

LICHSLAYER 9000

FIRST EDITION · VERSION 1

PRESENTED BY VERSO VOX VERTERE
A VINTERRAVORE GAME
© 2026 VINTERRAVORE

CONTENTS

Part I — The Game · 1 Creating a Lichslayer · 2 The Seven Classes & Their Skills · 3 The Familiar

Part II — The Town & The Overworld · 4 The Town, the Gauntlet & the Survival Clock · 5 Overworld Events · 6 The Idol · 7 Retainers

Part III — The Tombs · 8 Sanity · 9 The Board · 10 Room Generation · 11 Combat & The Turn Stack · 12 Entities

Part IV — Loot & Magic · 13 The Tomb Loot Table · 14 Color Synchronicity · 15 The Spell Schools

Part V — The Lich · 16 The Lich's Attention & The Phylactery

Part VI — The Forest · 17 The Forest

PART I — THE GAME

CHAPTER 1 · CREATING A LICHSLAYER

The system uses exploding d6 as its primary resolution die. All difficulty targets and economic values are built around a base of 6.

Challenge Rolls — Roll a number of d6 equal to the character's level. Sixes explode. Sum the dice and apply listed modifiers. Meet or beat the target. A roll of all 1s fails regardless of modifiers. Attacks are not Challenges — an attack rolls its damage dice, and Armor answers.

STEP 1 · PICK UP THE CRYSTAL GAUNTLET

The Gauntlet tracks: **Health** (base 36), **Armor** (base 6), **Magic** (powered by gold held, 1 per 600 gold), **Sanity** (starts Whole), **Gold** (tracked in X marks, 100 gold per X), **Gear Slot** (1 active piece), **Garment Slot** (1 worn piece), **Accessory Slot** (1 worn piece), **Loot Slots** (3 active items at baseline), **Skill Slots** (3), a **Capstone Slot** (1), and the **ID Panel** (name + level).

STEP 2 · NAME YOUR LICHSLAYER

Write a name on the ID Panel. Set Level to 1.

STEP 3 · ROLL STARTING LOOT

Roll 1d100 — 40 on the Loot Table three times to fill the three Loot Slots. Influence dice held may be added to any roll.

STEP 4 · ROLL THE CLASS

HOW LOOT ACQUISITION WORKS

THE ROLL

Base — Roll 1d100 and add $(\text{Floor} - 5) \times 10$. Take the item at that number in the Loot Table. Influence dice may be added to any roll. A result below 1 is treated as 1. A result above 121 is treated as 121.

Loot 1-60 is Common. Loot 61-100 is Uncommon. Loot 101-121 is Rare. When an effect grants loot of a named tier, roll 1d100; a result outside that tier is treated as the nearest boundary of the tier.

Modifiers — Add any Influence dice held. Influence dice carry a roll past 100.

Color — Loot marked Any takes a color rolled on 1d6: 1 Red, 2 Blue, 3 Green, 4 Purple, 5 Black, 6 Orange. Loot marked Choose takes one of the colors listed. All Color counts as every color.

CLASS ASSIGNMENT

At character creation, after starting loot is rolled, the player rolls 1d8 without sight of the class table. The Judge records the result where the player cannot see it. It is not revealed until Level 2.

1D8	CLASS
1	Breaker
2	Veteran
3	Bandit
4	Scholar
5	Aristocrat
6	Lich Doctor
7	Witch
8	Choose

At Level 2 the class is revealed and Skill 1 is unlocked, occupying the first Skill Slot. A roll of 8 is recorded like any other; at the reveal

the player chooses the class, having played a blind level with their loot.

LEVELS

XP. 1 per 36 gold accumulated. 1 per enemy reduced to 0 Health. 6 per Tomb floor fully cleared — all rooms entered, all enemies on the turn stack defeated or escaped. Partial floors yield nothing. Gold is counted once, when it enters the Gauntlet. Gold later spent, lost, or stolen does not reduce XP already earned.

LEVEL	XP	UNLOCKS
1	0	—
2	12	Class reveal. Skill 1.
3	24	Skill Point.
4	42	—
5	66	Skill Point.
6	96	—
7	132	Skill Point.
8	174	—
9	222	Skill Point.
10	276	Maximum.

Two stat points are gained at each level, spent as the player chooses.

CHAPTER 2 · THE SEVEN CLASSES & THEIR SKILLS

CLASS SKILL RULES

Acquisition: Skill 1 unlocks at Level 2. Skills 2 and 3 are unlocked with Skill Points. The capstone unlocks when all three skills are held and the capstone condition is met. Maximum 3 active skills at baseline — certain loot increases this.

