

WICKED ONES

TOOLKIT DECK

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CARDS IN THIS THIS DECK

Adventuring Parties (10): Sets of 3 adventurers with a backstory and tactics to tie them together so you can easily bring them into the game. You can add an adventurer or hireling to up the difficulty.

Adventurers (30): All of the adventurer info from the book, plus each has a light backstory, a list of items you might gain from a loot roll, and information they could reveal under torture.

Hirelings (2): The hirelings in the book with an example passive, offensive move, and defensive move for each.

Random Stuff (36): Each card contains a single result from each random table in the book. Just pull a card instead of looking up the table and rolling.

USEFUL PROCESSES

GOING FERAL

1. **Play stops and a discussion begins.** “Okay, what’s the most impulsive thing I can do right now?” Replace impulsive with your dark impulse. This is a brainstorming session where everyone throws out one idea.
2. **Make a decision.** Take in all the ideas and choose one or go with your own. The player always makes the final call on the action they take.
3. **Act immediately.** You take the spotlight and act on your impulse. You can use abilities without spending stress on this action.
4. **Take a dark heart.** It feels good to give in, even when you fail.

POWER STRUGGLE

1. **Start the struggle.** Roleplay through the initial parts of the conflict, describing how your PC tries to get their way.
2. **Choose an action and roll it.** When you need to know who won to move forward, roll an action that fits your description as a fortune roll.
3. **Compare results.** If there is a clear winner, move on. If it’s a tie, return to step 1 and narrate further, choosing a different action.
4. **The winner narrates their win.** Describe how you got your way.
5. **The loser narrates their reaction.** Keeping in mind that you lost, you get the final word on what your character does in response.

PLAYER BEST PRACTICES

YOU'RE A MONSTER, SO ACT LIKE ONE

Your character is a monster. They're evil. They don't have human hang-ups. They look at the world differently than humans do. Try to get into that mindset. Don't be afraid to throw other characters into harm's way, though remember that monsters can have friends, too.

DESCRIBE WHAT'S GOING ON

After you roll, take the reins and tell everyone what's happening. Even if a consequence is coming your way, narrate up to the point where the GM cuts in to tell you how everything went horribly wrong. The more you describe your actions, the better the story comes to life for everyone. As a player, you should be narrating every roll you make.

DON'T BE A WEASEL

It's natural to want to roll the most dice or exploit some powerful loophole, but Wicked Ones isn't really a game to be won. Be honest about what your PC is feeling or doing in a situation and let the mechanics generate drama and push the game forward.

DON'T RUN FROM DANGER, EMBRACE IT

The fun in the game happens when the biggest stakes are on the line. Monsters don't always weigh risk vs. reward, and neither should you. If you think something sounds fun to try, don't talk yourself out of it. Throw caution to the wind!

LISTEN TO YOUR DARK IMPULSE

If you're not sure what your monster would do in some situation, you can lean heavily on your character's impulse and see where it takes you.

IT'S UP TO YOU TO TELL A COOL STORY

Every person at the table is there to enjoy the same game and you all have the same level of responsibility. Come to the session prepared, know the rules, step up and drive action, jump into other players' scenes, and help make suggestions when someone hits a wall creatively.

CHEER FOR YOUR DUNGEON

Your dungeon will outlive any monster character you're playing - it's the center of the story here. Don't worry about losing a character, just promote a minion from a pack to a Wicked One or bring in another fun-to-play monster.

Why not choose the greater of two evils?



THE ACADEMIC

THE ACADEMIC

A poorly designed dungeon can often be bested by simply memorizing every turn, something the academic loves nothing more than to do as he delves in search of treasure. He has also studied everything from demons to doomseekers to truly know his enemy. This has also proven to be quite lucrative.

The academic is **CLEVER**, but **GREEDY**.
He seeks **EXPLORATION** on adventures.

PASSIVE

Excels at navigating dungeon paths.

OFFENSIVE MOVES

- MONSTER KNOWLEDGE
- X-RAY MONOCLE
- SUMMONING SCROLL

DEFENSIVE MOVES

- TELEPORTATION SCROLL
- OUTTHINK A TRICK
- POSE A RIDDLE

POSSIBLE LOOT

Depending on your luck, you might find him to be carrying a detailed map to a hidden treasure, a magic scroll, a magnifying glass, an artisan toolkit, rare materials, a Light Tongue to Dark Tongue dictionary, or an enchanted monocle.

When broken, he might spill his guts about *how to improve your dungeon traps, a source of powerful reagents, or a dark faction's biggest weakness.*



THE ALCHEMIST

THE ALCHEMIST

The alchemist dropped out of medical school - not because of a lack of ability, but because she found her true calling in melting, blinding, wilting, and immobilizing monsters with her concoctions. Thanks to her quick thinking and quicker mixing, she has a draught for every situation.

The alchemist is **CLEVER**, but **IMPATIENT**.
She seeks **THRILLS** on adventures.

PASSIVE

Can use any tier 1 or 2 concoction on pg. 121.

OFFENSIVE MOVES

- MELT LOCK
- MAKE A DOOR
- RAPID MIXING

DEFENSIVE MOVES

- GOO GRENADE
- SMELLING SALTS
- GREASE BOMB

POSSIBLE LOOT

Depending on your luck, you might find her to be carrying a vile of acid, a well-stocked components satchel, a corrosion-proof apron, safety goggles, slipless shoes, a vapor mask, a flask of mercury, or sure-grip gloves.

When broken, she might spill her guts about a *noble's ailment*, a *cache of dangerous chemicals*, or the *plans to a secret weapon*.



THE AMAZON

THE AMAZON

A force of nature, the amazon is as powerful as she is beautiful. With the flash of a smile or glint of steel, she has tested her will against all manner of monsters and cleared innumerable dungeons. In the rare event she finds herself in trouble, beasts of the land have been known to come to her aid.

The amazon is **HONEST**, but **STUBBORN**. She seeks **CHALLENGE** on adventures.

PASSIVE

Has a very strong mind and willpower.

OFFENSIVE MOVES

- CHARMING SMILE
- KICK DOWN A DOOR
- CLEAVE IN HALF

DEFENSIVE MOVES

- BEAST PROTECTORS
- HERBAL REMEDY
- QUICK CATCH

POSSIBLE LOOT

Depending on your luck, you might find her to be carrying a well-crafted sword, rare herbs, a mind-bolstering bone necklace, a gourd full of strong alcohol, a ceremonial comb, a runic tablet, or a sash of wilderness comfort.

The amazon's mastery of her will transcends her physical body. She will not reveal useful information, however cruel the torture.



THE ARISTOCRAT

THE ARISTOCRAT

A paragon of high society, the aristocrat spends much of his time at elegant affairs and plotting his next political maneuvers. When he cannot solve a problem with his purse and must get his hands dirty, he does so with the masterful flick of his rapier and his sharpest weapon, his tongue.

The aristocrat is **CONFIDENT**, but **BRASH**.
He seeks **RESPECT** on adventures.

PASSIVE

Excels at one-on-one combat.

OFFENSIVE MOVES

- CHALLENGE TO A DUEL
- DISARM OPPONENT
- BITING REMARKS

DEFENSIVE MOVES

- THROW RAPIER
- RIPOSTE
- CONDESCENDING LOOK

POSSIBLE LOOT

Depending on your luck, you might find him to be carrying velvet boots, an arrowproof cape, a dancing rapier, a charm potion, a lineage seal, keys to his personal safe, a snuff box, an engraved pocket watch, or a party invitation.

When broken, he might spill his guts about *royal secrets, hidden city entrances, or a valuable goods shipment.*



THE ASSASSIN

THE ASSASSIN

There are plenty of noble reasons to risk life and limb clearing out monster-ridden dungeons, but the assassin doesn't need any of them. Riches are his only motivator and if he can get in and out without ever being seen, he's done his job well. When discovered, though, he has plenty he can do about it.

The assassin is **PERSISTENT**, but **DISHONEST**.
He seeks **RICHES** on adventures.

PASSIVE

Can always start a scene hidden.

OFFENSIVE MOVES

- SNATCH ITEM
- SILENT GARROTE
- SLEEPING POISON

DEFENSIVE MOVES

- SLIP INTO SHADOWS
- FEIGN DEATH
- SMOKE BOMB

POSSIBLE LOOT

Depending on your luck, you might find him to be carrying a cowl of shadows, a color-shifting cloak, a garrote, a vial of sleeping poison, a smoke bomb, assorted daggers, softstep boots, a stealth totem, or an undelivered love letter.

When broken, he might spill his guts about *the location of his stash, a quiet way into the city, or a poison even he wouldn't use.*



THE BARBARIAN

THE BARBARIAN

If you can call being really angry a strategy, the barbarian is a brilliant tactician. Peak physical strength, seeming immunity to pain, and a willingness to throw anything or anyone across the battlefield to win the day makes him a formidable foe. Even death won't slow his bottomless rage.

The barbarian is **CONFIDENT**, but **DUMB**.
He seeks **JUSTICE** on adventures.

PASSIVE

Keeps fighting when he should be dead.

OFFENSIVE MOVES

- WHIRLWIND SLASH
- MIGHTY ROAR
- TOSS AN ALLY

DEFENSIVE MOVES

- FLEX MUSCLES
- BREAK BONDS
- TOSS AN ENEMY

POSSIBLE LOOT

Depending on your luck, you might find him to be carrying a horned helm, leather armor of hoisting, suregrip bracers, an ancestral totem, long jump boots, an enormous great sword, or a crudely painted likeness of a muscular woman.

When broken, he might spill his guts about *a place where the ancestors speak, a revered weapon, or a gold mine.*



THE BARD

THE BARD

With melody and wit as weapons, the bard can both amplify allies and deafen doers of evil. No slouch if backed into a corner himself, he's been known to use monster heads to practice percussion. In addition to the loot from dungeon delving, his purse swells from filling taverns with songs of his exploits.

The bard is **HELPFUL**, but **GREEDY**.
He seeks **RICHES** on adventures.

PASSIVE

Makes all nearby allies perform better.

OFFENSIVE MOVES

- DEAFENING STRUM
- MUSICAL COMMANDS
- DANCING TUNE

DEFENSIVE MOVES

- DISTRACTING SONG
- HELPFUL WORDS
- MELODIC LIES

POSSIBLE LOOT

Depending on your luck, you might find him to be carrying an amplifying ascot, a returning dagger, a harmonic shortsword, a two-step tunic, a hat of effective fibs, an unfinished composition, or a lute with several goblin teeth rattling around inside.

When broken, he might spill his guts about a *ritual chant*, a *noble's weakness*, or a *guard's childhood lullaby*.



THE BUCCANEER

THE BUCCANEER

The buccaneer is well-traveled and accustomed to the finer things, largely thanks to goods from merchant vessels frequently finding their way onto her ship. Though frequently at sea, she always keeps her ear to the winds that fill her sail for rumors of riches to be had on land.

The buccaneer is **GENEROUS**, but **COCKY**. She seeks **RICHES** on adventures.

PASSIVE

Is nearly impossible to pin down.

OFFENSIVE MOVES

- SWINGING ENTRANCE
- TRIGGER TRAP SHOT
- SLEEPING POISON BOLT

DEFENSIVE MOVES

- FUNNY LINE
- TUCK AND ROLL
- FAKE INJURY

POSSIBLE LOOT

Depending on your luck, you might find her to be carrying a scintillating scimitar, a hand crossbow, a wayfarer's waist belt, wavemaster boots, a vial of fake blood, a self-tying rope, sleep poison, or an unassembled ship in a bottle.

When broken, she might spill her guts about *buried treasure, a cove that leads deep under the city, or a sea leviathan's favorite snack.*



THE CENTURION

THE CENTURION

The centurion hails from a distant war-torn region where people prove their worth through triumph in combat. Even though he wanders now, he still feels the need to prove his worth to himself. Several times, he has stumbled out of a small dungeon barely clinging to life, having cleared it alone.

The centurion is **STEADY**, but **STUBBORN**.
He seeks **RESPECT** on adventures.

PASSIVE

Grows more powerful when injured.

OFFENSIVE MOVES

- THROW GLADIUS
- TEAMWORK
- ATHLETIC LEAP

DEFENSIVE MOVES

- WORDS OF RESOLVE
- KNOCKBACK KICK
- GUARD ALLY

POSSIBLE LOOT

Depending on your luck, you might find him to be carrying a helm of dire straits, crushing pauldrons, a heavily dented breastplate, throwable vambraces, herculean pteruges, greaves of great thrust, or a map of an unknown region.

When broken, he might spill his guts about *combat maneuvers, siege engines, or a cache of foreign trade goods.*



THE CHAOS MAGE

THE CHAOS MAGE

Unsurprisingly, the chaos mage's abilities are unpredictable and nearly impossible to control. Chased out of several towns for accidentally summoning creatures of the abyss, he keeps to the wilds where he can't harm anyone. Stumbling upon a monster pack is the one time he can really let loose.

The chaos mage is **OPTIMISTIC**, but **INDECISIVE**. He seeks **EXPLORATION** on adventures.

PASSIVE

Casts random magic when attacked.

