicles	LFG p.35		10	Stables	20	Other (barc slaver, etc)		l.	Permanent Magic Item	LFG p.152
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LFG p.136

LFG p.141

LFG p.147

LFG p.140

LFG p.150

LFG p.152

LFG p.152

### NAMES

Midlander

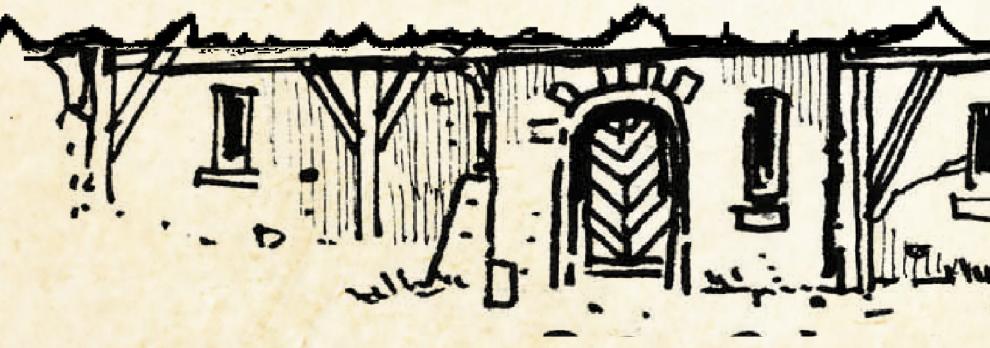
Karok

Nydissian

Varnori

Thuel

Aldred, Hammond, Gregor, Harding, Emory, Shand, Bennett, Fenton, Morris, Lothar, Dirk, Ogden, Yorric, Ethan, Horett, Theobald, Odessa, Cassey, Isolde Marcella, Kendra, Felicia, Edith, A Janess, Talia, Celene, Sara, Maegen Estelle, Nyssa, Magda, Isabelle, Lor Mateo, Baltasar, Lucon, Escobar, C Gavriel, Pascal, Ramiro, Monferri Tomon, Salazar, Gascon, Vasquez Vincente, Anselmo, Eltor, Rachiro, Cataline, Mari, Oalla, Juana, Francia, Teresa, Serena, Elvira, Innes, Ysabel, Felipa, Blanca, Mercia, Madele, Elena, Marcietta, I Decimus, Mithrides, Trovex, Norcil, Sercanis, Ortuvo, Titus, Prytanis, Varro, Serjax, Nicandes, Mallius, Crassus, Kapula, Terro, Carnifex, Lucidia, Soosi, Septana, Tibor Galera, Antine, Sevira, Cerix, Th Quinte, Marcella, Avius, Maesar Octavia, Dorni, Vexonae, Balba, Di Gunther, Arnjin, Njord, Holgrim, Seigmar, Brunjur, Ulfric, Vorn, Finnvar, Borgov, Karlviir, Steiner, Ragnar, Noordac, Magnus, Eldavaar Freya, Salieff, Ulfina, Ingie, Dyra, Sighilda, Gutha, Kelbi, Firthora, Farrjor, Holatha, Yiris, Ogarra, Bayora, Vissu, Gulthena, Arna. Ulnuk, Shaggog, Grinback, Torg, Cromot, Dolgor, Ogrot, Maddrok, Ruttog, Ushug, Shabboc, Thragur, H Rorhug, Malgur, Drazzok, W Torhoc, Silni, Gotha, Impi, Pashma Osha, Annash, Shel, Burzu, Susha Kalini, Losra, Mori, Gulfi, Zul, Sl Ulfimi, Glasha, Surri



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r, n, e,	2	Uses hands	7	Mumbling	12	Low/High tone	17	Flips hair	1
1	3	Repeats words	8	Quiet/Loud	13	Talks to self	18 I	Long winded	1
	4	Rambling	9	Puffs on pipe	14	Ums & ahs	19	Squinty	1
	5	Pulls at ear	10	Touchy	15	Curt, direct	20	Close talker	1
	F				NT:		N		
F	•				7				
1	·					PERSC	<b>NALI</b>	TY QUIRKS	
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			2	Shrewd calculat		Likes to laı	joke and 1gh	Sex Homo	
			-3	Highly curio inquisit		d Honest a	nd decen	t Grumpy	/ an
1		· ·	4	Kind a compassi	nd	Vengeful grue	and hold dges	ls Practica non	
			5	Easily offe		Calm a	and self ared	Overly F	Pess
		·	6	Incorrigib	le flirt	Open he joy	arted and /ful	l Devoutly	y re
}	Æ		7	Arrogant bullyir		Meek or		e Reckless	but vell
	: <u>s</u>		8	Determine eyes on the	ed with		ky and 1lsive	Honou prot	rab
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NPCs & LOCATIONS Mid p.108 NPCs Rival Mid p.131 Adventurers Taverns Mid p.137 Mid p.112 Outposts Street Mid p.134 Names 1

