
Land of Eem
QUICKSTART GUIDE

Land of Eem

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EXPAND YOUR ADVENTURES



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What This Game is About

Land of Eem is a tabletop fantasy roleplaying game (RPG) about adventurers exploring and discovering the remnants of a forgotten age. Players portray colorful, often whimsical, characters set against a backdrop of perilous fantasy. As lore-seeking wanderers, fortune-seeking pioneers and adventure-seeking do-gooders, these characters travel the Land of Eem during a time devoid of heroes.

Land of Eem is designed to value creativity, roleplaying and exploration. Here are a few of the game's core principles:

- Character abilities allow players to invent and shape the world around them, and the game's dice mechanic encourages collaborative storytelling.
- Characters earn XP not by slaying monsters but by roleplaying, exploring, and engaging with the narrative and game world.
- While getting into fights is part of the game, players almost always have opportunities to talk their way out of conflict. Almost every creature or "monster" encountered in the Land of Eem is a person. They speak a language, have thoughts, feelings, desires and motivations, and players should be willing to parley before running headlong into a slugfest. In *Land of Eem*, it would be wrong to assume every manticore wants to eat you, just as it would be foolish to think every human you meet wants to kill you.
- *Land of Eem* is all about player-driven exploration. Random encounters are a core part of the game as characters travel across huge hex maps.

THE SETTING

Eem is a land of color and wonder: a world with many storied regions and realms teeming with diverse cultures, characters and creatures.

Eem is also a land in decay, for the great civilizations of the past crumbled long ago at the hands of the mysterious **GLOOM KING**. Ever since, the world has declined into an untamed, unchecked land filled with all manner of monsters and fiends, fearsome warlords and, most recently, greedy tycoons...ushering in an unruly industrial age called the **DUNGEON ERA**. A time chaotically run by rival corporations locked in a never-ending quest to outdo one another in business and expansion. All the while, average folk toil away in mines, factories, and dungeons, eking out a meager existence.

The southern realm of Eem and seat of corporate power, known as the **MUCKLANDS**, is broken into six distinct regions.

THE DRIPPY DOWNS

One of the few bastions of the old magical world, the Drippy Downs is a land of rolling green hills, home to trolls, faeries, dweorgs and other uncommon species—many doing their best to preserve the heritage of Eem's magical past.

FLEABAG COUNTY

The bustling region of Fleabag County is home to the Mucklands' biggest cities. Corrupt politicians and underworld criminals thrive like weeds as average folk toil away in factories and farms.

QUAGMASH

A wild region of swamps and bogs where pioneers, adventurers and big game hunters flock to either make names for themselves or succumb to the perilous wilderness full of gators, muckmen, and orches.

RIVER COUNTRY

A beautiful green country full of rushing waterways, River Country is not only home to peaceful quortles and peasant folk, but to wily rascals and obscenely wealthy river barons who endlessly duke it out for supremacy on extravagant riverboats.

SCALAWAG STRAND

The infamous coastline of the Mucklands, brimming with pirates out to rob seafarers blind—or worse. And if the pirates aren't enough to deter you from the open seas—beware! For upon the peaks of Terror Island, and in the unknowable depths of the ocean, there be monsters!

THE USED T'BE FOREST

Home to the tycoons and corporations that fuel the Dungeon Era, the Used T'Be Forest is a barren landscape of cracked earth and felled trees. A true testament to what happens when big business and small moral fiber make a mess of the natural world.

THE TONE

For all its post-apocalyptic doom and gloom, the Land of Eem is tonally quite lighthearted and droll. Based on our fantasy book series *Rickety Stitch and the Gelatinous Goo* and *Dungeoneer Adventures,* it combines *Lord of the Rings* high fantasy epicness with a heavy dose of *Muppets*-like whimsy and a dash of *Mad Max* dystopia.



WHAT YOU NEED TO PLAY

Land of Eem requires 2–7 players. One person is the Gamemaster (**GM**), who runs the game world. The rest are players who create and roleplay Player Characters (**PCs**). Over the course of a session (typically about 2–4 hours), the GM describes the imaginary game world to the players, presenting problems and situations to overcome, all while playing the roles of the Non-Player Characters (**NPCs**) inhabiting the world. The players explore the imaginary world, describing what their PCs say and do, ideally pursuing their own goals and desires. Sometimes the players and GM need to roll dice to determine what happens.

In *Land of Eem*, all types of people and characters are welcome from every walk of life, with different backgrounds, creeds and credos. Besides the available Classes and Folk, there are no limitations on player identity and creativity. The only requirement is being *respectful* of fellow players.

When using this *Quickstart Guide*, you'll need the pre-generated character sheets and a full set of polyhedral dice to play. You'll also need the Mucklands realm **HEX MAP** because overland travel is an important part of gameplay. Please note that there are rules and references throughout the *Quickstart Guide* that are only fully explained in the *Core Rulebook*.





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The Dice Mechanics

Whenever a PC does something where the outcome is uncertain they should make a **CHECK** to find out what happens. Checks can happen proactively (initiated by a player using a PC Ability) and reactively (called for by the GM). To make a Check, roll 1d12 adding or subtracting the relevant **SKILL** modifier. The result determines the success or failure that occurs.

ROLL 1D12 + SKILL	
1–2	Complete Failure
3–5	Failure with a Plus
6–8	Success with a Twist
9–11	Success
12	Complete Success

INTERPRETING THE RESULTS

As you can see, there are 5 types of Check results. It's generally up to the GM to interpret these situational results, but the other players' input should be welcomed and encouraged. After all, interpreting results in the moment often requires creative thinking and improvisation, and in those situations, multiple heads are better than one!

1-2 COMPLETE FAILURE

The attempt fails and something else goes wrong in the process.

Examples

- Picking a Locked Door: A PC fails to pick the lock, and makes a lot of noise doing so, alerting the guards.
- Tricking Some Guards: A PC fails to trick the guards who then move to take the PC into custody.
- Escaping The Guards: A PC is caught by the guards and winds up in custody.

3-5 FAILURE WITH A PLUS

The attempt fails but with a benefit or silver lining.

Examples

- Picking a Locked Door: A PC fails to pick the lock, but notices another (more perilous) way inside.
- Tricking Some Guards: A PC fails to fast-talk the guards, but has a chance to swipe their key.
- Escaping The Guards: A PC is caught by the guards, but encounters an old friend in prison.

6-8 SUCCESS WITH A TWIST

The attempt succeeds—with a complication.

Examples

- Picking a Locked Door: A PC picks the lock but does so noisily, attracting unwanted attention.
- Tricking Some Guards: A PC fast-talks the guards to let them in, but now they're suspicious.
- Escaping The Guards: A PC escapes but accidentally leaves an important item behind.

9-11 SUCCESS

The attempt succeeds!

Examples

- Picking a Locked Door: A PC picks the lock with ease!
- Tricking Some Guards: A PC outwits the guards!
- Escaping The Guards: A PC escapes!

12+ COMPLETE SUCCESS

The attempt succeeds and something great happens!

Examples

- Picking a Locked Door: A PC picks the lock quickly, giving them extra time to search the room.
- Tricking Some Guards: A PC sweet-talks the guards, who are now completely trusting.
- Escaping The Guards: A PC loses the guards and leaves a false trail right to a rival gang's doorstep!

MODIFIERS

The GM may grant a bonus to a Check for favorable circumstances or impose a penalty for difficult circumstances. Other factors such as Abilities, Perks, and items may also modify a Check, but a Check can never have more than a cumulative **+3 BONUS** or **-3 PENALTY**. A Quest Point, however, can always add 1 to the result of a Check after the roll.

Example
Nerman the Gnome wants to try and track down the clunch dragon. He has a +3 Wilderness Skill, but suffers a -1 penalty for the dense terrain, bringing the Check bonus down to +2. However, Epoli the Knight-Errant successfully uses her Inspiring Orders Ability to increase Nerman's Check by +2. Mathematically, that would be a +4 bonus but it's instead capped at +3, the max cumulative bonus for a Check. When Nerman gets a result of 8, he can still use a Quest Point to make it a 9.

ADVANTAGE AND DISADVANTAGE

When a Check has **ADVANTAGE**, whether through Proficiencies, Abilities, Perks or GM-determined narrative circumstances, roll twice and take the better result. Conversely, with **DISADVANTAGE**, roll twice and take the worse result. If a Check has both Advantage and Disadvantage, they cancel each other out.

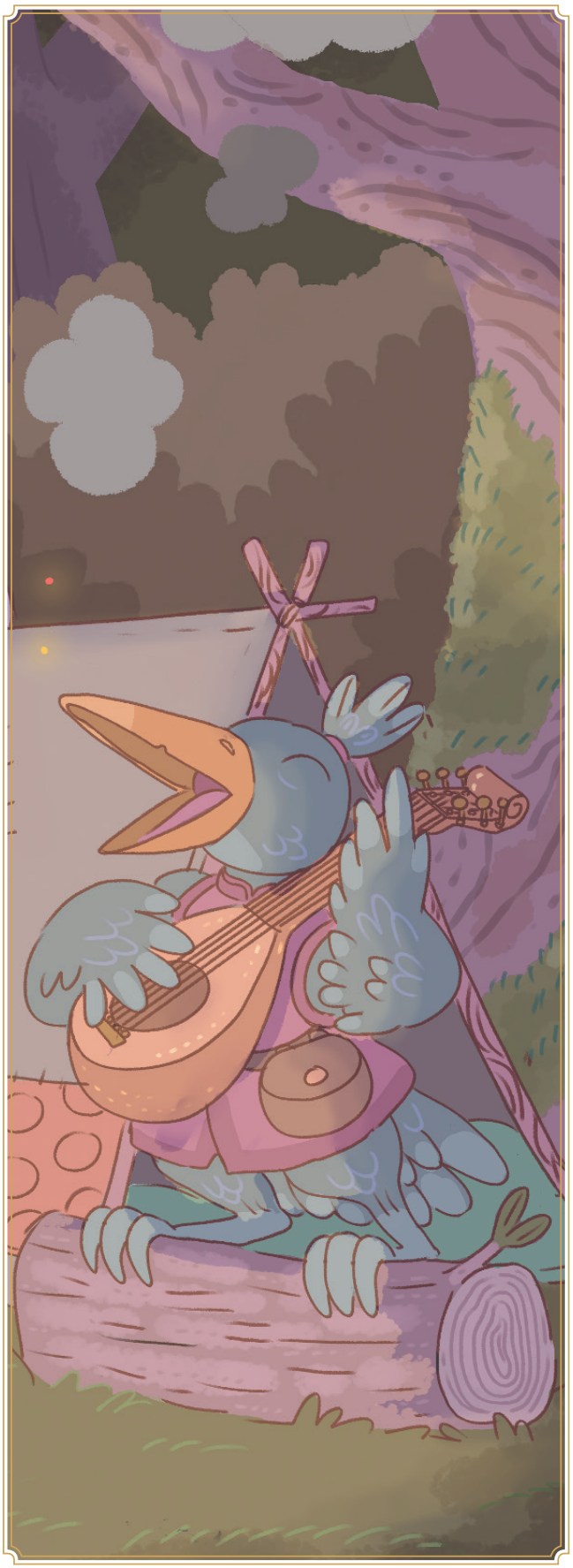
PROFICIENCIES AND DEFICIENCIES

Proficiencies are **PERMANENT ADVANTAGES** for a type of Check or circumstance. Most often, they represent specific expertise within a Skill's larger purview. For instance, Hiding Proficiency is just one aspect of the Sneak Skill; a PC would gain Advantage only when doing something that involved hiding—not when moving around quietly.

Deficiencies are **PERMANENT DISADVANTAGES** for a type of Check or circumstance. Heavy Armor, for example, imposes a Deficiency in Sneak.

TARGET NUMBERS

Some Abilities and situations might call for Checks that use a target number and a simple pass/fail mechanic. This is usually described as "on a 6+", meaning if the result is 6 or greater, the Check succeeds. On the flip side, "on a 5-" means that if the result is 5 or less, the Check fails.



Playing the Game

THE PLAYER'S ROLE

Roleplay Your Character

- Don't rely on dice rolls to speak for you: say what your character says.
- Your character can try anything! Do what you think they would do in the moment, even if it's not an "optimal" choice. Embracing failure and complications makes for a better, more interesting story.
- Build on your **RELATIONSHIPS** each session.
- Demonstrate your **IDEAL** and **FLAW**.
- Pursue your **PERSONAL QUEST** over many sessions.

Explore the Land of Eem

- Direct your own gameplay. Your PC should have desires. Where do you want to go? What do you want to do? Don't be afraid to suggest new and creative ways for the GM to help you realize your objectives.
- Look at the map and decide what looks interesting. What's in that cave over there? Where can we find more trombones for our goblin ska band?
- Seek out **RUMORS** to pursue. Where is that Knight-Errant off to in such a hurry?

Be Cooperative

- Collaborate on interesting outcomes for dice results if the GM is struggling.
- Share the spotlight with other players.
- Support your fellow player's creativity. "Yes, and...!"

THE "YES, AND..." PRINCIPLE

A key tenet of improv. Cooperate with your fellow players and support their ideas! Build on what they say instead of refuting or ignoring it.

THE GM'S ROLE

Make the Land of Eem Feel Alive and Real and Weird

- Strive to make every NPC and creature **A PERSON.**
- Use random tables to generate the setting.
- Reveal as much information and lore as possible without spoiling mystery—nobody wants to know the ending at the beginning!
- The world exists beyond the PCs' adventures. NPCs and factions' plots and plans progress even if the PCs ignore them.

Offer the PCs Interesting and Difficult Choices

- Make them weigh their options.
- Throw rocks at them. Put them in peril. Make them use resources.
- Move the story forward. If things stall, have them meet a new NPC or wandering creature.

Challenge the Players, but also Be Their Biggest Fan

- Reward creativity.
- Allow multiple solutions to problems.
- Work with the players' ideas. You don't have to say yes to everything, but always try to find a nugget to work with.
- Be fair and consistent with rulings.



Attributes & Stats

ATTRIBUTES

PCs have four core Attributes that broadly define their capabilities: Vim, Vigor, Knack, and Knowhow. The modifiers of Attributes (+2, +1, +0, -1) directly influence **SKILLS** and derived **STATS**.

VIM

- Represents a PC's charisma, inner spirit and intuition.
- Modifies the Courage Stat.
- Corresponding Skills: Charm, Inspire, Mettle and Perception.

VIGOR

- Represents a PC's physical presence, prowess, and fortitude.
- Modifies the Attack Stat.
- Corresponding Skills: Athletics, Intimidate, Might and Vitality.

KNACK

- Represents a PC's cunning, dexterity, and stealthiness.
- Modifies the Defense Stat.
- Corresponding Skills: Nimbleness, Search, Sneak and Trickery

KNOWHOW

- Represents a PC's knowledge, wisdom, and resourcefulness.
- Modifies the Quest Points Stat.
- Corresponding Skills: Lore, Realms, Tinker and Wilderness



STATS

There are five Stats: Courage, Attack, Defense, Quest Points, and Inventory Slots. They are directly influenced by Attribute modifiers.