OFFENSIVE MOVES

- GLITTERING BUTTERFLIES
- EYES OF MADNESS
- UNMASK THYSELF

DEFENSIVE MOVES

- CHAOS RIFT
- TIME SHIFT
- HORRIFIC PROTECTOR

POSSIBLE LOOT

Depending on your luck, you might find him to be carrying a maddening mask, a dimensional knife, a rift clock, robes of retaliation, a chaos bangle, a scroll of phantom cage, a portal primer, or a cracked mirror showing the wrong reflection.

When broken, he might spill his guts about a *planar rift deep in the forest, a reverse waterfall, or a creature not of this world.*



THE CLERIC

THE CLERIC

If faith could buy rations, the cleric would never go hungry. Sadly, it doesn't, so he keeps his ear to the ground for evil wrongdoings that he can rectify and lives off of the loot and rewards. His actions tend to be dictated by the deity he follows, also making him a slippery opponent with help just a prayer away.

The cleric is **GENEROUS**, but **STUBBORN**.
He seeks **JUSTICE** on adventures.

PASSIVE

Heals an ally a bit when they take a break.

OFFENSIVE MOVES

- PRAYER OF RESTORATION
- PRAYER OF RETRIBUTION
- PRAYER OF DIVINE POWER

DEFENSIVE MOVES

- PRAYER OF GUIDANCE
- PRAYER OF SHIELDING
- PRAYER OF SANCTUARY

POSSIBLE LOOT

Depending on your luck, you might find him to be carrying a bottomless canteen, a penitent crook, worn prayer beads, a religious artifact, the scripture, a tambourine, a likeness of his deity, blessed boots, or a protective shawl.

When broken, he might spill his guts about *his place of worship, an obscene ritual, or a stash of golden idols.*



THE DEATH KNIGHT

THE DEATH KNIGHT

It's not only monsters that make use of darker magics. When paired with the martial prowess of a sired knight, the result terrifies good and evil alike. Little is known about the death knight except that his childhood was rife with loss at the hands of monsters. Now, his scythe rarely stops swinging.

The death knight is **PERSISTENT**, but **COCKY**.
He seeks **VENGEANCE** on adventures.

PASSIVE

Heals when death occurs nearby.

OFFENSIVE MOVES

- SENSE DEATH
- SPEAK TO DEAD
- REAPING STRIKE

DEFENSIVE MOVES

- SHADOW FORM
- ACCEPT FATE
- FACE OF DEATH

POSSIBLE LOOT

Depending on your luck, you might find him to be carrying a leering cowl, a spiked pauldron, plate mail of the departed, an orb of death detection, a culling scythe, shadowstride boots, a shallow-grave sash, or a charcoal rubbing of a tombstone.

When broken, he might spill his guts about
*a sacred graveyard, a ritual of undeath, or the
location of the soul prison.*



THE DEFENDER

THE DEFENDER

Anyone who says the “best defense is a good offense” has never stood behind this guy. Those looking to get past him will have to get near him, often leading to them ending up as a new stain on his shield. It takes a bit for him to get moving, but when he does, you don’t want to be what helps him stop.

The defender is **STEADY**, but **INDECISIVE**.
He seeks **CHALLENGE** on adventures.

PASSIVE

Extends strong defense to nearby allies.

OFFENSIVE MOVES

- SHIELD BASH
- BULL RUSH
- STEP ON TRAP

DEFENSIVE MOVES

- BODYGUARD
- STAND GROUND
- WATCHFUL EYES

POSSIBLE LOOT

Depending on your luck, you might find him to be carrying reinforced greaves, a tireless tunic, pierceless plate mail, a tower shield, a helm of awareness, charging pauldrons, confidential orders, or an ornate dwarven mess kit.

When broken, he might spill his guts about *city defenses, military installments, or another major threat to the region.*



THE DRUID

THE DRUID

Monsters wreak havoc wherever they go and it's no different when they hole up in the wilderness. Thankfully, the keen eyes of the local fauna alert the druid to their plight. You can imagine that the helpless orcs, entangled in vines, are quite surprised to see a bear-sized badger suddenly appear.

The druid is **HONEST**, but **IMPATIENT**.
He seeks **VENGEANCE** on adventures.

PASSIVE

Can shapeshift into any animal.

OFFENSIVE MOVES

- HEALING SHIFT
- WOODLAND FRIENDS
- POISON BERRIES

DEFENSIVE MOVES

- ENTANGLEMENT
- TREESKIN
- THISTLED WHISKERS

POSSIBLE LOOT

Depending on your luck, you might find him to be carrying a cowl of feathers, an iron-wood club, a vial of blinding sap, retching berries, thick grubs, a seed pouch, panacea petals, a pair of broken glasses, or a phoenix feather.

When broken, he might spill his guts about a *cavern that leads under town, a reverse waterfall, or a guardian spirit animal.*



THE ELDRITCH WARRIOR

THE ELDRITCH WARRIOR

Eldritch training can only be bought with monster ears, so the eldritch warrior throws himself against the toughest of them to earn training in his art. Arcane practice lends him enhanced movement and the ability to summon magic blades, so although he wears no weapons, he is always carrying many.

The eldritch warrior is **OPTIMISTIC**, but **COCKY**. He seeks **CHALLENGE** on adventures.

PASSIVE

Can summon a powerful magic sword at-will.

OFFENSIVE MOVES

- FLOATING DAGGERS
- BLINDING FLASH
- MAGICAL LEAP

DEFENSIVE MOVES

- BLURRED VISAGE
- BLINK STEP
- BLADE SHIELD

POSSIBLE LOOT

Depending on your luck, you might find him to be carrying an intimidating mask, a magefiber tunic, blinkstep boots, a bag of monster ears, a scroll of phantom blade, a luck relic, or a locket containing an image of an ugly young elf.

When broken, he might spill his guts about *other powerful monsters, an arcane armory, or an ancient ritual.*



THE ILLUSIONIST

THE ILLUSIONIST

After years of arcane study, the illusionist was eager to show off her talent in the field. Since that first foray, she has found as much reward from the excitement as the coin. By manipulating her enemy's perception, she renders them useless as they start to question reality itself.

The illusionist is **HELPFUL**, but **INDECISIVE**.
She seeks **THRILLS** on adventures.

PASSIVE

Reacts to attacks and surprise with illusions.

OFFENSIVE MOVES

- NIGHTMARISH CREATURE
- SHOW GREATEST DESIRE
- WILD GOOSE CHASE

DEFENSIVE MOVES

- ILLUSORY WALL
- INVISIBILITY
- DANCING DUPLICATES

POSSIBLE LOOT

Depending on your luck, you might find her to be carrying a wand of false walls, magic tomes, a thought-stealing brooch, a cloak of horrific visage, a notebook full of sketches and ideas for illusions, or a map to a location where magic is amplified.

When broken, she might spill her guts about a famous land feature that is actually an illusion or secrets about another powerful mage.



THE INQUISITOR

THE INQUISITOR

Orphaned at a young age, the inquisitor was fortunate to be taken in by a monastery. Life there saved her from hunger, but even the most innocent of deceptions was met with brutal flagellation. This cultivated a profound spiritual strength, as well as a total intolerance of lies.

The inquisitor is **PERSISTENT**, but **STUBBORN**. She seeks **JUSTICE** on adventures.

PASSIVE

Excels at seeing through lies and tricks.

OFFENSIVE MOVES

- TERRIFYING LASHES
- BARKING COMMAND
- IGNORE A TRICK

DEFENSIVE MOVES

- SCOLDING EYES
- ACCEPT PUNISHMENT
- HISSING DEFIANCE

POSSIBLE LOOT

Depending on your luck, you might find her to be carrying a talisman of penance, a lacerating whip, a tarnished censor, pious boots, a sacred shroud, a cracked ceramic doll head, sanctified salt, or undelivered love letters,.

When broken, she might spill her guts about *how to brew a truth serum, a powerful follower of a dark god, or a bishop's secret.*



THE KNIGHT

THE KNIGHT

Being of noble birth and nobler intention, the knight loyally serves his kingdom to the death. After years of elite training, he is surprisingly agile and can continue brandishing his lance despite the added weight of several skewered foes. It's been ages since his armor has gotten more than a scratch on it.

The knight is **HONEST**, but **COCKY**.
He seeks **RESPECT** on adventures.

PASSIVE

Is nearly impervious to physical damage.

OFFENSIVE MOVES

- UNBREAKABLE WALL
- SKEWER
- UNSTOPPABLE MARCH

DEFENSIVE MOVES

- SWAP PLACES
- BULWARK
- CODE OF HONOR

POSSIBLE LOOT

Depending on your luck, you might find him to be carrying an impressive plume, a maiden's favor, proud plate armor, a kinetic kite shield, an unbluntable lance, joint lubrication, a military map, or a hay-stuffed toy bear.

When broken, he might spill his guts about *the princess's hiding spot, a weak point in the city walls, or the tomb of valor.*



THE LANCER

THE LANCER

The lancer picked up her skills during her service in the Elven military. She retired early and with honors, but never found the truly worthy opponent she longed for. To satisfy that longing, her retirement consists of finding dungeons and spearing her way to the center, where she hopes able warriors await.

The lancer is **CONFIDENT**, but **IMPATIENT**.
She seeks **CHALLENGE** on adventures.

PASSIVE

Excels at keeping enemies at a distance.

OFFENSIVE MOVES

- SPEAR FLURRY
- IMPRESSIVE DISPLAY
- PRECISION THROW

DEFENSIVE MOVES

- LEG SWEEP
- WARNING SLASH
- PIN ENEMY

POSSIBLE LOOT

Depending on your luck, you might find her to be carrying a helm of precision, a dashing cape, a thrusting pauldron, a vorpal glaive, barbed short spears, a light sash, no-slip boots, launching gauntlets, or an ornate lighter.

When broken, she might spill her guts about *military operations, an elven treasure, or a magic weaponsmith.*



THE MAGE HUNTER

THE MAGE HUNTER

After seeing his parents stab each other to death because a zealot of the false god Melawa influenced their minds, the mage hunter dedicated his life to training to negate such blasphemies. Now, not only can he nullify magic, he can absorb it, redirect it, and even smell it when it's cast nearby.

The mage hunter is **PERSISTENT**, but **BRASH**.
He seeks **VENGEANCE** on adventures.

PASSIVE

Is nearly immune to magic.

OFFENSIVE MOVES

- ANTI-MAGIC ZONE
- SMELL MAGIC
- CRUSHING HAMMER

DEFENSIVE MOVES

- SWALLOW MAGIC
- REDIRECT SPELL
- SNATCH MAGIC FOCUS

POSSIBLE LOOT

Depending on your luck, you might find him to be carrying magic focus trophies, a safe-thought helm, a null-weave tunic, spellgrab gauntlets, firecrackers, a poison of speechlessness, or a stellar alloy hammer with rites carved into it.

When broken, he might spill his guts about a *place where magic naturally wanes, a magic resistant mineral, or a powerful monster mage.*



THE MONK

THE MONK

Through the most intense physical and mental training, the monk has removed all traces of weakness from his body. Determined to push himself to even greater limits, he has been known to clear entire dungeons with just blinding fast punches and devastating, acrobatic kicks.

The monk is **STEADY**, but **STUBBORN**.
He seeks **CHALLENGE** on adventures.

PASSIVE

Can run on walls and across water.

OFFENSIVE MOVES

- **RELENTLESS FLURRY**
- **LEAPING STRIKE**
- **MEDITATION**

DEFENSIVE MOVES

- **INTENSE FOCUS**
- **IMPRESSIVE DODGE**
- **BEAR THE PAIN**

POSSIBLE LOOT

Depending on your luck, you might find him to be carrying a conical hat of focus, chakra tassels, speed wraps, a sash of balance, chi-bolstering green tea, beads of contemplation, monastic texts, or an erhu worn from use.

When broken, he might spill his guts about a *mountain temple, a scroll of spiritual awakening, or an entombed army.*



THE OCCULT SLAYER

THE OCCULT SLAYER

The occult slayer is a member of a small, elite sect of priests whose faiths have been honed into a weapon against that which goes bump in the night. Their esoteric monster knowledge, god-given sense for danger, and knack for always having the right gear help the occult slayers make the night safe again.

The occult slayer is **PERSISTENT**, but **DISHONEST**. He seeks **JUSTICE** on adventures.

PASSIVE

Has a sixth sense for danger.

OFFENSIVE MOVES

- KNOW WEAKNESS
- HEARTSEEKER
- SENSE EVIL

DEFENSIVE MOVES

- OUTWIT
- WARDS AND CHARMS
- LAST STAND

POSSIBLE LOOT

Depending on your luck, you might find him to be carrying a nightsight fedora, a pure silver emblem, an armless crossbow, holy water, a smudge stick, a sanctified trench coat, hallowing boots, or a child's drawing of a demon.

When broken, he might spill his guts about *his church's secret weapon, plans against a monster faction, or a newly arrived demonic cult.*



THE RANGER

THE RANGER

The ranger grew up in a nomadic forest tribe that bred and trained ferocious bears to be dangerous mounts. His people often encountered monsters, who also sought the cover of the dense forest, and became quite adept at combating evil. If his bolts don't end things, the bear's maulings surely will.

