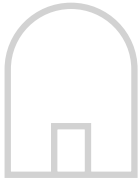
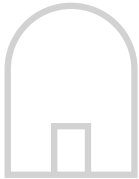


BOARD · FLOOR ____ OF 10ROOM CAPACITY

A1	ROOM		CAPACITY
	Hall		2
	Antechamber		3
	Chamber		4
	Vault		6
B1	Shrine / Rest		0
	CHESTS · GOLD ALWAYS, LOOT ON THE ROLL		
	Every Room: 1d6 on reveal — floors 1-3 a chest on 4-6, below Floor 3 on a 6. Rooms that list Gold or Loot hold theirs in chests; a Cache is one per player.		
C1	FLOORS	LOOT PRESENT ON	GOLD
	1-3	6	6d6×18
	4-6	5-6	4d6×12
	7-9	3-6	2d6×6
	10	always	—
D1	DIFFICULTY		
	TARGET		
	6	Simple	
	12	Moderate	
	18	Difficult	
E1	24	Daunting	
	30	Merciless	
	IN-GAME DAY		
A2			
B2			
C2			
LICHSLAYER 9000			
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ROLL 1D12 PER ADVANCE · DIVE, CHEST, RENT · ENEMIES ENTER THE STACK ON REVEAL			
01			



ENTITIES & TRAPS

ENTITIES							TRAPS · ROLL 1D6 ON ENTRY	
ENTITY	COLOR	FL	HEALTH	ARMOR	SPEED	ATTACK		
Ghoul	☐ Colorless	1+	18	3	6	1d6	1	12 damage, bypassing Armor.
Zombie	■ Red	1+	24	0	4	1d6	2	Speed −2 for 3 Rounds.
Phantom	■ Blue	4+	42	0	10	2d6	3	Bound. Cannot leave the Room for 1d4 Rounds.
Demon	■ Purple	4+	54	9	8	3d6	4	Sanity Challenge (target 12) or drop one Sanity level.
Ogre	■ Green	7+	84	6	6	4d6	5	Poisoned. 6 damage at the start of each turn for 3 Rounds.
Maw	■ Black	7+	60	12	12	2d12	6	Frozen. Lose the next turn.

FL = minimum floor. Add Health equal to level per player beyond four. Entities drop nothing — loot is in chests and caches. Each Armor point negates one full instance of damage. Place: 1d6 per entity — 1-2 lowest tier available, 3-4 middle, 5-6 the floor's own. Below its own tier an entity attacks +1d6 per tier. Demons cast — see Chapter 12.

SANITY	
Whole	no penalty
Strange	−1 to all rolls
Edge	−2 · loot every other Round, or Challenge 12
Paranoid	−3 · Challenge 18 to loot
Lost	−4 · −1 Move on alternate Rounds

SYNCHRONICITY	
Mono	2× dealt · ½ received · your color casts half gold · Colorless counts as a color here
Dual	Immune to both types · 2× vs both · Colorless ignored
Full Spectrum	2× vs Colorless · ½ from Colorless · Colorless access · Colorless ignored
Mono-Type	Loot abilities doubled

Read from every equipped item — Gear, Garment, Accessory and every Loot slot. Empty slots are ignored.

DOWNS	
At 0 Health you are Down. Responses resolve first (Rematerialize, Cure, loot that answers 0 Health). Then choose: withdraw — the dive ends, the Tomb keeps your Loot slots, inventory and half your gold, your Gear, Garment and Accessory break (PRICELESS for good), you wake at the Inn at 1 Health — or press on at 1 Health : a second Down this dive is permanent. One Down per dive. Floor 10: no withdrawal.	

SURVIVAL CLOCK · DAYS	
DAYS NO FOOD	PENALTY
1-3	None
4	−1 to all rolls · max Health −6
5	−2 to all rolls · max Health −12 in all · −1 Sanity level
6+	−3 to all rolls · max Health −18 more each day · −1 Sanity level each day
DAYS NO SHELTER	PENALTY
1-7	None
8	−1 to all rolls · −6 Health
9	−2 to all rolls · −1 Sanity level
10+	−3 to all rolls · −12 Health each day · −1 Sanity level each day

Hunger reduces maximum Health. It returns at 6 per in-game day fed; healing never restores it. Maximum Health cannot fall below 6. A meal is Inn food, carried food, or 3 Flora per character.



THE FOREST

PANEL 03 · SINGLE LEVEL · NO CONTRACT

STONES · 1D6 · A VEIN YIELDS 1D6, EXPLODING

STONE	EFFECT
1 Ruby	+1 Magic, +1 Speed. Stackable x6.
2 Sapphire	+2 Speed, +2 Magic. Stackable x3.
3 Amethyst	+1 Power, +1 Health. Stackable x6.
4 Emerald	+2 Speed, +1 Magic. Stackable x3.
5 Topaz	Cast Gold Lightning x6.
6 Obsidian	+2 Power. Resistant to Black damage.

An emptied vein grays the region permanently. A day in gray forces Sanity Challenge (target 12). Each Stone is Component for any spell of its color.

PHENOMENA · 1D6 AT DAWN · THE WEATHER SAYS WHO WALKS

WEATHER	WHILE PRESENT	WALKS
1 Sun	+1 to all rolls in the Forest.	1d6: 1-3 Celestial, 4-6 Daedric
2 Rain	Flora patches yield double today.	1d6: 1-3 Celestial, 4-6 Daedric
3 Spring	All flora regrows instantly today.	the Daedric Being
4 Shade	Sneak is free; Sanity Challenges +6 difficulty.	no Great Being
5 Storm	Spells cost half gold; loot breaks on 1-3 today.	no Great Being
6 Harvest	All yields double. All depletion doubles.	the Celestial Being

Met in the first new square entered; no new ground → 1d6 at dusk, on 6 it walks into camp. Giver: 1d6 at dawn, 1-3 at its Grove, 4-6 wandering — it finds any party carrying 216+ gold of food. Bleed: 1d6 at dusk, on 6 today carries into tomorrow. Stage 2: Daedric walks on 4-6 only. Stage 3: any Being on 4-6 only.

