



RULEBOOK



A simple and quick Sword & Sorcery 2d6-RPG

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APRIL, 2025



INTRODUCTION

- This is a *sword & sorcery* 2d6 RPG system designed for casual play, accommodating 1 to 5 players alongside a gamemaster. It utilizes light, minimalist, and adaptable rules that facilitate rulings, negotiations between the gamemaster and players, as well as improvisation.
- The goal of this system is to be easy, quick, dynamic, and action/drama-oriented.
- This system emphasizes DIY (*do it yourself*) philosophy, encouraging you to create and adapt your own house rules, monsters, items, treasures, tables, and adventures.
- This system draws inspiration from PbtA and OSR RPG games, incorporating many of its rules, ideas, and principles.
- This system is not directly compatible with modern or old editions of other famous RPGs, and some adjustments and conversions will be necessary (usually these conversions will be very straightforward).
- The adventurers are competent from the first levels, but they are neither superheroes nor immortals. This game is more lethal than modern RPG editions but less lethal than *oldschool* games. A healthy mix between the two kinds of games.
- All characters start with 6 HP and gain few HP when leveling up, so there's less HP and power scaling.
- Armor is important and deteriorates over time.
- Magic spells are free-form (open-ended), but sorcery is always risky, dangerous and unpredictable, also causing corruption, which can even lead to the loss of the character. Corruption is difficult to recover from, so it's always necessary to weigh the risk/reward when using spells.
- The attribute check system is based on PbtA games: you roll 2d6+attribute, with [6-] being a failure, [7-9] a partial success, and [10+] a complete success.
- The gamemaster presents situations and events for characters to face, reacting to their choices and to the dice rolls results (*player-faced game*). The gamemaster rarely rolls dice (exceptions: random encounters, morale checks, and reactions tests).
- Feel free to tweak these rules and adapt this game to your table.

CREATING A CHARACTER

-DETERMINE:

- NAME;
- CLASS/RACE;
- OBJECTIVE: one initial personal goal;
- RELATIONSHIP: with another character(s) - optional;
- SPECIALTY: a profession, aptitude, strong point, specific skill, etc.;
- WEAKNESS: a weak spot, flaw, shortcoming, fear, need, addiction, etc.;
- APPEARANCE;
- BACKGROUND: short and concise, three lines maximum.

-ALLOCATE MODIFIERS:

[+2, +1, 0, 0, -1] *freely* on STRENGTH, AGILITY, RESISTANCE (physical and magical), INTELLIGENCE and CHARISMA.

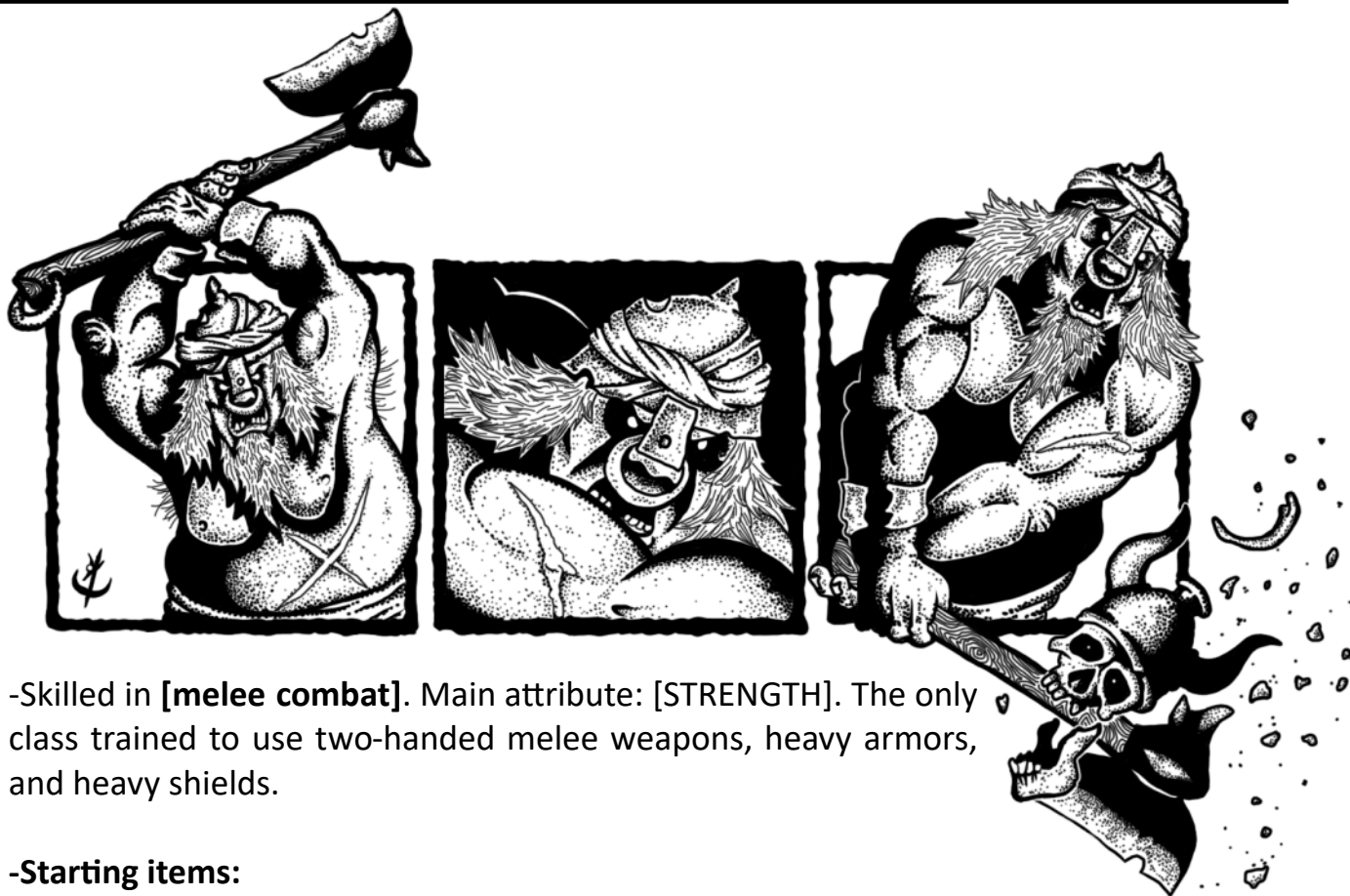
-CORRUPTION: only for Sorcerers or Healers: starts at 0. Maximum of 10 points during the character's entire life (*lifetime threshold*) and a maximum of 3 points per long rest in a safe place (*long rest threshold*). If either of these two thresholds is exceeded, you lose your character.

-MAXIMUM SLOTS (WEIGHT): 10+[RES].

-EQUIPMENT: roll 1d6 starting gold and your class starting items.

-MAXIMUM & CURRENT HP (health points): 6 for all classes.

CLASSES: WARRIOR



-Skilled in **[melee combat]**. Main attribute: **[STRENGTH]**. The only class trained to use two-handed melee weapons, heavy armors, and heavy shields.