The ranger is **CLEVER**, but **IMPATIENT**.
He seeks **EXPLORATION** on adventures.

PASSIVE

Has a loyal bear companion.

OFFENSIVE MOVES

- BEAR CHARGE
- KNOCKBACK SHOT
- FOLLOW TRACKS

DEFENSIVE MOVES

- PREPARED TRAP
- OUTRUN
- BEAR SHIELD

POSSIBLE LOOT

Depending on your luck, you might find him to be carrying an enchanted crossbow, robes of shelter, a bear saddle, an easy-deploy foot snare, battle fever mushrooms, dried salmon bear snacks, or a solid gold tribal pendant.

When broken, he might spill his guts about *where the guardian bear spirit roams, a magic tree, or a stream ripe with gold.*



THE SCOUT

THE SCOUT

The scout can be found pressing at the borders between the known and unknown. Such places are rife with danger, but with his uncanny sense of direction, keen eye for peril, and unerring precision, he invariably returns, eagerly awaited by those looking for tales from the frontiers of civilization.

The scout is **HELPFUL**, but **STUBBORN**.
He seeks **EXPLORATION** on adventures.

PASSIVE

Excels at spotting traps and hazards.

OFFENSIVE MOVES

- KNOW THE WAY
- SUPPRESSIVE FIRE
- TRICK SHOT

DEFENSIVE MOVES

- WARNING SHOT
- SPOT AN EXIT
- SHOOT TERRAIN

POSSIBLE LOOT

Depending on your luck, you might find him to be carrying a masterwork bow, an enchanted quiver, a ghillie suit, a clearsight helm, gloves of steady hand, an acid arrow, an explosive arrow, a grappling arrow, or softstep boots.

When broken, he might spill his guts about *a hard to reach treasure, hidden routes of travel, or a noble's plans for expansion.*



THE SHADOWDANCER

THE SHADOWDANCER

No two dungeons are alike, yet they all have one thing in common - a plethora of shadowy recesses. Those recesses are a playground for the shadowdancer, who is able to teleport between shadows. The brief glimpses to be had of her in combat reveal a graceful dance that leaves her opponents dying for more.

The shadowdancer is **CLEVER**, but **IMPATIENT**. She seeks **THRILLS** on adventures.

PASSIVE

Can teleport between shadows.

OFFENSIVE MOVES

- DANCE OF DEATH
- SHADOWSTRIKE
- DEEPER SHADOWS

DEFENSIVE MOVES

- SHADOWFORM
- DANCE AWAY
- SHADOWSTEP

POSSIBLE LOOT

Depending on your luck, you might find her to be carrying rhythmic daggers, a light-banishing cape, a muffling mask, a shadow bomb, lenses of day-sight, gloves of umbral grasp, sonata sandals, or tattered children's ballet slippers.

When broken, she might spill her guts about a *place where shadows lead deeper* or *when the princess has dance practice*.



THE SLINGER

THE SLINGER

As a halfling, the slinger has heard every joke about stature there is, but has always found that a well-aimed rock quickly stops any laughter at his expense. In truth, his compact size is perfect for navigating small dungeon passages and slipping through the legs of the monsters calling them home.

The slinger is **OPTIMISTIC**, but **INDECISIVE**.
He seeks **JUSTICE** on adventures.

PASSIVE

Excels against anyone bigger than him.

OFFENSIVE MOVES

- STUNNING STONE
- HAIL OF STONES
- STAREDOWN

DEFENSIVE MOVES

- RUN THROUGH LEGS
- SUCKER PUNCH
- REPOSITION

POSSIBLE LOOT

Depending on your luck, you might find him to be carrying halfling golden mead, an ammo pouch, a stunstone, elusive slacks, a speedy sling, a power sling, a touchless tunic, a hood of harrowing gaze, blessed fruit pies, or a letter from his proud father.

When broken, he might spill his guts about a *wealthy village*, a *hidden mead stockpile*, or an *owlbear den*.



THE SPELLBOW

THE SPELLBOW

Arcane archery is an extremely effective discipline, though few have the necessary talents to master it. The spellbow has perfected every shot, going so far as to invent a few of her own. Even when fired around a corner or into a different room, her fletchings always find their mark.

The spellbow is **CLEVER**, but **GREEDY**.
She seeks **THRILLS** on adventures.

PASSIVE

Imbues each arrow with an elemental effect.

OFFENSIVE MOVES

- MASSIVE VOLLEY
- CORROSIVE ARROW
- HOMING ARROW

DEFENSIVE MOVES

- ILLUSION ARROW
- GREASE ARROW
- TELEPORTATION ARROW

POSSIBLE LOOT

Depending on your luck, you might find her to be carrying string wax, a braided unicorn-tail bowstring, a components satchel, an endless quiver, an iron-stitched tunic, sure-release gloves, trackless boots, or a small carved horse.

When broken, she might spill her guts about *their* arcane teacher, rumors about a mythical bow, or a monster prison.



THE TEMPLAR

Little is known about the templar and even less about the strange religious order to which he belongs. He has a tendency to appear wherever there has been intense strife, especially when said strife is caused by monsters. No one remembers seeing him draw his mace, as his holy commands have yet to fail.

The templar is **STEADY**, but **STUBBORN**.
He seeks **JUSTICE** on adventures.

PASSIVE

Cannot be turned from his path.

OFFENSIVE MOVES

- HOLY WORD: SEEK
- HOLY WORD: PAIN
- HOLY WORD: CONFUSE

DEFENSIVE MOVES

- HOLY WORD: STOP
- HOLY WORD: TRUTH
- HOLY WORD: BLIND

POSSIBLE LOOT

Depending on your luck, you might find him to be carrying a helm of sanctified vision, a boundless faith collar, unwavering robes, pious gloves, a mace of righteous fury, a hallowed holy symbol, or an unsent letter of confession.

When broken, he might spill his guts about *the details of his order, an obscene weapon sealed away, or a forgotten holy site.*



THE WEAPONSMITH

THE WEAPONSMITH

Some weapons go on to be greater legends than those who wielded them and the weaponsmith is determined to create the next such weapon. To craft such fine armaments, one must also know how to brandish them, so the few breaks he takes from his forge are used to hone his skill with his creations.

The weaponsmith is **HONEST**, but **COCKY**.
He seeks **CHALLENGE** on adventures.

PASSIVE

Always has the right weapon for the job.

OFFENSIVE MOVES

- CONFIDENT LAUGH
- SNATCH WEAPON
- BREAK WEAPON

DEFENSIVE MOVES

- EXPLOIT FLAW
- BLOCK STRIKE
- DROP WEAPON

POSSIBLE LOOT

Depending on your luck, you might find him to be carrying a warpick, a quick-study helm, a keen short sword, twin short spears, a smith's apron, a wounding rapier, a pauldron of heft, greaves of spurious talent, or a notebook of creation notes.

When broken, he might spill his guts about *the pieces of a mythical weapon, a spirit forge, or a weakness in the army's armor.*



THE WILDLING

THE WILDLING

The wildling has survived the last twenty years by himself deep in the wilderness. More feral than most monsters, he can run through dense forest like it's a paved road and sniff out anything that doesn't belong in his domain. Should he happen to find a dungeon, he jumps in head first for a little fun.

The wildling is **GENEROUS**, but **DUMB**.
He seeks **THRILLS** on adventures.

PASSIVE

Can run through difficult terrain.

OFFENSIVE MOVES

- POUNCE
- STALK
- LICK WOUNDS

DEFENSIVE MOVES

- IGNORE PAIN
- WARNING GROWL
- KEEN SENSES

POSSIBLE LOOT

Depending on your luck, you might find him to be carrying dire wolf fur, carved antler daggers, a gnoll tooth necklace, a throwing hatchet, otter skin boots, twelve-leaf ointment, moonshine, numbing bark, or ironwood vines.

When broken, he might spill his guts about *an overgrown crater, the fruit of a talking tree, or an abandoned druid grove.*

LEM RAZAR
THE ACADEMIC



MIRAYA DUNN
THE ILLUSIONIST



WRIBA SAMBO
THE AMAZON



BRAINS AND BRAWN

BRAINS AND BRAWN



A FATEFUL RESCUE

ORIGIN STORY

Lem and Miraya met in the course of their studies and became fast friends over their enthusiasm for understanding and exploiting the psyche of monsters, as well as exploring dangerous depths. During their very first adventure together, they rescued Wriba from an orc warband's fruitless torture. She quickly became the brawn to their brains.

MAPPING THE CAVERNS

RECENT ADVENTURE

Tasked with mapping out an entire cave system, they instead opted to cleave off a kobold chieftain's head and force his tribe to map it for them. Now that's using your head.

SMASH IN CASE OF EMERGENCY

TACTICS

Too often for Wriba's liking, Brains and Brawn can get by on brains alone. Lem and Miraya work together well, with Lem pointing out a monster's weaknesses and Miraya using her illusions to exploit it. This strong teamwork often leaves Wriba wondering what to do.

At the slightest hint of things going awry, or when boredom happens to kick in, Wriba jumps in and takes the lead. Kicking and cleaving her way to the sanctum, the others follow her in. They try to keep as much danger off Wriba as possible, and take care of anything that makes it through her whirlwind of destruction.

TETRA NABIN
THE ALCHEMIST



DAERIK PODAYR
THE ELDRITCH WARRIOR



TY RONDIN
THE SCOUT



THE SLAYERS GUILD

THE SLAYERS GUILD



A STRANGE INVITATION

ORIGIN STORY

Having heard of their effectiveness, Daerik offered Ty and Tetra gold and treasure in exchange for helping him gather monster ears. Bewildered by the mission, but always up for some gold, they joined him on a hunt. It quickly became apparent that this would be a gainful relationship for all - they get their gold and Daerik gets the ears he needs to pay for further Eldritch training.

SPINNING BLADES

RECENT ADVENTURE

While helping defend a hamlet against orc raids, Ty and Tetra got pinned down. Heavily outnumbered, Daerik still managed to cleave through and drive off the orc band.

TRACK, BOMB, RUSH

TACTICS

When approaching a monster's domain, Ty takes his time to find the best way in. Staying quiet ensures that Tetra can make the most out of whatever nasty conction she decides to lob at the unsuspecting beasts. As soon as the plan is underway, the two fall back and lay down cover as Daerik springs into action.

With the monsters stunned or stuck in place, Daerik is free to walk in and unleash his arcane arsenal with brutal effectiveness. Should he get backed into a corner, he leans on his abilities to teleport away or blur himself to regain a strong, aggressive position while his allies harass the enemies.

GROK MATRIM
THE MAGE HUNTER



CORIN CIMMER
THE BARBARIAN



CAL LYNCH
THE ASSASSIN



MAGICBANE

MAGICBANE



GOBLIN MATCHMAKER

ORIGIN STORY

A goblin mage had racked up quite the bounty attacking trade caravans, drawing adventurers to the area. Cal showed up for the riches, Corin to bring peace back to his land, and Grok was there to get even. Their combined efforts made easy work of the goblin and soon they were raising its head on a pike and discussing their next adventure.

MOLTEN HOT RAGE

RECENT ADVENTURE

A kobold shaman put a city's fate into peril as she forged a strong magic ritual to ignite a volcanic eruption. Fortunately for the citizens, Magicbane arrived just in time to ruin the ritual and put an end to the shaman.

CONVENIENT DISTRACTION

TACTICS

Cal and Grok quickly realized that once Corin gets going, only exhaustion will stop him. His savage, mindless aggression is the perfect thing to draw attention away from them.

Able to stand free of the direct melee after Corin goes in, they wait for their moment. Grok keeps his nose in the air, sniffing out monster magic, while Cal is content to stay concealed until treasure or an exposed opponent catches his eye. But with Magicbane, one thing always holds true - once Grok identifies a mage, they all drop everything and converge on that poor bastard.

HILDA GRUUL
THE INQUISITOR



PETRA PEYLON
THE CLERIC



GUY VAYNE
THE OCCULT SLAYER



THE HOLY REDEEMERS

THE HOLY REDEEMERS



RELIQUARY REQUISITIONS

ORIGIN STORY

Throughout his career, Guy would quite often visit both Hilda and Petra to resupply. When he found himself finally in need of some help against a syndicate of powerful demons he had been tracking, he convinced them to come along. Once the syndicate was eradicated, they realized that by working together, they could do a great deal to bring justice to the world.

JUSTICE IS BLINDING

RECENT ADVENTURE

The Holy Redeemers recently chased down a troublesome band of goblins that had stolen a relic from the local clergy. As punishment for their crime, the Redeemers turned the relic's power on the thieves, blinding them.

CAREFUL EYES

TACTICS

Guy's sense for danger means he usually takes the lead, watching out for traps or other hidden threats. Hilda is only ever a step behind so that she might see through any tricks or other deceptions that would lead them away from their quarry. Her flail punishes anything able to get past his bolts.

Petra stays in the back to ensure that nothing interrupts his prayers and incantations, which he uses to protect or empower his allies. If a monster does get a lucky shot in on one of them, he can patch them up while the party takes a quick breather.

