

COMBAT

<i>Cover</i>	Half cover grants +2 AC and +2 bonus on <i>Luck</i> (Dex) saves. Three Quarters cover grants +4. Cannot be directly attacked if in full cover.
<i>Critical</i>	Max die plus half level damage (round up).
<i>Flanking</i>	+1 attack roll if flanking target.
<i>Fumble</i>	Target gets free melee attack. If ranged attack with ally in melee, reroll attack against ally.
<i>KO</i>	-2 penalty to hit, if reduce target to zero hp, unconscious for 1d6 x 10 min.
<i>Misc Factors</i>	Generally +1 or -1 modifier (GM's call).
<i>Mounted</i>	May make attack part way through move, and gains Rogue <i>Skirmish</i> ability.
<i>Prone</i>	Prone target suffers -2 penalty on their attack rolls, and foes gain +2 bonus on their attacks.
<i>Shooting into an Ally's Melee</i>	Target generally gains +2 AC due to half cover. If miss, 33% chance reroll ranged attack against ally in same melee.
<i>Shooting whilst in Melee</i>	Disad on ranged attack roll.
<i>Surprise</i>	Bonus round, plus adv on first attack, or foe suffers disad on <i>Luck</i> save vs physical spell.
<i>Visibility</i>	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).



IMPROV MONSTERS

HD	AC	Luck	Dmg
1	11	4	1d6
4	13	7	2d6
8	14	9	2d10
12	15	12	3d8
15	17	15	3d10
18+	20	16	3d12

Boss Monsters LFG p.95

MOVEMENT

<i>Move</i>	Typically 30 ft, cannot be broken up with an action. May spend action to move twice.
<i>Intercept</i>	Not surprised, not in melee, within 30 ft. Dex check required (at disad if before first turn in a new combat).
<i>Charge</i>	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.
<i>Party Retreat</i>	At start of round, players explain how escape might be possible; attribute checks may be required. Group <i>Luck</i> save to escape.
<i>Withdraw</i>	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).

Chases

LFG p.83



IMPROV TRAPS & HAZARDS

Severity	Trap	Hazard
<i>Minor</i>	Crossbow Trap: +4 to hit, 2d4	Falling Branch: Dex check or 1d6 damage.
<i>Moderate</i>	Poison Lock: <i>Luck</i> (Con) save or 2d6 + paralysis one hand 2d6 days.	Swim Across River: Str (Athletics) check or lose 1 Con.
<i>Major</i>	Crushing Boulder: <i>Luck</i> (Dex) save or zero hp.	Free Climb Cliff: Multiple Str (Athletics) checks or fall + injury roll.

RECOVERY, INJURY & DEATH

<i>All Dead</i>	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 (<i>Reroll Pool</i> available).
<i>Mostly Dead</i>	If reduced to zero hp, and the PC lives, roll on the <i>Injuries & Setbacks</i> table; LFG p.54.
<i>Long Rest</i>	Requires 1d6 days rest (1d4 in a safe environment such as an inn). Restores all class ability uses, <i>Reroll Pool</i> dice, Attribute loss, 1 point of <i>Luck</i> , and half hp damage + 1d4 + Con bonus.
<i>Short Rest</i>	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 <i>Reroll Pool</i> die. Maximum 3 Short Rests per 24 hours. Further details LFG p.56.

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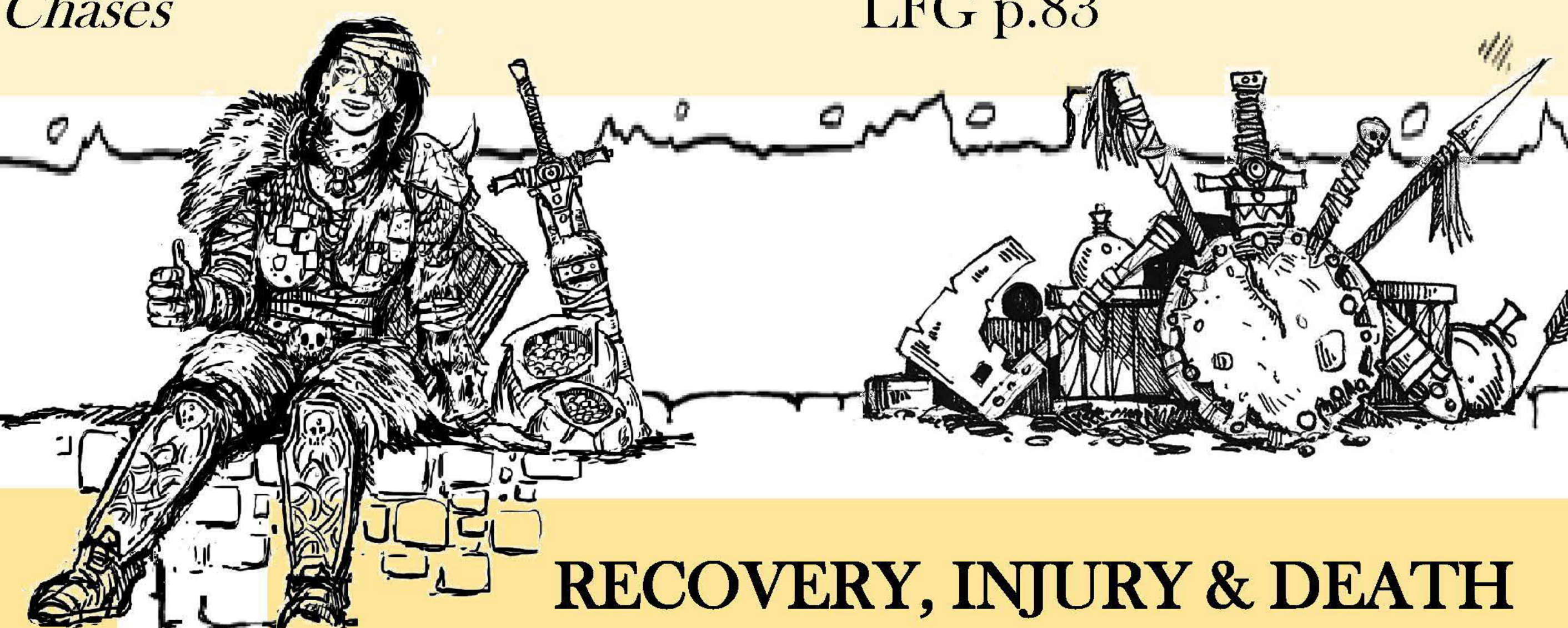
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Chases