-Starting items:

Weapon (Damage/Slots): 1D6:	
1	Club (2/1)
2	Axe (3/1)
3	Javelin (3/1)
4	War hammer (3/1)
5	Spear (4/1)
6	Battle axe (4/2; 2-handed)

Protection (Defense/Slots): 1D6:	
1	None
2	Leather (2/2)
3	Leather (2/2) + Buckler (1/1)
4	Chainmail (3/3)
5	Chainmail (3/3) + Buckler (1/1)
6	Chainmail (3/3) + Shield (2/2)

Adventuring item I: 1D6:	
1	Torches x3 (1)
2	Rope 15m (1)
3	Pole 2m (1)
4	Whetstones (1)
5	Deck of cards (1)
6	Alcoholic beverage (1)

Adventuring item II: 1D6:	
1	Crowbar (1)
2	Pick (1)
3	Shovel (1)
4	Cooking pan (1)
5	Rations 1x/group (1)
6	Large backpack (+2 slots)

CLASSES: ARCHER



-Skilled in **[ranged combat]**. Main attribute: **[AGILITY]**. The only class trained to use long bows and heavy crossbows.

-Starting items:

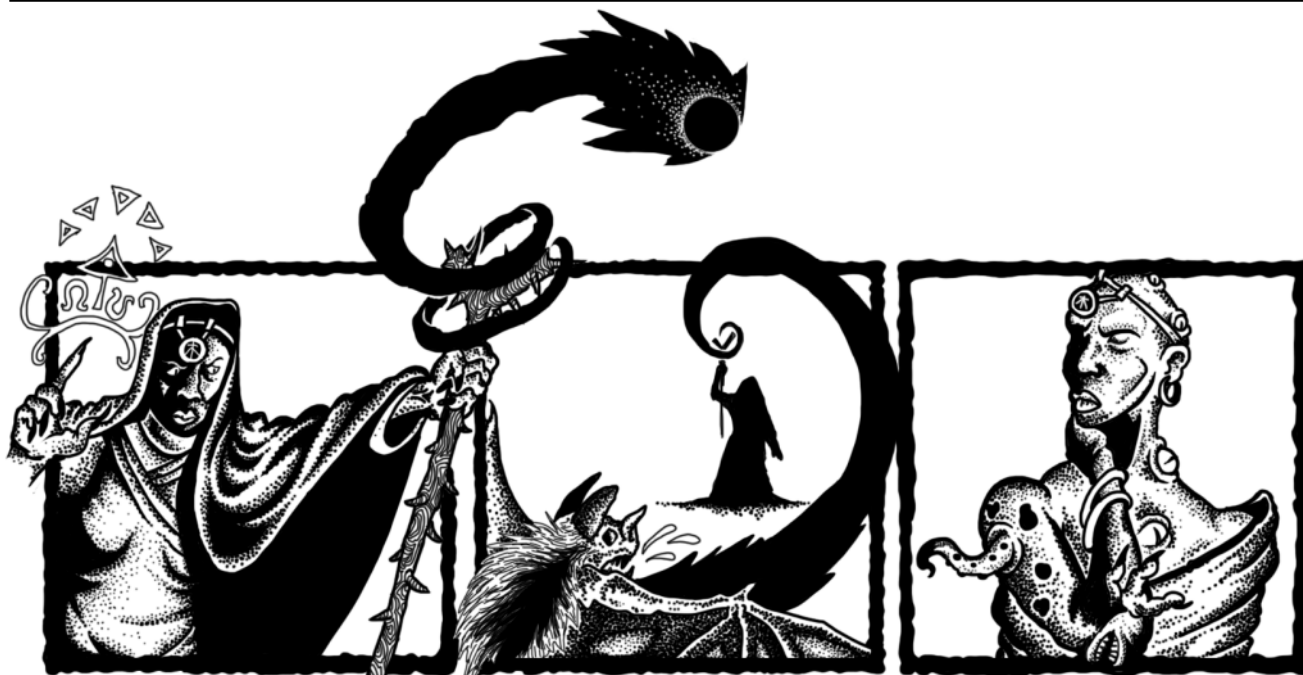
Weapon (Damage/Slots): 1D6:	
1	Dagger x2 (2/1)
2	Javelin x3 (3/1)
3	Sling (2/1) + 10x stones
4	Short bow (2/1) + 10x arrows
5	Crossbow (3/2; reload) + 10x bolts
6	Long bow (3/2) + 10x arrows

Protection (Defense/Slots): 1D6:	
1	None
2	None
3	Leather (2/2)
4	Leather (2/2)
5	Leather (2/2)
6	Chainmail (3/3)

Adventuring item I: 1D6:	
1	Torches x3 (1)
2	Rope 15m (1)
3	Smoke bomb (1)
4	Lockpicks x3 (1)
5	Oil flask (1)
6	Poison vial (1)

Adventuring item II: 1D6:	
1	Fishing rod (1)
2	Whistle (1)
3	Caltrops x10 (1)
4	Musical instrument (1)
5	Bolas (1)
6	Bear trap (1)

CLASSES: SORCERER



-Skilled in **[offensive sorcery]**. Main attribute: [INTELLIGENCE]. Pick a starting type of sorcery: fire, ice, water, earth, wind, light, darkness, illusion, control, etc. (check random table at p. 26). *Cannot be wearing armor or shields when using sorcery.*

-Starting items:

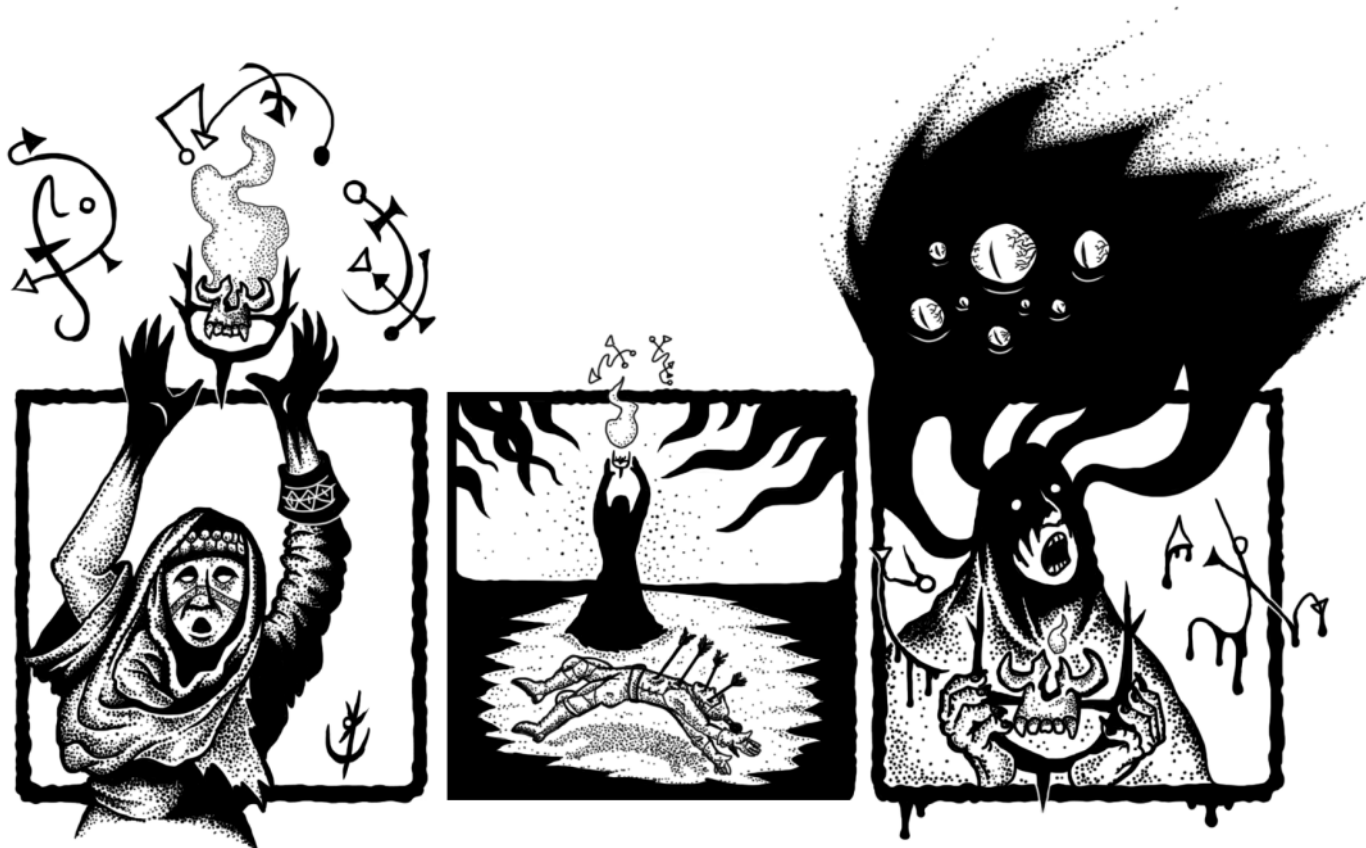
Weapon (Damage/Slots): 1D6:	
1	Club (2/1)
2	Staff (2/1)
3	Hand-axe (2/1)
4	Sling (2/1) + 10x stones
5	Short bow (2/1) + 10x stones
6	Mace (3/1)