COURAGE

- Determines how much Dread a PC can withstand before being Defeated.
- Measures a PC's bravery, will, tenacity and determination while adventuring.
- Determined by Class.
- Modified by Vim.

ATTACK

- Measures a PC's Combat prowess when striking foes.
- Equal to Vigor modifier.

DEFENSE

- Determines how difficult it is for Adversaries to harm a PC in Combat.
- Modifies Attacks targeting a PC.
- Derived by inverting a PC's Knack modifier (eg +1 Knack = -1 Defense). A negative Defense is better.

QUEST POINTS

- Represent a PC's adventuring savvy, will to succeed and, perhaps, a bit of luck.
- Equal to Knowhow +3.
- Replenished at the start of each session.
- Spend to use a "Once every Session" Ability or Perk an additional time in a session, or grant +1 to the result of a Check after rolling.

INVENTORY SLOTS

- Represent how much a PC can carry before becoming Overburdened.
- Equal to 20 + Might Skill + Vitality Skill.

Skills

Skills represent a specific focus or aspect of an Attribute. PCs can use any Skill, but how a player decides to increase their character's Skills has a significant effect. After all, using a Skill is often required to use a Class Ability as well.

Skills are improved individually with XP (as detailed on p22), and they can never have more than a +3 bonus or -3 penalty.

Some Skills are grouped together thematically outside of their respective Attributes. Rules in the game sometimes refer to Social, Movement, Physical and Mental Checks or Skills.

To use a Social Skill, players must roleplay or describe what their PC is saying before any Check is made. Players can never just make a Check in lieu of roleplaying and engaging with the fiction.

PRIMARY SKILL CATEGORIES	
Vim Skills	Charm, Inspire, Mettle, Perception
Vigor Skills	Athletics, Intimidate, Might, Vitality
Knack Skills	Nimbleness, Search, Sneak, Trickery
Knowhow Skills	Lore, Realms, Tinker, Wilderness

THEMATIC SKILL CATEGORIES	
Social Skills	Charm, Inspire, Intimidate, Trickery
Movement Skills	Athletics, Nimbleness, Sneak
Physical Skills	Might, Vitality, Athletics, Nimbleness, Sneak, Search
Mental Skills	Mettle, Perception, Lore, Wilderness, Realms, Tinker



VIM SKILLS

CHARM

A PC's natural likability and "aura," which defines how the Land of Eem's inhabitants react to them. Used for captivating listeners with speech and song.

Example
A PC sings a traditional goblin punk song, attempting to win over a surly goblin guard who bars entry to town after sunset.

- Complete Failure: The PC's voice cracks and the goblin never wants to see their ugly mug again.
- Failure with a Plus: The goblin likes the song—but rules are rules: "No entry!"
- Success with a Twist: The goblin lets the PC in just to get them to shut up, and tells everyone in town they're a terrible musician.
- Success: The goblin likes the PC's song and lets them in, just this once.
- Complete Success: The goblin loves the PC's song! And don't sweat it, they're allowed in whenever they want.

METTLE

A PC's inner fortitude and willpower which defines how well they withstand facing danger. Used in resisting fear or pushing one's self beyond their limits.

Example
The PCs steel themselves as a shambling skeleton army approaches from the gloom.

- Complete Failure: The PC panics, then flees and trips, their weapon tumbling from their hands.
- Failure with a Plus: The PC panics and flees, cowering behind cover to watch events unfold.
- Success with a Twist: The PC stands their ground but their shaking hands inflict Disadvantage on their next Check.
- Success: The PC bravely stands tall.
- Complete Success: The PC's confident bravery inspires their allies, granting Advantage to their next Checks.

INSPIRE

Used to convince others of the PC's sincere words and actions. Along with Charm, it defines how the Land of Eem's inhabitants might react to PCs—but especially in serious situations.

Example
A peaceful boggart village is threatened by bandits, but they are too fearful to fight back, so the PC attempts to inspire them to stand up for themselves.

- Complete Failure: The PC's speech is so thoroughly ignored no one will listen to them anymore!
- Failure with a Plus: The boggarts yawn, but a tough one looks like they might agree.
- Success with a Twist: The boggarts agree to fight the bandits, but they lack weapons.
- Success: The boggarts cheer and start preparing weapons and basic defenses.
- Complete Success: The boggarts cheer and crack open a hidden cache of *Magnificent* weapons!

PERCEPTION

A PC's insight, intuition, and ability to observe the world around them.

Example
The dungeon is pitch black, full of spider webs, and no one brought a torch.

- Complete Failure: The PC can't see anything, and entangles themself in thick cobwebs.
- Failure with a Plus: The PC becomes completely stuck, but sees the faint outline of a shortcut up ahead.
- Success with a Twist: The PC avoids the webs but a menacing inkpot spider spots them.
- Success: The PC completely avoids the webs altogether, steering clear of any spiders.
- Complete Success: Easily avoiding the webs and spiders, the PC even notices a bright jewel caught in the webs.

VIGOR SKILLS

ATHLETICS

Determines a PC's athletic prowess for running long distances, jumping, climbing and swimming, etc. Differs from Nimbleness in that Athletic actions emphasize physical fitness over dexterity.

Example
A thief is trying to escape the PC's hot pursuit, scampering across the rooftops.

- Complete Failure: The PC slips and falls to the ground as they attempt to clamber onto the rooftops. The thief successfully evades the PC!
- Failure with a Plus: The thief escapes, but they leave behind a clue—a poker chip from Baron Corsgo's gambling barge.
- Success with a Twist: The PC catches the thief but they become entangled, and both fall to the ground.
- Success: The PC vaults up, leaps across the rooftops, and catches the thief.
- Complete Success: The PC corners the thief in a dead end, leaving nowhere to run.

INTIMIDATE

Used to threaten or frighten someone. For example, coercing a guard to give the PC a key or frightening away a bandit.

Example
A PC tries to scare a gaggle of boggle bandits away before they skewer the PC with their spears!

- Complete Failure: The PC's blustering attempt at intimidation further enrages the boggles, and they attack without delay.
- Failure with a Plus: The boggles hesitate for a moment before attacking, giving the PC a bonus to initiative.
- Success with a Twist: The boggles think better of attacking, but still insist the toll be paid.
- Success: The boggles bolt, gripped by fear.
- Complete Success: The boggles scatter while absconding, dropping their spears and a pouch of Copper Coins!

MIGHT

A PC's physical strength, used in lifting heavy objects, breaking someone's grapple, or winning an arm wrestling contest.

Example
The iron gate before the PCs is quickly closing, as they flee from pursuers.

- Complete Failure: The PC tries to hold the gate up, but it crashes down and locks—everyone is trapped!
- Failure with a Plus: The gate slams shut, but not before a companion slips through at the last moment.
- Success with a Twist: The PC holds the gate for their companions, but can't make it through themself.
- Success: Everyone makes it through the gate.
- Complete Success: With desperate might, the PC tears the gate from its hinges, intimidating their pursuers to a halt!

VITALITY

A PC's physical fortitude, stamina, health and constitution. Used to endure harsh conditions, resist poisons, and to keep moving when the going gets tough.

Example
The only way to escape from the dungeon is a tight squeeze through a long dark, underwater tunnel—the PC must hold their breath.

- Complete Failure: The PC's breath gives out and they hit their head on the rocks!
- Failure with a Plus: The PC can't hold their breath, but notices an air pocket in the rocks above.
- Success with a Twist: The PC holds their breath, but their boot is caught by rocks.
- Success: The PC easily holds their breath and swims through the tunnels.
- Complete Success: The PC easily holds their breath, and helps an ally who failed.

KNACK SKILLS

NIMBLENESS

A PC's agility and dexterity, determining how quick and graceful they are with their feet and hands. Used in dodging hazards, picking locks, piloting vehicles, and performing acrobatic maneuvers or sleights of hand.

Example
Three merga toads are half submerged in a bog's narrowest crossing, so a PC tries to hop across their backs.

- Complete Failure: The PC's attempt ends with them slipping into the water with the merga toads!
- Failure with a Plus: The PC slips on the first merga toad's back, but it simply stirs in the water.
- Success with a Twist: The PC scrambles across but enrages the merga toads!
- Success: The PC safely hops across the merga toads.
- Complete Success: The PC safely hops across the merga toads and can also help a companion across.

SEARCH

Used to find hidden things. Encompasses everything from scouring a room for clues to looking behind a painting for a secret safe or hidden door.

Example
The hallway is a dead end, but signs seem to suggest a secret door nearby.

- Complete Failure: Nope! Dead end for sure and—oops!—the PC awoke a slumbering ghost.
- Failure with a Plus: The PC can't find the door, but hears muffled voices on the other side.
- Success with a Twist: The PC finds the secret door—but it's locked.
- Success: The PC finds the secret door!
- Complete Success: Behind the secret door is also a treasure hoard!

SNEAK

Used to hide or move stealthily, unnoticed or unseen. Determines how adept a PC is at slinking by a gang of watchful bandits or hiding from a hungry gwarglebeast. Also determines how well a PC can conceal or smuggle objects.

Example
There is a sleeping weorg between the PC and the door to the next room.

- Complete Failure: Oops! Stepped on the weorg's tail and now it's growling ferociously!
- Failure with a Plus: Oops! The weorg stirs but merely stares at the PC in confused stupor, giving them an opportunity to react.
- Success with a Twist: The PC sneaks past the weorg, but it wakes up as they open the door.
- Success: The PC sneaks past and opens the door.
- Complete Success: The PC sneaks past, finding a leash to chain the weorg to the wall so it won't be a problem on the way out.

TRICKERY

Used for deceiving with lies or falsehoods, duping others, and making disguises. It also determines how crafty the PC is with unscrupulous tasks like pickpocketing, misdirection, and cheating at cards.

Example
Everyone in the tavern knows the PC is a rapscallion, so they disguise themselves as the Queen of Welkin.

- Complete Failure: This is a tavern, the PC is a boggle, and no one believes they're the Queen of the Welkin. No entry!
- Failure with a Plus: No one believes the PC, but they're amused and want them to perform for the night.
- Success with a Twist: Please Enter! Everyone believes the PC except the welkin waiter.
- Success: Please enter! The PC is the Queen of the Welkin.
- Complete Success: The PC truly is the Queen of the Welkin and deserves the tavern's best room for themself and their royal entourage.

KNOWHOW SKILLS

LORE

Used for knowing Eem's history and trivia. It is a PC's memory for legends and stories, as well as knowledge not covered by another Skill. Determines how well a PC can recall rumors about a strange place, know facts about an obscure creature, and identify *Magic* items.

Example
This labyrinth is dangerous—or so the PC remembers from old stories.

- Complete Failure: The PC recalls that the labyrinth is actually safe, which is completely false.
- Failure with a Plus: The PC can't recall any rumors, but is pretty sure the labyrinth is booby-trapped.
- Success with a Twist: The labyrinth is guarded by ettins, and has two types of booby traps: false floors and something else the PC can't remember.
- Success: The labyrinth was built long ago by a witch hiding her treasure, is guarded by ettins, and booby trapped with false floors and bursts of flame.
- Complete Success: Long ago, a witch created the labyrinth, guarded to this day by ettins protecting her magical treasure: the Wayward Wand of Trickery. It is also booby-trapped with false floors and flame bursts, but there are magic words to disable the traps: "Grumble, fumble, flame and tumble, off you go and never stumble!"

REALMS

A PC's knowledge of locations and cultures, how well-traveled they are, and how well they speak various languages. Used for things like identifying who runs a frontier town or understanding the cultural habits of feral boggles in the Quagmash. It's also the main Skill used for traveling across the Hex map.

Example
The PC comes to an odd, coastal village with coral houses. A krabrak with junk on its back bows before them, sporadically pinching its claws, seemingly expecting something.

- Complete Failure: With a few snaps of their fingers in reply, the PC manages to insult the angry giant crab!
- Failure with a Plus: The krabrak misunderstands the PC but believes they proposed marriage, carrying them into the village.
- Success with a Twist: The krabrak understands, but requires payment to pass.
- Success: The krabrak understands the PC perfectly and welcomes them into the village.
- Complete Success: The krabrak understands the PC perfectly, welcoming them into the village and handing them a large, crab-shaped medallion. The PC believes it is a giant krabrak friendship badge!

TINKER

Represents how handy the PC is at crafting and making things, as well as their general cleverness as a worker. It also defines their aptitude for comprehending the science and mechanics of things. Used for fixing broken machinery, rigging a pulley system, or figuring out the most efficient way to complete a job.

Example
The PC has been in the desert for days and needs water. What luck that they've found a broken down sputter-horse that could carry them faster than walking!

- Complete Failure: The PC accidentally leaves the sputter-horse in worse shape than when they started.
- Failure with a Plus: The sputter-horse is broken beyond repair, but the PC did find a shrym flare shooter!
- Success with a Twist: The sputter-horse is running, but will only take the PC halfway out of the desert before breaking down for good.
- Success: The sputter-horse is fully operational.
- Complete Success: The sputter-horse is fully operational and working at 200% efficiency! The PC covers twice the distance!

WILDERNESS

Used for surviving and navigating the perils of the wild. It also represents a PC's botanical and animal knowledge, and covers things like identifying plants, wrangling critters, riding animals or tending a snake bite.

Example
A companion accidentally ingested a poisonous mushroom and the PC must find some healing herbs!

- Complete Failure: The PC's gathered herbs quicken the companion's poisoning!
- Failure with a Plus: While the herbs don't cure the poison, the PC's companion will develop a temporary resistance to this poison should they survive.
- Success with a Twist: The herbs are an effective antidote, but the patient is allergic to fungus for a month.
- Success: The PC procures an effective antidote.
- Complete Success: The gathered herbs not only cure the poison, but provide resistance to poisonous fungus!



Abilities

ABILITIES are what make a PC truly unique and powerful, often allowing them to be creative. PCs gain Abilities several ways:

- Class Abilities and Perks
- Folk Perks
- *Magic* items and *Relics*
- Heroic Titles (found in the *Land of Eem* sandbox settings like *The Mucklands*)

Oftentimes, using Abilities requires a Skill Check. However, Abilities bend the game's normal rules, expanding the capabilities of what regular Skill Checks can accomplish. If an Ability seems like it achieves the same thing as a regular Skill, assume the Ability grants the PC increased capability, potency and/or convenience.

STATE YOUR INTENTIONS

When making a Skill Check or using an Ability, players should first state what they are proposing to happen or become true before rolling the dice. In the case of Social Checks, they must describe or say what their character says before rolling. The player's intention is essential in interpreting the die result.