LFG p.83



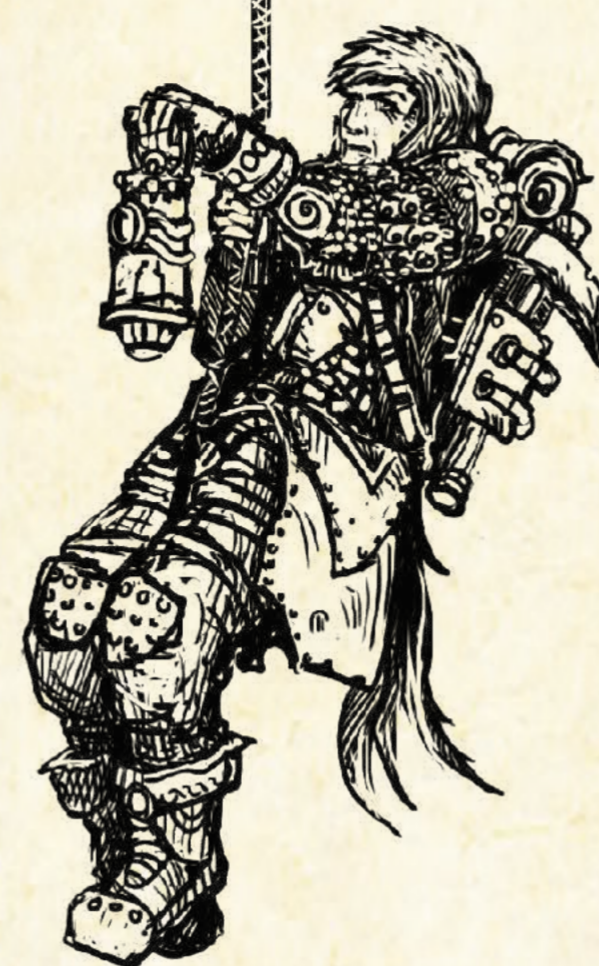
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<i>Short Rest</i>	Requires a few minutes after a meaningful combat (GM's call). Each successful Will check allows the PC to restore (i) half hp damage + Con bonus (once per short rest), or (ii) one use of a class ability, or (iii) one <i>Reroll Pool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

TERRAIN		8 HOURS TRAVEL	
Roads & Trails	10 miles	Mountains, Jungles, Swamps, Deserts & Artic Ranges	5 miles
Plains & Light Woods	8 miles	Ocean (large sea vessel at about 5 knots)	40 miles
Forests, Hills, Subterranean	7 miles	River or Lake (rowboat, canoe, barge, small sailing vessel at about 3 knots)	24 miles



ENCOUNTER DISTANCE	
Settlements, Ruins	2d6 x 10 ft (20 - 120 ft)
Forests, Jungles, Swamps, Subterranean	2d6 x 10 yards (20 - 120 yards)
Hills, Mountains	4d6 x 10 yards (40 - 240 yards)
Deserts, Plains, Artic ranges, Lakes, Rivers	8d6 x 10 yards (80 - 480 yards)
Ocean	2d6 x 10 yards for a shark fin or similar, or 2d4 miles for a ship

1d12 SHIFTING WEATHER

1	Much Hotter
2	Warmer
3	Similar but Drier
4	Similar but More Humid
5	Similar but Less Windy
6	Similar
7	Similar or reroll on Starting Weather Table (50%)
8	Similar but Windier
9	Similar but Less Humid
10	Similar but Wetter
11	Cooler
12	Much Colder