Uncommon item: 1D6:	
1	Jar with weird substance (1)
2	Recommendation letter (1)
3	Mysterious book (1)
4	Disguise kit (1)
5	Random spell scroll (1)
6	Random potion (1)

Adventuring item: 1D6:	
1	Torches x3 (1)
2	Rope 15m (1)
3	Catnip (1)
4	Smoking pipe (1)
5	Magnifying glass (1)
6	Handcuffs (1)

Adventuring item II: 1D6:	
1	Incense (1)
2	Wolfsbane (1)
3	Small mirror (1)
4	Writing ink (1)
5	Glue (1)
6	Acid bottle (1)

CLASSES: HEALER



-Skilled in **[supportive sorcery]**. Main attribute [INT/RES]. It's the only class that can use *healing* sorcery. Can use support, utility and defensive sorcery.

-Starting items:

Weapon (Damage/Slots): 1D6:	
1	Club (2/1)
2	Staff (2/1)
3	Sling (2/1) + 10x stones
4	Axe(3/2)
5	Flail (3/2)
6	Mace (3/2)

Protection (Defense/Slots): 1D6:	
1	None
2	Leather (2/2)
3	Leather (2/2) + Buckler (1/1)
4	Chainmail (3/3)
5	Chainmail (3/3) + Buckler (1/1)
6	Chainmail (3/3) + Shield (2/2)

Adventuring Item I: 1D6:	
1	Torches x3 (1)
2	Rope 15m (1)
3	Bandages x3 (1)
4	Antidote
5	Holy water flask (1)
6	Divine symbol (1)

Adventuring item II: 1D6:	
1	Garlic (1)
2	Small bell (1)
3	Ether flask (1)
4	Random spell scroll (1)
5	Mushrooms with a random effect (1)
6	Healing potion (1)

MAIN RULES

-ATTRIBUTES CHECKS:

[2D6] + [ATTRIBUTE MODIFIER]:

[6- FAILURE]: you fail; things go wrong and get out of control (+1XP).

[7-9 PARTIAL SUCCESS]: you do what you wanted, but things are getting out of control; there is a cost, consequence, hard choice or complication.

[10+ COMPLETE SUCCESS]: you succeed and do what you wanted; you are in control.

[natural 2]: critical failure (+1XP).

[natural 12]: critical success (+1XP).

If a *binary result* (yes or no) is ever needed for an attribute test, consider 8+ a complete success and 7- a failure.

-SORCERY CHECKS:

[2D6] + [INTELLIGENCE]:

[6- MAJOR SORCERY FAILURE]: the sorcery goes terribly wrong (+1 corruption and +1XP).

[7-9 PARTIAL SUCCESS OR MINOR SORCERY FAILURE]: player's choice:

- the sorcery works with *reduced effectiveness* or *with a complication* (+1 corruption); or
- a *minor sorcery failure* occurs.

[10+ COMPLETE SUCCESS]: the sorcery works as intended.

[natural 2]: critical sorcery failure: the sorcery goes extremely wrong (+1 corruption and +1XP).

[natural 12]: critical sorcery success: one additional sorcery effect or -1 corruption (player's choice); +1XP.

-Sorcery Power = [LEVEL] + [INT] + [1 for every 3 corruption].

-ADVANTAGE: roll [3D6] and pick the two *best* results, then add the attribute modifier.

-DISADVANTAGE: roll [3D6] and pick the two *worst* results, then add the attribute modifier.

SYSTEM RULES

-DEFENSE: damage taken can be subtracted from defense granted by equipments. When the defense reaches 0, armor and shields are broken and require repairs.

-The weight of the equipments is not affected by the loss of defense.

-Certain types of damage can ignore defense.

-INJURIES: temporary or permanent injuries may occur during adventuring, upon failing tests, suffering significant damage or upon reaching 0 HP.

-They can cause penalties and make death saving checks harder.

-A temporary injury can be cured after some days of rest in a safe place by succeeding on a [RES] check. A temporary injury can also be cured by healing sorcery or specific treatment.

-A permanent injury, usually, can only be cured after leveling up or by powerful healers or specific treatments which will require some kind of adventuring.

-When a player invokes a injury at a *relevant moment*, causing complications, they gain experience.

-MAXIMUM CHECK MODIFIER: the maximum bonus or penalty for any attribute or spellcasting check will always be +3 or -3 and will never exceed these values. If necessary, apply advantage or disadvantage to the dice roll, depending on the circumstances.

-DEATH SAVING CHECK (0- HP):

[ROLL 2D6] with -1 of penalty for each [INJURY]:

[natural 2]: INSTANT DEATH: player describes.

[6-] INEVITABLE DEATH: player describes and can try one last action, depending on the circumstances.

[7-9] HEAVILY INJURED: incapacitated and dying (needs help) + one permanent INJURY. Each round, the character must repeat the death save and dies if rolls 6 or less (any other results are ignored).

[10+] UNCONSCIOUS: incapacitated but stable + one temporary INJURY (or aggravation of an existing one to permanent). Doesn't make any other death saves, except if suffers more damage.

[natural 12] FIGHTS THROUGH PAIN: safe and conscious with 1D6 HP; can act normally.

SYSTEM RULES

-WEAKNESS: Every character starts with one weakness (weak spot, flaw, shortcoming, fear, need, addiction, etc.). When a player invokes a weakness at a *relevant moment*, causing complications, they gain experience.

-CONDITIONS: can be permanent or temporary, positive or negative, and affect the character narratively and/or mechanically.

Conditions can be negative such as stun, paralysis, blindness, poison, bleeding, burning, exhaustion, heavy weight, alterations caused by *corruption*, etc.

Conditions can be positive such as blessing, haste, concentration, inspiration, light weight, etc.

When a player invokes a *negative* condition at a *relevant moment*, causing complications, they gain experience.

-EXHAUSTION: hunger, thirst and climatic conditions can cause levels of exhaustion (negative condition): -1 in all attribute checks, per level, up until -3. -4 = death. Recovers 1 level per week of rest in a safe place.