RECIPES · ONE FLOWER + ONE FUNGUS UNLESS LISTED

SPELL	RECIPE
Ripple	Blue Bluebell + Indigo Milk Cap
Bloom	Green Hellebore + Green Russula
Ward	Black Batflower + Orange Omphalotus
Respite	Blue Bluebell + Red Muscaria
Cleanse	Green Hellebore + Orange Marigold + Black Deadman's Fingers
Elemental Call	One Stone and one fungus of the same color. The Stone's color chooses the Spirit: Red Ember, Orange Silt, Blue Rime, Green Sprout, Purple Gust, Black Void.
Wild Call	Any flower and fungus that form no listed recipe. The Forest answers whatever goes in the pot, in its own way.

FLORA · 1D12 · LEAVE ONE, IT DOUBLES

FLORA	EFFECT
1 Red Rose	Restore 12 Health.
2 Orange Marigold	Restore 1 Sanity level.
3 Blue Bluebell	Restore 6 Armor.
4 Green Hellebore	Cleanse one ailment.
5 Purple Foxglove	+1 Magic until the dive ends.
6 Black Batflower	Sanity -1. Certain Recipes require it.
7 Red Muscaria	+1 Power until the dive ends.
8 Orange Omphalotus	+1 turn next round.
9 Indigo Milk Cap	+1 Speed until the dive ends.
10 Green Russula	Your next attack poisons its target.
11 Amethyst Deceiver	Your next spell casts twice.
12 Black Deadman's Fingers	Set Sanity to Edge. Component: any Colorless spell.

1-6 are flowers, 7-12 fungi. Flora stack to six; 3 per character make a meal.

THE GIVER'S RECIPES · HEALTH AS COST

SPELL	RECIPE
Suggestion	Orange Marigold + Orange Omphalotus
Another!	Red Rose + Red Muscaria
Imbibe	Purple Foxglove + Indigo Milk Cap
Saunter	Black Batflower + Amethyst Deceiver
Dismissal	Purple Foxglove + Green Russula
Nap	Red Rose + Black Deadman's Fingers
Feast	One of every flower



EVENTS · ROLL 1D12 EACH MORNING THE INN OPERATES		MODIFIERS · CUMULATIVE · CAPPED 2-12	
EVENT	EFFECT	Patron	+1 per 200 gold contributed yesterday (max +3)
2 The Lich Stirs	All characters lose 1 Sanity level. Tomb enemy spawn rates increase for one day. Cannot be negated by gold.	Retainers	+1 per 3 active Retainers in the Town
3 Illness Spreads	All characters who slept at the Inn roll Health Challenge (target 12). Failure: -12 Health, -1 to all rolls tomorrow. 100 gold donated negates.	Square	+2 during a Festival
4 The Inn Needs Repairs	Shelter cost doubles tomorrow. Sleepers anyway lose 1 Sanity. 200 gold restores normal cost.	Attention	-1 / -2 / -3 at Stages 1 / 2 / 3
5 Lean Times	Meal cost +18 gold for one day. 100 gold reduces back to normal.	Turned	-1 per turned character
6 Quiet Night	Standard costs. No event.	Vanity 2	-1 for 7 days
7 Square Watch	Add +1 to the Square Watch counter. At 3, a Festival is held tomorrow morning and the counter resets.	COSTS · RESET DAILY	
8 Traveling Merchant	One roll on the Loot Table at the Uncommon tier is for sale at the Inn tonight only, 216-360 gold, priced once the color comes up. You take what you rolled.	Meal	36
9 Local Rumor	Judge reveals one piece of information about the current Tomb floor's composition. 50 gold to Square triggers on a quiet night.	Shelter	72
10 The Troupe Arrives	All characters +1 to rolls tomorrow. Meals halved tonight. 50 gold sponsors extends bonus a second day.	Both	108
11 Fair in the Square	Contributors of 100+ gold gain +6 Health and +1 Sanity. All gain +6 on their first roll of the next day's Tomb dive.	Patrons may sponsor meals and shelter for other players. Gold contributed counts toward event triggers.	
12 The Banquet	All restore full Health and 1 Sanity. Survival clocks reset. Requires 500+ gold in patron contributions to trigger; otherwise treat as 11.	RECOVERY · FULL NIGHT + MEAL	
		Health	— 6 + (level)d6, not exploding. -1 die per day a meal or shelter was missed since last full rest. Minimum 6.
		Sanity	— 1 level per full night of shelter, if fed within 3 days.
		STAGE 1 MORNING	
		The morning after the Lich first watches, roll the Inn on 1d4+1 — events 2-5.	
		A DOWN	
		A character who withdrew from a Down wakes here at 1 Health, with the Gauntlet and half their gold. The Inn charges them like anyone else.	



THE SMITH

REPAIR	
Armor	36 gold per point restored. Never above maximum. Armor does not recover through rest, food, or time.
Broken items	One quarter of sell value. Gear, Garment, Accessory, or loot. Returns intact with all effects.
PRICELESS	Cannot be repaired. Broken, they are gone.
Disposition	Two favored –20% · two distrusted +30%. Set at campaign start. Changes only by Drift; Drifts stack.

WEEKLY · ROLL 1D8 AT THE START OF EACH IN-GAME WEEK

EVENT	EFFECT
1 Injury	The Smith cannot work for 1d4 days.
2 Tools Broken	No recolors this week. Repairs take 1 in-game day instead of immediate.
3 Standard Week	The Smith works as usual.
4 Standard Week	The Smith works as usual.
5 Good Coals	All repairs cost half this week.
6 Disposition Drifts	Roll 1d6: 1-2 the favored colors swap with the distrusted. 3-4 one favored color becomes neutral. 5-6 disposition deepens — favored –30%, distrusted +40% — for the rest of the campaign.
7 Steady Hands	One recolor this week requires no gold. The Stone is still consumed.
8 Gratitude	The player who has paid the Smith the most this campaign receives one repair of any single item at no cost.

RECOLOR · ONE ITEM PER IN-GAME DAY	
Bring the item and one Stone of the target color. The Stone is consumed. 36 gold . An item cannot be made Colorless, and Colorless cannot be removed.	
STONE	COLOR
■ Ruby	Red
■ Sapphire	Blue
■ Amethyst	Purple
■ Emerald	Green
■ Topaz	Orange
■ Obsidian	Black
The Smith does not buy, sell, or keep items. First Unbound piece found: +30% on every color for one week.	
AFTER A DOWN	
Gear, Garment and Accessory come back broken; the Smith repairs them at a quarter of sell value. PRICELESS pieces do not come back.	



THE SQUARE & IDOLS

THE SQUARE

Gold contributed to Square events grants stat bonuses to all characters the following in-game day.