Skill Points. Spend 1 Skill Point to unlock Skill 2 or Skill 3, or to enhance an unlocked skill as noted in that skill's entry. Each skill may be unlocked once and enhanced once. Unspent Skill Points carry between sessions. Skill Points are not spent to cast, act, or resolve anything.

Capstones cost gold. The cost is paid when the capstone is used and erased from the Gauntlet as spell gold is. A capstone that cannot be paid cannot be used. Costs are listed with each capstone.

THE BREAKER

Skill 1 · Break · Action

Enter a Room or force open a locked chest, door, or barrier without a Challenge roll. On entry, make a bonus Attack against one enemy in the Room at +0. A natural 6 on that Attack knocks the enemy back one Room. Damage from traps in the entered Room is halved against the Breaker.

Spend 1 Skill Point: Break may be used as a Response to block a doorway — an enemy attempting to enter must pass a Challenge (target equal to the Breaker's Power) or be denied entry this Round.

Skill 2 · Rumble Hat · Passive

The Breaker's Garment slot grants +1 Armor and +6 Health, whether or not a Garment is equipped.

Spend 1 Skill Point: Rumble Hat also grants +1 to all rolls made while at half Health or below.

Skill 3 · Charge · Action

Move through up to Speed in Rooms in a straight line, Breaking into every Room along the path without additional rolls. Any enemy in a Room the Breaker passes through takes 1d6 damage. If any Room along the path has no clear exit in the Charge direction, the Charge ends there and the Breaker takes 6 damage from the impact.

Spend 1 Skill Point: Charge damage increases to 2d6 per Room passed through.

* Capstone · Capstone Slot — Unlocks when the Breaker has reduced an enemy to 0 Health on every floor tier (1-3, 4-6, 7-9)

Capstone · Crush · Action · Once per Round · 108 gold

Reduce the target's Armor to 0. A target already at 0 Armor is reduced to 0 Health instead. No component. No Magic requirement. Cannot target the Lich.

THE VETERAN

Skill 1 · Recall · Action

Reveal up to Magic in Rooms on the current floor — type, contents, and traps — without entering them. Additionally, assist on any Challenge roll — add the Veteran's Power to another character's roll.

Spend 1 Skill Point: Recall also reveals which Room on the current floor contains the highest gold yield before it is entered.

Skill 2 • Worn Armor • Passive

The first physical instance each Round does not consume the Veteran's Armor. Spell damage, Lich-type sources, and Colorless damage are unaffected. Spend 1 Skill Point: Worn Armor also applies to the first instance of Colorless damage each Round.

Skill 3 • Maneuver • Response

In response to any declared attack or spell targeting the Veteran or an adjacent ally, move both to any accessible Room within 1 space — avoiding the effect. Does not consume the Veteran's turn. Once per Round. Cannot move into a Room at maximum capacity.

Spend 1 Skill Point: Maneuver may be used twice per Round. The second use costs the Veteran their next action.

* Capstone • Capstone Slot — Unlocks when the Veteran has prevented a party member from reaching 0 Health three times across any number of sessions

Capstone • Rally • Action • Once per floor • 144 gold

All characters within 1 space recover one Sanity level and gain Armor and Health equal to the Veteran's level. The Veteran's own Sanity does not recover.

THE BANDIT

Skill 1 • Burgle • Action

Loot as a sneak action without being noticed. In combat, Burgle does not break sneak and does not consume the attack action — it is a separate action entirely. Loot acquired through Burgle is immediately secured and cannot be lost to a loot-break check this Round. Once per turn at baseline.

Burgle empties a chest, cache, Vein, or Patch without revealing the Bandit — in the Tombs or the Forest, with entities in the Room or without. What it yields is what the Room's entry lists. Entities are never Burgled: they carry nothing.

Spend 1 Skill Point: Burgle may be used twice per turn, targeting different loot items or gold sources.

Skill 2 • Extra Pockets • Passive

The Bandit's Loot Slots are 5 at baseline instead of 3.

Spend 1 Skill Point: Loot Slots become 6.

Skill 3 • Disarm • Action

Disable one trap in the current Room. No Challenge roll. A trap disabled by Disarm does not trigger for any character for the remainder of the dive.

Spend 1 Skill Point: Disarm from sneak also recovers the trap's mechanism as one Uncommon loot item.