-SLOTS: represents the maximum weight a character can carry, starting at 10+ [RES]. Every item has a weight and occupies immediately one or more slots (whether it's equipped or stored in the backpack).

-The maximum weight (max. slots) can't be exceeded, which needs constant management by the player.

-The character's movement speed is determined by the gamemaster based on the equipped armor and the current slots used.

-ITEM WEIGHTS (SLOTS):

-General Rule: 1 item = 1 slot.

-Exceptions:

-two-handed weapons = 2 slots;

-up to 50 gold = 1 slot;

-up to 10 ammunitions = 1 slot;

-small items = 1/3 slot;

-fragile items = 1 or more slots;

-armor and shields = 1 to 5 slots, based on their initial defense value.

MAGIC RULES

-SORCERY: This game uses an open-ended magic system and there are no specific spell lists or spell slots. Players will use their own creativity when using sorcery.

-Nevertheless, sorcery is always dangerous and risky, causing corruption over time, potentially leading to the loss of the character if the maximum thresholds are exceeded.

-Additionally, in the event of a *minor or major sorcery failure*, harmful and/or unwanted effects will happen.

-In case of a partial success (7-9), the player can choose to gain a point of corruption to successfully cast the sorcery, but with reduced effectiveness or with a complication. Otherwise, a *minor socery failure* occurs: the socery fails, causing a minor harmful, collateral, or unexpected effect, worsening the situation.

-On a failure (6-), there will be a *major sorcery failure*: the socery fails, causing a major harmful, collateral, or unexpected effect, significantly worsening the situation. Additionally, the character gains 1 point of corruption and 1 XP for failing when using their magic.

-Corruption is difficult to recover from, so it's always necessary to weigh the risk/reward using sorcery.

-CORRUPTION: only for Sorcerers or Healers. Maximum of 10 points during character's life (*lifetime threshold*) and a maximum of 3 points per long rest in a safe place (*long rest threshold*). If either of these two thresholds is exceeded, the character is lost (humanity is lost, death happens, consummation, craziness, lunacy, becomes an elemental, an NPC, Villain, etc.). Every 3 points the character suffers physical or psychic alterations, that can cause penalties (negative conditions) according to the gamemaster).

-SORCERY POWER: the power and effectiveness of sorcery depend greatly on the gamemaster's judgment, fictional situation, character's level, and their level of corruption. As an *initial parameter for the gamemaster*, is suggested to add the character's level with the modifier of [INT] and +1 for each 3 of corruption, and this will be the damage, healing, or duration of the sorcery, which can be distributed among multiple targets (but with reduced effectiveness). This is only a parameter for the gamemaster, not an absolute rule.

-Sorcery Power = [LEVEL] + [INT] + [1 for every 3 corruption].

Example 1: level 3 Sorcerer, INT +2 and 3 corruption: spell will cause 6 damage.

Example 2: level 4 Healer, INT +3 and 6 corruption: spell can heal 9 hit points.

ADVANCEMENT

-LEVEL UP REQUIREMENTS:

LEVEL 1: 0 XP

LEVEL 2: 20 XP (2 advancement points)

LEVEL 3: 30 XP (2 advancement points)

LEVEL 4: 40 XP (2 advancement points)

LEVEL 5: 50 XP (3 advancement points)

LEVEL 6: 60 XP (3 advancement points)

LEVEL 7: 70 XP (4 advancement points)

LEVEL 8: 80 XP (4 advancement points)

LEVEL 9: 90 XP (5 advancement points)

LEVEL 10: 100 XP (5 advancement points)

-SPENDING ADVANCEMENT POINTS:

+1 maximum HP: 1pt up to 8 HP; 2pts up to 10 HP; 3pts up to 15 HP (maximum);

+1 attribute score: 1pt from 0 to +1; 2pts from +1 to +2; 3pts from +2 to +3 (max.); 3pts if the attribute is negative;

+1 specialty in training: 1pt per existing specialty, including the new one (max. of 5 specialties);

-new type of sorcery in training for Sorcerers: 1pt for the 2nd type, 3pts for the 3rd type (max.);

-remove 1 injury/condition: 1pt per each existing injury/condition;

-remove 1 corruption: 1pt if you have 1-3 corruption; 2pts if 4-6; 3pts if 7-9; 4pts if 10;

-remove or add a weakness: 1pt.

-XP RESET: XP resets to zero upon leveling up. The remainder XP is stored, but you can't gain more than one level per adventure. Advancement points can be saved for future levels.

-AWARDING XP:

-Individual: *during session:*

-Failed check: 1XP, per failure;

-Critical success: 1XP, per critical success;

-Weaknesses, Injuries, or Conditions: 1-3XP, *per session*, when brought up at a *relevant moment, causing complications*.

-Party: *at the end of the session*, according to the encounter difficulty:

-Primary objective: 6-10XP;

-Secondary objective: 1-5XP;

-Puzzle/trap/obstacle: 1-5XP;

-Encounters: 1-5XP;

-Treasure: 1-10 XP: divide the total value of the treasure collected to a safe location by 10 and then by the number of characters.

OBS: The average XP gained per hour of session is about 5XP.

SPECIALTIES

-SPECIALTIES: correspond to profession, aptitude, strong point, skill, etc. It means that the character is trained in that specific activity, which will grant advantage on tests, automatic success, or some other mechanical benefit, at the gamemaster's discretion.

-The choice of a specialty is flexible and depends only on the player's creativity and negotiation with the gamemaster. However, be specific when choosing them.

-Through them, the player can customize their character as they wish, even choosing specialties that bend the rules and limitations imposed by the system. For example: a mage who can wear light armor, a warrior who can use simple magic, an archer who can wield a two-handed sword, etc.

-Having a specialty does not exempt the player from describing exactly what their character is doing in the fictional world (focus on the fictional narrative).

-ACQUIRING SPECIALTIES: when leveling up, if the player wishes to acquire a specialty, typically they do not immediately gain it, and it becomes a specialty in training/learning. They mark on their character's sheet that the specialty is in training/learning. The same applies to new types of magic/elements.

-This training/learning will require a certain number of phases (usually 3), at the gamemaster's discretion, which should be noted on the character sheet. The character will need to go through these phases to master the specialty.

-This can happen in various ways, for example: succeeding in using the specialty during the adventure, training with an NPC, finding books on the subject, researching and investing money, completing a custom adventure, etc.

-Moreover, one or more of these phases can be considered as already completed if the choice of specialty is related to what already happened during the adventure.

-The gamemaster can set different requirements for the character to master the specialty. For example, a character in training to pick locks has already successfully opened a locked door and chest, but to master the specialty, they still will need training from a professional thief. The idea here is to open up opportunities for new adventures and emergent narrative.

-The maximum number of specialties a character can have is 5, including the initial one and types of magic. The maximum number of types of magic/elements equals to 3 and counts towards the limit of 5 specialties.

TITLES & LANGUAGES

-TITLES: titles can be granted to characters, at the discretion of the gamemaster, after they have accomplished extraordinary or remarkable feats in the adventure. They can serve as a tool for narrative progression for the character. The gamemaster can even provide mechanical advantages or treat them as trained specialties. There is no limit to the number of titles a character can possess, and they do not count towards the maximum number of specialties.

LANGUAGES: When characters encounter a new language, any of them can make an [INT] test to find out if they speak that language.

-A complete success means that the character speaks that language fluently. A partial success means that they speak a little of that language. A failure means that they do not speak that language, and cannot attempt the test again in the future. Record these results on the character's sheet for future reference.

-The maximum number of languages that can be spoken in this way is equal to the [INT] modifier.