GAINING CLASS ABILITIES

At Level 1, a PC starts with both of the Level 1 **CLASS ABILITIES**. When a PC reaches Level 2 or subsequent Levels, they choose which Ability they want to learn permanently. This is called **MASTERING** an Ability. When a PC levels up, they may also choose to master any Ability from an earlier Level.

Example
Kiri the Bard advances to Level 4 granting her access to both of the Level 4 Abilities: Ode and Fast Friends. She has already mastered **NARRATOR** (Level 1) and **GOOD NEWS** (Level 2). Horatio, Kiri's Player, must now choose which Ability to master. Horatio decides that they don't want either Level 3 Ability right now, and instead masters **HEARSAY** (Level 2) to keep for the rest of Kiri's career.

ABILITY TERMINOLOGY

Once Every Session
After use, the Ability is exhausted until the next game session. You may spend a Quest Point to use a "Once Every Session" Ability again.

Once Every Combat
After use, the Ability is exhausted until the next Combat. Quest Points **cannot** be spent to use them again before the next Combat.

Each Session
As "Once Every Session" but Quest Points **cannot** be spent to use them again.

On a 6+
Sometimes Abilities only trigger their effects if a target number is rolled. Most often, this is **ON A 6+**, but some Abilities trigger **ON A 9+** or **ON A 5-** and so on.

Hit
A Hit always inflicts Dread in addition to any other described effects.

Instant Action
An Instant Action does not count as the PC's Action during a Conflict round. It happens in the blink of an eye and is often an Ability that allows the player to create something in the setting.

NPCs
A Non-Player Character (whether creature, critter or creeper) played by the GM.

Adversaries
An NPC in a **CONFLICT** with the PCs.

Adversary Classes
Some Abilities only affect certain classes of Adversaries, specifying either Goons, Bruisers or Champions.

Hex Cluster
A few Abilities affect an area called a Hex Cluster, which is a hex on the map and all its surrounding hexes.

Classes

THE BARD



Sweet-voiced musicians, silver tongued storytellers and healers of hearts, Bards are more at home talking, tricking and inspiring than clashing steel with Adversaries.

Bards are charismatic, creative, and capable healers.

THE KNIGHT-ERRANT



Strong and swift and courageous, a Knight-Errant is a wayfaring warrior lending their sword to a cause. Chivalry and romanticism may have withered and died for most in the Land of Eem but not these heroic knights whose bravery inspires all they encounter.

Knights-Errant are skilled fighters who ride steeds and lead others.

THE DUNGEONEER



An enterprising adventure seeker, daring to venture into old tombs and abandoned ruins in search of lost things. Armed with the knowhow and most useful gear to succeed in the wild, Dungeoneers are smart enough to realize Eem is dangerous, so it's best to travel in numbers.

Dungeoneers are daring treasure hunters with tons of resources and an NPC crew.

THE LOYAL CHUM



Reliable and true, a Loyal Chum is the quintessential ally and travel companion. Their contributions may sometimes go unnoticed but they're the backbone of any adventuring party, always there to lend a hand or helpful advice.

Loyal Chums are the party's "glue," boosting their allies and always useful in a pinch.

THE GNOME



In the Land of Eem, Gnomes may appear cute and harmless but they are, in fact, some of the most powerful beings in existence. Protectors of nature and chroniclers of the old ways, Gnomes are the only Class also doubling as the character's Folk.

Gnomes wield magic, know about the world and are in tune with nature.

THE RASCAL



A Rascal is a roguish scamp, the kind found in a band of brigands or toiling away at the worst jobs in any dungeon. They do what they must in order to survive in a world ruled by the bad guys, learning a few tricks of the trade along the way.

Rascals are sneaky rogues who easily get into (and out of) trouble.

XP

Experience Points **(XP)** are used to Level Up and improve Skills and Stats. PCs gain XP in numerous ways, and there are two types: **QUESTING XP** and **ROLEPLAYING XP.** At the end of each session, the GM awards XP by reflecting on the session's events with the players and tallying up the number of achievements the PCs triggered during gameplay.

QUESTING XP

When a Questing XP achievement is triggered, every PC present gains 1 XP. Each of the following achievements can only be triggered once every session:

- Complete a quest.
- Encounter a new creature, critter or creeper.
- Have a significant NPC encounter.
- Solve a problem in a creative way.
- Get into peril or hijinks.
- Travel 10 or more Hexes.
- Explore a new location or point of interest.
- Find a *Magic* item or *Relic*.
- Craft an item.

ROLEPLAYING XP

Roleplaying XP stems from **CHARACTER STORIES** and is only awarded to the PC or PCs who triggered it. A PC can only trigger each of the following achievements once every session:

- Build on a Relationship.
- Pursue their Personal Quest.
- Demonstrate their Ideal.
- Demonstrate their Flaw.
- Their Folk Quirk causes trouble.
- Tell an important story or reveal a significant truth about their past.

SPENDING XP

There are a few ways to spend XP, which is typically done between sessions or during Downtime.

- **Leveling Up:** Each Level must be bought individually. Level 2 costs 4 XP, and Level 3 costs another 8 XP, and so on. When a PC gains a new Level, choose which Ability from any previous Level they will master. The PC gets to use both Abilities from their current Level.
- **Improving Skills:** Each Skill rank must be bought individually. Increasing from +0 to +1 costs 4 XP, and +1 to +2 costs another 8 XP, and so on.
- **Stat Boosts:** Each Stat Boost can only be taken one time.
- **Level 10 Characters:** After reaching Level 10, PCs can spend 40 XP to gain an additional Ability from a previous Level. This can be done multiple times.

LEVELING UP

LEVEL	XP COST
2	4 XP
3	8 XP
4	12 XP
5	16 XP
6	20 XP
7	25 XP
8	35 XP
9	45 XP
10	60 XP

IMPROVING SKILLS

SKILL RANK	XP COST
-2 to -1	1 XP
-1 to +0	2 XP
+0 to +1	4 XP
+1 to +2	8 XP
+2 to +3	12 XP

STAT BOOSTS

BOOST	XP COST
+5 Courage	20 XP
+1 Attack	25 XP
-1 Defense	25 XP
+1 Quest Point	20 XP
+1 Dread	20 XP

Character Stories

SESSION ZERO

Session Zero is essential for creating each player's Character Story. Every Class has unique options to get their Character Stories off the ground and help flesh out a PC's personality, history, and establish inter-PC relationships.

During Session Zero, time should be taken for each player to choose options and answer questions for their Backstory, Ideals and Flaws, Relationships and Personal Quest.

The GM and players should have a back and forth conversation to flesh out and build upon each player's answers, snugly fitting things into the campaign. They'll quickly notice possible connections between PC stories—the more the better!

BACKSTORY

Players are encouraged to expand upon their Backstory, adding specific details to make their histories unique.

IDEALS AND FLAWS

Ideals and Flaws are a PC's innate personality traits, beliefs, or tendencies that drive or hinder them. At the end of each session, if the player engaged with the PC's Ideal and Flaw, they gain 1 XP for each. PCs start with one Ideal and one Flaw, and at level 5, they gain an additional Ideal and Flaw. If a PC changes over the course of play and outgrows an Ideal or Flaw, a replacement may be chosen.

PERSONAL QUEST

A Personal Quest is what drives a PC at their core, separate from their companions' goals. This category requires the most creativity to flesh out but makes for unique and fruitful gameplay.

If a PC ever completes their Personal Quest, they should develop a new one.

PURSUE PERSONAL QUESTS

Pursuing a Personal Quest means a player shines a spotlight on a specific moment when meaningfully pursuing or advancing a PC's Personal Quest.

That could mean actively setting out and trying to accomplish something towards a goal, investigating information on a subject related to the Personal Quest, or speaking to an NPC about it. Since Personal Quests vary greatly, what matters is the effort taken towards pursuing them.

The GM may call for a relevant Skill Check to help guide the outcome of a situation when the PC pursues a Personal Quest. The GM may also, at their discretion, introduce a complication to help drive the story.

Example

W. Jeen Honeycomb the Gnome has a Personal Quest of "I hope to learn the forgotten knowledge of the lost nyad kingdoms."

During the first few sessions, not many opportunities present themselves for Honeycomb to pursue her Personal Quest until, by chance, the PCs meet a traveling finfolk historian. Honeycomb asks if the historian knows anything about the lost nyad kingdoms.

The GM decides to have her roll a Lore Check to determine what she can learn and she rolls a Success with a Twist. They decide that the finfolk has heard a legend that the ruins of a sunken nyad kingdom lie somewhere on the coast of the Quagmash but he doesn't know where exactly.

Equipped with this knowledge, Honeycomb can pursue her Personal Quest with a clearer direction.

RELATIONSHIPS

PCs should be connected to every other PC. Some connections will be deeper than others, but the goal is to establish some sort of bond explaining why PCs are adventuring together.

Players should take turns picking a Relationship with another PC. It's important to note that both PCs should share the same Relationship premise from one Class's list, as opposed to both picking a different premise from their own Class list. This may require the counterpart player to tweak the text's language from their PC's point of view.

Example

Marty, playing S. Warbly Pebbleskip the Gnome, is establishing a Relationship with Kiri Kandleheart the Bard. From the Gnome's Relationship list he chooses: "Kiri always relies on me to bail them out of trouble, but they need to be more cautious."

Jennifer, Kiri's player, decides that sounds good, but she must tweak the sentence for it to make sense from her point of view. She comes up with "S. Warbly has bailed me out of trouble numerous times and thinks I need to change my ways. But I know what I'm doing."

BUILD ON RELATIONSHIPS

Building on a Relationship means a reinforcement, deepening or alteration of a PC's Relationship in some way. The goal is to build a personal story between two PCs over many sessions.

This works best when the players explicitly call out a moment of Relationship building after concluding the interaction. The players then add a sentence to their PC's Relationship, which becomes the Relationship's current state. This way, players are literally writing an evolving story about PC Relationships line by line.

Example

Rylee the Loyal Chum has the Relationship: "I'm the only one that truly understands Kiri the Bard's genius."

After Kiri fails miserably to charm a group of locals with her music earlier in the day, and even gets booed, Rylee pulls her aside at camp. She tells Kiri not to worry about what those people thought. That was one of the best songs Rylee ever heard! In fact, she thinks Kiri should put on a concert one of these days. Rylee will be the first one there in the crowd to cheer her on!

Kiri gives a half-smile and thanks Rylee for the vote of confidence. But Kiri's a little skeptical. "Of course you're going to say that, you're my best friend."

The GM calls for Rylee to make an Inspire Check to see if her words of encouragement really land. Rylee rolls poorly and gets a result of 4: Failure with a Plus. Kiri and Rylee's players interpret that to mean Kiri isn't really cheered up, even though she knows Rylee is sincere.

Both PCs update their Relationship with a sentence. Rylee writes: "I tried cheering up Kiri after a bad day, but something really seems to be bothering her." Kiri writes: "I know Rylee is my biggest fan, but I just wish I could reach more people with my music."

NPC ALLY RELATIONSHIPS

Optionally, PCs can build on Relationships with NPC allies. This is especially useful in a small party of PCs, allowing for more personalities to bounce off and engage with.

ROLEPLAYING CONFLICT BETWEEN PCS

It can be fun and rewarding to roleplay PCs who don't always get along or see eye to eye., but doing so requires mutual understanding and buy-in from the players involved. If a player doesn't find a certain dynamic to be fun to roleplay, then other players should respect that boundary.

When PCs roleplay conflict between each other, it may be helpful for the GM to call for a relevant Skill Check to help guide the roleplayed interaction.

Example

Lorraine the Knight-Errant has the Relationship "I have a feeling that Biff the Rascal has ulterior motives and I'm not sure I should trust them."

While staying overnight in a friendly peasant's house, Lorraine notices Biff secretly stealing an item and later decides to call him out.

Biff denies any wrongdoing. The GM calls for Lorraine to make a Check. She decides to roll Intimidate and gets a Failure with a Plus. The players interpret that and roleplay the ensuing interaction: Lorraine doesn't get Biff to admit it, but she still feels something's awry.

Lorraine adds this sentence to her relationship: "I caught Biff stealing and couldn't prove anything but can I really trust a thief?"



Items & Equipment

INVENTORY

Every item has an **ITEM SLOT** value that approximates weight and bulk, taking up (0), (1), (2) or (3) Inventory Slots. This is expressed as a number within parentheses next to an item.

A PC's Inventory Slots are equal to **20+Might+Vitality**. If a PC exceeds their max Inventory Slots, they become **OVERBURDENED**.

Regular clothes only worn for narrative or flavor purposes are not factored, while especially heavy or bulky items may occupy more than 3 slots or be impossible to carry, at the GM's discretion.

WORN VS. CARRIED

Inventory items are either **WORN** or **CARRIED**. Worn items are those the PC is currently wearing: clothes, armor, accessories, and weapons in hand. Worn Items actively confer any bonuses and are instantly at the ready.

Carried Items are what a PC is carrying in bags, packs, pouches and bandoliers, etc. Carried Items must be drawn or taken out to be used.

Containers

It is assumed that PCs have all the necessary bags and pouches to carry their items. Having extra containers may be useful for narrative reasons. Only *Magnificent* containers provide extra Inventory Slots.

ITEM SLOTS

(0) Slot Items

Every 5 (0) Slot Items take up 1 Inventory Slot. Coin pouches; Crafting Materials; spell scrolls; small trinkets like jewelry; little objects such as potions, keys, etc.

(1) Slot Items

Light weapons (daggers, slings, a quiver of arrows, etc.); small shields; light armor (piecemeal armor, leather, etc.); special footwear, gloves, bracers, hats, masks, capes, cloaks; Rations; various one-handed tools and gear, etc.

(2) Slot Items

Medium weapons (longswords, axes, maces, bows); medium shields; medium armor (breastplate, scale mail, etc.); larger tools and gear, etc.

(3) Slot Items

Heavy weapons (polearms, greatswords, battle axes, crossbows, etc.); large shields; heavy armor (plate armor, chain mail); bulky tools and gear, etc.

USAGE DICE

Some consumable items like **COINS**, **RATIONS** and **AMMO** have an assigned die called a **USAGE DIE** (1d6, 1d8, 1d10, 1d12, or 1d20). For instance, if a PC eats Quality Rations (which has a 1d8 Usage Die), roll 1d8. On a 1 or 2, the Rations are entirely consumed. Otherwise, the Rations are reduced a die step to 1d6. (1d20 reduces to 1d12, 1d12 to 1d10, 1d10 to 1d8, and 1d8 to 1d6.) A 1d6 Usage Die, doesn't reduce to 1d4 and is reusable until rolling a 1 or 2.

The GM can assign a Usage Die to any kind of consumable item.

ITEM TYPES

MUNDANE ITEMS

Regular items. *Mundane* items have Trait types: Tools, Trinkets, Clothing, Armor, and Weapons.

MAGNIFICENT ITEMS

Items of exceptional quality with a special property called a **MAGNIFICENT TRAIT**, notated in brackets like [cleave].