HAMISH BURR
THE WILDLING



EONAN MACHIDA
THE DRUID



MARTY STAUFFER
THE RANGER



WRATH OF THE WILD

WRATH OF THE WILD



ISOLATED TOGETHER

ORIGIN STORY

It may be strange that living alone in the wilds is what brought these men together, but when you're as determined to know every inch of the forest as they are, it starts to make sense. Eonan has ensured that they can stay in touch with each other magically so that when a serious enough threat to nature's balance arises, they can convene to stamp it down.

THE FOREST HEART

RECENT ADVENTURE

A bugbear shaman rallied his tribe to destroy the heart of the forest, a large willow tree in its center. Three weeks of brutal guerilla fighting finally saw the tribe expelled from the woods and balance restored.

STRIKE SWIFTLY, FADE AWAY

TACTICS

Marty's bear Griz isn't the sneakiest and Hamish has trouble showing restraint, so Eonan often takes the form of an owl and scouts from the air. Once he has enough information, he unleashes his nearly feral companions on it.

Knowing what's coming, the forest goes silent. Then suddenly, a raging bear is lunging out of the treeline with a rider firing bolts at anything that moves. The wildling and druid have their opening and become veritable forces of nature, hacking and chewing away at their foes. Then, before the enemy can organize, they disappear into the forest.

HERMAN LENG
THE MONK



SELENA HAMMOND
THE SPELLBOW



ELANOR TARA
THE LANCER



THE WAYFARING DISCIPLES

THE WAYFARING DISCIPLES



MONGER SLAYERS

ORIGIN STORY

Years ago, the kingdom's worst nightmare came true - a goldmonger had dug itself a dungeon near the kingdom's border. Wanting to neutralize the threat before the beast grew, the crown offered a small fortune to bring it down. Selena, Elanor, and Herman each refused the coin, saying that the chance to test themselves was reward enough.

SNAKES ON A FERRY

RECENT ADVENTURE

A local baron called upon the Wayfaring Disciples to help out with a slither of slissiks that had taken control of a ferry crossing. Always up for encountering new foes, they jumped at the opportunity.

PRACTICED UNISON

TACTICS

Elanor and Herman jump into the fray in practiced unison. Back to back, one twists to allow the other to face the enemy with a flurry. As the enemy's defense is exhausted, the other comes in to finish the job. Inevitably, the reach of Elanor's spear and Herman's insane mobility have enemies struggling to close in on them.

While the others keep enemies preoccupied, Selena hangs back from a vantage point, piercing anything that moves away from the melee. If they manage to force the enemies to a further distance, Selena brings out the heavy hitters in her arsenal.

CALEB BANNOG
THE CHAOS MAGE



MADRAS WALKER
THE DEATH KNIGHT



TASHA CULDROM
THE SHADOWDANCER



THE UMBRAL UNION

THE UMBRAL UNION



AN IMPRESSIVE PERFORMANCE

ORIGIN STORY

As a noble, Madras is expected to entertain guests and Tasha's unique talents brought her into his employ. During her quite impressive performance, he quickly recognized abilities beyond mere dancing. At a private dinner afterwards, Madras and his advisor Caleb got her to open up about her skillset, then offered her a spot in their secretive Umbral Union.

HELLO DARKNESS

RECENT ADVENTURE

The ratfolk under the city quickly learned that the darkness was no longer a refuge for them. Once again, the Umbral Union took down one of the city's foes without reward of any kind.

LET CHAOS REIGN

TACTICS

Caleb's abilities are highly unpredictable, making formal tactics a bit of a challenge. Knowing this, they usually let Caleb open up a fray with a spell, then Madras and Tasha follow up based on Caleb's opening.

Madras dashes into position, fooling the monsters to think they face a lone foe. He then suddenly shifts into his shadow form allowing Tasha to burst forth from it, blades rhythmically carving through awestruck monsters. Madras then feeds on the death she deals and steps in to cull with his scythe. Their flexibility is their power, though they will do anything to protect their identities.

IVANKA BLITHE
THE BUCCANEER



VANCE LETRELLE
THE BARD



RORAN AYBARA
THE WEAPONSMITH



THE SALTY DOGS

THE SALTY DOGS



A NEW BLADE, A NEW BALLAD

ORIGIN STORY

After commandeering a ripe merchant vessel, Ivanka wanted to commission a new sword and a ballad to celebrate. Only settling for the best, she invited Roran and Vance to meet at a posh tavern. The three became fast friends while sharing expensive wine, attempting to one-up each other's tales of past exploits, and brawling with the other tavern patrons.

FODDER CANNONS

RECENT ADVENTURE

The Salty Dogs ran down an orc pirate ship fat with booty, cornering it in a cove. Clearly out of munitions, the orcs fired loads of dead seagulls at their ship. Beaks still dot the hull, but the orcs met their end.

DASHING AND DARING

TACTICS

As much to oblige her as for any strategic gain, combat usually begins with Ivanka swinging into action in true pirate form, throwing caution to the wind. Lending to such theatrics, Vance strums up an inspirational tune to light a fire in his allies.

As the swashbuckling surprise fades, it's Roran's turn to get to work. He cycles through his personal armory of weapons, grabbing the perfect tool for the job at hand. He sets to on their foes with steady effectiveness, picking up the slack from Ivanka's antics. Throughout, Vance keeps a watchful eye, switching up his tune to deal with any threats.

PATRELIUS
THE CENTURION



MATHIAS STOWE
THE TEMPLAR



HERB LIDOL
THE SLINGER



THE VALIANT CRUSADERS

THE VALIANT CRUSADERS



SENDING 'EM BACK TO HELL

ORIGIN STORY

Herb had tracked the demons that killed his brother back to their lair and steeled himself to head in alone. Suddenly, he heard a sound behind him and turned to see Mathias there. "Herb Lidol? The goddess has sent me. You'll not be standing alone today, my friend." Just behind him stood Patrelius, "I'm just here to kill some demons. Let's get to it."

PROVING HIS WORTH

RECENT ADVENTURE

Mathias followed his goddess's signs, leading them to a bluff overlooking the bandit camp, a dozen bandits strong. Mathias turned to Patrelius, "The goddess says you walk alone here." Patrelius grinned, pulling his gladius.

FAITH, STONE, AND STEEL

TACTICS

Being the only one in the party effective at range, Herb finds a good vantage from which he can cover the approach of his allies. Amongst a hail of stones, Patrelius escorts Mathias to the center of the action where his power words will have the greatest effect.

To ensure Mathias can pray unhindered, Herb then slips into the fray directly, ready to sucker punch anything that gets too close. They work to draw attention, bringing their foes within Mathias's range. As he finishes his prayers, the holy power of his goddess is unleashed on their enemies and Herb and Patrelius enjoy cleaning up what's left.

SIR EDVARD LANKS
THE KNIGHT



JERIKO GRUVAL
THE DEFENDER



MARIUS PRIM
THE ARISTOCRAT



THE KINGSMEN

THE KINGSMEN



FOR KING AND COUNTRY

ORIGIN STORY

Sir Edvard and Jeriko are sworn to serve and protect the interests of the kingdom with their lives. Marius, on the other hand, puts enough gold in the right purses to help determine exactly what those interests are. To that end, he's had Edvard and Jeriko assigned to accompany him by the king, so wherever Marius points, they go.

THE FIRST DENT

RECENT ADVENTURE

Some bugbears had set up high above a valley town, rigging up a cannon to bombard the village. The Kingsmen sprung into action. While successful, Jeriko did have to tank a direct shot, earning the first dent on his shield.

DASHED UPON STEEL

TACTICS

Jeriko used to insist on being the first into the fray, though more recently he and Sir Edvard swap turns taking the lead. Their approach to dungeon defenses is simple enough. They know they're not likely to see it coming, so they just trudge forward and tank trap after trap, relying on their armor to take the brunt of the damage.

No matter who goes in first, Marius is always well behind the pair. He waits for the right timing and opponent, goading the most challenging foes into a one on one combat, which he has trained in his entire life and has yet to lose.

HIRELINGS

Archer

- ♦ **Passive:** Has great range with a bow.
 - ♦ **Moves:** PRECISE SHOT - WARNING SHOT
-

Boatman

- ♦ **Passive:** Understands flowing water well.
 - ♦ **Moves:** RAMMING SPEED - EVASIVE MANEUVERS
-

Burglar

- ♦ **Passive:** Is fantastic at picking locks.
 - ♦ **Moves:** DISTRACTION - KEEN EYES
-

Butcher

- ♦ **Passive:** All creatures take -1d.
 - ♦ **Moves:** TENDON SLICE - TAKE THE HIT
-

Carpenter

- ♦ **Passive:** Understands wooden structures well.
 - ♦ **Moves:** BUILD OBSTRUCTION - COLLAPSE STRUCTURE
-

Cartographer

- ♦ **Passive:** Starting location rolls take -1d.
 - ♦ **Moves:** SHORTCUT - TOSS PAPERS IN THE AIR
-

Chronicler

- ♦ **Passive:** Can recall obscure, but relevant info.
 - ♦ **Moves:** GRAND STORY - SPLASH INK
-

Cook

- ♦ **Passive:** Allies begin any fight in great spirits.
 - ♦ **Moves:** FRYING PAN SMASH - PEPPER TOSS
-

Driver

- ♦ **Passive:** Is great at controlling animals.
- ♦ **Moves:** RUN THEM OVER - OUTRUN PURSUIT

Farmhand

- ♦ **Passive:** Understands farm animals well.
 - ♦ **Moves:** CALM AN ANIMAL - ANIMAL CALL
-

Fisherman

- ♦ **Passive:** Understands aquatic animals well.
 - ♦ **Moves:** PLACE BAIT - THROW A NET
-

Footman

- ♦ **Passive:** Fights very well with nearby allies.
 - ♦ **Moves:** CHARGE - ABSORB BLOW
-

Footpad

- ♦ **Passive:** Has a good eye for sneaky monsters.
 - ♦ **Moves:** AMBUSH - DISAPPEAR INTO FOLIAGE
-

Forester

- ♦ **Passive:** Can move quickly through forests.
 - ♦ **Moves:** AXE THROW - DUCK INTO BUSHES
-

Guard

- ♦ **Passive:** Can take the hits for those nearby.
 - ♦ **Moves:** THREATS - SHIELD BLOCK
-

Guide

- ♦ **Passive:** Excels at pathfinding.
 - ♦ **Moves:** DOUBLE BACK - DETECT TRICK
-

Inventor

- ♦ **Passive:** Has three contraptions.
 - ♦ **Moves:** RIG A TRAP - SPRING BOOTS
-

Linguist

- ♦ **Passive:** Can speak the Dark Tongue.
- ♦ **Moves:** SURPRISING INSULT - CONFUSING RIDDLE

They have 1 heart and have a passive or can make a move.

HIRELINGS

Locksmith

- ♦ **Passive:** All locks take -1d.
 - ♦ **Moves:** JAM A LOCK - TRY A DIFFERENT TOOL
-

Lumberjack

- ♦ **Passive:** Can cleave through armor.
 - ♦ **Moves:** FELL A TREE - CLIMB A TREE
-

Mercenary

- ♦ **Passive:** Has a knack for always surviving.
 - ♦ **Moves:** BREAK A WEAPON - KICK DIRT
-

Messenger

- ♦ **Passive:** Excels at getting away.
 - ♦ **Moves:** RUNNING LEAP - BACK AWAY
-

Miner

- ♦ **Passive:** Can find alternate dungeon entrances.
 - ♦ **Moves:** BREAK THROUGH WALL - COLLAPSE TUNNEL
-

Pathfinder

- ♦ **Passive:** Pathfinding rolls take -1d.
 - ♦ **Moves:** CONFUSE PURSUERS - DUCK UNDER COVER
-

Priest

- ♦ **Passive:** Nearby allies are immune to fear.
 - ♦ **Moves:** BOLSTER ALLIES - SANCTUARY SPELL
-

Rat Catcher

- ♦ **Passive:** Understands pests and vermin well.
 - ♦ **Moves:** DEPLOY TRAP - KEEN EARS
-

Rider

- ♦ **Passive:** Highly dangerous while mounted.
- ♦ **Moves:** TRAMPLE - HORSE JUMP

Sailor

- ♦ **Passive:** Can read the winds effectively.
 - ♦ **Moves:** ROPE SWING - KEEP BALANCE
-

Sawbones

- ♦ **Passive:** Can point out enemy weaknesses.
 - ♦ **Moves:** CUT TENDON - STEM BLEEDING
-

Scholar

- ♦ **Passive:** Knows a wide array of esoteric info.
 - ♦ **Moves:** KNOW A WEAKNESS - CONFUSING FACT
-

Scribe

- ♦ **Passive:** Takes notes on everything.
 - ♦ **Moves:** DEMANDING LETTER - REMEMBER DETAILS
-

Singer

- ♦ **Passive:** Can bolster allies with a song.
 - ♦ **Moves:** SOOTHE BEAST - SHRILL SHRIEK
-

Spelunker

- ♦ **Passive:** All hazards take -1d.
 - ♦ **Moves:** FIND A TUNNEL - CONFUSING ECHOES
-

Swordsman

- ♦ **Passive:** Very skilled with a sword.
 - ♦ **Moves:** DISARM - PARRY
-

Trader

- ♦ **Passive:** Allies heal a full heart from tier 3 rooms.
 - ♦ **Moves:** BRIBE MINIONS - TOSS COINS
-

Trapfinder

- ♦ **Passive:** All traps take -1d.
 - ♦ **Moves:** BREAK TRAP - AVOID TRAP
-

They have 1 heart and have a passive or can make a move.