-Additionally, characters can study and learn other languages through training, research, and study, which require gold investments and/or adventuring. *There is no maximum limit in this case.*

LANGUAGE: EXAMPLES: D66:	
11	Abyssal
12	Dwarven
13	Amphibian
14	Angelic
15	Aquatic
16	Arachnid
21	Bugbear
22	Centaur
23	Demonic
24	Doppelganger
25	Draconic
26	Elemental
31	Elvish
32	Fairy (Sylvan)
33	Gargoyle
34	Giant
35	Gnoll
36	Gnomish
41	Goblin
42	Halfling
43	Harpy
44	Hobgoblin
45	Human (national, regional, local)
46	Insectoid
51	Kobold
52	Lycanthrope
53	Manticore
54	Medusa
55	Minotaur
56	Ogre
61	Orc
62	Primordial
63	Reptilian
64	Runic
65	Simian
66	Troll

OPTIONAL RULES

-MORALE SCORE: represents the enemies will to fight. Ranging from 2 (never fights unless cornered) to 12 (never flees or surrenders). You can apply bonuses or penalties if a leader is present or killed.

-MORALE CHECK: you can check morale when deemed necessary. Roll 2d6 and compare the result with the enemy morale score. If the result is equal or lower, the enemy passes the test and keeps fighting or else it flees or surrender. You can do a morale check, for example: after first death on their side, when their leader dies, when an overkill happens, or when half of their side is dead or incapacitated.

-REACTION ROLL: use it when you are unsure of the initial reaction of the creatures. If the characters interact with the creatures, you can ask instead for a [CHARISMA] check.

REACTION ROLL	
2D6	Reaction
6-	Hostile, attacks
7-9	Neutral, uncertain, indifferent
10+	Friendly or vulnerable

-MORE MUNDANE CHARACTERS: If you prefer more mundane starting characters, change the initial attributes to [+1, +1, 0, 0, -1]. You can also adjust the XP requirements for leveling up and XP rewards.

-MORE LETHALITY: If you want to introduce more lethality, establish that negative HP equals instant death. And when reaching exactly 0 HP, the character makes a death saving check. Another option is to penalize the death saving check for *each* negative HP.

-OTHER WAYS TO REDUCE CORRUPTION:

-Some magical items can be destroyed or absorbed to remove 1 point of corruption.

-Some rare potions, scrolls, and magic rituals can remove 1 point of corruption.

-Imprisoning and consuming elementals can reduce corruption.

-Consider creating adventures where the reward is the reduction of corruption points.

-ALTERNATIVE SYSTEM TO CORRUPTION:

-Use mana instead of corruption.

-Magic users start with 1 mana.

-Mana is only expended at moments when the character would gain corruption.

-When it reaches 0, the character can no longer use magic until a long rest in a safe place, during which they will regain all their mana.

-Mana can be additionally spent to increase the Power of Magic (Power of Magic = level + INT + mana spent).

-As a level up bonus, the player can choose to increase their maximum mana by 1 (max. = 5), instead of removing 1 point of corruption.

OPTIONAL RULES

-RULES FOR MASS COMBAT:

-[UNIT STRENGTH] [STR]: 1 to 10:

0 to 5 = quantity of combatants;
0 to 5 = quality of combatants;
(+)bonus from present characters;
(-)fatigue.

-CHARACTERS/NPC's: Add the total level of relevant characters or NPC's present in that unit to [STR], divided by 5 and rounded down. It cannot exceed the maximum unit strength [STR] of 10, with any remaining amount serving as a reserve pool in case of damage suffered.

-FATIGUE: Penalizes unit strength [STR]. Ranges from 0 to 3. 4 = disband.

-MORALE = [STR]. It can be tested when the gamemaster deems it necessary.

-DAMAGE: fixed from 1 to 6, predetermined by the gamemaster and players, according to the unit.

-COMBAT: between units: $[2d6 + STR] \times [2d6 + STR]$. The winner inflicts the pre-established damage on the enemy [STR]. Tie: no one inflicts damage, but the situation always changes.

-ADVANTAGE/DISADVANTAGE: assigned by the gamesmaster based on terrain, position, combat maneuvers, or other relevant factors.

[STR] = 0: the unit is defeated.

-Critical successes and critical failures are also possible and will have a greater impact/damage on the final outcome.

-Don't forget to *zoom in and out* on battles that the characters are directly involved, as you see fit.

-Example of mass combat:

1-Trained infantry with a large number of combatants, fully equipped with heavy armor and spears, and with two level 6 characters.

-[Unit Strength] [STR]: = 8

4 = quantity of combatants;
4 = quality of combatants;
2 = 2 level 5 characters ($10/5 = 2$);
-2 fatigue due to marching
Damage = 4 (6 against cavalry).

2-Enemy archers with longbows, in significant quantity, but poorly trained, with no NPC's present.

[Unit Strength] [STR]: = 5.

3 = quantity of combatants;
2 = quality of combatants;
0 fatigue;
Damage = 3 (2 against armor)

-Combat: $[2d6 + 8] \times [2d6 + 5]$, whoever wins will inflict the fixed damage on the enemy [STR].

EQUIPMENT: TAGS/DAMAGE

Weapon Descriptions (Tags)	
Area	Causes damage in an area.
Armor	Weapon is very effective against heavy armored enemies.
Control	Weapon is effective for controlling enemies and spacing.
Fast	Weapon is quick and easy to handle. Can use STR or AGI.
Slow	Weapon is slow and hard to handle.
Mounted	Weapon works better when mounted.
Reload	Weapon must be reloaded after being fired (1 turn).
Slashing/piercing/bludgeoning	Type of damage caused by the weapon.
Throwable	Weapon can be thrown (close range).

Damage Level	DMG	Examples
Minor	1	Improvised and unarmed attacks. Falling, per meter.
Small	2	Small and improvised weapons.
Normal	3	Common weapons, standard damage.
Significant	4	Heavy and two-handed weapons.
Large	5	Two-handed swords, massive attacks.
Dangerous	6-7	Explosions, dangerous traps and powerful enemies.
Lethal	8-12+	Potentially lethal attacks and damage.

-Items marked with an asterisk (rarity level: *, ** or ***) cannot be starting items.

-Items marked with “??” are very rare and do not have a defined price.

-Swords are rare and powerful. Only renowned adventurers wield swords (but feel free to change this if you don't like it).

-Prices may vary depending on location and the gamemaster's discretion.

-Feel free to change these items and tables.