### Utterly ruthless

Irrepressible optimist Highly enthusiastic and excitable Helpful and well mannered Brave and outspoken Charitable or self effacing Indifferent or apathetic Simple and a little slow Genteel or chivalrous

Naïve or trusting

### NAMES

Midlander

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Nydissian

Varnori

Thuel

Aldred, Hammond, Gregor, Harding, Emory, Shand, Bennett, Fenton, Morris, Lothar, Dirk, Ogden, Yorric, Ethan, Horett, Theobald, Odessa, Cassey, Isolde Marcella, Kendra, Felicia, Edith, A Janess, Talia, Celene, Sara, Maeger Estelle, Nyssa, Magda, Isabelle, Lor Mateo, Baltasar, Lucon, Escobar, Gavriel, Pascal, Ramiro, Monferri Tomon, Salazar, Gascon, Vasquez Vincente, Anselmo, Eltor, Rachiro, Cataline, Mari, Oalla, Juana, Francia, Teresa, Serena, Elvira, Innes, Ysabel, Felipa, Blanca, Mercia, Madele, Elena, Marcietta, Decimus, Mithrides, Trovex, Norci Sercanis, Ortuvo, Titus, Prytanis, Varro, Serjax, Nicandes, Mallius, Crassus, Kapula, Terro, Carnifex, Lucidia, Soosi, Septana, Tibor Galera, Antine, Sevira, Cerix, T. Quinte, Marcella, Avius, Maesar Octavia, Dorni, Vexonae, Balba, D. Gunther, Arnjin, Njord, Holgrim, Seigmar, Brunjur, Ulfric, Vorn, Finnvar, Borgov, Karlviir, Steiner, Ragnar, Noordac, Magnus, Eldavaar Freya, Salieff, Ulfina, Ingie, Dyra, Sighilda, Gutha, Kelbi, Firthora Farrjor, Holatha, Yiris, Ogarra, Bayora, Vissu, Gulthena, Arna. Ulnuk, Shaggog, Grinback, Torg, Cromot, Dolgor, Ogrot, Maddrok, Ruttog, Ushug, Shabboc, Thragur, Rorhug, Malgur, Drazzok, W Torhoc, Silni, Gotha, Impi, Pashm Osha, Annash, Shel, Burzu, Susha Kalini, Losra, Mori, Gulfi, Zul, S Ulfimi, Glasha, Surri



				SPEECH	H QU	IRKS				Cs & LO	CATIC
ł	1	Wheezes, coughs, sniffs	6	Scratches	11	Chewing, spits	16	Slow/Fast talker		NPCs	Mid p.
	2	Uses hands	7	Mumbling	12	Low/High tone	17	Flips hair	1	Rival	•
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	4	Rambling	9	Puffs on pipe	14	Ums & ahs	19	Squinty		averns	Mid p
	- 5	Pulls at ear	10	Touchy	15	Curt, direct	20	Close talker		<i>utposts</i>	Mid p
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	•		2	Shrewd calculat		Likes to lat	o joke a ugh		st or phobic	•	pressible ptimist
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	1 2 M		5	Easily offe		l Calm a	and sel ured	lf Overly P	essimistic		ave and spoken
			6	Incorrigib	ole flir	t t	earted a yful	and Devoutly	religious		able or s facing
ł	ſ		7	Arrogant bullyi			•	isive Reckless k	but means ell		fferent o athetic
	÷5		8	Determine eyes on the	ed with		eky and oulsive	d Honoura	able and ective	Simple	e and a li slow
J		. +	9	Racist or q general	quick to	to Stando		or Awkwa	vard or bling	Ger	nteel or valrous
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