MAGIC ITEMS

Rare items with unique magical properties. Rolled on the *Magic* Items table.

Charges

Some *Magic* items and *Relics* have **CHARGES** that limit the item's use. When all Charges are spent, the item becomes inert until its Charges are replenished. Unless otherwise specified by the item, Charges can only be replenished by a powerful magician for a steep price.

Cursed Items

Some *Magic* items and *Relics* are **CURSED**, meaning there is an ill effect associated with them. Characters that hold a Cursed item become Cursed themselves and can't willingly discard it until they break the Curse on them.

RELICS

Legendary items with more magical power, or more cultural significance within the Land of Eem. *Relics* are rolled on the *Relics* table.

Some *Relics* have an option to spend XP to permanently upgrade the item. Each upgrade can only be done once unless otherwise noted.

Weapons

Hitting an Adversary with a weapon inflicts **DREAD**. A weapon's Dread is determined by the PC's Class, not the weapon itself: a dagger wielded by a Knight-Errant is simply more effective than in the hands of a Bard.

WEAPON RULES

WEAPON	RULES AND MODIFIERS
One-handed melee weapons	Inflict Dread normally.
Two-handed melee weapons	Inflict +1 Dread.
Improvised weapons: fists, shovel, pan, umbrella, etc.	Inflict Dread with Disadvantage.
Ranged weapons	Attacks suffer Disadvantage at Close and Distant range.
Thrown weapons	Attacks suffer Disadvantage at Faraway range. Cannot be thrown at Distant range.
Dual wielding: a (2) Slot weapon and a (1) Slot weapon, or two (1) Slot weapons.	Suffer -1 Attack, except Knight-Errants and Rascals. Make one Attack roll and inflict Dread with Advantage.
Artillery: cannons, ballistae, catapult, etc.	Can attack at Extreme range. Dread is based on artillery weapon type, not PC Class.
Ammo: arrows, bolts, bullets, darts, etc.	1d20 Usage Die unless otherwise noted. Only roll usage at the end of the Combat or encounter. Optional Rule: If your group prefers, don't worry about tracking regular ammo.



Armor

Armor is essential for any adventurer expecting to get into a scrape or two. Different armor types offer varying levels of protection against harm. There are five types of armor: Light, Medium, Heavy, Piecemeal, and Shields. Light and Medium armor always include chest armor, while Heavy is a full suit of armor (except a helmet). Piecemeal armor are individual pieces like a helmet or greaves; these pieces can be added to or swapped in to Light, Medium, and Heavy armor sets.

ARMOR TYPES

LIGHT ARMOR (1)

- Gambeson, padded, leather, hide, etc.
- Grants **ADVANTAGE** on Defy Death

MEDIUM ARMOR (2)

- Chain hauberk, brigandine, breastplate, scale mail, etc.
- **+1 BLOCK**
- Grants **ADVANTAGE** on Resist Wounds and Defy Death
- Inflicts **DISADVANTAGE** on Sneak Checks

HEAVY ARMOR (3)

- Full plate, splint, ring, chain mail, etc.
- **+2 BLOCK**
- Grants **ADVANTAGE** on Resist Wounds and Defy Death
- Inflicts **DISADVANTAGE** on all Movement Checks

PIECEMEAL ARMOR (1)

- Individual helmets, greaves, gauntlets, pauldrons, etc.
- Helmets grant +1 to Defy Death and Resist Wounds
- Wearing 4 different piecemeal armors (4 Slots) grants **ADVANTAGE** to Resist Wounds.
- Provides narrative benefits. For instance, if acid drips on a PC's hands, perhaps their gauntlets are destroyed before they're harmed; or when kicking a mook in the shins, wearing greaves it hurts extra.

SHIELDS

Shields provide protection at choice moments in combat.

- **Small Shield, (1) Slot:** Twice every Combat, Block 1d4 Dread.
- **Medium Shield, (2) Slots:** Twice every Combat, Block 1d6 Dread.
- **Large Shield, (3) Slots:** Twice every Combat, Block 1d8 Dread.

ARMOR RULES

BLOCK

Medium, Heavy and some *Magic* armor reduce incoming Dread by their **BLOCK RATING**. However, Block only reduces Dread from a physical exterior source. Dread suffered from fear, emotional harm, or exhaustion, for instance, can't be blocked by armor.

DAMAGED ARMOR

After **DEFYING DEATH** or suffering a **WOUND**, armor and shields are damaged and must be **REPAIRED** to confer benefits.

Coins & Economy

In the Land of Eem, people use various coins of differing values, all stemming from different eras and regions. Because of this, tracking money is abstracted. If PCs find money in a Hoard or someone pays them, instead of tracking individual coinage players track discrete **POUCHES**.

COIN TYPE	USAGE DIE	PURCHASING POWER
Copper Coins	1d6	Things that cost Copper
Silver Coins	1d8	Things that cost Copper or Silver
Gold Coins	1d10	Things that cost Copper, Silver, or Gold
Ancient Coins	1d12	Things that cost Copper, Silver, Gold, or Ancient

BUYING STUFF

When a PC wants to buy something, they must have the proper pouch of Coins: the purchasing power of the Coin Type must either match or exceed the cost.

Then roll the Usage Die for the pouch of Coins:

- On a 1 or 2, the Coins are entirely spent and removed from the PC's Inventory. Otherwise, the Coins are reduced a denomination: Ancient Coins become Gold Coins, Gold Coins become Silver Coins, Silver Coins become Copper.
- Copper Coins don't reduce a denomination and are spent completely on a roll of 1 or 2.
- Some items cost **COPPER ×2**, or **SILVER ×2**, and so on. This means the buyer must have two pouches of Copper and roll them both at the same time, or pay with a higher denomination.
- Unless explicitly bundled together, items are purchased individually, triggering separate Usage Die rolls.

What this system does is abstract haggling, so game sessions needn't get bogged down with long, drawn-out shopping scenes. Does the PC pay a high price and spend the whole pouch, or do they walk away with some change? A PC can certainly use higher denomination Coins to buy lower cost items—for instance, using Gold Coins to buy an item that costs Silver. But players can guess that using Ancient Coins to buy an item that costs Copper Coins probably isn't worth it—like buying a pack of gum with a platinum bar.

INCREASING PURCHASING POWER

PCs can combine like pouches of Coins into a higher denomination at a bank in any large settlement.

COMBINE	CONVERT TO
3 pouches of Copper Coins	1 pouch of Silver Coins
3 pouches of Silver Coins	1 pouch of Gold Coins
3 pouches of Gold Coins	1 pouch of Ancient Coins

ITEM AVAILABILITY

An item's availability in a shop depends on the size of the settlement or site. Between all the various shops present in a big city, every item on the *Mundane* Items table is available to find and purchase. At smaller settlements and sites, it's impossible to find the widest selection of goods.

Large Settlement

Any big city or town with districts.

- All *Mundane* items.

Small Settlement

Any small town or village.

- *Mundane* items that cost Copper Coins.

Frontier Shop

Any site or shop out in the wilderness that sells adventuring equipment.

- *Mundane* tools, weapons, armor and containers that cost Copper and SIlver Coins.



Travel and Exploration

Land of Eem uses a hex map and procedural rules for travel (known as hex crawling). Each Hex is 6 miles. There are three modes of travel: A Day's Travel, Exploration and Dungeon Crawling.

TRAVEL TURNS

When traveling across the map, each day is divided into 4 **TRAVEL TURNS**. Turns 1 and 2 are in the daytime, and Turns 3 and 4 are at night. Daytime hours are ideal for traveling, and PCs can move up to 2 Hexes every Turn. Thus, the party can typically cover 4 hexes (24 miles) during the daytime. Traveling at night is much more difficult and dangerous: not only can PCs move just 1 Hex every Turn, they suffer Disadvantage on Travel Checks when doing so.

Obviously, it isn't always wise to march across the land both day and night, never stopping to rest. If PCs push ahead and travel a 3rd Turn in a day, they become **TIRED** and suffer 1d6 Dread without a successful Vitality Check. If they travel a 4th Turn, they automatically become **TIRED** and suffer 1d6 Dread.

TRAVEL CHECKS

For every Travel Turn spent moving across the map, a different PC must make a **TRAVEL CHECK** for the whole group. To make a Travel Check, roll 1d12+Realms at the beginning of the Turn to determine if there is an encounter, a minor setback, an uneventful journey or a discovery. Travel Checks and Hex movement are modified according to the Travel Modifiers table.

REALMS CHECK	
1–2	Perilous Encounter
3–5	Dangerous Encounter
6–8	A Bump in the Road
9–11	Uneventful Journey
12+	Discovery

TRAVEL MODIFIERS TABLE	
CIRCUMSTANCE	MODIFIER
Traveling at night	Travel 1 Hex per Turn and suffer Disadvantage on Travel Checks.
Difficult terrain: mountains, forests, swamps, rivers, sailing choppy waters, etc.	1 Hex per Turn.
Traveling on roads (marked on the map)	+1 to Travel Checks.
All in party mounted or in a vehicle on roads (marked on the map)	Travel 1 additional Hex per day.
Traveling by vehicle on waterways	Travel 1 additional Hex per day. With an active crew, Large and Huge vehicles may travel at night without Disadvantage.
Traveling in Zones (in Land of Eem sandbox settings)	Often penalizes Travel Checks.

TRAVEL CHECK RESULTS

PERILOUS ENCOUNTER

An immediate life-threatening situation or hostile Adversary. Roll on the Perilous Encounter table.

DANGEROUS ENCOUNTER

A clear danger or potentially hostile Adversary. Roll on the Dangerous Encounter table.

BUMP IN THE ROAD

A Bump in the Road is a minor setback even though the PCs successfully traveled to or explored a Hex without an encounter.

D6 Bump in the Road

1. Lost
2. Lost Supplies
3. Exhaustion
4. Bad Weather
5. Unwanted Attention
6. Interparty Conflict

Lost

The PCs take a wrong turn and get lost, moving just 1 Hex and rolling 1d6 to determine which Hex the party travels to (1. North, 2. Northeast 3. Southeast, 4. South, 5. Southwest, 6. Northwest). In difficult terrain, they make no progress.



Lost Supplies
PC accidentally loses some food or Rations (or, absent that, a tool from their inventory).

Exhaustion
The PCs take a difficult path, wearing everyone out. Everyone suffers 1d6 Dread, and becomes Tired until taking a Long Sleep.

Bad Weather
The PCs run afoul of bad weather: rain, wind, cold or heat. Only move 1 Hex and suffer -2 to the next Travel Check.

Unwanted Attention
The PCs travel quite conspicuously, drawing attention to themselves. The next time they camp, the Wandering Intruder Chance increases by +2.

Interparty Conflict
The road is hard, putting people on edge. Two random PCs start bickering about something important (a potential opportunity to build Relationships and gain XP).

UNEVENTFUL JOURNEY
The PCs successfully traveled to or explored a Hex without any trouble. The PC making the Travel Check can also attempt to Find Components.

DISCOVERY
A Discovery is a positive encounter or revelation of a local landmark or secret in addition to successfully traveling to or exploring a Hex. Roll on the Discoveries table.

EXPLORATION
Instead of traveling to a new Hex, the PCs may spend 1 Travel Turn exploring their current Hex. They may either look for something specific OR a random unknown destination, location, landmark or person (roll on the Discoveries table). Exploration Checks use the Search Skill.

The GM may decide that the PCs need a 9+ to find something particularly hidden, or even a 12+ to find a "needle in a haystack." On a 5-, the GM decides what happens when they fail to find what specific thing they were looking for. Perhaps the PCs find a different point of interest, but have to make another Travel Check to find what they're seeking; or they are utterly lost and their next Travel Check suffers -2.

DUNGEON CRAWLING
When exploring a very specific location—like a dungeon, building, or a few acres of land—play occurs over the span of minutes. This type of gameplay is generally called dungeon crawling. In these cases, the PCs' activities are likely less structured than A Day's Travel or Exploration as they move moment to moment through the environment. The GM often has planned encounters or curated random tables as the PCs move from room to room problem-solving and overcoming challenges.

DARKNESS
Sometimes it's relevant to determine if the PCs have a light source while exploring a dark area. If the PCs lack a light source in a spooky dungeon or the like, PCs must make a Mettle Check to determine if they get **FRIGHTENED**. On a 5-, the PC is Frightened until a light source is available.

- During a Conflict or other harrowing scene, torches and lanterns have a 2-in-6 chance of snuffing out.
- Attack, Perception, Search, and Movement Checks suffer Disadvantage in complete darkness.

Making Camp

CAMP TRAVEL TURNS

After a typical day of traveling for 2 Turns during daylight, each PC can choose how to spend the following 2 Turns when they make camp at night.

- **Story Time (1 Turn).** PC tells stories and asks questions while eating and/or cooking around the fire.
- **Find Food and Components (1 Turn).** PC goes off into the wilderness, usually to catch food in a pinch.
- **Sleep (1 Turn).** PC gets a sufficient amount of sleep. Without food and sleep, PCs don't heal Courage.
- **Long Sleep (2 Turns).** PC conks out for an extended slumber, usually to heal the Tired Condition.
- **Keep Watch (1 Turn).** Instead of sleeping, PC keeps watch while others rest, which reduces the Wandering Intruder Chance by 1. Two PCs can take shifts during the Turn: they won't be Tired, but they don't heal Courage that night.

STORY TIME

Adventurers don't always just sit around silently before hitting the sack. They tell each other stories and ask questions as they gather around the fire and fill their bellies.

Whenever the PCs camp, they can spend the Turn engaging in Story Time. During this time, they can tell a story about themselves, elaborating on their Backstories, Relationships, or Personal Quests. Or they can ask another PC a question. The goal is to ask evocative questions that elicit revealing answers, giving insight into the fellow PC's personality, Backstory, Relationships, or Personal Quest. If need be, the asking player can ask related follow-up questions to draw out something juicy.

Story Time is a good opportunity for PCs to build their Relationships, discuss Personal Quests and gain XP in the process. And as long as a PC is hanging around the camp, they can also participate in Story Time while doing other activities like crafting.

During sessions when the PCs are on a long journey, a group may not want to engage in this roleplay every single time they camp, but the GM should remind the players of the possibility.