1d8 STARTING WEATHER

1-2 pt mod for climate & season

-1	Extreme Heat/Wildfire
0	Severe Heat/Humid
1	Hot and Sunny
2	Clear and Sunny
3	Warm, partly cloudy
4	Warm and Cloudy
5	Cool and Cloudy
6	Cold, Cloudy and Windy
7	Rain (and/or Fog 50%)
8	Thunderstorm
9	Snow
10	Heavy Snow/Blizzard

1d12 WHILE YOU WERE LOST

1	Roll for Shifting Weather.
2	The party loses another day whilst lost. Roll again.
3	A random encounter occurs.
4	1d4 horses or other animals are lost, injured or fall ill (equal chance, not including ranger pets).
5	1d2 hirelings or NPCs are lost, injured or fall ill (equal chance, not including important NPCs).
6	A random encounter occurs.

1d12 WHILE YOU WERE LOST

7	One PC loses/uses up a random mundane item or bundle of items (climbing gear, rope, torches, etc).
8	One PC suffers exhaustion, losing 1 point of Str, Dex or Con (equal chance).
9	A random encounter occurs.
10	1d4 PCs' rations/water supplies are lost or used up (parasites, etc).
11	One player regales the group with a travel montage, a tale about their background, or other worldbuilding.
12	A random encounter occurs, then roll again.

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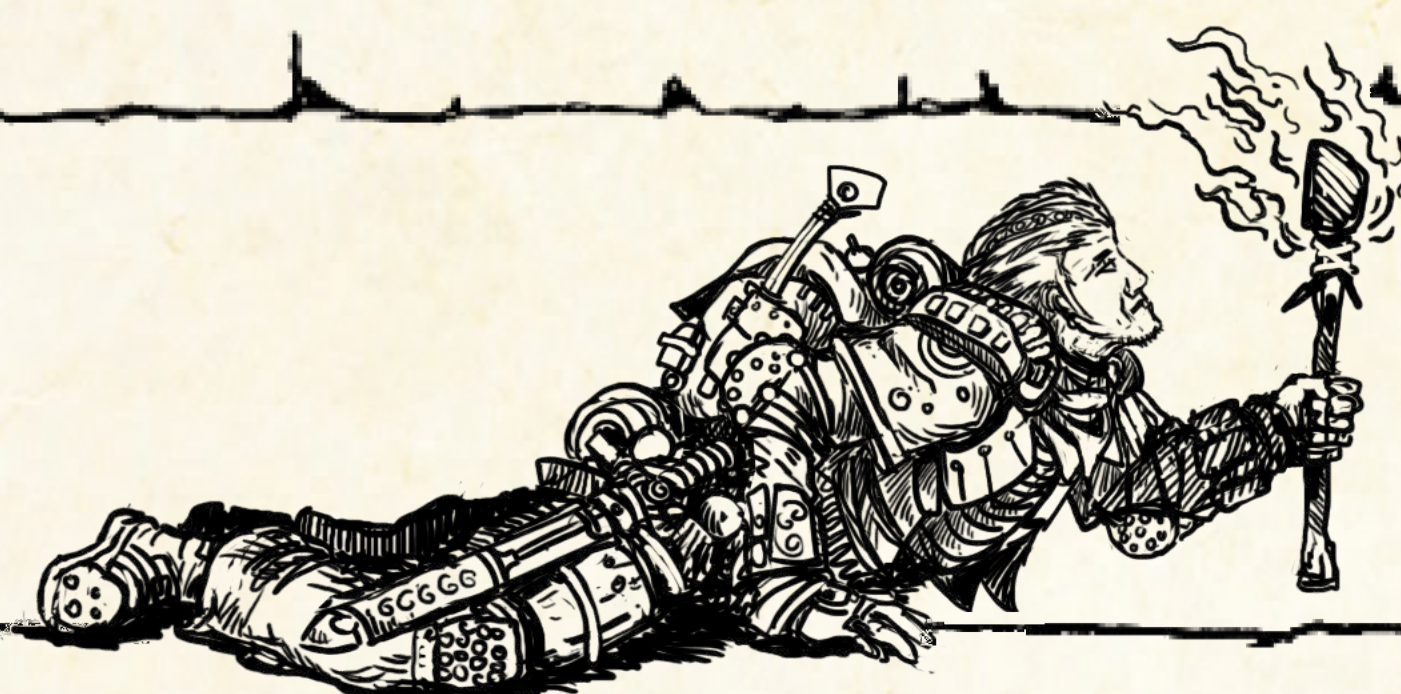
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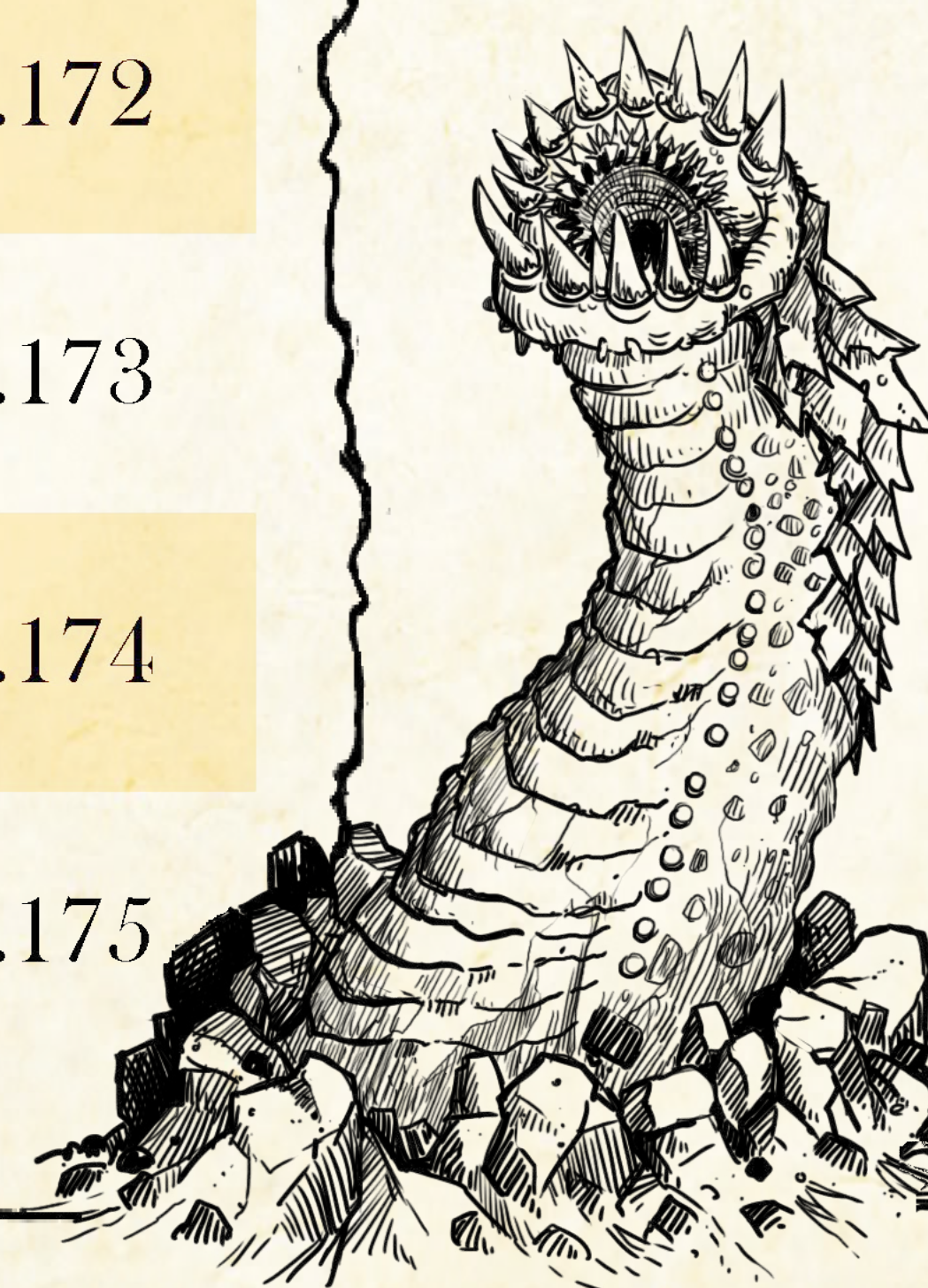
MIDLANDS ENCOUNTERS