SQUARE WATCH

Inn event 7 adds +1. At 3, a **Festival** is held the next morning: +2 to all floor rolls and Inn rolls for one day, counter resets. Stage 2: the counter cannot exceed 1. No Festival during Stage 3; the counter does not advance. Stage 4 resets it to 0.

Watch ☐☐☐

IDOL TIERS

	IDOL	COST · BUILD
1	Personal Idol	1,000 gold · 1 day
2	Square Idol	5,000 gold · 3 days
3	Great Idol	15,000 gold + one Rare loot item · 7 days

An Idol without an inscription is Vanity. A Self-Idol is Vanity regardless. A wrong inscription grants half the boon and the full consequence. Destruction: 1 / 3 / 7 days; free / 500 gold / 2,000 gold and a Rare item.

Destruction blessing. A properly inscribed Idol that has stood at least 7 days and is then destroyed grants the destroyer a permanent +1 to a Rating. The blessing is worship: the Lich's Attention escalation table takes +1 for one in-game week, as for a Tier 1 Vanity Idol.

INSCRIPTIONS

INSCRIPTION	BOON
The Unbound's Sign	Sanity recovery doubled at the Inn.
The Giver's Mark	All party members' survival clock penalties delay by 1 tier. The Banquet triggers at 300 gold instead of 500.
The Elemental Sigil	Smith disposition fixes to base price regardless of color. Elemental Call costs no gold.
The Celestial Mark	Full Sanity restoration for the dedicating party once per in-game week. The Town heals 36 Health per resident per day.
The Forest Sigil	The Forest's hostile encounters reduce by half for the party. Daedric Beings approach this party preferentially.
The Lich's Crown	Forbidden. Counts as the most extreme Vanity Consequence. Any Idol bearing it is one of the two roads to Stage 4 — either alone is enough.

VANITY CONSEQUENCE

1	One Tier 1 Vanity Idol active
2	One Tier 2 Vanity Idol OR multiple Tier 1
3	One Tier 3 Vanity Idol OR multiple Tier 2
4	The Lich's Crown OR multiple Tier 3 — Manifestation



THE LICH'S ATTENTION

STAGE 1 · WATCHING	STAGE 2 · REACHING	STAGE 3 · ACTIVE CONFLICT	STAGE 4 · MANIFESTATION
Trigger — first Floor 4 descent.	Trigger — the first time a player is on Floor 6 or deeper.	Trigger — Unbound set completed, or a Tier 3 Vanity Idol.	Trigger — the Crown, or multiple Tier 3 Vanity — either alone.
Inn –1 to Inn rolls. Negative events first. Next morning: Inn on 1d4+1.	Sacrifice First character onto Floor 6 or deeper drops to 1 Health. Once per campaign.	Inn –3. Locks to events 2–9.	Body Worship has built the Lich a body. It walks the Town, never the Tombs. Nothing done to it is final while the Phylactery stands.
Tombs Enemy Rooms on floors 1–3 spawn one extra.	Inn –2. Shrine and Rest spaces on floors 1–5 unsafe.	Smith Refuses anyone who has reached Lost Sanity.	Tombs Boil over — floor rolls –3, every Room +1 entity of the floor’s tier, no Shrine or Rest is safe.
Sanity Tomb Sanity targets +2.	Smith Re-roll 1-2 on the Smith table once a week.	Forest Any Being walks on 4–6 only. Giver starves twice as fast.	Town Each Round 1d6 entities enter from the Tomb mouth at the party’s deepest tier.
	Forest –1 to Region rolls. Daedric walks on 4–6 only.	Tombs Each floor begins with 1d6 entities pre-seated.	Inn Closed. The clock runs unchecked.
	Sanity Tomb targets +4. Lost recovery takes 2 nights.	Sanity All targets +6. Inn rest: 1d6 a night, on 1 drop instead.	Smith Flees. Nothing is repaired.
	Town One NPC leaves each week. Square Watch cannot exceed 1.	Square No Festival; the counter does not advance.	Forest Hostile: every visit adds an encounter, floor 7–9 tier.
			Sanity All default to Lost in Town. Communion each Round: 1d6, on 6 Sanity 18 or turned.

DE-ESCALATION

1 → 0	7 consecutive in-game days without a Tomb dive past Floor 3.
2 → 1	14 consecutive days without a dive past Floor 5, OR sponsor a Banquet.
3 → 2	Destroy all Vanity Idols, OR destroy the Unbound set, OR a campaign-defining action the Judge agrees counts.
4 → 3	Cannot be de-escalated. Ends only when the campaign resolves — Lich defeated, Town destroyed, or the party departs.

Also — first Unbound piece: for a week, a 6 on the entity die on floors 1–3 is a Demon; Smith +30%. A Great Being defeated: for a week the first Room on each floor adds a Phantom (Celestial) or an Ogre (Daedric). Lost Sanity, or Mono-Colorless: communion, 1d6, on 6 Sanity 18 or turned.