EQUIPMENT: WEAPONS

Weapons	Cost (gp)	DMG	Slots	Weapon Description (Tags)
Axe	30	3	1	Slashing
Battle axe	50	4	2	2-handed, slashing, slow
Club	10	2	1	Bludgeoning
Crossbow	40	3	2	Armor, long range, reload
Dagger	20	2	1	Slashing/piercing, throwable, fast
Dagger (silver)*	40	2	1	Slashing/piercing, throwable, fast
Flail	30	3	1	Bludgeoning
Hand axe	15	2	1	Slashing, throwable, fast
Heavy crossbow*	80	4	2	2-handed, armor, extreme range, reload
Holy water flask	20	4	1/3	Throwable, area, holy damage
Javelin	20	3	1	Melee, throwable, piercing, fast
Lance*	90	5	2	2-handed, piercing, mounted, control, slow
Long bow	40	3	2	2-handed, piercing, long range
Mace	30	3	1	Bludgeoning
Oil flask	5	4	1/3	Throwable, area, fire
Pole arm*	80	5	2	2-handed, slashing, control, slow
Short bow	20	2	1	2-handed, piercing, medium range, fast
Short sword**	??	3	1	Slashing/piercing, fast
Sling	5	2	1	Ranged, bludgeoning, close range
Spear	50	4	1	Melee, piercing, control
Staff	15	2	1	Bludgeoning
Sword**	??	4	1	Slashing/piercing, fast
Torch	1	2	1/3	Fire damage
Two-handed sword***	??	5	2	2-handed, slashing/piercing, fast
War hammer	50	3	1	Bludgeoning/piercing, armor

EQUIPMENT: ARMORS

Armors	Cost (gp)	DEF	Slots/Weight
Leather	20	2	2 (light)
Mithril***	??	3	1 (light)
Chainmail	50	3	3 (medium)
Half-armor*	150	4	4 (heavy)
Full armor*	300	5	5 (very heavy)
Buckler	10	1	1 (light)
Shield	20	2	2 (medium)
Heavy shield*	30	3	3 (heavy)

ADVENTURING ITEMS

Adventuring items	Cost (gp)
Armor repair kit (+1 defense)	10
Backpack (large, +2 slots)	15
Backpack (medium, +1 slot)	5
Bandages	5
Bear trap	5
Bell	5
Caltrops (x10)	10
Chain (3m)	8
Chisel	3
Crowbar	3
Deck of cards	3
Disguise	30
Fishing rod	3
Garlic	1
Glass marbles (bag)	5
Glue	5
Grappling hook*	30
Handcuffs	10
Holy symbol	10
Holy water	20
Iron spikes (x3)	10
Lantern*	15
Lockpicks (x3)	3
Magnifying glass	5
Musical instrument	10
Net (weighted)	6
Oil flask	5
Padlock	10
Pick	5
Pole (2m, wood)	2
Rations (1x/group)	5
Rope (15m)	5

Adventuring items (cont.)	Cost (gp)
Sack (large)	3
Sack (small)	3
Shovel	4
Small hammer	3
Small mirror	5
Stakes (x3) and mallet	10
Tinder box	5
Torch (x3)	5
Waterskin	3
Wine or Mead (500ml)	10
Wolfsbane	5

Services	Cost (gp)
Room	1/week
Blacksmith	30% item cost
Scrolls	50+
Identify (magic items)	30+
Healing/treatment	30+
Magical items repair	50-200+

Animals	Cost (gp)	Slots
Mule	20	12
Horse	40	30
Camel (desert)	50	20
Reindeer (ice)	50	20

Ammunition (un.)	Cost (gp)
Arrow	1
Bolt (crossbows)	2
Silver arrow*	5
Stones	Free

COMPLICATION TABLES

COMBAT: PARTIAL SUCCESS OR FAILURES: EXAMPLES: D66:	
11	Inflict damage to the character (can cause a temporary injury).
12	Character deals less damage to the enemy.
13	Character inflicts damage but is now at a disadvantage.
14	Character inflicts damage but also receives damage.
15	Character's weapon gets stuck in the enemy.
16	Character's gets disarmed or its weapon is thrown away.
21	Character's weapon is damaged or broken.
22	Character is grabbed by the enemy.
23	Character is knocked down by the enemy.
24	Enemies seize the initiative and attack.
25	Character's action has an unexpected, unwanted, or harmful effect.
26	Put the character in a difficult situation.
31	Character's action worsens the current situation.
32	Character's action backfires.
33	Character's action turns against an ally.
34	Character's action hinders an ally.
35	Character's action helps an enemy.
36	Character is exposed/helpless/vulnerable.
41	Some item of the character stops working, becomes useless, or breaks.
42	Character knocks over something important.
43	Character gets stuck.
44	Character falls and rolls away.
45	Consume character's resources (torches, rations, consumables, equipment, etc.).
46	Give two hard choices and let the player choose one.
51	Provide an opportunity with a cost.
52	Create a new threat/danger.
53	Increase an existing threat/danger.
54	Anticipate a new danger.
55	Create an environmental danger or obstacle.
56	Make the current situation worse for everyone involved.
61	Make a twist happen.
62	Separate a character.
63	Capture a character.
64	Make enemies flee to call for reinforcements.
65	Present a new challenge to the character.
66	Make the character's life even more difficult.

COMPLICATION TABLES

ADVENTURING: PARTIAL SUCCESS OR FAILURES: EXAMPLES: D66:	
11	Threaten to cause damage to the character.
12	Cause damage to the character (can cause a temporary injury).
13	Character succeeds but is now in danger.
14	Character succeeds but loses a lot of time.
15	Character succeeds but makes some noise.
16	Character succeeds but triggers a trap/alarm.
21	Character fails and is in danger, loses time, makes noise, triggers a trap/alarm.
22	Character fails and won't be able to try again.
23	Character's action has an unexpected, unwanted, or harmful effect.
24	Character's action puts an ally in danger.
25	Put the character in a difficult situation.
26	Character's action worsens the current situation.
31	Character's action backfires.
32	Character's action turns against an ally.
33	Character's action hinders an ally.
34	Character's action alerts or attracts an enemy.
35	Character is exposed/helpless/vulnerable.
36	Some item of the character stops working, becomes unusable, or breaks.
41	Character loses something.
42	Character gets stuck.
43	Character falls and rolls away.
44	Consume the character's resources (torches, rations, consumables, equipment, etc.).
45	Give two hard choices and let the player choose one.
46	Provide an opportunity with a cost.
51	Anticipate a new danger.
52	Create a new threat/danger.
53	Increase an existing threat/danger.
54	Activate an environmental danger.
55	Create an environmental danger or obstacle.
56	Advance time or countdown; demonstrate this to the players.
61	Make the current situation worse for everyone involved.
62	Make a twist happen.
63	Separate the characters.
64	Capture a character.
65	Present a new challenge to the character.
66	Make the character's life even more difficult.

SORCERY MISHAPS TABLE

PARTIAL SORCERY SUCCESS (7-9): (+1 corruption): EXAMPLES: 1D6:

1	The sorcery causes less damage/healing.
2	The sorcery affects fewer targets or a smaller area.
3	The sorcery lasts for a shorter time than expected.
4	The sorcery has a less relevant effect than expected.
5	The sorcery takes longer to be cast.
6	The sorcery works but has some unexpected effect that complicates the situation.

MINOR SORCERY FAILURE COMPLICATIONS (7-9): EXAMPLES: 1D6:

1	The sorcery has the opposite effect (backfires) but with reduced effectiveness.
2	The sorcery causes minor damage to the caster or ally.
3	The sorcery fails and has a minor harmful, collateral, or unexpected effect.
4	The sorcery fails and slightly aids the enemies.
5	The sorcery fails and worsens the situation slightly.
6	The sorcery fails, makes noise, and attracts attention.

MAJOR SORCERY FAILURE COMPLICATIONS (6-): EXAMPLES: 1D6:

1	The sorcery has the opposite effect (backfires).
2	The sorcery causes significant damage to the caster and/or allies.
3	The sorcery has a major harmful, collateral, or unexpected effect.
4	The sorcery significantly aids the enemies.
5	The sorcery affects the environment, causing a dangerous environmental hazard.
6	The sorcery alters reality (space, time and/or matter), worsening the overall situation.