RANDOM STUFF



CONCOCTION (TIER I)

Glowstick: Lights up an area like a torch, but the light is a random color.



CONTRAPTION (TIER I)

Lighter: Easily ignites flammable materials, but breaks easily.



POTION (TIER I)

Blowfish: Makes you buoyant in water, but you can only move with the current.



MAGIC ITEM (TIER I)

Bag of Luck: Lets you reach your hand in and pull out a mundane item, but likes to play tricks on you.



GOOD LOOT

A chicken coop, but there's a large, pissed off rooster inside.



DARK BARGAIN

A piece of your gear or supply is lost or broken, like your shield breaking or dropping your whip.



BLOWBACK (MINOR)

You find an altar to a fallen deity. A PC has touched it and the others are compelled to also do so.

BLOWBACK (MAJOR)

You're cornered in a gully by some riders with dogs. There's no clear way out.

CALAMITY (MINOR)

Townfolk with pitchforks show up to dispatch you. They're woefully unprepared.

CALAMITY (MAJOR)

The spider queen and her hatchlings pour through a new hole in the wall. *Can she be negotiated with?*

DISCOVERY (SUCCESS)

The remnants of an old dungeon's sanctum, with a small hoard. Everyone makes a 3d loot roll.

DISCOVERY (MIXED)

Delicious glowing mushrooms line the walls of this tunnel, giving you a steady supply.

DISCOVERY (FAILURE)

Aggressive mold rapidly attacks any food carried through this room.

RANDOM STUFF



CONCOCTION (TIER I)

Stink Bomb: Fills an area with a horrible smell and causes retching, but has a leaky container.



CONTRAPTION (TIER I)

Gas Mask: Ignores the effects of gases, but you can barely see while wearing it.



POTION (TIER I)

Sticky: Adheres any two things together, but is very difficult to apply.



MAGIC ITEM (TIER I)

Driftcloak: Lets you slowly descend from a high spot, but you can't control your descent at all.



GOOD LOOT

A cart full of ale, but how will you pull it home?



DARK BARGAIN

An ally loses something important to them, such as their magic focus or a vile friend.



BLOWBACK (MINOR)

You see a dead deer with an arrow in it. The wound is fresh and you hear the hunters coming.

BLOWBACK (MAJOR)

A dark faction is sick of you in their territory and decides to attack you during your next raid.

CALAMITY (MINOR)

A single adventurer leading a few hirelings explore your dungeon.

CALAMITY (MAJOR)

An enormous grizzly bear enters the dungeon looking for a new home.

DISCOVERY (SUCCESS)

A room that belonged to a desecrated temple to the god of stoneworking. (random tier 3 Temple room)

DISCOVERY (MIXED)

A lake of bubbling acid fills the air in this cavern with noxious fumes.

DISCOVERY (FAILURE)

A small, circular cavern with a hole in the top that leads straight to the surface.

RANDOM STUFF



CONCOCTION (TIER I)

Sneezing Powder: Makes someone who inhales it have a sneezing fit, but is extremely tricky to apply.



CONTRAPTION (TIER I)

Monocle Spyglass: Sees objects far away as if they were up close, but disorients you.



POTION (TIER I)

Firefly: Makes your abdomen blink, but also attracts bugs.



MAGIC ITEM (TIER I)

Ember Ring: Emits embers, igniting anything flammable, but burns you when you use it.



GOOD LOOT

Holy vestments and incense, but several priests stand in your way.



DARK BARGAIN

You make a ridiculous amount of noise, like jumping and landing on a metal roof.



BLOWBACK (MINOR)

You hear a rumbling, then suddenly you're all caught up in the middle of an animal stampede.

BLOWBACK (MAJOR)

A charming bard and a large number of hirelings that he's convinced to join him invade you.

CALAMITY (MINOR)

A room or two gets flooded in waist deep water. You lose the bonus from these rooms for a cycle.

CALAMITY (MAJOR)

A powerful wizard and his golem protector teleport randomly into the first level of your dungeon.

DISCOVERY (SUCCESS)

A perfectly spherical room, in the center of which floats a rapidly spinning anti-gravity contraption.

DISCOVERY (MIXED)

A swift river crashes into large, jagged rocks that form a less-than-reliable bridge.

DISCOVERY (FAILURE)

Small tunnels with cave pixies in holes scattered along their walls, who will steal from evil beings.

RANDOM STUFF



CONCOCTION (TIER 1)

Itching Dust: Causes extreme itchiness when contacting skin, but is easily spread by the wind.



CONTRAPTION (TIER 1)

Rapid-Reload Crossbow: Never requires pausing to reload, but sometimes misfires.



POTION (TIER 1)

Lies: Makes you unable to tell the truth, but you can't tell when others are lying.



MAGIC ITEM (TIER 1)

Marionette: Can perform a simple command that you give it, but wanders off afterwards.



GOOD LOOT

A beautiful stained glass window, but it seems impossible to dislodge without breaking.



DARK BARGAIN

You see something that makes you question reality, like the ghost of a dead PC.



BLOWBACK (MINOR)

An adventurer silently stalks you, waiting for the right time to pounce.

BLOWBACK (MAJOR)

A priest leads an angry mob into your dungeon, intent on ridding the world of your evil.

CALAMITY (MINOR)

An aggressive wolf wanders into your dungeon looking for a place to sleep.

CALAMITY (MAJOR)

Your imps and minions grab weapons and head for the sanctum. It's a revolt!

DISCOVERY (SUCCESS)

A long tunnel leading off the map to a neighboring dungeon, which seems willing to work together.

DISCOVERY (MIXED)

A buried cache left by bandits, giving you a shared supply of liquor and tobacco.

DISCOVERY (FAILURE)

A wide river with a current too strong to swim across limits your dungeon's expansion.

RANDOM STUFF



CONCOCTION (TIER 1)

Firedancer: Shoots a trail of sparks in a random line then pops, but sometimes flies like a boomerang.



CONTRAPTION (TIER 1)

Candlehelm: Lights the way in front of you, but drips wax onto your face.



POTION (TIER 1)

Mixed Visions: Shows you one true and two false visions of the future, but gives a massive headache.



MAGIC ITEM (TIER 1)

Waterstep Boots: Lets you walk across water, but you have to keep moving so you don't sink.



GOOD LOOT

A wardrobe of extremely fine clothes, but it's magically locked.



DARK BARGAIN

One of your enemies gets away and is likely to move against you later.



BLOWBACK (MINOR)

The ground gives way and one or more PCs fall down into a cave.

BLOWBACK (MAJOR)

The factions in a certain area of the sandbox stand together, giving you -1d on blowback rolls there.

CALAMITY (MINOR)

The imps break one of the most important items in the dungeon as they transport it.

CALAMITY (MAJOR)

Flammable gas seeps into your dungeon, its smell giving it away. Start a 6-segment clock: KABOOM.

DISCOVERY (SUCCESS)

A large bat colony, a creature that also gives you a steady supply of guano. (creature)

DISCOVERY (MIXED)

A small creek of pure blood winding its way out of a wall, down a tunnel, and into another wall.

DISCOVERY (FAILURE)

The storage room of an ancient gnomish inventor which houses a large, hostile automaton.

RANDOM STUFF



CONCOCTION (TIER 1)

Wide-Eye Tablets: Keeps you wide-awake for a night, but causes hallucinations.



CONTRAPTION (TIER 1)

Rope Launcher: Sends a rope flying a great distance, but requires time to wind it up.



POTION (TIER 1)

Cowardice: Forces whoever it hits to run away, but they're emboldened when they return.



MAGIC ITEM (TIER 1)

Spidersilk Lute: Draws in spiders in your area when played, but the spiders are hostile to you as well.



GOOD LOOT

Tapestries hanging from the ceiling, but how can you get up there?



DARK BARGAIN

Your imps unearth something within the dungeon. Make a 1d discovery roll.



BLOWBACK (MINOR)

You see a human prisoner being chased by several guards through the forest towards the dungeon.

BLOWBACK (MAJOR)

A squad of soldiers, about ten to twenty hirelings, show up to clear out your dungeon.

CALAMITY (MINOR)

An very foul smell wafts through your dungeon, decreasing productivity until you find the source.

CALAMITY (MAJOR)

Imps inform you that a couple of minion packs just left the dungeon with 1 tier worth of your hoard.

DISCOVERY (SUCCESS)

An enormous cache of old weaponry that gives you a shared supply of weapons, plus one large ballista.

DISCOVERY (MIXED)

This cavern is full of sentient fungi which devour magic, causing it to be severely weakened here.

DISCOVERY (FAILURE)

An ancient sanctuary, once belonging to a cathedral, which nobody of evil heart can enter.

RANDOM STUFF



CONCOCTION (TIER I)

Blistermaker: Causes blisters to erupt on contact with skin, but is extremely foul smelling.



CONTRAPTION (TIER I)

Snorkel: Lets you breathe underwater, but is easily spotted.



POTION (TIER I)

Illusory Form: Gives you the appearance of another member of your race, but only from the front.



MAGIC ITEM (TIER I)

Bouncy Boots: Lets you always bounce safely when falling, but you bounce in a random direction.



GOOD LOOT

A massive flag at the top of a flagpole, but it's in plain view of the archers.



DARK BARGAIN

The ground gives way under you or you lose your footing, putting you in a terrible spot.



BLOWBACK (MINOR)

While climbing up a rough embankment, one or two PCs lose a piece of gear.

BLOWBACK (MAJOR)

One of you has been caught by local rangers on the way home and is about to be hanged.

CALAMITY (MINOR)

One of your dungeon rooms becomes *volatile*, requiring you to pay cost to use it.

CALAMITY (MAJOR)

Tremors open up a second entrance into your dungeon, bypassing many of your defenses.

DISCOVERY (SUCCESS)

The remnants of a centipede rodeo, with several giant centipedes still living here. (creature)

DISCOVERY (MIXED)

A meandering underground river full of large, aggressive salamanders.

DISCOVERY (FAILURE)

In the center of this room is a large block of rapidly melting ice which imprisons a heroic sorceress.

RANDOM STUFF



CONCOCTION (TIER 1)

Fire Oil: Catches fire when hit with a spark, but takes a few tries before it lights.



CONTRAPTION (TIER 1)

Spring-loaded hidden dagger: Puts a dagger instantly into your hand, but can randomly activate.



POTION (TIER 1)

Slipperiness: Makes an area incredibly slippery, but the bottle itself is also very slippery.



MAGIC ITEM (TIER 1)

Grasping Shield: Can reach out and entangle enemies, but is terrified of axes.



GOOD LOOT

Mage robes and a wand, but the mage's pseudodragon watches over the room.



DARK BARGAIN

Your body changes temporarily or permanently, like losing a finger or growing a tail.



BLOWBACK (MINOR)

You see the remnants of a battle with corpses lying around. It's a clever necromancer's trap.

BLOWBACK (MAJOR)

A paladin steps into your path and draws their sword. Their rogue friend waits in the bushes.

CALAMITY (MINOR)

The entrance has become overgrown with poison ivy, a fact you won't realize until you raid.

CALAMITY (MAJOR)

Traitorous minions make away with a large part of your hoard, enough to drop you a tier.

DISCOVERY (SUCCESS)

A room that belonged to an old gnomish inventor.
(random tier 3 Forge room)

DISCOVERY (MIXED)

A cavern with a very high ceiling that creates enormous echoing effects, shaking your dungeon.

DISCOVERY (FAILURE)

A bubbling tar pit that spews awful smells inconveniently situated within your dungeon.

RANDOM STUFF



CONCOCTION (TIER 1)

Darkwater: Fills a body of water with dark ink, but your hands get covered in the same ink.



CONTRAPTION (TIER 1)

Concoction Launcher: Shoots a concoction a great distance, but is really cumbersome to carry.



POTION (TIER 1)

Blinding: Removes the target's sight, but is very difficult to apply without affecting yourself.



MAGIC ITEM (TIER 1)

Vision Helm: Vastly enhances your sight, but you can't hear very well when wearing it.



GOOD LOOT

Jewelry hanging off the neck of the prince as he walks through the streets, but he's with his guards.



DARK BARGAIN

You miscommunicate with your allies, like sending them in the wrong direction.



BLOWBACK (MINOR)

The roads in this area now have riders with dogs patrolling them.

BLOWBACK (MAJOR)

A small army has set up an encampment around your dungeon entrance, but hasn't noticed it yet.

CALAMITY (MINOR)

A dark faction arrives at the dungeon demanding an immediate audience.

CALAMITY (MAJOR)

A hungry creature lashes out at a PC, leaving them bloodied. Now they move to finish their meal.