THE LOOT TABLE

PANEL 08 · ROLLS 1-31 OF 121 · 1D100 + (FLOOR - 5) × 10 + INFLUENCE

#	ITEM	COLOR	SELL	TYPE	EFFECT	ACTION
1	Ancient Coin	Any	6×d100	Treasure	Stackable ×10. <i>Real historic value</i>	Influence
2	Sword	Red	1d100	Gear	Attack all enemies in room. <i>I guess someone didn't need this anymore</i>	Attack
3	Dagger	Purple	3d10	Gear	Attacks keep sneak. ...or this.	Attack
4	Red 1d6	Red	level × 3d6	Treasure	Add result to any roll. <i>It's red.</i>	Influence
5	Grappling Hook	Green	22	Gear	Ascend or descend one floor without using stairs. <i>Rope included</i>	Equip
6	Oracle Feather	Orange	8d100	Treasure	Inspect one room per turn without entering. <i>Isn't that just a feather?</i>	Equip
7	Torch	Orange	8	Gear	Repels Lesser Dead without dealing damage. <i>Let there be light.</i>	Attack
8	Needle & Thread	Colorless	1	Gear	Grants +1 turn per round. Attack explodes on 1. When a Needle attack explodes on a 1, the Needle is the item checked. <i>Watch it! Could poke someone's eye out with that thing...</i>	Equip
9	Shield	Blue	×d10	Gear	+level Armor. <i>Worn and weathered</i>	Block
10	Skull Pristine	Black	1000	Treasure	Immune to Poison. <i>Well look at that.. All the pieces intact.</i>	Influence
11	X-Color Ink	Any	60d6	Treasure	Shift one loot item to chosen color. Stackable ×3. Ink for a Scholar's Scroll: halves the gold, chooses the color. <i>Rich and Vibrant</i>	Equip
12	Skull Broken	Blue	55	Treasure	Immune to Death effects: Death Word and Death Touch. <i>Oh my..</i>	Influence
13	Tattered Ribbon	Any	0	Treasure	If reduced to 0 Health, survive at 1 instead. <i>Well I'm sure it was a fine thing at some point.</i>	Equip
14	Tattered Scroll	Purple	0	Treasure	Sanity -1. Stackable ×3. Scholar's paper: the user pays a Sanity level to cast. <i>Have to do I guess</i>	Inscribe
15	Rotted Fleece	Red	0	Garment	Sanity -2. <i>P-ew</i>	Equip
16	Broken Sword	Blue	1d10×1d10 (0=0)	Gear	Attack 3d6 exploding on 3. Sanity -1. <i>Really? That's it?</i>	Attack
17	Strange HeadCharm	Any	0	Treasure	Nullify all Sanity effects on self. <i>And where did you say you found that again?</i>	Equip
18	Candles	Any	1d6	Treasure	Sanity +1. Stackable ×6. Reveal invisible Characters in same room. <i>Really sets the mood</i>	Equip
19	Pile of Ashes	Colorless	1	Treasure	Sanity -2. <i>Are you keeping that?</i>	Equip
20	Veteran's Guard	Colorless	3d100	Garment	+20 Health, +2 Armor. <i>Bet I could take a hit in this</i>	Equip
21	Spy Glass	Colorless	73	Treasure	+2 Magic. <i>You see it's really handy</i>	Equip
22	Witch Bloom	Choose: Green / Black / Purple	11	Treasure	+1 Magic. Stackable ×5. <i>Smells like butter</i>	Equip
23	Tin of Fresh Cake	All Color	27	Treasure	+1 to all stats. Stackable ×3. <i>Mmmm that's the stuff!</i>	Consume
24	Blue Sapphire	Blue	9d10+99	Treasure	+2 Speed, +2 Magic. Stackable ×3. <i>So pretty</i>	Channel
25	Bottle of Wind	Red	0+44d4	Treasure	+3 Speed, +1 Move. <i>Are you joking?</i>	Channel
26	Decaying Hand	Black	33	Treasure	Attacks poison target. Attack 6d6 exploding on 6. <i>What are you going to do with that?</i>	Attack
27	Living Ivy	Green	7d6	Treasure	Attacks within 1 space poison the target. <i>Don't take care of it—it'll thrive!</i>	Block
28	Sleek Gloves	Black	7d100	Garment	+2 Speed, +1 Move. <i>Great fit, Honestly.</i>	Equip
29	Purple 1d12	Purple	9d12	Treasure	Add result to any roll. <i>This one's purple</i>	Influence
30	Striking Stones	Blue	50	Gear	+3 Power. Stackable ×2. <i>Nice rocks</i>	Attack
31	Green 1d10	Green	47	Treasure	Add result to any roll. <i>Green this time</i>	Influence

THE LOOT TABLE

PANEL 09 · ROLLS 32-62 OF 121 · 1D100 + (FLOOR - 5) × 10 + INFLUENCE

#	ITEM	COLOR	SELL	TYPE	EFFECT	ACTION
32	Unfilled Flask	□ Colorless	33	Treasure	Set Sanity to Edge. <i>Pick that one up off the ground did you?</i>	Consume
33	Emerald Scroll	▤ Any	36d6	Treasure	+2 Armor, +1 Magic. Scholar's paper: recorded at Magic +1. <i>Well that's fun paper</i>	Inscribe
34	Boots that Fit	▤ Any	153	Garment	+2 Move, +1 Health. <i>Purrrfect</i>	Equip
35	False Crystal	□ Colorless	7d8-5d8	Treasure	-10 Magic. This becomes +10 if paired with True Crystal. <i>Omg where'd you get that?</i>	Channel
36	Skeleton Key	□ Colorless	3d6	Treasure	+2 Speed. <i>Uhm, why do you have that?</i>	Equip
37	Cloudy Orb	▤ Any	5d100	Treasure	+2 Magic. <i>Can't see a thing</i>	Channel
38	Black Emerald	■ Choose: Black / Green	6d6×6d6	Treasure	Resistant to Black and Green damage. <i>What even is that?</i>	Channel
39	Fine Earrings	▤ Any	7d8×7d8	Accessory	+1d6 to rolls. May be fitted with one gem. <i>You can wear them with anything</i>	Equip
40	Zombie's Hand in a Bottle	■ Red	87 +6d6	Treasure	If reduced to 0 Health, revive as a Zombie. <i>Gnarly</i>	Channel
41	Preserved Salve	■ Green	111	Treasure	Restore 25 Health. Sanity penalties do not apply until end of round. Stackable ×3. <i>Whoa, that's the stuff!</i>	Consume
42	One Gold Ring	■ Green	222	Accessory	+1d6 to rolls. May be fitted with any one gem. <i>Nice!</i>	Equip
43	Refilled Flask	■ Orange	17d8	Treasure	Set Sanity to Strange. <i>Oh yeah got that one from a Friend huh?</i>	Consume
44	Iron Mace	■ Blue	25d6 +17d6	Gear	+2d6 Attack, +2 Armor. <i>Geez that thing's heavy</i>	Attack
45	Shining Orb	▤ Any	777	Treasure	Identify all rooms within 1 space at start of each round. <i>Shiiiiny</i>	Equip
46	Blue 1d8	■ Blue	12d8+12d8	Treasure	Add result to any roll. <i>No no this one, it's blue</i>	Influence
47	Shadow Cape	▤ Any	377	Garment	Sneak does not require an action. <i>So is it Black? I guess more like a Gray?</i>	Equip
48	Bottle of Shadow	▤ Any	12d12	Treasure	Actions while sneaking do not break sneak. <i>Nobody mess with the vibe.. ok?</i>	Channel
49	A Fine Necklace	▤ Any	46d8	Accessory	+2d6 to rolls. May be fitted with any one gem. <i>Now ain't that a piece</i>	Equip
50	Red Ruby	■ Red	652	Treasure	+1 Magic, +1 Speed. Stackable ×6. <i>The color just goes great with so many things you know?</i>	Channel
51	Pristine Statuette	▤ Any	487	Treasure	+3d6 Armor. Immune to physical damage. <i>That's the one.</i>	Channel
52	Black 1d4	■ Black	12d4	Treasure	Add result to any roll. <i>Black this time.</i>	Influence
53	Wing Webbing	■ Black	362	Treasure	Nullify next spell cast and cast Freeze on that caster. <i>So you're like a scientist or something?</i>	Channel
54	Fresh Scroll	□ Colorless	110	Treasure	+1 Sanity. Stackable ×3. Scholar's paper: no Sanity to write. <i>Hot off the press</i>	Inscribe
55	Jagged Maul	■ Black	37d6 +145	Gear	Attacks +4d6. Breaks 2 Armor on hit. <i>So you like designed it that way?</i>	Attack
56	Three Gold Rings	■ Red	1111	Accessory	Must hold 2 Gold Rings. +3d6. <i>Ok starting to really glam out now.</i>	Equip
57	Arcane Scroll	■ Purple	99d8	Treasure	+2 Magic, +1 Speed. Arcane spells cast twice. May be fitted with any gem. Scholar's paper: the Scroll casts twice. <i>Ok but like, you do modern stuff too right?</i>	Inscribe
58	Sturdy Staff	■ Orange	112d4	Gear	+3 Armor, +3 Power. Resistant to Traps. <i>Sure footed.</i>	Attack
59	Purple Amethyst	■ Purple	862	Treasure	+1 Power, +1 Health. Stackable ×6. <i>Sparkle Sparkle</i>	Channel
60	Frozen Rose	■ Blue	320	Treasure	+2 Armor, +1 Magic. Cast Freeze at 96 gold per space. <i>Isn't that from that one movie?</i>	Block
61	Glimmering Ring	▤ Any	476 +6d12	Accessory	+1 Armor, +1 Power, +1 Speed. Stackable ×5. <i>Wait wait wait, what's the difference?</i>	Equip
62	Green Emerald	■ Green	472 +7d8	Treasure	+2 Speed, +1 Magic. Stackable ×3. <i>Aren't they all like that?</i>	Channel