RANDOM TABLES

Specialties: Examples: D66:	
11	Acrobatics
12	Ambidexterity
13	Animal taming
14	Athletics
15	Blacksmith
16	Books/Literature
21	Botanism/Herbalism
22	Climbing
23	Cooking
24	Disguises
25	Dodging
26	Engineering
31	Explosives
32	Forgery
33	Gambling
34	Hunting
35	Intimidation
36	Jewellery
41	Languages
42	Locks
43	Manipulation
44	Medicine
45	Mining
46	Musical instruments
51	Navigation
52	Negotiation
53	Poisons
54	Religion
55	Riding
56	Sleight of hand
61	Stealth
62	Survival
63	Swimming
64	Tracking
65	Traps
66	Unarmed combat

Weaknesses: Examples: D66:	
11	Addiction
12	Appearance
13	Arrogance
14	Blindness
15	Clumsy
16	Code of honor
21	Cowardice
22	Curiosity
23	Curse
24	Debt
25	Disability
26	Exiled
31	Fanaticism
32	Greed
33	Guilt
34	Haunted
35	Illness
36	Insanity
41	Liar
42	Mania
43	Naivety
44	Nightmares
45	Obsession
46	Past
51	Phobia
52	Power hungry
53	Recklessness
54	Secret
55	Selfishness
56	Skepticism
61	Stubbornness
62	Unlucky
63	Vengeance
64	Violence
65	Wanted
66	Weak

RANDOM TABLES

Sorcery types: Examples: D66:	
11	Acid
12	Air
13	Alchemy
14	Alien/Cosmic
15	Antimagic
16	Blood
21	Concealment
22	Control
23	Creation
24	Curses
25	Darkness/Shadows
26	Divination
31	Earth
32	Electricity/Energy
33	Enchantment
34	Fire/Lava
35	Gravity
36	Illusion
41	Light
42	Luck
43	Magnetism
44	Nature
45	Necromancy
46	Oneirism
51	Poison
52	Polymorphism
53	Portals
54	Slime
55	Snakes
56	Storm
61	Summon
62	Telekinesis
63	Telepathy
64	Time
65	Transmutation
66	Water/Ice

Quests: D66:	
11	Arrest
12	Assassinate
13	Banish
14	Bribe
15	Capture
16	Convince
21	Deceive
22	Defend
23	Destroy
24	Discover
25	Escape
26	Escort
31	Explore
32	Extort
33	Fight
34	Infiltrate
35	Investigate
36	Kidnap
41	Kill
42	Liberate
43	Locate
44	Negotiate
45	Prevent
46	Protect
51	Purify
52	Recover
53	Rescue
54	Resolve
55	Retake
56	Sabotage
61	Save
62	Smuggle
63	Spy
64	Steal
65	Stop
66	Survive

RANDOM TABLES

Action: D66:	
11	Abandon
12	Ambush
13	Attack
14	Avenge
15	Betray
16	Build
21	Control
22	Create
23	Defeat
24	Eliminate
25	Escape
26	Explore
31	Fail
32	Find
33	Follow
34	Harm
35	Help
36	Hide
41	Invade
42	Investigate
43	Liberate
44	Lose
45	Manipulate
46	Open
51	Preserve
52	Protect
53	Punish
54	Repair
55	Restore
56	Reveal
61	Risk
62	Start
63	Summon
64	Threaten
65	Transform
66	Travel

Theme: D66:	
11	Ally
12	Balance
13	Business
14	Corruption
15	Danger
16	Death
21	Deception
22	Disease
23	Dream
24	Enemy
25	Family
26	Fate
31	Fear
32	Freedom
33	Hatred
34	Honor
35	Hope
36	Innocence
41	Locality
42	Love
43	Misery
44	Mystery
45	Nature
46	Peace
51	Power
52	Price
53	Rarity
54	Religion
55	Renown
56	Risk
61	Secret
62	Security
63	Shelter
64	Survival
65	Time
66	War

RANDOM TABLES

NPC's: D66:	
11	Archer
12	Assassin
13	Barbarian
14	Bard
15	Blacksmith
16	Cartographer
21	Cook
22	Exiled/Banished
23	Farmer
24	Fugitive/Wanted
25	Gravedigger
26	Guard
31	Healer
32	Hunter
33	Innkeeper
34	Jeweler
35	Knight
36	Locksmith
41	Magistrate/Executioner
42	Master/Scholar
43	Mercenary
44	Merchant
45	Miner
46	Monster
51	Necromancer
52	Needy/Poor
53	Noble/Royalty
54	Pirate
55	Religious/Cultist
56	Sailor
61	Sorcerer
62	Spy
63	Thief
64	Traveler
65	Victim
66	Warrior/Soldier

Locations: D66:	
11	Battlefield
12	Borderlands
13	Bridge
14	Camp
15	Castle
16	Cave/Dungeon
21	Cemetery
22	City
23	Cliffs
24	Coast
25	Depths/Underworld
26	Desert/Desolation/Badlands
31	Farmstead
32	Forest/Jungle
33	Fortress/Citadel
34	Hideout
35	Hills
36	Lair/Nest
41	Lake/River
42	Mine
43	Mountain/Pass/Peak/Plateau
44	Outpost
45	Prison
46	Ravine/Canyon/Gorge
51	Road
52	Ruins
53	Sea
54	Sewers
55	Ship/Harbor
56	Swamp
61	Tomb/Mausoleum
62	Tower
63	Tundra/Ice
64	Valley
65	Village
66	Waterfall

RANDOM TABLES

Rooms: D66:	
11	Animals
12	Arena
13	Arsenal
14	Barracks/Guards
15	Basement
16	Bathroom
21	Bedroom/Dormitory
22	Cavern/Crater/Cave-in/Hole
23	Cemetery
24	Cistern/Well
25	Crypt/Tomb
26	Forge
31	Game room
32	Garden/Cultivation
33	Hideout
34	Infirmary
35	Kitchen/Mess hall
36	Laboratory
41	Library
42	Market
43	Meeting/Gathering/Rest
44	Mine
45	Museum/Archive/Trophies
46	Nest
51	Office
52	Pool/Baths
53	Prison/Captivity
54	Slaughterhouse
55	Storage
56	Temple/Altar/Church/Chapel/Shrine
61	Throne
62	Torture
63	Training
64	Trash/Disposal/Sewers
65	Vault
66	Workshop

Room Contents: 1D6:	
1	Empty (1:6 Treasure)
2	Creatures or NPC's (3:6 Treasure)
3	Trap (2:6 Treasure)
4	Hazard/Obstacle (1:6 Treasure)
5	Puzzle ou Trick (3:6 Treasure)
6	Special* (3:6 Tesouro)

*Special: create something unique and memorable for the location. If you want, combine more than one result or intensify one of them.

Examples:

-Boss, Mini-boss, or Lair;

-Important NPC;

-Lethal trap;

-Complex trap;

-Intense obstacle;

-Extreme hazard;

-Secret room;

Multi-stage puzzle;

-Puzzle with Enemies/Combat;

-Enemies in a dangerous area or with obstacles;

-Main treasure, heavily protected;

-Puzzle with a trap;

-Secret/Revelation/Information.