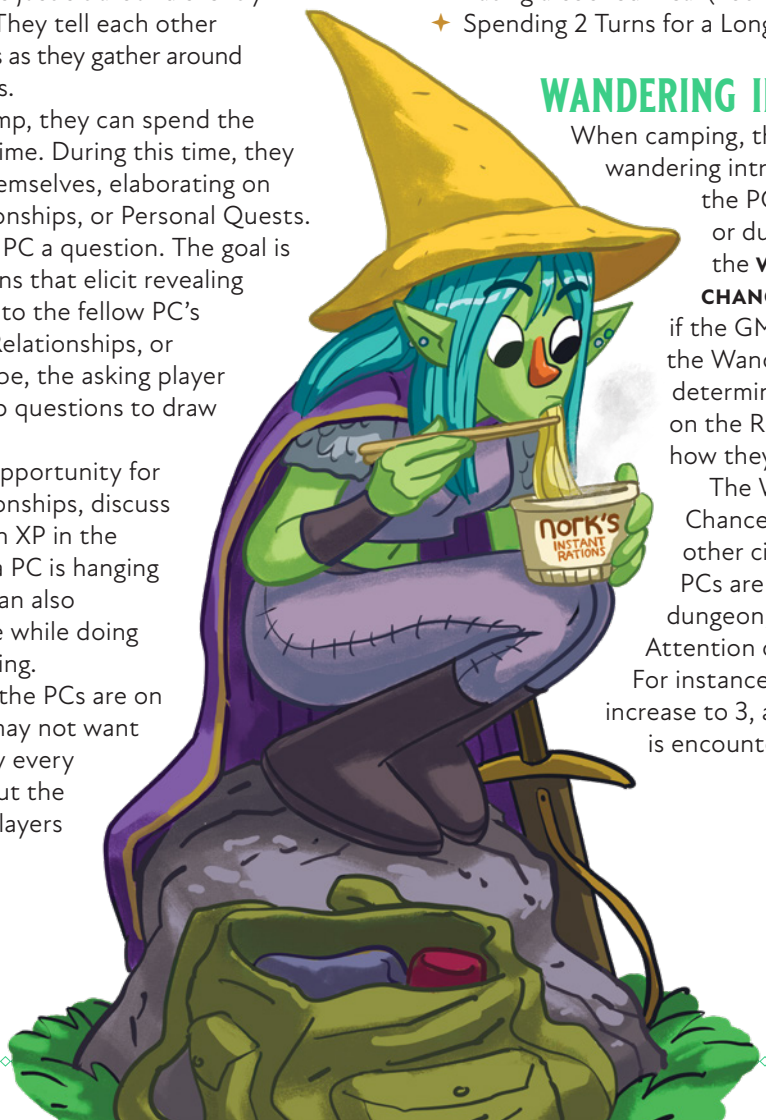
HEALING, FOOD AND REST

Healing naturally without magic or Abilities requires food and rest. As long as a PC can eat and sleep in a place of safety and comfort, they heal 2d6 Courage upon waking up. While in the wilderness, however, a PC only gains 1d6 Courage after eating and spending at least 1 Turn sleeping. If a PC doesn't do one or the other they don't gain Courage when they wake.

- If a PC doesn't eat once a day, they suffer 1d4 Dread.
- If a PC doesn't sleep, they become **TIRED** (-1 to Skill Checks).
- When a PC eats, it's assumed they're also drinking, so no need to track water.
- When a PC takes a **LONG SLEEP** it means they sleep for 2 Travel Turns and can't Keep Watch, participate in Story Time, Find Food and Components, or other activities.

For each of the following, a PC gets +1 bonus to their healing roll after eating and sleeping:

- Sleeping on a bed, bedroll, or in a tent.
- Eating a cooked meal (not Rations).
- Spending 2 Turns for a Long Sleep.



WANDERING INTRUDERS

When camping, there's a chance a wandering intruder stumbles upon the PCs in the wilderness or dungeon. This is called the **WANDERING INTRUDER CHANCE**. This normally occurs if the GM rolls a 1 on 1d6. Roll on the Wandering Intruders table to determine what appears, then roll on the Reaction table to find out how they react to finding the PCs.

The Wandering Intruder Chance can be increased due to other circumstances, like if the PCs are in a dangerous area like a dungeon, or they rolled Unwanted Attention on a Travel Check result. For instance, if the Chance were to increase to 3, a Wandering Intruder is encountered on a 3-.

Conflicts

A Conflict occurs when tension escalates to the threat of Combat. This is not to say every Conflict turns into Combat. In fact, most of the time, players have opportunities to avoid Combat. NPCs, creatures, critters and creepers in a Conflict with PCs are called Adversaries.

Conflicts happen in rounds, with each round consisting of four phases. At the start of a Conflict round, players state their intended Actions for their turn: to Parley, Improvise, Run, or fight in Combat.

ACTIONS AND MOVES

PCs have one **ACTION** and one **MOVE** every turn. Adversaries only take Actions and Moves in the Combat phase. More powerful Adversaries may have up to 4 Actions. Once every round, both PCs and Adversaries may sacrifice one Action to use another Move.

CONFLICT PHASES

PHASE 1: PARLEY

At the beginning of a Conflict, a PC who wishes to talk first may do so. Charm, Inspire, Intimidate and Trickery are the Skills most often used, along with any useful Abilities. If all goes well during this phase, the PCs could potentially avoid Combat altogether.

NPCs and creatures have a Parley score of 0–2, determining how many times the PCs can attempt to negotiate with them during a Conflict. Once all attempts have been used, Parley is no longer available as an Action unless something dramatically changes. Critters can only be Wrangled using the Wilderness Skill. The more fearsome and hostile the Adversary, the harder it is to Parley or Wrangle. Especially tough enemies can even impose a penalty or Disadvantage on Skill Checks.

During Parley, a Failure with a Plus is up for interpretation, just like other Check results. Some helpful ideas:

The PCs fail to sway the Adversary...

- but the Adversary spills some information.
- but the Adversary is distracted.
- but the Adversary has no interest in killing the PCs; they want something else.

Rolling a Complete Failure should generally mean that things have gone awry and the Adversary is angered.

PHASE 2: IMPROVISE

After the Parley phase is the Improvise phase, when one may use an Action to do something other than fight. This is the time for PCs to use their non-social Skills and Abilities to help overcome or defuse the situation. For example, a PC might try to cave in the entrance, cut the rope bridge or dive for the precious item. Or they might give aid to an ally, hide behind a table, or swing from the chandelier!

PHASE 3: RUN

If PCs wish to flee, they can use their Actions to run, but they are only as fast as the slowest fleeing party member. The fleeing PC with the lowest Nimbleness makes the Nimbleness Check for everyone fleeing. Failure means the fleeing PCs can't disengage and leave the Conflict just yet—but they can try again next round. Success means the PCs escape the area or a chase scene ensues, which is up to the GM.

Chase Scenes

Use a chase scene if Adversaries aggressively pursue fleeing PCs. During a chase scene, each player alternates describing how their PC aids the escape. Then they each make a Check of their choice. They can use their Skills and Abilities creatively but it should make sense in the fiction, and the party can't do the same Action twice in a chase scene. Failures and Twists often mean the pursuer can attack the PC during the chase, in addition to other narrative consequences.

If the PCs accumulate 5 Successes (or 3 Successes for a small party) before 3 Failures, they outrun and lose their pursuer. The result of a failed getaway is up for interpretation: it could mean the pursuer corners them, the PCs lose or drop something important, or some other negative consequence occurs.

PHASE 4: COMBAT

The Combat phase uses Initiative. Every PC acting in Combat makes a Perception Check to determine attack order. Anyone rolling a 6+ acts before Adversaries, and anyone else acts after Adversaries. For simplicity, NPC allies always act after Adversaries.

To attack a target, roll Attack modified by the defender's Defense. A negative Defense subtracts from an Attack, making it harder to Hit. If successful, inflict Dread to the target's Courage. If an Ability targets multiple defenders, only make one Attack roll.

After the Combat phase, a new Conflict round begins. In the new round, Parley comes first (assuming there is still the option), followed again by the Improvise phase, Run phase and then Combat phase with new Initiative Checks.

Combat

Combat in *Land of Eem* is meant to be quick and decisive. By design, PCs don't have boatloads of Courage to absorb dozens of hits over several rounds and, because of the Counterattack mechanic, they are liable to get hit on their own turn. Players should know that running away is a completely acceptable option.

RANGE BANDS

Land of Eem is largely a "theater of the mind" game when it comes to Combat. Distances between characters are categorized into broadly defined range bands: **CLOSE**, **NEARBY**, **FARAWAY**, **DISTANT**, and **EXTREME RANGE**. All that matters is the distance between two things currently in question, whether that's between two characters, a character and an object or landmark, or whatever.

SPEED

PCs have a default **SPEED** of 1, meaning when they use a Move, they move 1 range band at a time (e.g. Close to Nearby, Nearby to Faraway, and so on). Some Adversaries have 2 Speed, meaning when they use a Move, they can move up to 2 range bands at a time (e.g. Close to Faraway or Nearby to Distant).

If two characters are in...	They are...
Close range	0 Moves away
Nearby range	1 Move away
Faraway range	2 Moves away
Distant range	3 Moves away
Extreme range	4+ Moves away

CLOSE

Right next to a PC. Mere inches to a few feet away. Can talk normally.

- Required range for melee Attacks.
- Ranged attackers suffer Disadvantage attacking Close targets.

NEARBY

On the other side of the room, or across the yard. Roughly 10 to 30 feet away. Must talk loudly.

- 1 Move to get to Close range.
- Ranged attackers can attack Nearby targets.

FARAWAY

On the other side of a stream or at the opposite end of the grand hall. Roughly 30 to 80 feet away. Need to yell.

- 2 Moves to get to Close range.
- Ranged attackers can attack Faraway targets.

DISTANT

On the other side of a field or down a city block. Roughly 80 to 150 feet away. Can barely understand yelling.

- 3 Moves to get to Close range.
- Ranged attackers suffer Disadvantage attacking Distant targets.

EXTREME RANGE

Out of range for almost all attackers**.** Roughly 150+ feet away. Can't hear or understand each other.

- May take 4 or more Moves to get to Close range (GM decides).
- Only artillery weapons can attack Extreme Range targets.
- Things beyond Extreme range aren't usually relevant in a Conflict until they come closer.

MELEE COMBAT

To attack a target, roll Attack modified by the defender's Defense. A negative Defense is harder to Hit.

ROLL 1D12 + ATTACK + DEFENSE	
1–2	Critical Miss
3–5	Miss with a Plus
6–8	Hit with a Counterattack
9–11	Hit
12+	Critical Hit

RANGED COMBAT

Ranged attacks are slightly different—it's more difficult to Hit, but the attacker cannot be Counterattacked.

ROLL 1D12 + ATTACK + DEFENSE	
1–2	Critical Miss
3–5	Miss with a Plus
6–8	Grazing Shot
9–11	Hit
12+	Critical Hit

SUCCESS AND FAILURE

CRITICAL MISS

Something bad occurs in addition to the Attack missing. Perhaps the attacker drops their weapon, accidentally damages a precious item, or accidentally gets in an ally's way inflicting Disadvantage on their next roll.

If the GM can't come up with anything in the moment, they are encouraged to collaborate with the players or roll on the following table:

1d6 Critical Miss

1. Fumble item, or item malfunctions or breaks.
2. Get forced into a bad or precarious position.
3. Accidentally Hit an ally or object in the environment for a negative effect.
4. Alert or draw the ire of other Adversaries.
5. Alter or give a penalty to an ally's next Attack or Action.
6. Accidentally hurt yourself.

MISS WITH A PLUS

Some sort of silver lining or positive outcome occurs despite missing. This could mean missing but knocking the target closer to a nearby cliff's edge, or a mechanical bonus like setting up a flanking ally, granting Advantage on their next roll.

If the GM can't come up with anything in the moment, a quick solution for Miss with a Plus is that both the attacker and defender suffer 1 Dread.

Otherwise the GM is encouraged to collaborate with the players, or roll on the following table:

1d6 Miss with a Plus

1. Set up an ally's next Action or Attack.
2. Alter the Adversary's planned Attack or Action.
3. Hit an object in the environment for a positive effect.
4. Guard a vulnerable ally.
5. Disrupt or delay other Adversaries in the fight.
6. Put the Adversary in a bad or precarious position.

HIT WITH A COUNTERATTACK

The attacker hits and inflicts Dread but their target can make an Attack against them. If the target then rolls a Hit with a Counterattack against the attacker, the attacker can Counterattack as well, and so on. In this way, a chain of lucky Counterattacks can simulate a duel.

GRAZING SHOT

A Miss with a Plus, and the ranged attacker also grazes their target inflicting 1 Dread.

HIT

The attacker inflicts Dread.

CRITICAL HIT

The attacker inflicts double their Dread roll—adding any Dread bonuses after multiplying the total by 2.

COURAGE

Courage is a measure of a PC's bravery, will and toughness during an adventure; other games commonly refer to this as Hit Points, but Courage also represents the mental aspect of dealing with harm and adversity.

A PC's starting Courage is determined by their Class+Vim. Some items also bestow Courage, as well as Temporary Courage, which can increase maximum Courage until it's depleted.

Adversaries also have Courage, based on their Level and Class.

DREAD

Physical and mental harm are expressed as Dread, which reduces Courage. Armor can only block Dread from a physical exterior source. Dread suffered from fear, emotional harm, exhaustion, or internal poison, for instance, can't be blocked by armor.

Dread is determined by the PC's Class. Some Classes have Abilities increasing their Dread die and some items also increase Dread. PCs can attack with just about anything: a shovel, a pan, an umbrella, etc., but when attacking without a true weapon their Dread roll suffers Disadvantage.

DEFEAT AND DEATH

DEFEAT AND RESISTING WOUNDS

At 0 Courage, a PC is Defeated, meaning they fall **UNCONSCIOUS** for 1d4 rounds. There is no negative Courage. Upon Defeat, the PC must make a Vitality Check to Resist Wounds: on a 5-, they suffer the **WOUNDED** Condition which inflicts -1 to all rolls and persists unless healed by actual medical help, magic, or Recuperation.

An ally can use an Action to wake a Defeated PC. Once awake, they heal Courage equal to 1d6 + their Level. If all PCs are Defeated, the GM describes what happens based on the Adversary. Some Adversaries take prisoners or demand retribution, while others, like dragons, are ruthless and might gobble the PCs up.

Defeated Adversaries either flee, surrender, fall unconscious until woken up, are killed outright, or otherwise removed from Combat depending on the context.

DEFY DEATH

If a PC is reduced to 0 Courage twice (or more) in a session, they make a Vitality Check to Defy Death. They can use multiple Quest Points on this Check.

VITALITY CHECK	
1–5	PC can perform a final heroic act before dying.
6–8	PC lives but suffers a Wound and a Lasting Injury.
9+	PC lives but suffers a Wound.

A PC failing their Defy Death check cannot be healed but can perform one final, heroic act to help out the party. This can be something amazing, and the GM should work with the player to help their character go out in a blaze of glory.

CONDITIONS

Over the course of an adventure, Adversaries or PCs might be afflicted with one or more Conditions—ongoing penalties or effects. Each Condition describes how long they last: a specific amount of time, until the end of a Conflict, until the affected individual is Defeated, or until the Condition is resisted, stopped or cured. In Combat, a Condition triggers at the beginning of the PC or Adversary's turn.

Bleeding

Bleeding targets suffer 1 Ongoing Dread for each round they've been Bleeding. On the first round they suffer 1 Dread, on the second 2, on the third 3, and so on. Lasts until bandaged by an ally (Wilderness or Tinker Check) or Defeated (automatically suffer a Wound and end Bleeding).