THE LOOT TABLE

PANEL 10 · ROLLS 63-92 OF 121 · 1D100 + (FLOOR - 5) × 10 + INFLUENCE

#	ITEM	COLOR	SELL	TYPE	EFFECT	ACTION
63	Black Gauntlets	■ Black	66d6 +142	Gear	+4 Power, +2 Armor. Pay 66 gold to raise or lower Sanity by one level, once per turn. <i>Fist bump anyone?</i>	Attack
64	Bottle of Water	□ Colorless	8	Treasure	Immune to Blaze and Infernal Word until end of round. Restore +1 Sanity. Stackable ×4. <i>That's it? It's all you need bro</i>	Consume
65	Twisted Fang	■ Red	77+7d6	Gear	+6d6 Attack. <i>Bet that one HURT</i>	Attack
66	Hand-Painted Shield	▤ Any	4521	Gear	Automatically block 1d6 attacks. Resist Random Color. <i>You can really tell it was made with a lot of... passion!</i>	Block
67	Hand of The Queen	■ Red	8888	Gear	Immune to physical damage. <i>That's not even yours!</i>	Equip
68	Master's Claw	■ Red	9999	Gear	One-Thousand Blades as an action. <i>You're gonna just wear that?</i>	Attack
69	Crossbow & 20 Bolts	■ Black	625+4d6	Gear	Attack any room along a straight line. Attacks deal 6d6. Spend one full turn reloading after each shot. 20 bolts; the Smith restocks at 6 gold per bolt. <i>No jokes</i>	Attack
70	Burning Rose	■ Red	153d6	Treasure	+2 Speed, +1 Magic. Cast Blaze ×3 at 111 gold per space. <i>I swear she gave it to me like this</i>	Attack
71	Orange 1d20	■ Orange	20d20	Treasure	Add result to any roll. <i>Orange</i>	Influence
72	X-Tomb Visor	■ Red	893+9d8	Garment	Examine and identify any chest or Room within 3 spaces. <i>Cool Shades!</i>	Equip
73	Frozen Rune	■ Blue	451d4	Treasure	Freeze as an action. May be set as a trap. <i>Its what we call Contingency</i>	Channel
74	All Herb	■ Green	420	Treasure	Cleanse as an Action. Ripple is cast automatically at the start of each turn. Stackable ×4. <i>Is there anything this doesn't do?</i>	Consume
75	Dy-No-Mite	■ Black	818	Treasure	Destroy a Room. <i>DANGER!</i>	Channel
76	Jeweled Scroll	■ Green	888 + 8d8 per gem	Treasure	May be combined with any number of gems. Retains Stat boosts. Inscribe any Spell with color matching this scroll. Scholar's grimoire: holds one spell, not consumed; the caster pays. <i>Now we're talking style!</i>	Inscribe
77	Bottle of Wine	■ Blue	99+99d8	Treasure	+2 Magic, +2 Armor. If paired with False Crystal: cast Madness or Respite as an action. Stackable ×2. <i>Possible duplicate—what's this one called again?</i>	Channel
78	Four Gold Rings	■ Orange	4444	Accessory	Must hold 3 Gold Rings. +4d6. <i>Almost</i>	Equip
79	The Unbound's Scroll	■ Green	373	Treasure	Double effectiveness of next spell cast. Scholar's paper: double effectiveness. <i>What is this some kind of hide?</i>	Inscribe
80	Big Bag of Gems	▤ Any	999×999d6 +1	Treasure	+5 Power, +5 Magic. <i>Show me the money baby!</i>	Channel
81	Perfect Shell	■ Purple	77777	Treasure	+5 Armor. Grants Wall ×3 as action. <i>Seamless</i>	Block
82	Bottle of Light	□ Colorless	0 during day 10d100 at night	Treasure	Cast Brilliance / Celestial Word / Radiant Touch as an action. Stackable ×3. <i>Dude... how'd you get that?</i>	Channel
83	Swirling Orb	□ Colorless	43d6	Treasure	+6 Magic, +3 Armor. Conduit for Colorless Spells. Resistant to Spells of Color. <i>Ok nowwww we're cooking</i>	Channel
84	Pristine Ribbon	■ Blue	488	Treasure	Immune to Magic. <i>Not even a blemish!</i>	Equip
85	Hand of The King	■ Purple	99999	Gear	+10 Power. <i>Oh come on!</i>	Equip
86	Fiery Topaz	■ Orange	65d6+47	Treasure	Cast Gold Lightning ×6. Cleanse may be cast on the whole floor. <i>It looks like the lights dancing on the inside. Can't you see?</i>	Channel
87	Elixir	■ Green	77	Treasure	Restore target's Armor and Health to full. Stackable ×5. <i>Now THATS the stuff</i>	Consume
88	Living Branch	■ Green	42	Gear	Bloom as an Action. Elemental Call as an Action. <i>Are you going to bring that inside?</i>	Inscribe
89	True Crystal	▤ Any	PRICELESS	Treasure	Inscribe any Spell to use as an Action. <i>Junk. Really it's worthless</i>	Channel
90	Crystal Flask of Dark Liquid	■ ■ Choose: Black / Blue / Purple	500	Treasure	+6 Armor Power or Magic dependent on chosen color. Consume: +6d6 to Health, to the next attack, or to the next spell. <i>Should I get some cups?</i>	Consume
91	Amber Flask of Shadows	■ Purple	5000	Treasure	Cast Melt in Shadow on your party as an Action at no cost. <i>Well isn't that an interesting ornament!</i>	Consume
92	Fitted Home-Spun	▤ Any	PRICELESS	Garment	Immune to Lich's Magic. Sanity penalties do not apply. <i>Yeah, got it last year still holding up.</i>	Equip