DISCOVERY (SUCCESS)

A long tunnel leading off the map, the entrance to a dark elf conclave. They deal in magic secrets.

DISCOVERY (MIXED)

A lake with a moving whirlpool which teleports anyone sucked in to a random spot in the dungeon.

DISCOVERY (FAILURE)

A large hole in the wall, from which spews a lot of smoke that drift through your dungeon.

RANDOM STUFF



CONCOCTION (TIER 1)

Painkiller: Can ignore the effects of **MUSCLES** shock, but doesn't clear the shock when rolled.



CONTRAPTION (TIER 1)

Bear Trap: Latches onto the foot of whoever steps in it, but is really dangerous to pick back up.



POTION (TIER 1)

Giantvoice: Allows you to project your voice over great distances, but you lose your voice after.



MAGIC ITEM (TIER 1)

Snake Lock: Can be placed on a door to instantly lock it, but bites you when you take it off.



GOOD LOOT

A coin purse hanging heavily off the belt of a merchant, but the merchant is a retired adventurer.



DARK BARGAIN

The real threat isn't what you think it is, like a goblin tribe also raiding your target.



BLOWBACK (MINOR)

An NPC from a dark faction leaves a note. They demand gold or will reveal your dungeon location.

BLOWBACK (MAJOR)

There are a large number of scouts around your dungeon. You take -1d on raid engagement rolls.

CALAMITY (MINOR)

The noise of beetles mating keeps you from sleeping. Everyone takes shock to **BRAINS**.

CALAMITY (MAJOR)

Grub worms push through your dungeon walls as they begin their transformation into scarabs!

DISCOVERY (SUCCESS)

A pool of pitch black water, home to dark faeries, which heals the bloodied condition once per cycle.

DISCOVERY (MIXED)

The ruins of an ancient shipwreck with zombie pirates inside. They can't leave the wreck.

DISCOVERY (FAILURE)

A natural tunnel that connects two or three vulnerable areas to each other.

RANDOM STUFF



CONCOCTION (TIER I)

Beastlure: Brings in a specific type of animal if it's in the area, but the scent sticks on you.



CONTRAPTION (TIER I)

Corner Mirror: Lets you see around corners, but is easily broken.



POTION (TIER I)

Strength: Makes you as strong as a bear, but you're completely exhausted afterwards.



MAGIC ITEM (TIER I)

Tracking Jewel: Always makes you aware of its location, but bloodies you if broken.



GOOD LOOT

Artworks lining the walls, but there's far too many and it's difficult to tell which are valuable.



DARK BARGAIN

An adventurer or two enters the scene, like a drunk barbarian and bard stumbling out an inn.



BLOWBACK (MINOR)

You get stuck while moving through a marsh and see gators slowly moving towards you.

BLOWBACK (MAJOR)

One or two of you are taken and imprisoned in a small border garrison. You're the bait.

CALAMITY (MINOR)

Voracious plants sprout from the ceiling of a well-traveled hallway, looking for a meal.

CALAMITY (MAJOR)

Sentient toxic mold seeps into your dungeon, causing severe hallucinations. It must be fed.

DISCOVERY (SUCCESS)

A room with an entrance and three exits. Each exit teleports you to a different spot in the dungeon.

DISCOVERY (MIXED)

A cavern filled with crystals that send dazzling lights everywhere.

DISCOVERY (FAILURE)

A river with a massive cave gator in it that randomly snatches anyone that wanders too close.

RANDOM STUFF



CONCOCTION (TIER I)

Shrieker: Emits a loud shriek when it comes into contact with light, but also randomly shrieks.



CONTRAPTION (TIER I)

High Pitch Whistle: Can only be heard by dogs and similar beasts, but gives you a headache.



POTION (TIER I)

Speed: Makes you as fast as a horse, but has a very short-term effect.



MAGIC ITEM (TIER I)

Soul Flask: Can hold a single soul for transport, but the soul will rattle the flask at the worst moment.



GOOD LOOT

A chest full of gems, but it's trapped with a blinding spell.



DARK BARGAIN

The ground you're standing on becomes unstable, collapsing and bringing everyone with it.



BLOWBACK (MINOR)

A storm delays your return to the dungeon. You take -1d on your next downtime action.

BLOWBACK (MAJOR)

A dark faction's emissary arrives with an ultimatum - swear fealty or face invasion.

CALAMITY (MINOR)

A small fire sets back a downtime project clock by 2 ticks.

CALAMITY (MAJOR)

A portal opens up into your sanctum as arcane burglars slip in while you sleep.

DISCOVERY (SUCCESS)

A cave perfectly suitable as a minion lair, which also has a steady supply of food. (tier 2 room)

DISCOVERY (MIXED)

An old prison with two of its locks rusted away and the skeletons of giants in the cells.

DISCOVERY (FAILURE)

A tunnel leading to the entrance to a giant ant colony preparing to invade your dungeon.

RANDOM STUFF



CONCOCTION (TIER 2)

Stonemelt: Quickly dissolves large sections of stone, but fills the area with thick smoke.



CONTRAPTION (TIER 2)

Parachute: Slows your fall, but you still hit the ground pretty hard.



POTION (TIER 2)

Terror: Creates a nightmarish illusion where the potion is spilled, but it's your own nightmare.



MAGIC ITEM (TIER 2)

Displacement Arrows: Teleport anyone hit with them to a nearby spot, but the spot is random.



GOOD LOOT

Gilded seashells lining the high shelves of the temple to the sea goddess, but they're glued down.



DARK BARGAIN

One of your wounds festers and your bloodied condition won't heal during the next recovery.



BLOWBACK (MINOR)

One of your minions steps on a bear trap on the way home, bloodying or killing them.

BLOWBACK (MAJOR)

Forest pixies and sprites confuse and separate you all, then try leading you to your demise.

CALAMITY (MINOR)

Your imps randomly dig a tunnel between two sensitive areas, connecting them.

CALAMITY (MAJOR)

A lich with a skeleton hoard appears at your dungeon entrance.

DISCOVERY (SUCCESS)

A lava river flowing through your dungeon, perfectly protecting a previously vulnerable area.

DISCOVERY (MIXED)

A perfectly square room within which hang dozens of glowing magical spheres.

DISCOVERY (FAILURE)

A buried cell with an imprisoned devil inside that demands you surrender control of your dungeon.

RANDOM STUFF



CONCOCTION (TIER 2)

Tarbomb: Covers anything it hits with sticky tar, but leaves a trail of tar when you throw it.



CONTRAPTION (TIER 2)

Shockstick: Stuns the one you hit with it, but also stuns you.



POTION (TIER 2)

Firebreath: Lets you breathe flames like a dragon, but torches your gear, too.



MAGIC ITEM (TIER 2)

Immovable Armor: Makes you nigh-immovable, but you can't run while wearing it.



GOOD LOOT

A bag with a glowing rune on it, but the bag is empty - except for the secret compartment.



DARK BARGAIN

A group arrives to help your target, like a patrol on the roads galloping in to help.



BLOWBACK (MINOR)

It takes you a very long time to get back home. All faction clocks tick once.

BLOWBACK (MAJOR)

The faction that you just attacked gets motivated and finishes any faction clocks they have.

CALAMITY (MINOR)

Brawling minions wreck a dungeon room, requiring a tier 1 project to repair it.

CALAMITY (MAJOR)

All factions roll immediately against their clocks as you lurk in your dungeon far too long.

DISCOVERY (SUCCESS)

A room that belonged to an old revolutionary base.
(random tier 3 Hideout room)

DISCOVERY (MIXED)

An old gnome farm, complete with artificial lighting that gives you a steady supply of carrots.

DISCOVERY (FAILURE)

A tunnel with a hole in the center of the end wall. Carnivorous worms occasionally emerge from it.

RANDOM STUFF



CONCOCTION (TIER 2)

Nervewrecker: Paralyzes a victim temporarily, but they ignore all pain afterwards.



CONTRAPTION (TIER 2)

Portable Trampoline: Lets you jump higher than you otherwise could, but is hard to put away.



POTION (TIER 2)

Spiderlegs: Gives you legs like a spider allowing you to climb walls, but makes you voraciously hungry.



MAGIC ITEM (TIER 2)

Spiteskull: Tries to bite and latch onto anything you throw it at, but is always looking for a better owner.



GOOD LOOT

A statue of a conquering, grandiose general, but how do you get it off that pedestal?



DARK BARGAIN

Whatever you're about to try won't work again, like a null-magic field being activated.



BLOWBACK (MINOR)

A faction near the one you hit starts a new 4-segment clock: Improved Defenses.

BLOWBACK (MAJOR)

Boats along the river defend themselves more heavily, carrying archers that watch the shores.

CALAMITY (MINOR)

A creature devours a lot of imps and you lose the imp downtime action the next lurking phase.

CALAMITY (MAJOR)

The most troublesome faction clock comes to fruition, motivated by your dungeon's presence.

DISCOVERY (SUCCESS)

An old river port with a few boats that connects to several dark underground factions far away.

DISCOVERY (MIXED)

A round room with magnetic walls, making it very difficult to move around inside it with metal.

DISCOVERY (FAILURE)

A hall full of heroic statues which, if disturbed, can come alive and attack you or join an invasion.

RANDOM STUFF



CONCOCTION (TIER 2)

Thunderstone: Emits a blinding light when it hits a hard surface, but is always hot to the touch.



CONTRAPTION (TIER 2)

Welding Torch: Welds metal together with a hot flame, but showers you in sparks.



POTION (TIER 2)

Portable Doorway: against a wall to make an instant hole, but disappears very quickly.



MAGIC ITEM (TIER 2)

Endless Bottle: Holds an immense amount of liquid, but all of it flows out when opened.



GOOD LOOT

A large crystal, but it's incredibly fragile to both touch and sound.



DARK BARGAIN

Your action will affect one of your allies as well, like blasting them with a fireball.



✂ BLOWBACK (MINOR)

You spot a young dragon flying overhead. It circles as it thinks it saw something rustling the bushes.

💀 BLOWBACK (MAJOR)

A friendly faction of yours is attacked, knocking them down a tier. They come pleading for help.

! CALAMITY (MINOR)

Imps constantly getting caught in a trap leads to it breaking. The trap loses a tier.

!! CALAMITY (MAJOR)

A ghost possesses a PC, intent on revenge. *Who must the player hunt?*

➤ DISCOVERY (SUCCESS)

Those of good heart that drown in this pool return as a ghoul, a tier 2 creature under your control.

➤ DISCOVERY (MIXED)

Throughout this long, winding tunnel, you can hear the mad whispers of the one that built it.

➤ DISCOVERY (FAILURE)

This chamber houses a sentient holy relic which alerts members of the faith nearby of its discovery.

RANDOM STUFF



CONCOCTION (TIER 2)

Zoner: You don't take shock to BRAINS, but you take -2d from shock to other attributes.



CONTRAPTION (TIER 2)

Escape Balloon: Can pull you up into the air, but is almost impossible to control.



POTION (TIER 2)

Speedy: your speed, but it's very, very difficult to stop.



MAGIC ITEM (TIER 2)

Bag of Devouring: Destroys any non-living material put inside it, but is very hungry.



GOOD LOOT

Several goats in their pen, but they're mean as hell.



DARK BARGAIN

A disaster is about to occur, like a lightning storm or earthquake. Start a 4-segment clock.



BLOWBACK (MINOR)

A unicorn steps out in front of you and paws the ground. You've stumbled into its glade.

BLOWBACK (MAJOR)

A friendship with a faction breaks as they feel somehow slighted due to your last raid.

CALAMITY (MINOR)

A dark faction that had been friendly or neutral towards you becomes hostile.

CALAMITY (MAJOR)

Heavy rains temporarily fill your dungeon with a deluge of water. It can't be stopped, only outrun.

DISCOVERY (SUCCESS)

A slime pit, spewing extra slime imps. Your imps take +1d on their downtime action.

DISCOVERY (MIXED)

A small system of tunnels that produce incredibly confusing echoes while within them.

DISCOVERY (FAILURE)

A barrel of explosive reagents in this old storeroom detonates, destroying tunnels and dungeon walls.

RANDOM STUFF



CONCOCTION (TIER 2)

Metalshards: Sends shards of metal in all directions, but has a loose trigger.



CONTRAPTION (TIER 2)

Spring Boots: Let you make one giant leap, but take a long time to reload after use.



POTION (TIER 2)

Blur: Gives a defense against arrows, but randomly teleports you nearby when the defense is used.



MAGIC ITEM (TIER 2)

Lookout Cap: Lets you know if anyone can see you, but is extremely paranoid of getting spotted.



GOOD LOOT

An ancient atlas, but it's linked to its golem guardian.



DARK BARGAIN

You make a fool of yourself, losing status with allies, your minions, or even the enemy.



BLOWBACK (MINOR)

Halfway home, one of you realizes you've left an important piece of gear back at the raid.

BLOWBACK (MAJOR)

The faction that you just hit can finish a faction clock as they feel spurred into action.

CALAMITY (MINOR)

An imp writes the solution to one of your tricks on the wall so they don't forget. The trick loses a tier.

CALAMITY (MAJOR)

One of your tier 2 rooms is completely destroyed by minions partying. The party is on the move.