RANDOM TABLES

Creatures: D66:	
11	Amphibians
12	Arachnids
13	Bandits
14	Barbarians
15	Basilisk
16	Cultists
21	Demons
22	Draconics
23	Elementals
24	Fairies
25	Gargoyles
26	Giants
31	Gnolls
32	Goblins
33	Golem
34	Insectoids
35	Jellies/Oozes/Gelatinous cube
36	Kobolds
41	Lich
42	Lycanthropes
43	Monstrosities
44	Necromancer
45	Ogres
46	Orcs
51	Picts
52	Primordials
53	Reptilians
54	Serpents
55	Simian
56	Sorcerer
61	Spirits
62	Stirges
63	Troll
64	Undead
65	Witch/Hag
66	Wolves

Creatures Activities: D66:	
11	Ambushing/Sneaking
12	Arguing
13	Begging
14	Celebrating
15	Chasing
16	Competing/Contesting
21	Cooking
22	Defecating
23	Destroying
24	Distracted/Defenseless
25	Drinking/Using drugs
26	Dying
31	Enjoying
32	Escorting
33	Feeding/Eating
34	Fighting/Dueling/Warring
35	Fleeing
36	Gambling/Playing
41	Healing/Recovering
42	Hiding
43	Hunting/Gathering
44	Imprisoning/Enslaving
45	Injured
46	Lost
51	Mourning
52	Negotiating
53	Patrolling
54	Protecting
55	Religious Act
56	Reproducing/Dating
61	Resting
62	Searching
63	Sleeping
64	Torturing/Abusing
65	Unconscious
66	Working

RANDOM TABLES

Traps: D66:	
11	Acid
12	Alarm/Alert
13	Ambush
14	Animals
15	Asphyxiation/Choking
16	Blades/Saws/Guillotine
21	Cloning
22	Collapse/Burial/Cave-in
23	Contamination/Disease
24	Control/Possession
25	Crushing
26	Curse
31	Darkness/Blindness
32	Darts/Spears/Projectiles
33	Electricity/Energy
34	Explosion
35	Fall
36	Fire/Heat/Steam
41	Gas
42	Gravity/Magnetism
43	Ice/Freezing
44	Illusion
45	Invisibility
46	Luring
51	Magic
52	Needle/Nail
53	Net/Cage/Snare/Porticullis
54	Paralysis/Petrification
55	Pit trap
56	Poison
61	Slime/Ooze/Gelatinous cube
62	Spikes/Skewer
63	Spring
64	Sticking/Adhering/Glue
65	Summoning
66	Water/Flooding

Traps: Trigger/Activation: D66:	
11	Approach
12	Blow
13	Breathe
14	Close
15	Countdown
16	Cross
21	Darkness
22	Drag/Move
23	Enter
24	Force/Break open
25	Hang/Climb
26	Impact
31	Insert
32	Invisible line
33	Jump
34	Lift
35	Light
36	Look
41	Lower
42	Movement
43	Noise
44	Open
45	Press
46	Pressure plate
51	Read
52	Remove
53	Sit
54	Step
55	Temperature change
56	Touch
61	Turn
62	Unlock
63	Use magic
64	Vibration
65	Voice
66	Weight/Overweight

RANDOM TABLES

Hazards/Obstacles: D66:	
11	Acid
12	Barricades
13	Bridge/Drawbridge/Elevator
14	Cliff/Precipice
15	Climbable surface
16	Collapse/Cave-in
21	Contamination/Disease
22	Corpses/Bones
23	Debris/Rubble
24	Difficult or unstable terrain
25	Ditch/Trench
26	Fall
31	Fire
32	Fissure/Hole
33	Flooding/Inundation
34	Gas
35	Gate/Portcullis
36	Glass
41	Grease/Oil
42	Ice
43	Lava
44	Mist/Fog/Steam
45	Mud
46	Narrow passage/ledge
51	Poison
52	Quicksand
53	Slime/Ooze/Jelly
54	Spores
55	Stakes/Spikes
56	Strong wind
61	Tar
62	Trash/Rot/Feces
63	Tunnel
64	Vegetation/Vines/Thorns
65	Water
66	Webs

Tricks: D66:	
11	Altered gravity
12	Antimagic zone
13	Communication
14	Elemental zone
15	Enigma/Mystery
16	Good/Evil ghost/fairy/djinn
21	Graffiti
22	Hidden/Disguised Monster/NPC
23	Hidden/Disguised Item/Treasure
24	Illusion/Deception/Invisibility
25	Inanimate object
26	Lever/Controls
31	Magic amplifying zone
32	Magic fountain
33	Magic seal
34	Magic statue
35	Magical darkness zone
36	Magical silence zone
41	Mysterious substance
42	Negative effect zone
43	Oracle/Prophecy/Omen
44	Polymorphism
45	Portal
46	Positive effect zone
51	Puzzle
52	Restoration/Protection zone
53	Riddle
54	Ritual
55	Secret door
56	Secret entrance
61	Secret passage
62	Talking mouth
63	Teleportation
64	Time distortion
65	Transformation
66	Wishing well

RANDOM TABLES

Treasure: 1D6:

1	Adventuring/Utility Items
2	Armor or Shields
3	Weapons or Ammunition
4	Treasure in gold
5	Treasure in valuable items
6	Magic item (2:6 cursed)

Armors: 2D6:

1-6	Leather
7-9	Chainmail
10	Half-armor
11	Mithril
12	Full armor

Shields: 1D6:

1-3	Buckler
4-5	Shield
6	Heavy shield

Weapons: 1D6/1D3:

1	Dagger/Club/Staff
2	Bow/Crossbow/Sling
3	Mace/Flail/Battle Axe
4	Lance/Spear/Javelin
5	Axe/Hand axe/Hammer
6	Sword/Pole arm/Other

Valuable items: 1D6:

1	Raw materials
2	Trade goods/Spices
3	Decoration/Art
4	Rare books
5	Gems
6	Jewelry

Adventuring items: D66:

11	Antidote
12	Armor repair kit
13	Backpacks
14	Bandages
15	Bell
16	Blanket
21	Caltrops
22	Chain
23	Chalk
24	Chisel
25	Crowbar
26	Fishing rod
31	Flasks (oil/holy water/other)
32	Food
33	Garlic
34	Glue
35	Grappling hook
36	Grease
41	Gunpowder/Explosives
42	Handcuffs
43	Iron spikes
44	Lantern
45	Lockpicks
46	Magnifying glass
51	Musical instrument
52	Net
53	Padlock
54	Rope
55	Shovel
56	Small hammer
61	Small mirror
62	Tinder box
63	Torch
64	Trap
65	Water (potable)
66	Waterskin

RANDOM TABLES

Magic items: 1D6:

1	Scroll
2	Potion
3	Weapon
4	Shield or Armor
5	Ring
6	Other (misc.)

Misc. Magic items: D66:

11	Ammunition/Quiver
12	Animal/Pet
13	Bag
14	Belt
15	Body part
16	Book/Manual/Tome
21	Boots
22	Bracelet
23	Cloak
24	Crown
25	Deck of cards
26	Earrings
31	Figurine
32	Gem
33	Glasses
34	Gloves
35	Handcuffs
36	Hat
41	Helmet
42	Holy symbol
43	Horn
44	Incense
45	Key
46	Lamp
51	Lantern
52	Necklace
53	Phylactery
54	Robe
55	Rope
56	Seeds
61	Sphere
62	Stone
63	Talisman
64	Tiara
65	Urn
66	Wand

Magic items properties: D66:

11	Amplify
12	Bless
13	Close
14	Communicate
15	Conjure
16	Control
21	Create
22	Curse
23	Damage/Destroy
24	Darken
25	Detect
26	Exchange
31	Fly
32	Fragilize
33	Heal
34	Hide
35	Illude
36	Illuminate
41	Imprison
42	Invert
43	Kill
44	Levitate
45	Luck
46	Move
51	Open
52	Poison
53	Protect
54	Reduce
55	Remove
56	Restore
61	Reveal
62	Revert
63	Summon
64	Telepathy
65	Teleport
66	Transform