THE LOOT TABLE

PANEL 11 · ROLLS 93-121 OF 121 · 1D100 + (FLOOR - 5) × 10 + INFLUENCE

#	ITEM	COLOR	SELL	TYPE	EFFECT	ACTION
93	A Present Wrapped in Gold	Any	88888	Treasure	Roll 1d6 d100s as if rolling for loot. <i>Is it a pony???</i>	Channel
94	Exquisite Cuff-Links	Blue	3333	Accessory	Cast Ethereal Shift x8 at no gold cost per use. <i>Well aren't those nice.</i>	Equip
95	The Unbound's Best Bracelet	Red	10000	Accessory	Cast Dominate as action. <i>It's a little gaudy</i>	Equip
96	Crystal Flask of X-Color	Any	66×6d6+66	Treasure	Channel into any Spell of Color. <i>Look at how that catches the light!</i>	Channel
97	Nothing	—	—	Treasure	It's nothing. If your Loot Slots hold only Nothing, you are immune to damage, spells, abilities and traps. You can still starve, go mad, and be turned. That's it.	—
98	All-Color 1d100	All Color	9d100	Treasure	Add result to any roll. <i>Ok so this one is Black right?</i>	Influence
99	Animate Shield	Red	100	Gear	Block any physical attack 100g, any number of uses. <i>It does its own thing, I'm just here.</i>	Block
100	Whisper-Blade	Colorless	777	Gear	Attacks bypass Armor. +1d6 to Attacks. <i>Shhh!</i>	Attack
101	Gold-Thunder Bow	Green	PRICELESS	Gear	Gold Lightning as an action. Attacks may be made within 3 spaces. <i>They call me Zeus.</i>	Attack
102	All-Color Orb	All Color	888888	Gear	Conduit for All spells. Resistant to Spells. Immune to Colorless Spells. <i>Wait so it's Black?</i>	Channel
103	The Unbound's Mantle	Black	PRICELESS	Garment	Cast Dimension Shift as action at no gold cost (no bonus turn). <i>Great Silver Epaulettes, draped in ever-decaying vegetation</i>	Equip
104	Demon-Hand Axe	Purple	555	Gear	+6d6 to Attacks for each Sanity level below Whole. <i>All work and no play</i>	Attack
105	10d100	Any	10d100	Treasure	Add result to any roll. <i>Big Money no Whammies...</i>	Influence
106	Holy Hog's Haunch	Orange	9d6	Gear	Restore 5d6 Health each turn to any character within 1 space. Cast one random Elemental Call as an action. <i>I don't know if I can even finish this myself.</i>	Attack
107	Exquisite Cane	Purple	999999	Gear	Accell, Decell, or Freeze on Attack. The holder suffers no Sanity penalties. <i>Endlessly Engraved</i>	Attack
108	Excalibur	Orange	PRICELESS	Gear	Attacks explode on all even rolls, or all odd — determined at acquisition. Never breaks. <i>Ahhhh the Balance</i>	Attack
109	The Cattle-Prod	Blue	999	Gear	Targets hit must move one floor up or down. Attacks deal no damage. Only one may exist in a party. <i>Only one</i>	Influence
110	Book of All-Things	Green	PRICELESS	Gear	When used to cast a spell, casts 3 random spells from the majority color; the holder chooses if tied. (P+S+H+A+M)d6 attack, +12d6, +6 to all stats, Full Restore. <i>Yep its all in there</i>	Attack
111	Brand New Winter Coat	Any	99999	Garment	Cast Detonate as action. Immunity to Freeze. Nullify any spell as a response and destroy this item. <i>Ahhhhhhh ...so warm</i>	Equip
112	The Forgotten Doll	Any	2	Gear	Cast Omega as action. <i>Cared for once..</i>	Equip
113	Full Set of Seamless Armor	Blue	5001	Garment	Cast Rematerialize on self as a Response in the Down window, at no gold cost and no maximum Health reduction. Once per dive. <i>And a Perfect Fit!</i>	Equip
114	Scepter of the Emperor	Orange	9999999	Gear	Cast Rematerialize on others as a Response in the Down window. Once per dive. <i>You have the Power</i>	Equip
115	Just Another X-Color Ribbon	Any	10	Treasure	Consume as a Response in the Down window: every character at 0 Health stands at full Health, no permanent reduction. Resistant to Spells of Color while held. <i>Just another Ribbon</i>	Consume
116	The Master's Sash	Red	PRICELESS	Garment	Attack +50d6. <i>Finely Woven</i>	Attack
117	The Unbound's Coat of Arms	Purple	PRICELESS	Treasure	All Blue spells cast twice. Triggers Destruction ALL. <i>Two Pig Kings & an Opossum as Emperor</i>	Equip
118	A Fine Shot of Espresso	Black	500	Treasure	+2 turns this round. Stackable x5. <i>Well pulled</i>	Consume
119	The Skull Perfect	All Color	99999	Treasure	All stats set to 9, including maximum Health. All spells cast three times. <i>In all its luster & glory</i>	Equip
120	Five Gold Rings	Any	55555	Accessory	Must hold 4 Gold Rings. +10d6. Cast Gold Lightning x5. <i>Finally!</i>	Equip
121	Tall Glass of Ice Water	Any	36	Treasure	Consume as your turn. Restore 36 Health. Until the end of the Round you cannot be targeted, damaged, healed, or affected by any spell or ability, and cannot act. <i>Ahhhh so refreshing.</i>	Consume