Blinded

A Blinded target can't see clearly and suffers +2 Defense and Disadvantage to Attacks. They also can't make Checks that require sight. Lasts for 1d4 hours unless otherwise noted.

Burning

A Burning target suffers 1d6 Ongoing Dread for 1d6 rounds or until they or an ally uses an Action to put out the flames.

Deafened

A Deafened target can't hear well or at all and suffers Disadvantage on Perception and Search Checks. They also do not benefit from Abilities that require hearing. Lasts for 1d4 hours unless otherwise noted.

Engulfed

When a target is Engulfed, all or part of their body is covered or swallowed and they can't move until they escape.

- On their turn, they can make a Might or Nimbleness Check to escape. An ally can also try to free the target with a Might Check.
- An Engulfed target suffers 1d6 Ongoing Dread. After 3 consecutive rounds, they are automatically Defeated.
- A Defeated target who regains consciousness and Courage while still Engulfed immediately suffers Ongoing Dread.
- A target that fails to Defy Death while Engulfed is eaten, drowned, or equivalent.

Entangled

Entangled targets suffer +2 Defense, can't move until they break free, and can only attack a Close Adversary.

- On their turn, they can make a Might or Nimbleness Check to escape. An ally can also try to free the target with a Might Check.
- Certain Adversaries inflict Ongoing Dread to Entangled targets.

Frightened

A Frightened target suffers -1 to all Checks until they escape the source of their fear and regain composure.

Ongoing Dread

A target suffering Ongoing Dread suffers a specified amount of Dread each round.

Overburdened

An Overburdened target is carrying too much in their Inventory. They suffer +1 Defense and Disadvantage on Movement and Travel Checks. If this continues for more than 1 Travel Turn, they become Tired.

Paralyzed

Paralyzed targets are unable to move or act for at least one round. Starting after the first round, the target must make a 9+ Vitality Check to return to their senses.

Poisoned

Poisoned targets suffer Disadvantage to all Physical Skill Checks and 1 Ongoing Dread until reaching 1- Courage. Lasts until cured by an antidote, a high level Gnome or a Witch.

Prone

Prone targets are lying on the ground in a compromising position. They suffer Disadvantage and attackers gain Advantage against them. Must use a Move to stand up.

Stunned

Stunned targets lose their next Action and automatically fail their next Initiative Check.

Slowed

Slowed targets are hobbled and can't run. They move at half Speed (must use 2 Moves per range band) and suffer Defense +1. They also suffer Disadvantage on Movement and Travel Checks.

Tired

A Tired target suffers a -1 penalty to Skill Checks until they take a Long Sleep.

Weakened

Weakened targets suffer -1 to all Vigor Skills, Attacks, and Dread rolls. Lasts until eating heartily (2 meals or Rations in a day).

Wounded

Wounded targets suffer -1 to all rolls. Wounds persist unless healed by actual medical help, magic, or Recuperation.

Unconscious

Unconscious targets are Prone, not awake, and completely unaware of their surroundings. Unless otherwise stated, they wake up in 1d4 rounds. An ally can use an Action to awaken an Unconscious PC.

Random Encounters

D12 DANGEROUS

1	A blind bugbear stares at a sign post that points in the direction of Dunk. He says he needs to get there posthaste and deliver an overdue bridge toll to Shrugga the Stomper.
2	A gnome sits sullenly in a small cage with a sign posted next him that reads: "Arrested for cultivation of trees." He asks for some food and water, and pleads to be set free so he can get back to the Green Gallivanters.
3	An escaped prisoner is on the run from a goblin tycoon for stealing a precious gem. The prisoner swears they are innocent...but begs for help hiding a suspicious blue gem.
4	A caustic bard heckles the party as they pass, making fun of a random party member in particular.
5	Sven the Yodeling Troll, who dwells in the hills nearby, is waking up villagers in the middle of the night with his incessant yodeling. The mayor wants someone to give him a stern talking to!
6	A fight between rival SPL and Krog & Sons dungeoneers breaks out in front of you on the road. A worker with a glass eye and hook hand demands to know which side you are on.
7	A giant skunk blasts the PCs with its noxious spray. All Social Checks are -1 until the scent is properly washed away.
8	A stage coach with two shabby passengers and a mute driver has just enough seats to invite the adventures in for a ride. The party will travel an extra Hex, but while riding along the road, the coach is attacked by bandits!
9	Dozens and dozens of fish float belly up in a creak. Investigation reveals that a goblin logging operation is polluting the waters with green sludge.
10	A bare-knuckle boxing match rages between two furious bandits, a one-eyed bruiser and a rapid pipsqueak. As their rowdy comrades hoot and holler, a sleezy boggart in a top hat takes bets on who will win. What's your wager?
11	A boggle witch named Dotty wants a random PC to rub her weary feet. The PC that does so will get a gold pouch. If the PCs refuse the witch will curse their travels with Disadvantage for 3 days
12	You find a gruff, boggart warrior called Rotgar the Bold berating his squire Jop because the boy can't lift a two-handed sword.

D6 PERILOUS

1	A goblin engineer has his tie caught in a giant stump grinder. If he doesn't get free in the next thirty seconds, he's mulch!
2	Zodour the Felmog ambassador and his entourage are coming down the road. Anyone who makes eye contact with him will be punished!
3	A lost vagabond in court jester uniform wishes to join the party for the evening. The jester calls themself Lezlo and has a strange smile. Once asleep the jester will try to bite a PC, revealing themself to be a roving vampire.
4	Shumwise the shrym is being chased by a gang. He swears he isn't a turncoat and has no idea where Brunt Manheel's loot is! Save him from Brunt's gang and he vows to be your butler.
5	Azred the Mad, human poet of some place called the Clovensteppe, recites a poem to a PC and expects a poem in return. The poem is: "Three Houses bound by oaths, forsake their past and bow to death. Alas for Kreeth, alas for Ur, alas for the Iron Suns that were." Azred demands a poem in return. Fail and be cursed.
6	Miners flee a mine erupting with molten rock. Some kind of volcanic event has made the road impassible and created a perilous lake of lava. The only escape is to navigate the patches of burning stone.

D6 DISCOVERIES

1	A group of Bogril Bulwarks alert the PCs that a posse of bandits had been lying in wait for them just up the road, but there's no danger now. The Bulwarks salute the PCs and say they'll continue to do their best to keep the Used T'Be Forest safe for travelers.
2	Crates are strewn about the path, and wheel marks reveal a wagon likely dropped them. Closer investigation uncovers that one of the crates is filled with dynamite. It looks like they're soggy and ruined, but one stick is perfect.
3	An enthusiastic boggart alchemist called Tibby has a patented potion to sell anyone interested at a discount: Copper Coins. She calls her elixir "The Strong Stuff" and she'd love if the PCs would try it out and spread the word. Strong Stuff Potion: Gain Advantage on 1 Might Check.
4	A chorus of pocket fiddler spiders plays a surprisingly melodic tune. If a Bard decides to play along, they are able to harmonize and jam together. Afterwards, the pocket fiddlers bestow a magic twig to the musician. The magic twig will summon a pocket fiddler spider to play music once per session.
5	You find hoof prints with flowers growing in them. A Lore or Wilderness Check confirms these are unicorn prints, and basking in the flowers heals 1 Courage.
6	You find an abandoned picnic spread on a rock. A friendly gnome is waiting to "ambush" you for lunch. And that's exactly what they do--hey offer lunch and ask for any interesting news.

Adversaries

ADVERSARY TYPES

There are three Adversary Types: Creatures, Critters and Creepers.



CREATURES

Sentient beings capable of speaking with PCs. Having clear desires and goals, they can be Parleyed with using skills such as Charm, Inspire, Trickery and Intimidate.



CRITTERS

Animals and beasts that may or may not be able to communicate with PCs (up to the GM). Due to their bestial nature, most PCs can't Parley with critters as they would with creatures. This is because, even if they do speak a broken tongue, critters generally don't relate well to folk. They think and have desires like animals. During the Parley phase, PCs may instead attempt to Wrangle critters, if possible, using Wilderness. This encompasses handling, distracting, scaring critters away, or using basic communication (if possible).



CREEPERS

Pests, bugs and vermin that are more like environmental hazards. They can be neither Parleyed with nor Wrangled. Most are insentient and the best PCs can do is avoid, destroy or suffer through them. Special rules differentiate them from creatures and critters:

- They don't have Adversary Classes.
- They can't be attacked or Counterattacked per normal rules, but PCs can attempt creative solutions to deal with them.
- Creepers can attack once every round.
- Some creepers have Abilities altering these rules.

ADVERSARY CLASSES

There are three Adversary Classes: Goon, Bruiser and Champion. Adversary Class determines their Courage, Mettle modifier, and sometimes what Abilities work on them. Certain Adversaries also gain Abilities and other bonuses based on their Class.

GOONS (G)

- Nameless mooks and *minions*, easily manipulated and quick to flee.
- 1 Courage per Level.
- -2 Mettle

BRUISERS (B)

- More stalwart foes, usually named and harder to manipulate. In the absence of a Champion, Bruisers frequently lead groups of Goons.
- 1d6 Courage per Level.
- +0 Mettle

CHAMPIONS (C)

- The strongest Adversaries: bosses, fiends, villains and exceptionally powerful monsters. Many Class Abilities simply don't work on them.
- 1d12 Courage per Level.
- +2 Mettle

TERMINOLOGY

LEVEL

The Adversary's possible Level, chosen by the GM.

CLASSES

The Adversary's possible Classes are listed by the first letter of each Class: G (Goon), B (Bruiser), C (Champion).

PARLEY

The number of times a creature can be Parleyed or a critter can be Wrangled ranging from 0–2. A "(D)" means Parleying/Wrangling with this Adversary suffers Disadvantage.

ABBREVIATIONS

In *Land of Eem* adventures and sandbox settings, the Level and Class of an Adversary is abbreviated. For example, a Level 2 Champion is written as (L2-C); a Level 6 Goon is written as (L6-G); and three Level 4 Bruisers is written as (3xL4-B), etc.



GOON BRUISER CHAMPION

ADVERSARY COURAGE

Courage isn't numerically listed in Bestiary entries. Rather, it varies based on the Adversary's Level range and Class options, and the GM's needs. For example, a Level 3 Goon has 3 Courage; a Level 3 Bruiser has 3d6 Courage; and a Level 3 Champion has 3d12 Courage. Use the Average Courage Chart for quick results.

ATTACK
The Adversary's Attack modifier.

DEFENSE
The Adversary's Defense modifier.

BLOCK
The Adversary's Block rating.

DREAD
The amount of Dread the Adversary inflicts.

ACTIONS
The number of Actions the Adversary has during a Conflict round. Adversaries usually act during Combat.

ABILITIES
The special Actions or passive capabilities an Adversary has available to them, similar to PC Class Abilities. Abilities often specify how many times they can be used in a round or Combat. A Hit always inflicts Dread in addition to other described effects.

VULNERABILITIES
Weaknesses and keys to defeating the Adversary. Not all creatures have Vulnerabilities. For critters and creepers, there are also guidelines on reliable ways to deal with them; playing to a critter's Vulnerabilities when trying to Wrangle should positively affect Checks.

SOCIAL
Guidelines for how the creature might respond to PCs attempting to interact or Parley with them, along with what their likely desires are.

COMBAT
Guidelines on the Adversary's tactics during Combat.

DEFEAT
Guidelines on how the Adversary acts when defeated in a Conflict.

VICTORY
Guidelines on how the Adversary acts when victorious in a Conflict.

Curse of the Chicken-Foot Witch

ADVENTURE TONE: HIJINKS

A fun, goofy, and lighthearted Level 1+ adventure (*The Muppets / Labyrinth / Adventure Time*).

BACKGROUND

As if there wasn't enough trouble and turmoil in the Mucklands realm, rumor has it that an infamous witch is wreaking havoc in the Used T'Be Forest. Making matters worse, the local folk hero dedicated to ending the witch's reign of terror has gone missing. With no one left to stop her, Chara the Chicken-Foot Witch has petrified the locals with fear. As for the hero, a gnome named L. Dorothy Sandwich, she was last seen at the local watering hole, Wally's Waffles and Weorgs.

THE HOOK

L. Dorothy Sandwich (the L. is for Leechbane) is a gnome of considerable power who Chara the Chicken-Foot Witch has cursed. She's been turned into an oily muskrat and needs help lifting the curse. Dorothy asks the PCs to travel to Chara's hovel in The Crack and steal back her Wand of Decursification, so she can turn back into a gnome.

WHERE THE PCS COME IN...

Stepping into Wally's Waffles and Weorgs is an odd experience. Though it promises good old-fashioned family fun, the tavern looks more like a den of rascals, ruffians and scallywags. But hey, the waffles are great! Except you are not here for waffles. You are here to find L. Dorothy Sandwich, having gotten word that the gnome folk hero is missing. However, scanning the room, there doesn't appear to be any gnomes here.

NOTABLE NPCS

Wally's Waffles and Weorgs is full of characters, all with something to say about Chara the Chicken-Foot Witch.



L. DOROTHY SANDWICH

Transformed into a muskrat, Dorothy is eating a stack of pancakes with a knife and fork when the PCs arrive at Wally's. Despite her predicament, she maintains an upbeat attitude, although she's worried that she's becoming more muskrat than gnome as time goes on. She has a strong, disconcerting urge to go to River Country and build herself a lodge made of sticks.

- **Traits:** Bubbly, optimistic, whistles through her teeth when talking.
- **Motivation:** Get her lost wand and reverse Chara's curses.
- *"I'm L. Dorothy Sandwich, the gnome—or, at least, I was a gnome. Chara cursed me! Changed me into a muskrat! And, worse yet, stole my Wand of Decursification!"*
- *"If you really want to help, you'll get it back and we can sort out all this cursing business."*
- *"Chara is jealous and cruel but I'm sure there's still good in her, deep down. She's just lost her way."*
- *"A word of warning... not everything or everyone in her lair are as they seem. Beware her curses!"*

WALLY DUNKWHIFFLE



Owner and operator, Wally is a burly, scruffy little guy and former **PIRATE**. Though standing just 4 foot 1 inch, his mirth and melancholy are gigantic. A beloved local figure, Wally is friends with everyone. Well, almost everyone. He's made more than his fair share of enemies too.

- **Traits:** Friendly, boisterous, deceptively tough.
- **Motivation:** Enjoy a long, uneventful retirement, passing on his restaurant to someone like himself.

- *"That old hag? Yeesh. Just the thought of her gives me the willies. You're in for a heap of trouble if you expect to waltz out of her house in one piece."*



HAPPY DUNSTON

The quintessential barfly, Happy generally only leaves his stool at the bar to hit the can. He's a generous spirit, and well-liked by just about everybody, being the only patron to ever finish Wally's Howling Hot Challenge without whistling beef.