DISCOVERY (SUCCESS)

A cell containing an imprisoned vampire who is willing to remain friendly if you let them go.

DISCOVERY (MIXED)

Ancient crypt tunnels with many tombs, some of which that have been broken into and looted.

DISCOVERY (FAILURE)

A lava river that occasionally spits out magma elementals who start fires in your dungeon.

RANDOM STUFF



CONCOCTION (TIER 2)

Firebomb: Bursts on contact and splashes into a ball of flame, but has a very short fuse.



CONTRAPTION (TIER 2)

Glider: Lets you control your descent, but it's absolutely terrifying.



POTION (TIER 2)

Dalgeth's Brew: Makes what the drinker hears sound disingenuous, but they're aware afterwards.



MAGIC ITEM (TIER 2)

Thundering Mace: Knocks back anyone you hit with it, but is incredibly noisy.



GOOD LOOT

A telescope and other astronomy equipment, but who knows which of these things is valuable?



DARK BARGAIN

Your vile friend gets really angry at you, cutting you off until you make amends.



BLOWBACK (MINOR)

A mudslide has blocked your path and you realize you have to travel through troll territory.

BLOWBACK (MAJOR)

Adventurers arrive at your dungeon before you, clearing it and waiting for you in your sanctum.

CALAMITY (MINOR)

A small earthquake breaks a potion or concoction in a PC's supply, immediately affecting them.

CALAMITY (MAJOR)

A dark faction comes to you seeking help with a problem much too big for you to handle.

DISCOVERY (SUCCESS)

A small mining colony of dwarves lie beyond a thin wall at the end of this tunnel, completely unaware.

DISCOVERY (MIXED)

A slow-flowing river with a perfect fishing spot that gives you a steady supply of cavefish.

DISCOVERY (FAILURE)

A tunnel leading to an underground rebel base, led by the local lord's illegitimate daughter.

RANDOM STUFF



CONCOCTION (TIER 2)

Quicksleep: Instantly puts someone to sleep, but only for a few brief moments.



CONTRAPTION (TIER 2)

Mining Drill: Bores through stone quickly, but gives -1d on calamity rolls when used in the dungeon.



POTION (TIER 2)

Squallsight: Lets you establish a fact about the weather, but angers nearby wildlife.



MAGIC ITEM (TIER 2)

Dancebox: Makes anyone around without a task start dancing, but only plays one song.



GOOD LOOT

A fancy sword hanging on the wall, but the sword is enchanted to come alive and fight.



DARK BARGAIN

You get separated from your allies, like getting led into the woods by a bunch of pixies.



BLOWBACK (MINOR)

A group of farmers chase you down with torches and pitchforks.

BLOWBACK (MAJOR)

You arrive at your dungeon entrance to see a squad of soldiers camped outside it.

CALAMITY (MINOR)

A minion pack decides that it's had enough and deserts the dungeon.

CALAMITY (MAJOR)

Your denizens are bored. They demand entertainment or face rebellion.

DISCOVERY (SUCCESS)

A room that belonged to an old dwarf fortress.
(random tier 3 Stronghold room)

DISCOVERY (MIXED)

An old storage room that's mostly underwater. Old crates and barrels float around within it.

DISCOVERY (FAILURE)

A magical statue of a forgotten god which bloodies anyone of evil heart when they enter this room.

RANDOM STUFF



CONCOCTION (TIER 2)

Suregrip: Allows you to climb on walls like a spider, but normal items stick tenaciously to your hands.



CONTRAPTION (TIER 2)

Sticky Gloves: Let you climb up a wall, but you can only reliably move up.



POTION (TIER 2)

Turnheart: Causes the drinker to rethink their current goal, but all distrust you while you carry it.



MAGIC ITEM (TIER 2)

Eye of Melawa: Reveals lies and illusions, but makes a blinding flash when it does so.



GOOD LOOT

A suit of armor on a stand, but it's heavy and welded together.



DARK BARGAIN

You're completely exhausted, taking shock to all three attributes after your roll.



BLOWBACK (MINOR)

Light faction defenses in the area increase, giving -1d on assault and strike raid engagement rolls.

BLOWBACK (MAJOR)

An adventurer you thought was dead confronts you on the road, more powerful than before.

CALAMITY (MINOR)

A minion pack loses one of its upgrades from something like an accident or gambling.

CALAMITY (MAJOR)

An absolutely enormous rat king bursts into your dungeon, barreling through it at full speed.

DISCOVERY (SUCCESS)

A large, incredibly cold ice cavern, with sharp icicles hanging from high above.

DISCOVERY (MIXED)

A cavern with a very high ceiling that has been worn away by the geyser in the center of the room.

DISCOVERY (FAILURE)

A one-way portal leading into your dungeon from a well-protected area outside it.

RANDOM STUFF



CONCOCTION (TIER 2)

Friendmaker: Makes anyone sprayed friendly to you, but hostile towards those you're with.



CONTRAPTION (TIER 2)

Two-Wheeler: Lets you rapidly move over flat terrain, but the brakes don't work.



POTION (TIER 2)

Wizardwick: Pulls magic into its flames, containing it, but the bundled magic is highly unstable.



MAGIC ITEM (TIER 2)

Cursed Coin: Causes the one that finds it to grow greedier over time, but tries to be spent.



GOOD LOOT

Stacks and stacks of cheese wheels, but no way to carry all of them.



DARK BARGAIN

You become the center of attention and those watching expect an immediate follow-up.



BLOWBACK (MINOR)

You stumble upon two black bear cubs and notice the momma bear off to the left too late.

BLOWBACK (MAJOR)

You step foot into a dryad's grove and everyone is instantly entangled and poisoned.

CALAMITY (MINOR)

A minion pack left the dungeon and raided a small farm. Roll minor blowback instead.

CALAMITY (MAJOR)

A very skilled tier 4 thief with 6 moves, knowledge of your dungeon, and a scroll of teleport sneaks in.

DISCOVERY (SUCCESS)

A series of old crypts, filled with the dead. You can recruit *expendable* zombie minions here for free.

DISCOVERY (MIXED)

A lava flow extending from one side of the map to the other, along which travel magmin traders.

DISCOVERY (FAILURE)

A shrine of vigor that replenishes one adventurer move per cycle. It's very volatile if destroyed.

RANDOM STUFF



CONCOCTION (TIER 2)

Dreadfood: Causes horrific hallucinations, but sometimes enrages the one that imbibed it.



CONTRAPTION (TIER 2)

Electromagnet: Strongly attracts metal, but shocks the hell out of you when you turn it off.



POTION (TIER 2)

Mindwall: Gives you a defense against enchantment, but you're vulnerable after using the defense.



MAGIC ITEM (TIER 2)

Blink Boots: Lets you teleport a short distance away, but you're disoriented after.



GOOD LOOT

An enormous luxurious carpet, but it has lots of heavy furniture on it.



DARK BARGAIN

You're exposed to danger from the environment, like a fire or rocks falling.



BLOWBACK (MINOR)

A PC hits a trap coming back to the dungeon, bloodying or killing them if already bloodied.

BLOWBACK (MAJOR)

You all fall into a pit trap and wake up tied to spits, ready to be roasted by cannibals.

CALAMITY (MINOR)

A PC falls into a liquid or is hanging deep in a hole off a ledge. Start a 4-segment clock: Die.

CALAMITY (MAJOR)

An enchantress has found some of your minion packs, dominated them, and is now invading.

DISCOVERY (SUCCESS)

A statue of a forgotten god. Any PC who takes up worshipping it gains an extra dark heart slot.

DISCOVERY (MIXED)

A second entrance to your dungeon opens up in a relatively safe location.

DISCOVERY (FAILURE)

A dark dwarf encampment set up as the forward advance of a much larger settlement below.

RANDOM STUFF



CONCOCTION (TIER 2)

Outburst Draught: Causes someone to act on their current strongest emotion, but is contagious.



CONTRAPTION (TIER 2)

Retract-o-Claw: Clamps onto whatever it's shot at, but retracts very slowly.



POTION (TIER 2)

Snakejaw: Lets you swallow anything up to your size without hindering you, but it tastes terrible.



MAGIC ITEM (TIER 2)

Bloodstone: Heals a wound, but must be bathed in increasingly potent blood after each use.



GOOD LOOT

A large, golden harp, but it's incredibly heavy.



DARK BARGAIN

Your biggest secret is revealed, like dropping a document showing your master plan.



BLOWBACK (MINOR)

You hear the sound of dogs barking as they catch your trail. Start a 4-segment clock: Cornered.

BLOWBACK (MAJOR)

The target and its neighbors improve defenses, giving you -1d to engagement against them.

CALAMITY (MINOR)

Two minion packs start feuding. If nothing is done soon, they'll kill each other.

CALAMITY (MAJOR)

Gnomish engineers come through a wall with their tunnel boring machine, ready to fight.

DISCOVERY (SUCCESS)

A buried trove of potions which gives you three shared supplies, each of a random potion.

DISCOVERY (MIXED)

A hole lies in the center of this large cavern, from which freezing cold air flows in and creates snow.

DISCOVERY (FAILURE)

A rift with the two sides grinding against each other. Any additional movement causes quakes.

RANDOM STUFF



CONCOCTION (TIER 3)

Bottled Fury: Stops you from dying until it wears off, but you can't resist death.



CONTRAPTION (TIER 3)

Rocket Pack: Allows you to soar through the sky at rapid speeds, but can go off at any time.



POTION (TIER 3)

Invisibility: Makes you completely invisible, but you blink back into sight when you touch something.



MAGIC ITEM (TIER 3)

Goldmonger's Tooth: Turns victims into golden statues, but they might randomly come back to life.



GOOD LOOT

The finest silverware you've ever seen, but it's in a very busy kitchen.



DARK BARGAIN

You're forced to choose between two terrible options, like saving only your minions or your warg.



BLOWBACK (MINOR)

Your dungeon was spotted by a tracker, who is now running away. Capture them or face invasion.

BLOWBACK (MAJOR)

A light-aligned dragon roasts the copse of trees you were hiding in, then comes in for a snack.

CALAMITY (MINOR)

Holes open up in the ground along one of your tunnels, turning it into a hazard.

CALAMITY (MAJOR)

A fire destroys a tier 1 or 2 room and threatens to rapidly spread throughout the dungeon.

DISCOVERY (SUCCESS)

A one-way portal from the dungeon to a hidden, very valuable location within the sandbox.

DISCOVERY (MIXED)

A series of tunnels filled with cracked mirrors lining the walls, confusing anyone who enters.

DISCOVERY (FAILURE)

A brackish lake filled with caves sharks that blocks the expansion of your dungeon.

RANDOM STUFF



CONCOCTION (TIER 3)

Lightbender: Makes someone appear completely invisible, but also nearly blind.



CONTRAPTION (TIER 3)

Night-Vision Goggles: Lets you see in the dark, but blinds you if you look directly at a light source.



POTION (TIER 3)

Tongues: Lets you speak another language fluently for a while, but you can't understand it.



MAGIC ITEM (TIER 3)

Rust Shield: Instantly rusts any metal weapon it blocks, but slowly falls apart.



GOOD LOOT

A cart full of produce for market, but one of the wheels is broken.



DARK BARGAIN

An ally springs an unseen trap, like stepping on a rope and getting hauled up into a tree.



BLOWBACK (MINOR)

Any further raids against factions in this area will take -1d to the loot roll.

BLOWBACK (MAJOR)

Noticing your intent on raiding them, a faction calls in favors and increases their tier by 1.

CALAMITY (MINOR)

A bridge or other simple structure collapses, bloodying a minion pack.

CALAMITY (MAJOR)

The biggest creature in the dungeon devours the second largest and is now on the hunt.

DISCOVERY (SUCCESS)

A perfectly placed tunnel leading to a small pool full of polished skulls. (tier 1 minor room)

DISCOVERY (MIXED)

Bags of opals litter the floor along this twisting tunnel, giving you a shared supply.

DISCOVERY (FAILURE)

A complex web of crawlways that connect to several vulnerable points within your dungeon.

RANDOM STUFF



CONCOCTION (TIER 3)

Quickfreeze: Covers the entire area in ice, but the bottle is incredibly fragile.



CONTRAPTION (TIER 3)

Chainsaw: Can tear through wood and flesh like butter, but merely wielding it is highly dangerous.



POTION (TIER 3)

Ratsize: Shrinks you to the size of a rat, but you smell like prey.



MAGIC ITEM (TIER 3)

Werepelt: Turns you into a werebeast while the full moon is out, but it's a mostly harmless beast.



GOOD LOOT

A cask of good ale, but it's starting to leak.



DARK BARGAIN

An NPC near you takes a hit, like the priest you were hauling back to torture getting killed.



BLOWBACK (MINOR)

A griffon rider circles overhead, intent on finding your dungeon's location.

BLOWBACK (MAJOR)

An ancient druid and his panther companion don't appreciate you stepping through their glade.

CALAMITY (MINOR)

An ambush awaits you as you head out of your dungeon entrance on your next raid.

CALAMITY (MAJOR)

Another group of Wicked Ones launch a pillaging raid on your dungeon along with their minions.