ROOM TABLES I

PANEL 12 · FLOORS 1-6 · D12 + MODIFIERS

FLOORS 1-3 — THE UPPER TOMBS · COMMON · D12 · COLORLESS & RED

ROOM	GOLD	LOOT	ENEMIES	EFFECT
1 The Empty Passage	—	—	None	Survival clock advances 1 hour for each player who passes through.
2 The Deep Pull	—	Rare	Floor 4-6 enemy	
3 The Shrine	—	—	None	Interact as an action. Roll 1d6: **1-2** nothing happens. **3-4** restore 36 Health to all party in Room. **5** restore 1 Sanity level to interacting player. **6** restore both AND grant +1 to the next roll.
4 The Trap Room	6d6×6	—	None	Roll Challenge (target 12) to navigate. Failure: 12 damage to the lead player. Gold is collected after successful navigation. Traps on floors 1-3 carry no Sanity cost unless a character reached 0 Health.
5 The Ghoul Nest	—	1d6: on 6, 1 Common item	1 Ghoul per player	If a Ghoul Nest is cleared in under 3 Rounds, another Nest spawns one Room ahead within 1d6 Rounds.
6 The Small Gold Room	2d6×18	—	1 Ghoul	Defeating it releases the gold.
7 The Common Cache	2d6×6	1 Common per player	1 Ghoul per player	One Common loot item per party member.
8 The Zombie Den	—	1d6: on 6 Common (Red)	1 Zombie per player	
9 The Collapsed Chamber	—	—	None	Roll Challenge (target 6) to navigate without taking 6 damage. Success grants a shortcut to the next floor — bypass 1d6 Rooms on the way down. Useful when the floor has gotten dangerous.
10 The Rest Chamber	—	—	None	Counts as shelter for the survival clock. Something is scratched into the wall — the Judge reveals one piece of intelligence about the Tombs.
11 The Merchant's Corner	—	One Common roll for sale	None	The merchant sells one roll on the Loot Table at this floor's modifier for 144-216 gold, priced after the color comes up. You take what you rolled. Smith's color disposition applies — the merchant is a Town agent. Re-roll if a Merchant's Corner has already appeared on this floor.
12 The Gold Vault	6d6×36	—	None	No enemies. Just gold.

FLOORS 4-6 — THE MIDDLE TOMBS · UNCOMMON · D12 · BLUE & PURPLE

ROOM	GOLD	LOOT	ENEMIES	EFFECT
1 The Sleeping Hall	—	—	None	Nothing visible. Sanity Challenge (target 6) for each player passing through. Fail: drop 1 Sanity level.
2 The Deep Pull	—	Rare guaranteed	Floor 7-9 enemy	
3 The Sanity Test	—	—	None	All players roll Sanity Challenge (target 12). Failure: drop one Sanity level.
4 The Trap Corridor	—	Uncommon	None	Roll Challenge (target 18) to navigate cleanly. Each failure costs 18 damage. One Uncommon loot item is secured at the corridor's end.
5 The Demon Threshold	—	—	1 Demon per player	
6 The Contested Chamber	—	Both faction loot	Mixed factions	Players may engage immediately, wait for one side to win, or pass through carefully (Sneak target 12). Waiting costs one Round of survival clock advance. If both factions are fully defeated, the Room yields 1 Uncommon loot item per faction.
7 The Uncommon Cache	—	1 Uncommon per player	None	Roll Challenge (target 12) to access without triggering trap. Failure: 12 damage to lead player. Success: one Uncommon loot item per party member.
8 The Phantom Gallery	—	—	1 Phantom per player	
9 The Dwindling Vault	4d6×18	—	2 Ghouls	
10 The Rest Hollow	—	—	None	Counts as shelter for the survival clock. Uneasy. Roll 1d6 on waking: **1-2** drop 1 Sanity. **3-4** sleep undisturbed. **5-6** restore 1 Sanity.
11 The Merchant's Alcove	—	One Uncommon roll for sale	None	The merchant sells one roll on the Loot Table at this floor's modifier for 216-360 gold, priced after the color comes up. You take what you rolled. Smith's color disposition applies — distrusted colors marked up 50% instead of 30%.
12 The Unbound Fragment	—	1 Unbound Vestment piece	1 Demon	Roll Challenge (target 24) to access. Failure triggers a Demon encounter. Success grants one piece of the Unbound Vestments.



ROOM TABLES II

FLOORS 7-9 — THE LOWER TOMBS · RARE · D12 · GREEN & BLACK

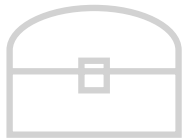
ROOM	GOLD	LOOT	ENEMIES	EFFECT
1 The Echoing Vault	—	—	None	Each player rolls Sanity Challenge (target 12). Pass: the Judge reveals one piece of information about a deeper Room. Fail: drop 1 Sanity level.
2 The Communion Room	—	—	None	Any player at Lost Sanity is targeted by communion. Other players cannot interfere.
3 The Trap of the Deep	—	—	None	Roll Challenge (target 24) to navigate. Failure: 36 damage directly to Health, bypassing Armor.
4 The Colorless Antechamber	—	—	None	Sanity Challenge (target 12) for all players or drop one Sanity level.
5 The Maw Den	—	Cache: 1d4, aligned Black	1 Maw per player	Aligned cache — roll each item as normal, then snap to the nearest Black entry (Chapter 13).
6 The Contested Deep	—	—	Maws & Ogres	Players entering the fight take damage from both sides. If both factions are fully defeated, the Room yields 1 Rare loot item per faction. Waiting: after 1d6 Rounds one faction wins; the Room yields the loser's loot item.
7 The Rare Cache	—	1 Rare per player	None	Sanity Challenge (target 18) to enter. Failure: lose 1 Sanity AND lose access to one item from the Cache. Success: one Rare loot item per party member.
8 The Ogre Hall	—	Cache: 1d4, aligned Green	1 Ogre per player	Aligned cache — roll each item as normal, then snap to the nearest Green entry.
9 The Sanity Break	—	—	None	All players roll Sanity Challenge (target 18). Failure: drop one Sanity level.
10 The Unbound Chamber	—	Multiple Unbound pieces	3	Two Vestments — roll 1d6 twice; on a duplicate, roll again. Guarded by 3 entities — roll composition for each.
11 The Final Merchant	—	One Rare roll for sale	None	The merchant sells one roll on the Loot Table at this floor's modifier for 432-648 gold, priced after the color comes up. You take what you rolled. Color disposition at maximum — distrusted colors marked up 100% instead of 30%. A party that recognizes them may attempt Lich Doctor's Diagnose to bring them back. Success means a friend in the Tombs. Failure means a target in the Tombs.
12 The Empty Antechamber	—	—	None	No roll. Just silence.