* Capstone • Capstone Slot — Unlocks when the Bandit has Burgled 10 Rooms with entities present without being noticed, across any number of sessions

Capstone • Cheat • Action • Once per floor • 108 gold

Reroll any one roll — the Bandit's, or any roll that directly affects the Bandit. Take the better result. If the reroll is also a natural 1, the roll is treated as a 6.

THE SCHOLAR

Skill 1 • Identify • Action

Reveal all properties of any loot item, enemy, or entity — faction, color, stats, active abilities, synchronicity conditions, hidden effects. If used on a spell-school conduit loot item, the Scholar gains access to one spell from that school at their current Magic rating for the remainder of the floor — without needing to be that color.

Spend 1 Skill Point: Identify also reveals which loot items in the Room the Scholar has not yet seen this campaign. New loot is prioritized.

Skill 2 • Scrolls and Ink • Action

Write a Scroll of any spell the Scholar has cast or witnessed this session. Writing consumes one scroll-type loot item as the paper and costs the spell's gold and Sanity as the ink, paid by the Scholar. The Scroll is loot: it takes the color of its spell's school, occupies a slot wherever it is carried, and is consumed on use. Any character may use it as a one-time action — it casts the recorded spell at the Scholar's Magic rating at time of writing, regardless of the user's color, at no cost to the user. The Scholar may have up to Magic Scrolls in existence.

Ink. Spend one X-Color Ink in place of coin: the gold cost is halved and the Scroll takes any color the Scholar chooses. Reductions stack; a Scroll never costs less than 36 gold to write.

Paper. Tattered Scroll — the user pays a Sanity level to cast. Fresh Scroll — the Scholar pays no Sanity to write. Emerald Scroll — recorded at Magic +1. Arcane Scroll — casts twice. The Unbound's Scroll — double effectiveness. Jeweled Scroll — not consumed: the spell stays on it, anyone may cast it as an action paying the spell's gold and Sanity each time, it holds one spell of a color matching the Scroll, it counts as one of the Scholar's Scrolls while it exists, and the Scholar may overwrite it by writing again.

Additionally, inscribe any Gear or Garment with +1 Magic — takes one full turn outside of combat.

Spend 1 Skill Point: Inscribed loot grants +2 Magic instead of +1.

Skill 3 • Investiture • Passive

Grant +1 Magic and +1 to all rolls to any character the Scholar is adjacent to at the start of a Round. Lasts until the Scholar moves away. One character benefits at a time.

Spend 1 Skill Point: Investiture extends to all characters within 1 space rather than only adjacent.

* Capstone • Capstone Slot — Unlocks when the Scholar has Identified at least one entity from every enemy faction (Ghoul, Zombie, Phantom, Demon, Ogre, Maw)

Capstone • Predict • Action • Once per Round • 72 gold

Roll against a target enemy's declared action before it resolves. Challenge target equals the enemy's level $\times 3$. On success the action is denied — it does not occur, its cost is not refunded, and the enemy loses that turn. On failure the Scholar's action is consumed and the enemy acts normally. Against the Lich, Predict requires a target of 30.

THE ARISTOCRAT

Skill 1 • Command • Action Direct one Retainer to take one action on the Aristocrat's turn: Attack, Loot, Block, or Move. No roll. Or grant one ally one additional action on the Aristocrat's turn; the ally chooses the action taken. Once per Round. Spend 1 Skill Point: Command directs or grants to two targets simultaneously, both acting on the Aristocrat's turn.

Skill 2 • Retainers • Passive

Retainers enter the turn stack at the Aristocrat's initiative and act on their own turn; Command adds an action. Each provides one piece of floor intelligence per floor: Common — Room type, next floor only. Skilled — full Room contents, one floor ahead. Exceptional — enemy faction composition, two floors ahead.

Spend 1 Skill Point: One Retainer of the Aristocrat's choice requires no payment for one in-game day.

Skill 3 • Family Heirloom • Passive

The Aristocrat cannot be Charmed, Dominated, Bound, Inhabited, or otherwise compelled to act by another character or entity. Effects that would direct the Aristocrat's action fail without a roll.

Spend 1 Skill Point: Family Heirloom extends to one Retainer or ally within 1 space, chosen at the start of each Round.