DISCOVERY (SUCCESS)

An old torture chamber with an immortal celestial being strapped into the rack. (tier 2 room)

DISCOVERY (MIXED)

A small cavern that is filled with a natural garden created with the sunlight shining in from above.

DISCOVERY (FAILURE)

A gnomish inventory's hidden laboratory and copper mine, filled with working constructs.

RANDOM STUFF



CONCOCTION (TIER 3)

Zombiejuice: Reanimates a fresh corpse into a killing machine, but it quickly falls apart.



CONTRAPTION (TIER 3)

Rocket Boots: Let you briefly move incredibly fast, but always launch you out of them at the end.



POTION (TIER 3)

Mimic: Turns you into a carnivorous version of an object, but you only vaguely know how long it lasts.



MAGIC ITEM (TIER 3)

Cursed Mirror: Sends the thoughts of those looking into it to its creator, but slowly drives you insane.



GOOD LOOT

Large amounts of dye, but it's just sitting in a large pile of dust right now.



DARK BARGAIN

Nature helps your enemies, like a wolf pack coming to the aid of a farmer you're chasing.



BLOWBACK (MINOR)

Each PC has to pay cost as they struggle their way home through a storm.

BLOWBACK (MAJOR)

Your next raid is incredibly easy as guards break and run and nothing is locked. Then it all changes.

CALAMITY (MINOR)

One of your locks completely breaks, but you won't realize it until during the next invasion.

CALAMITY (MAJOR)

A large dark faction tribe has surrounded your entrance and demands 1 tier of hoard in tribute.

DISCOVERY (SUCCESS)

A two-way portal from the dungeon to a hidden neutral location within the sandbox.

DISCOVERY (MIXED)

A waterfall of mud cascading down the side of a cavern, then flowing off to the edge of the map.

DISCOVERY (FAILURE)

A health shrine which replenishes one adventurer heart per cycle. It's very volatile if destroyed.

RANDOM STUFF



CONCOCTION (TIER 3)

Heartstop: Makes you appear completely dead, but you wake up with shock to GUTS.



CONTRAPTION (TIER 3)

Flamethrower: Fires jets of white hot fire, but the fuel tank is very vulnerable and fuel is limited.



POTION (TIER 3)

Earbug: Lets you understand another language for a while, but you can't speak it.



MAGIC ITEM (TIER 3)

Stasis Ring: Puts you into an incorporeal stasis for a few moments, but you can't see anything.



GOOD LOOT

A fine quilt, but the grandmother who made it is dangerous with a rolling pin.



DARK BARGAIN

The situation changes as magic is put into play, like drawing a god's attention.



BLOWBACK (MINOR)

You encounter a couple of satyrs inviting you off to party. You're compelled to follow.

BLOWBACK (MAJOR)

You enter a forest clearing and see a mage duel in progress. They both see you and turn to attack.

CALAMITY (MINOR)

One of your creatures roams the halls until it finds a creature or minion and devours them.

CALAMITY (MAJOR)

A greater demon appears in your sanctum in a burst of fire and demands the reins of control.

DISCOVERY (SUCCESS)

A magical chamber which prevents any injuries suffered here from persisting when you exit.

DISCOVERY (MIXED)

A large waterfall emptying into a lake, creating rainbow patterns in the air when light hits it.

DISCOVERY (FAILURE)

A windy cavern full of mushrooms whose poisonous spores waft through your dungeon.

RANDOM STUFF



CONCOCTION (TIER 3)

Essence of Night: Fills a large area with moonless darkness, but the area is freezing cold.



CONTRAPTION (TIER 3)

Waterbreather: Lets you breathe underwater, but your vision is highly limited.



POTION (TIER 3)

Freeshade: Releases your shadow as a temporary minion, but it doesn't want to rejoin you later.



MAGIC ITEM (TIER 3)

Covensworn Tome: Allows you to cast a predecided tier 1, 2, and 3 spell, but costs more each time.



GOOD LOOT

Songbirds in a cage, but they're incredibly noisy and draw attention.



DARK BARGAIN

You must choose between two things you want to keep, like the loot or the prisoner.



BLOWBACK (MINOR)

One of you gets smacked with a swinging log trap, knocking you into a river.

BLOWBACK (MAJOR)

A storm completely batters you, leaving everyone spent. You do not get recovery.

CALAMITY (MINOR)

A wall collapses burying one of the Wicked Ones under it. Start a 4-segment clock: Suffocate.

CALAMITY (MAJOR)

A diviner with knowledge of the inner workings of your dungeon leads a strike team against you.

DISCOVERY (SUCCESS)

A room that belonged to a long-dead witch's coven. (random tier 3 Enclave room)

DISCOVERY (MIXED)

A simple square room with a magical darkness in it so thick that no light can penetrate it.

DISCOVERY (FAILURE)

A large ooze pit that feasts on bodies, becoming highly unstable when left hungry for too long.

RANDOM STUFF



CONCOCTION (TIER 3)

Quickrust: Can instantly rust away any piece of metal, but its container is hard to open.



CONTRAPTION (TIER 3)

Auto-Lockpick: Allows you to roll the item's tier against any lock, but is very noisy.



POTION (TIER 3)

Animal Form: Turns you into an animal, but you gain an appropriate dark impulse during it.



MAGIC ITEM (TIER 3)

Mind Distillery: Drains memories from people's minds, but makes them go insane in the process.



GOOD LOOT

A garden full of exotic flowers, but some of the plants have poisonous thorns.



DARK BARGAIN

A clock is filled, like hunting dogs running you down in the fields or a boat sinking.



BLOWBACK (MINOR)

A minion pack that you thought was dead actively disrupts your next raid plan to get revenge.

BLOWBACK (MAJOR)

A diviner foretells your next raid. Its engagement roll will be 0d no matter what.

CALAMITY (MINOR)

A lone dwarf thief tunnels directly into your sanctum while you're all sleeping.

CALAMITY (MAJOR)

One of your tier 3 rooms gets wrecked, requiring you to acquire materials again.

DISCOVERY (SUCCESS)

The Orb of Storms, a tier 3 magic item, rests on a pedestal in the center.

DISCOVERY (MIXED)

A cavern full of stalactites from which drip a glowing ooze that puddles below them.

DISCOVERY (FAILURE)

A giant hole with strong winds flowing out of it and through your dungeon.

RANDOM STUFF



CONCOCTION (TIER 3)

Kaboom: Creates an explosion that can destroy a house, but the explosion is randomly delayed.



CONTRAPTION (TIER 3)

Backpack Catapult: Can launch fairly large stones, but takes up an extra gear or supply slot.



POTION (TIER 3)

Quickmend: Removes both bloodied and **MUSCLES** shock, but gives **BRAINS** shock.



MAGIC ITEM (TIER 3)

Cloak of Invisibility: Turns you completely invisible, but no other gear besides the cloak.



GOOD LOOT

Gargoyle statue, but how do you get it off the wall?



DARK BARGAIN

You're blinded, deafened, or otherwise impaired, like your thunder spell deafening yourself.



BLOWBACK (MINOR)

One of the PCs has become separated and a mountain lion is stalking them.

BLOWBACK (MAJOR)

A griffon swoops down and snatches one of you, then carries you off to its nest.

CALAMITY (MINOR)

One of the imps shows you that a couple of minion packs are planning a hoard heist.

CALAMITY (MAJOR)

A couple of minion packs take a PC hostage and have a list of demands.

DISCOVERY (SUCCESS)

A motherlode of gems sit on an ancient throne, giving each PC two gold.

DISCOVERY (MIXED)

A zigzagging cavern full of holes in the walls from which smoke billows.

DISCOVERY (FAILURE)

A hostile mind-controlling crystal rests on fabulous rugs and pillows.

RANDOM STUFF



CONCOCTION (TIER 3)

Anti-Gravity Torch: Reverses gravity while it burns, but you move very slowly within its zone.



CONTRAPTION (TIER 3)

Clockwork Servant: Can do one specific task that it's programmed to do, but rusts easily.



POTION (TIER 3)

Mooncurse: Turns someone into a werewolf for one full moon, but wolves are hostile while you carry it.



MAGIC ITEM (TIER 3)

Cube of Knowledge: Answers almost any yes or no question you ask, but can't be used again for a cycle.



GOOD LOOT

A fantastic ceremonial headdress, but it's protected by the ghost of its former owner.



DARK BARGAIN

An entity sees the situation, like the orc chief watching you raid their hunting grounds.



BLOWBACK (MINOR)

You all wake up entwined in thick vines. Several fae are pulling your loot away.

BLOWBACK (MAJOR)

You stop for a break to count up your loot under an enormous tree ent.

CALAMITY (MINOR)

A minion pack betrays a PC, ambushing them in an incredibly vulnerable position.

CALAMITY (MAJOR)

Your denizens are starving. Either raid for food or face starvation.

DISCOVERY (SUCCESS)

A large treasure chest sits in the center of the room. When you approach, the mimic smiles.

DISCOVERY (MIXED)

A deep, dark hole that has a small shining light at the bottom of it.

DISCOVERY (FAILURE)

A tunnel full of mushrooms that douse you in hallucinogenic spores.

RANDOM STUFF



CONCOCTION (TIER 3)

Magnetizer: Causes any metal hit with it to become highly magnetic, but it might randomly activate.



CONTRAPTION (TIER 3)

Laser Eyes: Fires a laser out of one of your eyes, but you have BRAINS shock while it recharges.



POTION (TIER 3)

Expertise: Gives a single action a 3d rating for a short time, but you take -1d to all other actions.



MAGIC ITEM (TIER 3)

Harvesting Axe: Gives you a burst of power when you hack off a limb, but always demands more.



GOOD LOOT

An incredible flowering tree in a pot, but pixies guard over it.



DARK BARGAIN

An old enemy shows up, like an adventurer that you thought you'd killed before.



BLOWBACK (MINOR)

You meet a crone offering you a secret way into the keep. It's not a trap, but you can't trust her.

BLOWBACK (MAJOR)

You hear growling in the woods around you as a wolf pack sees a meal.

CALAMITY (MINOR)

A dark faction demands the return of some minions that belonged to them.

CALAMITY (MAJOR)

A hole in a wall opens up and lava begins flowing into your dungeon.

DISCOVERY (SUCCESS)

The lair of an enormous, intelligent snake that seems to want to co-exist.

DISCOVERY (MIXED)

A maze of tunnels missing its long-dead minotaur.

DISCOVERY (FAILURE)

A second entrance to your dungeon opens up in a terrible location.

RANDOM STUFF



CONCOCTION (TIER 3)

Unarcana Stone: Causes magic within an area to stop working, but also monster science to fail.



CONTRAPTION (TIER 3)

Robotic Limb: Replaces a hacked off limb, but seems to have a mind of its own.



POTION (TIER 3)

Intangible: Lets you float and move through walls, but doesn't wear off until recovery.



MAGIC ITEM (TIER 3)

Storm Orb: Can conjure up a major storm within the region, but you can't decide its path.



GOOD LOOT

A large bell, but you have to get it down from its tower.



DARK BARGAIN

Targets in this area dry up, like the baron calling for a cease in road traffic.



BLOWBACK (MINOR)

A famous adventuring crew arrives in the region and leaves warning signs for you.

BLOWBACK (MAJOR)

You're ambushed on your next raid by archers hiding in carts.

CALAMITY (MINOR)

The roof of a tunnel collapses, completely blocking off passage.

CALAMITY (MAJOR)

A shared or steady supply that you have is spoiled, stolen, or runs out.

DISCOVERY (SUCCESS)

A cave that looks like it was once a workshop but was blown up, and a random tier 3 contraption.

DISCOVERY (MIXED)

A two-way portal to a hidden, but mostly useless location within the region.

DISCOVERY (FAILURE)

An enormous slime pit that throws slime balls at anyone traveling over it.

RANDOM STUFF



CONCOCTION (TIER 3)

Tremorbead: Seeps rapidly into the earth, causing it to tremble, but activates when shaken.



CONTRAPTION (TIER 3)

Boomstick: Blows something within short range to smithereens, but also hits nearby allies.



POTION (TIER 3)

Ironskin: Makes your skin as tough as iron, but you move incredibly slowly.



MAGIC ITEM (TIER 3)

Withering Staff: Causes plant life within a large area to wither, but leaves you feeling drained.



GOOD LOOT

A stache of books, but the owner will defend them with their life.



DARK BARGAIN

An adventuring party is about to show up. Start a 4-segment clock.



BLOWBACK (MINOR)

A minion pack doesn't make it out of the raid and gets captured.

BLOWBACK (MAJOR)

The ghosts of dead adventurers haunt you on your next raid.

CALAMITY (MINOR)

Tremors cause a creature lair to collapse. The lair and creature lose a tier.

CALAMITY (MAJOR)

A large pack of jackals chase a minion pack back into your dungeon.

DISCOVERY (SUCCESS)

A room with a trove of books. You can establish three secret facts about the history of the region.

DISCOVERY (MIXED)

A pit that seeps gases from the deep, ever-burning with a bright blue flame.

DISCOVERY (FAILURE)

The nest of a huge spider which will feed on your minions if not placated.