<i>Argos Plateau</i>	Mid p.115	<i>Northgate</i>	Mid p.62
<i>Crow's Keep</i>	Mid p.47	<i>Port Brax</i>	Mid p.68
<i>Dol-Karok</i>	Mid p.52	<i>Spine of Ulgoth</i>	Mid p.122
<i>Drelnor Forest, Wistwood</i>	Mid p.117	<i>Subterranean</i>	Mid p.123
<i>Great Plains</i>	Mid p.118	<i>Suurat Jungle</i>	Mid p.124
<i>Ironhull Mtns, Sunstone Rngs</i>	Mid p.119	<i>Trackless Moors</i>	Mid p.125
<i>Lake Argos, Siltwater</i>	Mid p.120	<i>Vorngard</i>	Mid p.73
<i>Melek</i>	Mid p.57	<i>White Drifts</i>	Mid p.126



GENERIC ENCOUNTERS

<i>Cities, Towns, Villages</i>	LFG p.161	<i>Plains</i>	LFG p.171
<i>Deserts</i>	LFG p.165	<i>Roads & Trails</i>	LFG p.172
<i>Forests</i>	LFG p.167	<i>Snow, Ice</i>	LFG p.173
<i>Mountains</i>	LFG p.168	<i>Subterranean</i>	LFG p.174
<i>Oceans, Lakes, Rivers</i>	LFG p.169	<i>Swamps</i>	LFG p.175