- **Traits:** Cheerful, welcoming, competitive.
- **Motivation:** Make friends and knock back some rascal cider.

- *"Trust me, you don't want to get mixed up with witches," Happy says, as if experienced in the matter. "Not that I would know, or anything. But I hear a witch's curse is a heck of a thing."*

KARL THE GOBLIN MINER

A gruff, bearded goblin with a perpetual squint. Karl has been delving into tunnels and caves for years and knows a thing or two about the Underlands.

- **Traits:** Curt, covered in soot, things were always better "back when."
- **Motivation:** Work hard and earn an honest living.

- *"I seen her with my own eyes! I tell ya, I almost thought she was a harpy with those fat chicken feet! She gave ol' Guster Winselm the stink eye and he's had bad luck ever since."*

RONNY THE PROP COMIC

A spindly boggart standing at the bar with a pair of clown shoes, a flower on his lapel, and pipe with bubbles coming out of it. Ronny is a local comedian shooting for the stars.

- **Traits:** Gregarious, self-deprecating, sheepish around corporate types.
- **Motivation:** Become a comedic star and one day make it to Harp's Edge.

"Hey, why couldn't the witch read her spell book? It was written in curse-ive! Sheesh! Tough crowd. Maybe I'm cursed myself. I haven't gotten a laugh all week. How's about you use that wand on me and cure my bad case of the unfunnies?"

TABITHA THE RASCAL

A cunning, silver-haired lady of River Country. Tabitha is a rascal of Rascalton, and well-versed in the whispering hearsay and rumors of the Mucklands underworld.

- **Traits:** Streetwise, talks under her breath, shares rumors.
- **Motivation:** Pull off an impressive corporate heist.

"Sure, I've heard of Chara. They say she accidentally cursed herself while makin' up a potion of beauty. Never was the same after that. Turned sour inside, so now she curses everyone else for laughs. "

ROGRAM THE TROLL

A hulking bridge troll from the Drippy Downs with shaggy, yellow hair and tusks the size of trumpets. Rogram is on his way to a bridge tolling seminar in the town of Thurf.

- **Traits:** Inquisitive, gentle giant, big burper.
- **Motivation:** Improve himself through education to expand his burgeoning bridge tolling business.

"I don't know about no witch, but I do know Dorothy. Just last spring I had a serious leech infestation under my bridge and she helped me out. They don't call her Leechbane Dorothy Sandwich for nothin'!"

THE CHICKEN-FOOT WITCH

Chara the Chicken-Foot Witch was once a beautiful dancer but always jealous of others. In time, her passion for dance was overshadowed by a desire for the misfortune of her contemporaries. She dedicated herself to sabotaging, undoing, and denigrating her rivals for years, until one fateful day when looking in the mirror she did not recognize herself. She was wrinkled and haggard with frown lines and hadn't even danced in years.

Compelled to return to the stage, Chara delved into the darkest, most unseemly witchcraft, to create a potion that would grant her beauty again. But, after months of toiling over bubbles and cauldrons, the potion was an utter disaster. Now hideously transmogrified with gnarled and knobby chicken feet, and too clumsy to be a dancer, Chara the Chicken-Foot Witch is out to make the rest of the Mucklands as miserable as herself.

The Villain's Plan

Already a cruel and dastardly person, Chara's plight made her even crueler. Instead of using her considerable powers for good, she's chosen to curse as many people as she can, because if she can't be happy, why should anyone else? When it comes to L. Dorothy Sandwich, Chara could think of no one who makes her skin crawl more. So, she turned the gnome into a pitiful muskrat. Truthfully, however, Chara is filled with jealous rage because Sandwich is the embodiment of everything good and happy in the world, not to mention those infuriatingly nimble, magic feet.

LAIR OF THE CHICKEN-FOOT WITCH

Getting to the Dungeon

- The Lair of the Chicken-Foot Witch is located 5 hexes away from Wally's Waffles and Weorgs (24.9) in The Crack (23.14).
- Traveling there requires the Random Encounters Tables.

Outside the Dungeon

- Located inside The Crack, a huge fissure in the earth, the Lair of the Chicken-Foot Witch is reached via a long winding staircase shoddily hewn from the rock.

Area 1: The Burping Bog

Fetid, bubbling, burping.

- The only places to step are on slippery stones leading to three different areas beyond the bog. To the left, warm colorful lights glow from Area 2. Straight ahead lies a dark cave entrance to Area 3. The path to the right leading to Area 4 is obscured by mist.
- Five **MERGA TOADS** (L3-G) babble and burp in the water and on tangles of roots. They attack those disturbing the water.

Area 2: The Kaleidoscorpion Den

Cracked stone, swirling hypnotic colors, skittering scorpions.

- Countless kaleidoscorpions skitter across the floor. Their constantly changing colors are disorienting, potentially causing PCs to stumble into their midst.
- A haggard, one-toothed boggle named Biv, with prismatic skin, laughs hysterically from the other end of the den. He lets PCs pass if they answer a riddle: "If you drop a yellow hat into the Sapphire Sea, what does it become?" Answer: wet.
- If answered incorrectly, the boggle cackles and sics the kaleidoscorpions on the PCs.

Area 3: The Haunted Hole

Stalagmites, cold wind, dust-covered floor.

- Maura, a ghost and former ballerina, is trapped in the Haunted Hole. She is profoundly sad, cursed to remain in unrest because her prized tutu was stolen (which Chara is wearing). Chara considered Maura her greatest rival and made her life miserable. In the end, Maura died depressed that she never reached her true potential.
- If her tutu is returned, she teaches the PCs Proficiency in Dancing, then finally lays to rest.
- A headless **SKELETON** (L2-B) charges through the area, swiping randomly with its sword at nothing in particular. It often bumps into things, but is still a threat.
- The **SKELETON** is Maura's former suitor, Sir Galladee, who came for revenge years ago because he knew Chara caused his love's profound sadness. Unfortunately, Sir Galladee was stung by one too many **KALEIDOSCORPIONS** and was cursed to live on in undeath. Crunch brought his skull to Area 6.

Area 4: The Rotten Bridge

Misty, pitch black, missing planks.

- Crossing the misty bridge requires caution, balance, and must be done single file. Some planks are missing, others are deteriorating. Passing another person is nearly impossible.
- Below, a foul mist rises from a long drop into the dark Underlands.
- As they cross the bridge, the PCs hear a jingling sound up ahead. In the middle, they are met by a surly **YOWLJACK** named Snagwise (L4-G) who has just been cursed (whenever he moves he makes jingling sounds). He refuses to move out of the way, demanding the PCs move backwards so he may pass.

Area 5: Leech Lake

Murky water, rancid odor, sticky mud.

- Three hostile **LEECHLINGS** (L1-B) swim in the lake.
- At the bottom of the lake is an Old Hoard (+0).
- Another **LEECHLING** roams the shore, feeding on snails. Just beyond it lies a locked wooden door into Area 6.
- The exit to Area 3 wafts cold, stale air.

Area 6: The Skullery

Hot air, the scent of cookies, walls lined with skulls of every kind.

- The door facing Area 4 is locked, while the door facing Area 5 is unlocked.
- A burly wug cook named Crunch (L3-B), with the head of a googly-eyed pug (he's cursed) is baking guttersnail cookies.
- Crunch attacks the PCs on sight but can be pacified like a dog.
- One skull is wearing a feather plumed helmet—belonging to the headless skeleton in Area 3. If reunited, the skeleton accompanies the party until it crumbles, at last, outside of Chara's lair.

Area 7: The Chamber of Curses

Musty, moldy, cluttered shelves.

- Chara the Chicken-Foot Witch, a wrinkly, vain, boggart **WITCH** (L5-B) with tri-toed, scaly feet, is hunched over her cauldron. She is wearing a tutu.
- To the side is a table full of apothecary tools and alchemical reagents. Handling them uncarefully causes a small chemical explosion.
- On the top shelf behind Chara, gathering dust, is a sparkling, glittery Wand of Decursification. Unfortunately, it is sapped of charges and needs the magic touch of L. Dorothy Sandwich to work again.

PARLEYING WITH CHARA

When confronted by intruding PCs, Chara is likely surprised and defensive. However, she is not inherently evil. Chara is actually just jealous and unhappy, believing she'll feel better if she brings down everyone around her by cursing them. Deep down, Chara wishes she was still a beautiful dancer and feels guilty for cursing other dancers so she could be the best. Sadly, she believes the damage is done, her redemption is too late, and she has no choice but to play the part of a dastardly, mischievous witch.

- If the PCs try to fight Chara or steal the wand, she tries to curse them for ruining her fun.
- If the PCs appeal to Chara's vanity, convincing her that she is, in fact, beautiful, Chara softens and acquiesces to their desires. She may even develop a new crush!
- If the PCs appeal to Chara's desire to be a dancer, reminding her of her old life and her love of dancing, Chara lightens up and regrets her actions, handing over the wand and agreeing to stop cursing folks.
- If the PCs somehow convince Chara that it's never too late to turn your life around and make good decisions, Chara reluctantly makes things right and uses the wand to decursify the folks she's cursed.



Lair of the Chicken-Foot Witch

Area 3: The Haunted Hole
Stalagmites, cold wind, dust-covered floor.

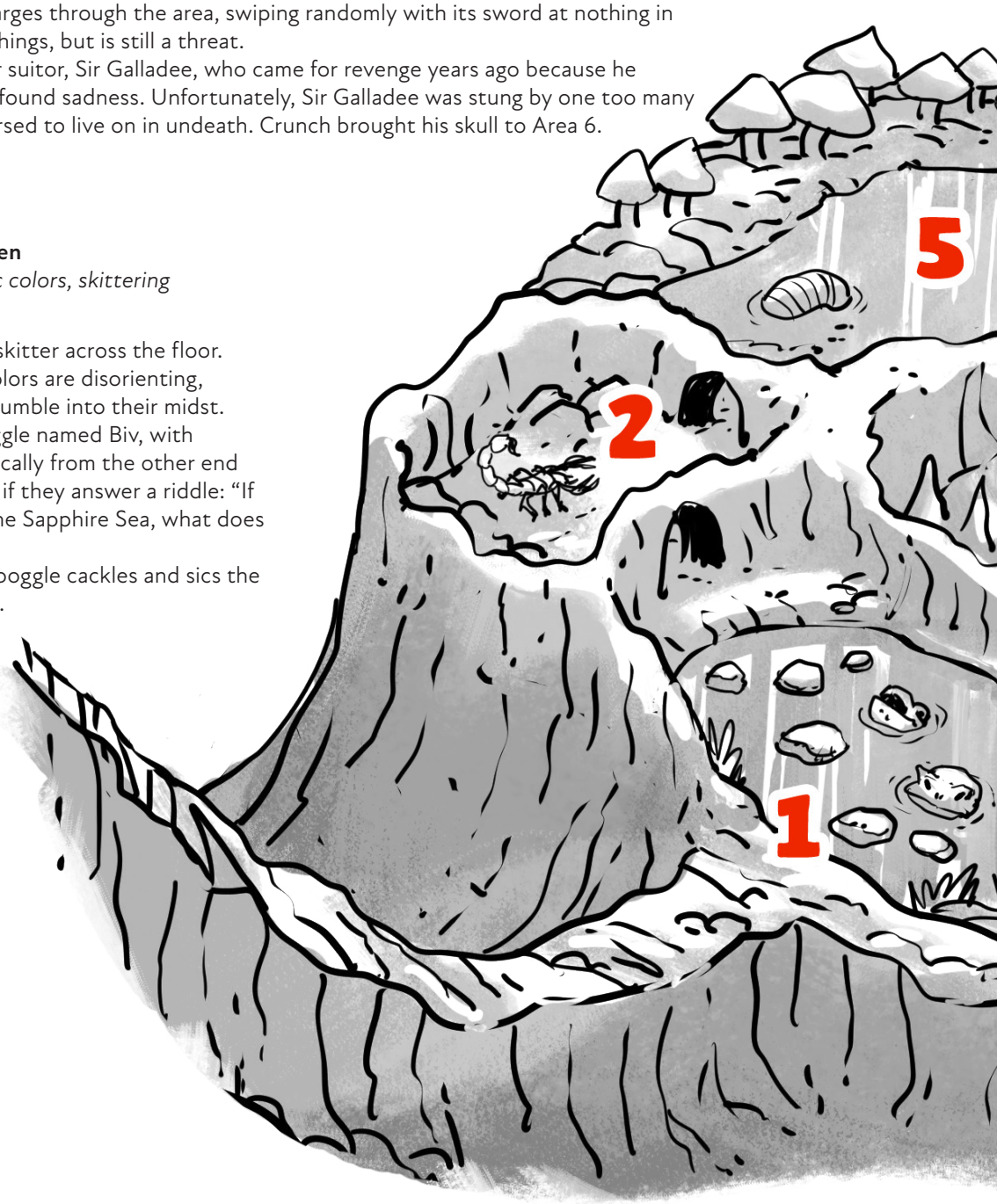
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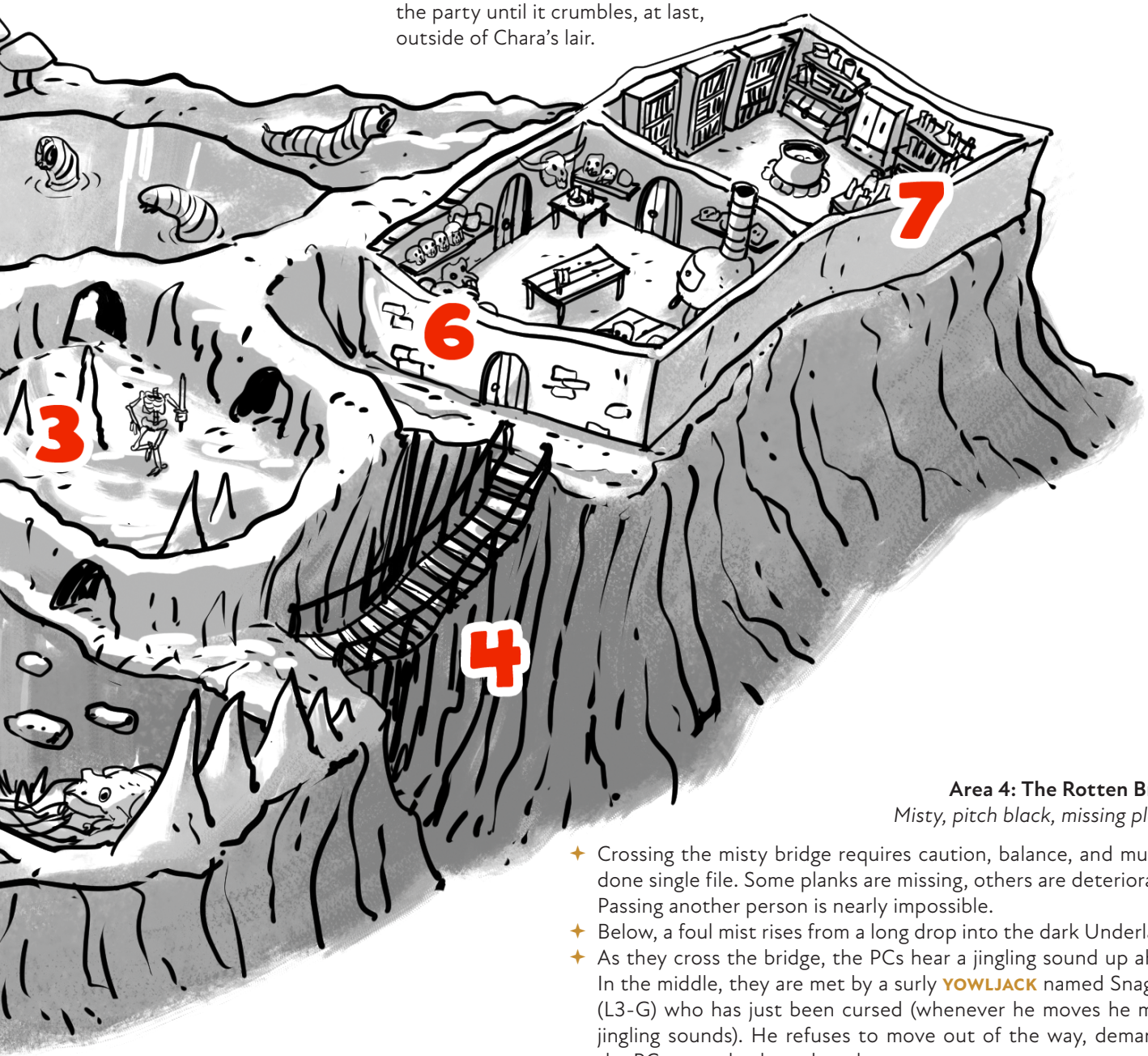
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CHARA