ROOM ROLL MECHANICS

Frequency	Roll once per Room advance. The Judge rolls 1d12 on the floor's tier table.
Chests	Rooms listing Gold or Loot hold chests by their entry. Any other Room: 1d6 on reveal — floors 1-3 a chest on 4-6, below on a 6.
Exploding gold	All gold formulas use exploding d6. A 6 rolls again and adds. No cap.
Aligned cache	Roll loot as normal, snap to the nearest entry of the cache's color. Any counts as every color. Tier is never changed.
Enemy activation	Entities revealed by Room rolls enter the turn stack immediately.
Merchants	A merchant sells one roll on the Loot Table at this floor's modifier, priced after the color comes up. You take what you rolled.
Modifiers	Apply before reading. Past 12 caps at 12; under 1 caps at 1.
Re-roll	A contextually impossible Room re-rolls once; impossible again, the Room is empty.

THE MODIFIER TABLE

Attention Stage 1	–1 to all floor rolls.
Attention Stage 2	–2. Shrine results 3-5 reduce to nothing or +1 to the next roll.
Attention Stage 3	–3. Rest Chambers and Rest Hollows do not count as shelter. Each floor begins with 1d6 entities pre-seated.
Attention Stage 4	–3. Every Room spawns one extra entity of the floor's own tier. No Shrine or Rest is safe.
Square Festival	+2 to all floor rolls for one in-game day.
Lost Sanity	A character at Lost Sanity may re-roll any natural 1 on a Room roll once per dive.
Region rolls (Forest)	+1 while a Daedric tribute stands · –1 at Attention Stage 2 and beyond.



THE CRYSTAL GAUNTLET

ID PANEL		EQUIPMENT	GOLD · EACH MARK 100	
Name		Gear		600 gold · Magic 7
Level		Class — revealed at level 2		1200 gold · Magic 8
RATINGS		Accessory		1800 gold · Magic 9
Health		base 36 · Garment		2400 gold · Magic 10
Armor		base 6 · Gear · one charge per instance		3000 gold · Magic 11
Magic		base 6 · +1 per 600 gold held		3600 gold · Magic 12
Speed		base 6 · Loot · +1 turn per full 6 above 6 · seats the stack		4200 gold · Magic 13
Power		base 6 · Loot · +1d6 per point above 6		4800 gold · Magic 14
Move		base 1 · Loot		5400 gold · Magic 15
ARMOR CHARGES		Extra		6000 gold · Magic 16
		Mark each slot's color. Read from every equipped item — Gear, Garment, Accessory and every Loot slot. Empty slots are ignored. Colorless is a color for Mono, ignored by Dual and Full Spectrum.	Each full row is 600 gold and one point of Magic.	
SANITY		SKILLS	INVENTORY · DEPTH 1 + MAX HEALTH ÷ 6	
Whole		Skill 1		
Strange		Skill 2		
Edge		Skill 3		
Paranoid		Capstone	LEVEL	
Lost		costs gold per use	LV	XP
SURVIVAL CLOCK · DAYS		SYNCHRONICITY	1	0
Since eating		Mono	2	12
Since shelter		Dual	3	24
DOWNS THIS DIVE		Full Spectrum	4	42
		Mono-Type	5	66
one per dive · a second is permanent			6	96
			7	132
			8	174
			9	222
			10	276
			Experience	



THE FOREST

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REGIONS • 1D12 • ONCE PER NEW SQUARE

	REGION
1	Gray Colorless. Nothing grows. Sanity Challenge (target 12) for the day.
2	A Vein 1d6 for its color, 1d6 exploding for its stones. Emptied, the region grays forever.
3	A Patch 1d12 for its flora, 1d6 for its size. Taken whole it dies; leave one and it doubles by next week.
4	A Patch As 3.
5	A Grove 1d6: 1-2 the Celestial's, 3-4 the Daedric's, 5-6 the Giver's. One per Being per campaign — a second is a Patch. Lush: two Patches, a Spring, an aligned cache (see Groves above).
6	Quiet Ground Foraging: one Stone or Flora per party member. 1d6 for color, 1-3 Orange, 4-6 Blue; 1d6 again, 1-2 the Stone, 3-4 the flower, 5-6 the fungus. May be cultivated.
7	Hostile Ground An encounter: one entity per player, of the tier of the party's deepest floor. Halved by the Forest Sigil.
8	A Ruin A chest, by the rules for floors 1-3.
9	A Spring Clean water. Counts as shelter for the survival clock.
10	A Being's Walk The day's Being is here, whatever the dawn roll said of it.
11	An Old Road A way home. The party returns to the Town from here in a day, whatever the distance.
12	Twin Ground Roll twice more; both stand in one region.

PACE & THE CLOCK

6 squares a day on known ground - 3 breaking new ground. A meal is carried food or 3 Flora per character. A Spring or a Grove counts as shelter. End a day more than 6 squares from the Town by mapped path: Sanity Challenge (target 12) each. An Old Road resets it.

DAILY ROLL

Dawn 1d6 — 1 Sun · 2 Rain · 3 Spring · 4 Shade · 5 Storm · 6 Harvest. The weather says who walks (Panel 03). **Giver 1d6**: 1-3 at its Grove. **Dusk 1d6** — on 6 the Being walks into camp if no new ground; on 6 the weather bleeds into tomorrow.

Today

Celestial · Grove
at

Daedric • Grove
at

The Giver ·
Health, feedings