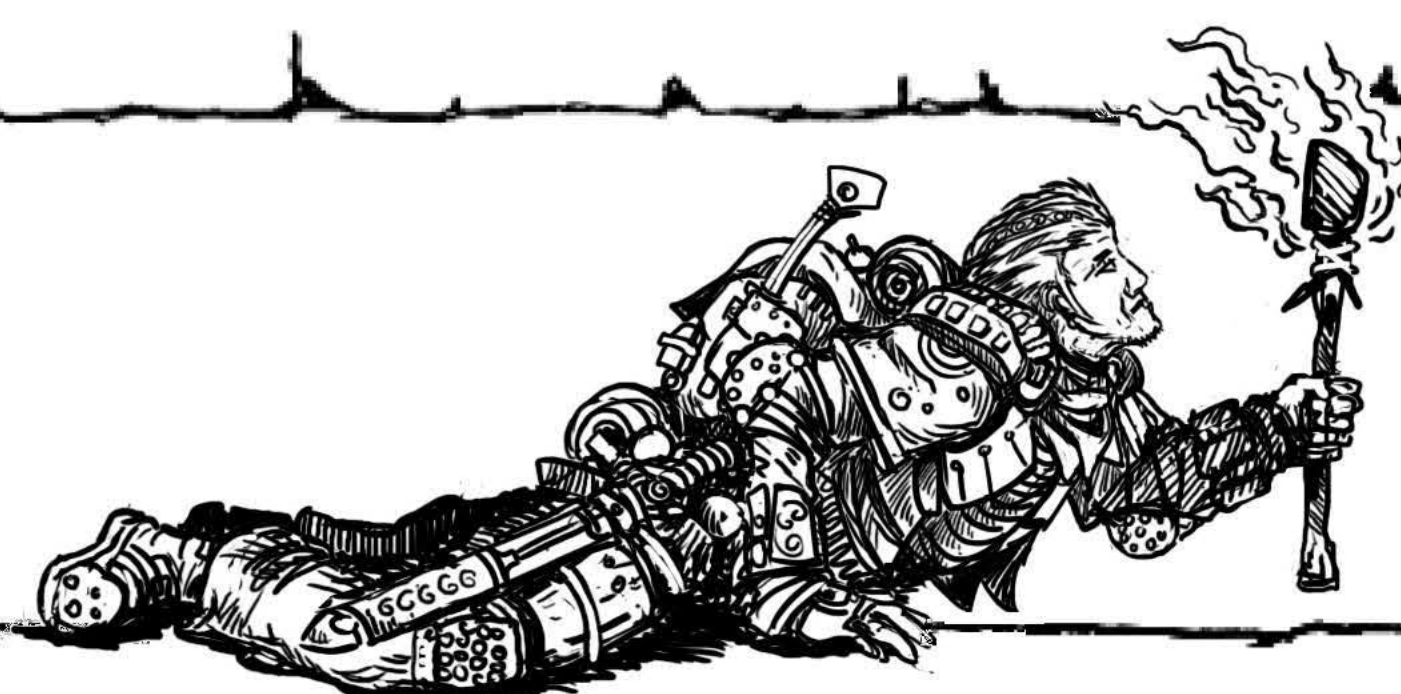


MONSTER INDEX

<i>Aberrant Terrors, Ants (Giant)</i>	LFG p.98	<i>Ochre Jelly, Octopus (Giant), Ogre, Ogre Mage, Owlbear, Ooze (Speckled)</i>	LFG p.119-120
<i>Aberrant Terror (Maelheim), Anointed, Argosan Strangler</i>	Mid p.94-96		Mid p.100
<i>Banshee, Basilisk, Bats, Beastmen, Beetle (Fire), Black Pudding, Boar, Bulette</i>	LFG p.99-101	<i>Purple Worm, Panther (Western)</i>	LFG p.120
<i>Centaur, Centipede (Giant), Chull, Cockatrice, Crocodile (Giant), Cyclops,</i>	LFG p.102-103	<i>Rats, Roc, Rock Grinder</i>	Mid p.101
		<i>Scorpion, Serpent, Serpentmen, Shade, Shark, Skeletons, Spectre, Spiders, Sprite, Sturge,</i>	LFG p.121-126
<i>Demons (Balor, Hellhound, Imp, Lemure), Doppelganger, Dragon, Dwarf, Demons (Manipede, Spine)</i>	LFG p.104-106	<i>Snake (Winged), Slimes, Slop Gorger, Skorn</i>	Mid p.102-104
	Mid p.96-97	<i>T-Rex, Tentacle Spawn, Tigers, Treant, Troll, Toad (Claw), Toadmen</i>	LFG p.126-127
<i>Eagle, Elemental, Elf, Ettin, Eel, Giant</i>	LFG p.106-108		Mid p.104-105
	Mid p.97	<i>Urgot</i>	LFG p.128
<i>Feathered Maw, Fey Creeper, Flesh Eating Vine, Fungoid</i>	Mid p.97-98		
<i>Gargoyle, Gelatinous Cube, Genie, Ghost, Ghou, Giants, Goblin, Golems, Green Slime, Grey Ooze, Griffin, Golem (Bronze)</i>	LFG p.108-113	<i>Vampire</i>	LFG p.128
	Mid p.99	<i>Wight, Will o' Wisp, Wolves, Wraith, Wyvern,</i>	LFG p.129-130
<i>Hag, Harpy, Horse, Humans, Hydra, Invisible Stalker, Hammer Snail, Jarl's Bane</i>	LFG p.113-115	<i>Wasp (Gaint), Worms</i>	Mid p.105-106
	Mid p.99-100	<i>Xornling, Yellow Mould</i>	LFG p.130-131
<i>Kobold</i>			
<i>Leech (Projectile), Lich, Lycanthropes</i>	LFG p.115-117		
<i>Mammoth, Man Eating Monkey, Manticore, Medusa, Merrow, Minotaur, Mummy</i>	LFG p.117-119	<i>Zombie</i>	LFG p.131