Level 5 Witch Bruiser Courage: 15	Parley	Attack	Defense
	2	+1	+0
Folk, Minions, Dwimmercrafty	**Block**	**Dread**	**Actions**
	0	1d8	3

Chara the Chicken-Foot Witch is a nasty foe if dealt with head to head. PCs would be wise to attempt Parley. She prefers repeatedly Hexing and Cursing and only physically strikes when backed against the wall.

ABILITIES

Familiar
Chara's familiar is Crunch. She can see and hear through him if shes focuses on doing so.

Hex
Once every 2 rounds, may hex all Close, Nearby, and Faraway characters who must make a Mettle Check:

1–2	Target suffers Disadvantage and -1 Attack for the Conflict.
3–5	Target suffers -1 Attack for the Conflict.
6–8	Target suffers 1d8 Dread.
9–11	Target is unaffected.
12+	Target is unaffected and can't be affected by Hex for the rest of the Conflict.

Curse
Once every 2 rounds, may inflict a random **CURSE** on a Close, Nearby, or Faraway target (Mettle Check to resist).

1	**Deathly Grip.** You cannot let go of the last thing you touched.
2	**Jingle.** Every move you make there's a jingling sound. It's impossible to Sneak.
3	**Fool of the Court.** You are laughably clumsy. All rolls have a Twist.
4	**Bray of the Beast.** You have a goat head and speak only goat language.
5	**Fibber's Collar.** You cannot tell a lie.
6	**Polymorph.** You turn into a random folk.

CRUNCH

Level 3 Bruiser Courage: 16	Parley	Attack	Defense
	1	+2	+0
Large	**Block**	**Dread**	**Actions**
	1	d10	2

One might expect Crunch to be a cursed wug—but he's actually a cursed pug. With a dog's brain and a wug's strength, Crunch is a dangerous opponent if not corralled. As Chara's familiar, his loyalty to her is undying, but he can be befriended and pacified like a normal dog.

ABILITIES

Ferocious Bark
At the start of a Conflict, all Close and Nearby targets must make a Mettle Check. On a 5-, they become **FRIGHTENED**.

Snag Bite
On a 9+ Hit, the target is **ENTANGLED** by Crunch's bite and suffers 1d6 **ONGOING DREAD** until they escape.



HEADLESS SKELETON

Level 2 Bruiser Courage: 6	Parley	Attack	Defense
	0	+0	-1
Folk, Undead	**Block**	**Dread**	**Actions**
	0	d6	1

Once a man who came to slay the Chicken-Foot Witch once and for all, he met an unfortunate demise and was cursed to wander about like a headless chicken.

ABILITIES

Fleshless

Skeletons gain +1 Block against bladed weapons.



KALEIDO–SCORPIONS

Tiny/Medium	Attack	Dread
	+1	1d10

ABILITIES

Disorienting Dazzle

The constant color shift and dazzle of kaleidoscorpions is disorienting. Anyone that views them within Nearby range, stumbles into their midst (Vitality Check to resist).

Kaleidostinger

On a 6+ Hit, the target changes colors and shimmers for 1d6 days, making them stand out in an environment like a sore thumb.

Medium Size (Critter)

In rare cases, a kaleidoscorpion may grow to *Medium* size. This critter version gains -1 Defense, +1 Block, and has 2 Actions.

VULNERABILITIES

Kaleidoscorpions are the natural prey of mung, and mung slime is highly toxic to the arachnids causing them to shrivel and wither on their backs.



LEECHLING

Level 3 Goon Courage: 3	Wrangle	Attack	Defense
	1	+0	-1
Group	**Block**	**Dread**	**Actions**
	0	d6	1

ABILITIES

Blood Suck

When a leechling inflicts Dread, it heals that much Courage. On a 9+ Hit, the leechling attaches itself to the target who is **SLOWED** and suffers **ONGOING DREAD** (Might Check to remove). The leechling can't attack while attached.

VULNERABILITIES

Leechlings recoil from fire, and are also susceptible to **ORCHSNOUT**, a Mucklands herb that causes their skin to bubble and melt.



MERGA TOAD

Level 3 Goon Courage: 3	Wrangle	Attack	Defense
	1	+1	+1
Group	**Block**	**Dread**	**Actions**
	0	d6	1

ABILITIES

Gulp

On a 9+ Hit, may **ENGULF** the target in its mouth. While a target is **ENGULFED**, the toad cannot attack other targets, but may still release Noxious Gas.

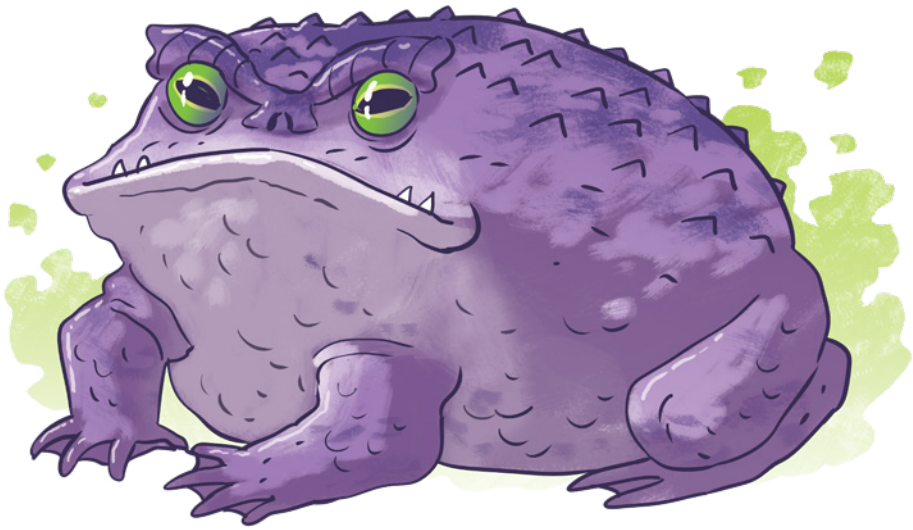
Noxious Gas

Once every 2 rounds, may passively emit noxious gas. All Close and Nearby characters must make a Vitality Check. On a 5-, roll 1d4:

1	**Stupefying Belch.** Target is **STUNNED**.
2	**Fetid Flatulence.** Target is **WEAKENED**.
3	**Stifling Stench.** Target suffers +1 Defense for the remainder of Combat.
4	**Toxic Funk.** Target suffers 1d6 Dread.

VULNERABILITIES

If an enemy leaves their territory, a merga toad may just sit there happy to remain stationary. They also find sweet-smelling, aromatic fragrances to be detestful, and recoil at them.



SNAGWISE

Level 4 Yowljack Goon Courage: 4	Parley	Attack	Defense
	1	+2	+0
Folk	**Block**	**Dread**	**Actions**
	0	1d8	1

A surly yowljack who just got cursed. Every move Snagwise makes there's a jingling sound, which really ticks him off.

ABILITIES

Raider

Initiative Checks suffer -1 against yowljacks. They always act first during the first round of Combat.

Looter

On a 9+ Hit, a yowljack may steal a random item from a target's inventory.



ADVENTURE CONCLUSION

Whether or not the PCs manage to leave the Lair of the Chicken-Foot Witch with the Wand of Decursification, L. Dorothy Sandwich awaits their return at Wally's.

RETURNING TO WALLY'S

L. Dorothy Sandwich

With a spark of magic from L. Dorothy Sandwich, the *Wand of Decursification* hums with energy. She proceeds to turn herself back into a gnome and de-curses any cursed PCs. She then commits herself to traveling the Used T'Be Forest to dispel all of Chara's curses.

- "Remarkable! You've done the Used T'Be Forest a great service! With the Wand of Decursification, I'll finally have the power to undo Chara's cruelty."

L. Dorothy Sandwich rewards the PCs with a *Magic* whistle. *The Gnome Whistle*: If blown, summon a swarm of squirrels to aid in a task. After a single use, it becomes a *Mundane* whistle.

If the PCs fail to retrieve the wand, L. Dorothy Sandwich thanks them for their efforts and uses any intel to attempt the task herself.

Wally Dunkwhiffle

Wally rejoices at the return of the heroes and orders up a stack of waffles for everybody—on the house!

- "We've got a band of heroes in our midst! Can you believe that? This calls for celebration!"

THE ADVENTURE CONTINUES...

The PCs will have surely made a name for themselves locally after braving into the Lair of the Chicken-Foot Witch. They'll be viewed as folks of courage and gusto who get things done.

If you have *The Mucklands Sandbox Campaign Setting*, use the Rumors and Quests for Wally's Waffles and Weorgs, as well as the town of Firedamp, to send the PCs on more adventures in the Land of Eem!

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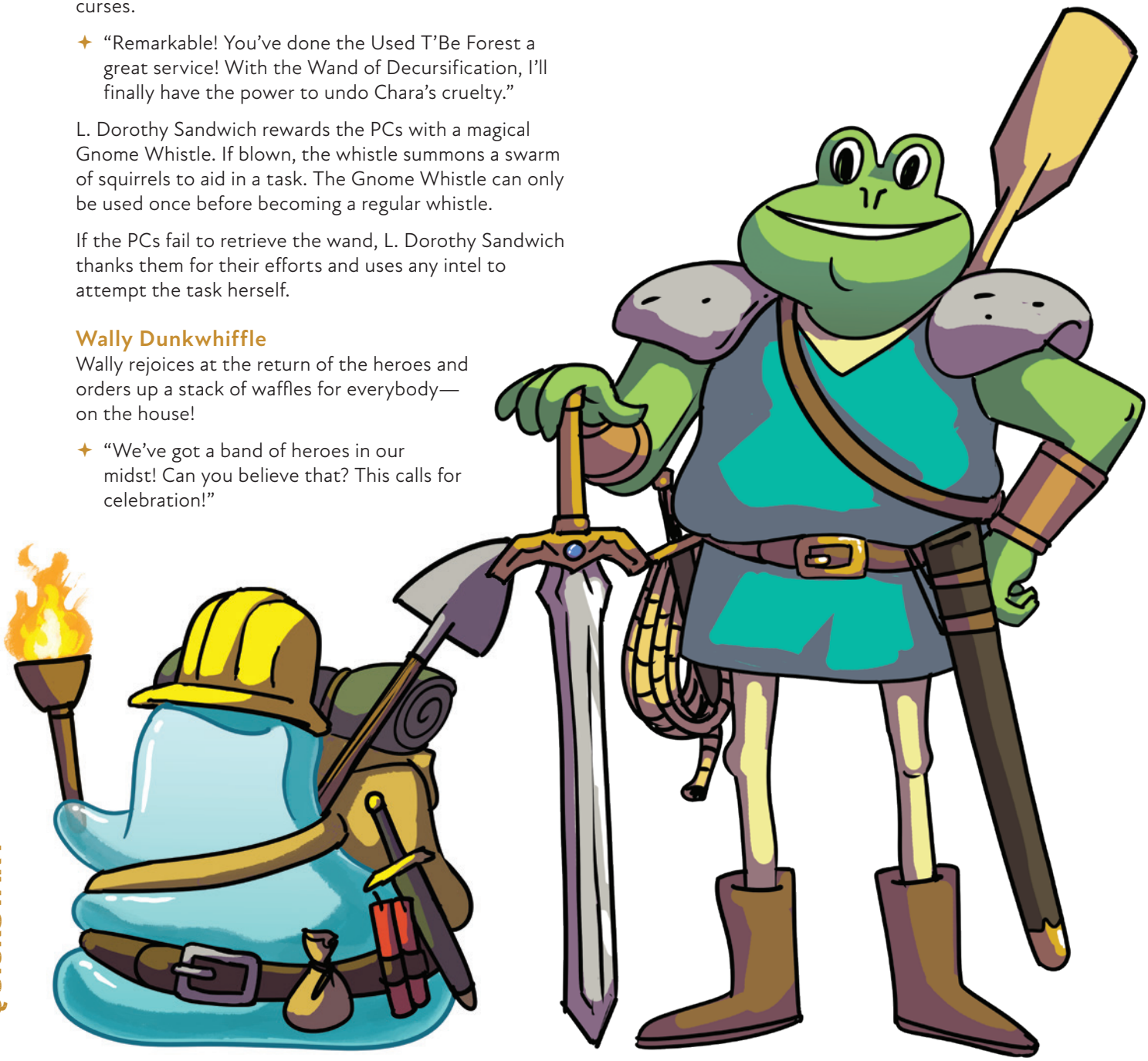
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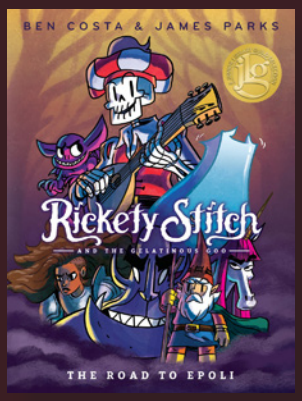
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***Rickety Stitch and the Gelatinous Goo*:** A full color graphic novel series about a skeleton bard on an epic quest to discover who he was when he was "alive." (Ages 12+)



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