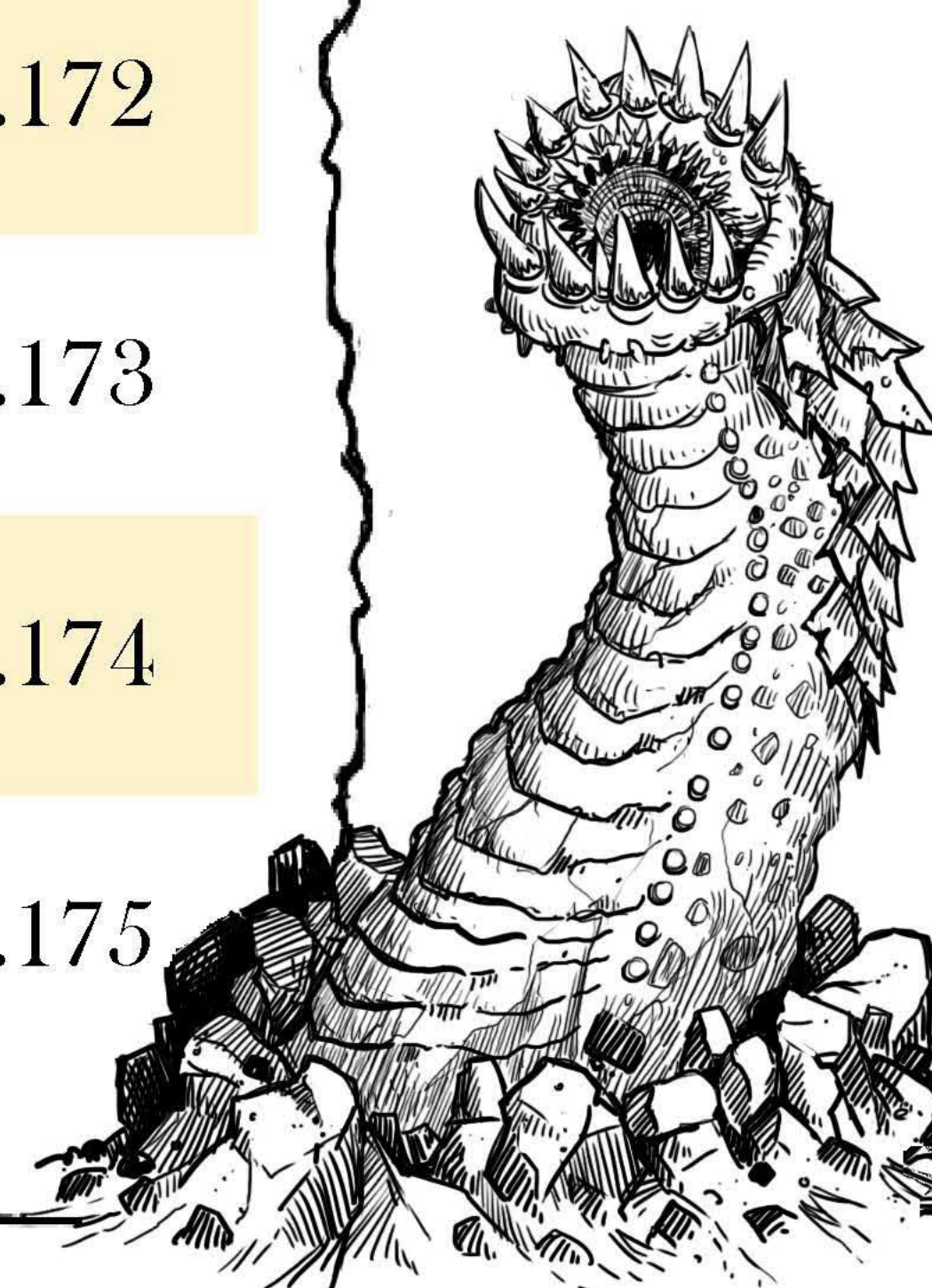
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MELEE WEAPONS

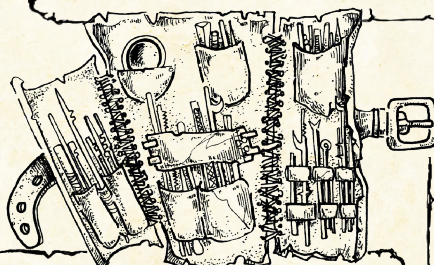
<i>Battle Axe</i>	1d8	+1 dmg 2h. 19: roll <i>Injuries & Setbacks</i> table (PC <i>Luck</i> save).
<i>Club</i>	1d6	Masquerades as a tree branch, fire log or table leg.
<i>Dagger or Knife</i>	1d4	Throw 40 ft. Concealable. +2 Init
<i>Great Sword, Axe, Hammer</i>	1d12	2h. Disad in cramped quarters. 19: daze,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

GEAR AVAILABILITY

Common	Available	Available
Uncommon	2d4	1d6 days
Rare	1d3	1d6 weeks
Very Rare	1	1d6 months

RANGED WEAPONS

<i>H. Crossbow</i>	2d8	200 ft	2h. 19: prone. Action to reload, but if suffer dmg, action lost.
<i>Javelin</i>	1d6	70 ft	May be used in melee without disad.
<i>Lt. Crossbow</i>	2d4+1	150 ft	1h fire. Action to reload, but if suffer dmg, action is lost. 2h to reload.
<i>Long Bow</i>	1d8	250 ft	Two handed.
<i>Short Bow</i>	1d6	150 ft	2h. More concealable, less bulky than Long Bow. May use mounted.
<i>Sling</i>	1d4	100	2h. Stones are free.



OUTPOST SERVICES

1	Furrier	11	Inn
2	Potter	12	Brewer, Tavern
3	Weapon smith	13	Brothel
4	Leather worker	14	Guide, Porters
5	Armourer	15	Mercenaries
6	Weaver, Textiles	16	Herbalist
7	Alchemist	17	Shrine
8	Falconer	18	Cartographer
9	Carpenter, Woodcarver	19	Apothecary, Herbalist
10	Stables	20	Other (bard, slaver, etc)

EQUIPMENT

Common items	1d6 gp
Uncommon items	2d10+10 gp
Rare items	5d10+50 gp or more
Animals	LFG p.35
Gear Packs	Mid p.80
Services & Hirelings	LFG p.35
Ships & Vehicles	LFG p.35

SKILLS

LFG p.27

Acrobatics (Dex)
Animal Lore (Int)

Apothecary (Int)
Arcane Lore (Int)

Athletics (Str, Con)
Deception (Cha)

Detection (Perc)
Gather Info (Int, Cha)

General Lore (Int)
Insight (Int, Perc)

Leadership (Cha)
Persuasion (Cha)

Sleight of Hand (Dex)
Stealth (Dex)

Traps & Locks (Dex)
Wilderness Lore (Int)

TREASURE

Carry Loot LFG p.136

Trinkets & Curios LFG p.141

Valuables LFG p.147

Lair Treasure LFG p.140

Potions LFG p.150

Scrolls LFG p.152

Permanent Magic Item LFG p.152

MELEE WEAPONS

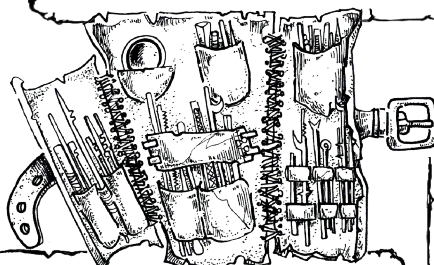
<i>Battle Axe</i>	1d8	+1 dmg 2h. 19: roll <i>Injuries & Setbacks</i> table (PC <i>Luck</i> save).
<i>Club</i>	1d6	Masquerades as a tree branch, fire log or table leg.
<i>Dagger or Knife</i>	1d4	Throw 40 ft. Concealable. +2 Init
<i>Great Sword, Axe, Hammer</i>	1d12	2h. Disad in cramped quarters. 19: daze,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

GEAR AVAILABILITY

Common	Available	Available
Uncommon	2d4	1d6 days
Rare	1d3	1d6 weeks
Very Rare	1	1d6 months

RANGED WEAPONS

<i>H. Crossbow</i>	2d8	200 ft	2h. 19: prone. Action to reload, but if suffer dmg, action lost.
<i>Javelin</i>	1d6	70 ft	May be used in melee without disad.
<i>Lt. Crossbow</i>	2d4+1	150 ft	1h fire. Action to reload, but if suffer dmg, action is lost. 2h to reload.
<i>Long Bow</i>	1d8	250 ft	Two handed.
<i>Short Bow</i>	1d6	150 ft	2h. More concealable, less bulky than Long Bow. May use mounted.
<i>Sling</i>	1d4	100	2h. Stones are free.



OUTPOST SERVICES

1	Furrier	11	Inn
2	Potter	12	Brewer, Tavern
3	Weapon smith	13	Brothel
4	Leather worker	14	Guide, Porters
5	Armourer	15	Mercenaries
6	Weaver, Textiles	16	Herbalist
7	Alchemist	17	Shrine
8	Falconer	18	Cartographer
9	Carpenter, Woodcarver	19	Apothecary, Herbalist
10	Stables	20	Other (bard, slaver, etc)

EQUIPMENT

Common items	1d6 gp
Uncommon items	2d10+10 gp
Rare items	5d10+50 gp or more
Animals	LFG p.35
Gear Packs	Mid p.80
Services & Hirelings	LFG p.35
Ships & Vehicles	LFG p.35

SKILLS

LFG p.27

Acrobatics (Dex)
Animal Lore (Int)

Apothecary (Int)
Arcane Lore (Int)

Athletics (Str, Con)
Deception (Cha)

Detection (Perc)
Gather Info (Int, Cha)

General Lore (Int)
Insight (Int, Perc)

Leadership (Cha)
Persuasion (Cha)

Sleight of Hand (Dex)
Stealth (Dex)

Traps & Locks (Dex)
Wilderness Lore (Int)

TREASURE

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NAMES

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Aldred, Hammond, Gregor, Willem, Harding, Emory, Shand, Bennett, Warner, Fenton, Morris, Lothar, Dirk, Justen, Ogden, Yorric, Ethan, Horett, Grindle, Theobald, Odessa, Cassey, Isolde, Lucia, Marcella, Kendra, Felicia, Edith, Annorah, Janess, Talia, Celene, Sara, Maegen, Dawn, Estelle, Nyssa, Magda, Isabelle, Lorna.

Karok

Mateo, Baltasar, Lucon, Escobar, Cristoval, Gavriel, Pascal, Ramiro, Monferriz, Inigo, Tomon, Salazar, Gascon, Vasquez, Avaro, Vincente, Anselmo, Eltor, Rachiro, Gomez, Cataline, Mari, Oalla, Juana, Crusina, Francia, Teresa, Serena, Elvira, Aldona, Innes, Ysabel, Felipa, Blanca, Antonia, Mercia, Madele, Elena, Marcietta, Luzia.

Nydissian

Decimus, Mithrides, Trovex, Norcil, Lucius, Sercanis, Ortuvo, Titus, Prytanis, Gaius, Varro, Serjax, Nicandes, Mallius, Barbulo, Crassus, Kapula, Terro, Carnifex, Anticus, Lucidia, Soosi, Septana, Tibori, Rox, Galera, Antine, Sevira, Cerix, Theodora, Quinte, Marcella, Avius, Maesaris, Kali, Octavia, Dorni, Vexonae, Balba, Drusia.

Varnori

Gunther, Arnjin, Njord, Holgrim, Eldrik, Seigmar, Brunjur, Ulfic, Vorn, Svannor, Finnvar, Borgov, Karlviir, Steiner, Vignaal, Ragnar, Noordac, Magnus, Eldavaar, Farviir, Freya, Salieff, Ulfina, Ingic, Dyra, Halasti, Sighilda, Gutha, Kelbi, Firthora, Kolli, Farrjor, Holatha, Yiris, Ogarra, Dyrr, Bayora, Vissu, Gulthena, Arna.

Thuel

Ulnuk, Shaggog, Grinback, Torg, Dragur, Cromot, Dolgor, Ogrot, Maddrok, Vornog, Ruttog, Ushug, Shabboc, Thragur, Hothruk, Rorhug, Malgur, Drazzok, Wemmog, Torhoc, Silni, Gotha, Impi, Pashma, Findi, Osha, Annash, Shel, Burzu, Susha, Rarza, Kalini, Losra, Mori, Gullfi, Zul, Sharnesh, Ulfimi, Glasha, Surri

SPEECH QUIRKS

1	Wheezes, coughs, sniffs	6	Scratches	11	Chewing, spits	16	Slow/Fast talker
2	Uses hands	7	Mumbling	12	Low/High tone	17	Flips hair
3	Repeats words	8	Quiet/Loud	13	Talks to self	18	Long winded
4	Rambling	9	Puffs on pipe	14	Ums & ahs	19	Squinty
5	Pulls at ear	10	Touchy	15	Curt, direct	20	Close talker

NPCs & LOCATIONS

NPCs Mid p.108

Rival Adventurers Mid p.131

Taverns Mid p.137

Outposts Mid p.112

Street Names Mid p.134

PERSONALITY QUIRKS

1	Ridiculously greedy	Down in the dumps	Easy going and carefree	Utterly ruthless
2	Shrewd and calculating	Likes to joke and laugh	Sexist or Homophobic	Irrepressible optimist
3	Highly curious and inquisitive	Honest and decent	Grumpy and rude	Highly enthusiastic and excitable
4	Kind and compassionate	Vengeful and holds grudges	Practical and no nonsense	Helpful and well mannered
5	Easily offended	Calm and self assured	Overly Pessimistic	Brave and outspoken
6	Incorrigible flirt	Open hearted and joyful	Devoutly religious	Charitable or self effacing
7	Arrogant and bullying	Meek or indecisive	Reckless but means well	Indifferent or apathetic
8	Determined with eyes on the prize	Cheeky and impulsive	Honourable and protective	Simple and a little slow
9	Racist or quick to generalise	Standoffish or withdrawn	Awkward or bumbling	Genteel or chivalrous
10	Uncompromising or judgmental	Quiet or secretive	Forgetful or easily distracted	Naïve or trusting

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