* Capstone • Capstone Slot — Unlocks when the Aristocrat has maintained at least 3 active Retainers for 7 consecutive in-game days

Capstone • Influence • Action • Once per in-game day • 216 gold

Add to a friendly roll or subtract from a hostile one. Roll and add or subtract the result from any roll made by any character or entity the Aristocrat can see — including enemies, including the Lich. Roll the full Influence pool: Power + Magic + level. Against the Lich, a Challenge roll of 24 is required first — the Lich does not bend easily to social pressure. Once per in-game day.

THE LICH DOCTOR

Skill 1 • Diagnose and Bandage • Action

Roll (level)d6 once and divide the total among up to level characters as the Lich Doctor chooses. Also remove one active physical ailment (Burn, Poison, Freeze, Bound) from each character healed. It works on the Lich. Spend 1 Skill Point: Diagnose and Bandage also restores 1 Armor to each character healed.

Skill 2 • Medicine Bay • Passive

Gain 3 additional Loot Slots designated as Medicine Slots. Only Flora may occupy them. Flora retain their color. Additionally gain access to the Giver's Recipes at current Magic rating — except Feast, which still takes three feedings.

Spend 1 Skill Point: One Medicine Slot item replenishes at the start of each in-game day for 36 gold, paid at the Inn.

Skill 3 • Doctor's Coat of Arms • Passive

The Garment slot functions as both a Garment and a Medicine Slot simultaneously without occupying two slots. Additionally store up to Magic/3 prepared spells (rounded down, minimum 1) in the Coat — drawn from any school the Lich Doctor has access to. Preparing a spell into the Coat consumes the component that granted access. Prepared spells cast from the Coat cost half their normal gold, need no component, and stay prepared after casting. The Coat cannot store One-Thousand Blades, Feast, or Omega.

Spend 1 Skill Point: One additional spell stored in the Coat.

* Capstone • Capstone Slot — Unlocks when the Lich Doctor has restored a character from 1 Health to half their maximum or more, three times, without using a spell

Capstone • Cure • Action or Response • Once per session • 360 gold

On a character at 1 Health or more: lift one ailment and restore half their maximum Health (rounded up). Or cast as a Response in the Down window: the Down does not occur, and the character stands at 25% maximum Health (rounded up) with no permanent reduction.

THE WITCH

Skill 1 • Commune • Action

Reveal the nature of all Rooms within 1 space, or reveal one Room up to Magic spaces away in full detail. Any color loot the Witch carries may be used as a conduit for that loot's school — cast one spell from a conduit loot's school at current Magic rating and its gold cost.

Spend 1 Skill Point: Commune reveals the Room's contents two floors ahead — the Witch reads the Tomb before descending into it.

Skill 2 • Familiar • Action

Summon a Familiar at the start of each Tomb dive or Forest visit. Roll 1d8 for the Familiar.

Spend 1 Skill Point: The Familiar's Health is doubled permanently.

Skill 3 • Counter Magic • Response

Roll against any declared spell or special ability before it resolves. Challenge target equals the caster's Magic x3. On success: the spell is stolen — it does not resolve for the original caster, and the Witch casts it for free on their next turn at the original caster's Magic rating with no gold or Sanity cost. On failure: the spell resolves normally and the Witch's Response is consumed. Cannot steal the Lich's abilities.

Spend 1 Skill Point: A successfully stolen spell may be held up to 3 Rounds before casting rather than cast immediately next turn.

* Capstone • Capstone Slot — Unlocks when the Witch has successfully Counter Magicked a spell from three different spell schools

Capstone • Oneness • Action • Once per session • 360 gold

Inhabit the body of any visible target — ally, enemy, or entity; Family Heirloom refuses it. The Witch acts through the target's body using the target's physical stats but their own Magic and spell access. The Witch's own body becomes inert and immune to all damage while Oneness is active. The target's loot is available to the Witch while inhabiting. Oneness lasts until the Witch chooses to end it or the inhabited body reaches 0 Health. Against the Lich: Oneness lasts one Round only — but that Round the Witch has access to everything the Lich can do.

CHAPTER 3 • THE FAMILIAR

The Witch rolls 1d8 at the start of each Tomb dive or Forest visit.

1D8	FAMILIAR	COMBAT	INTELLIGENCE	SPECIAL
1	Homunculus	+0 atk, 12 Health	Reveals one hidden Room per floor.	Carries one loot item and may use that item's Action as an additional action on the Witch's turn.
2	Cat	+1d6 atk, 18 Health	Detects traps before the Witch enters.	Sneak does not require an action while the Cat is adjacent.
3	Raven	+0 atk, 12 Health	Reveals enemy faction in adjacent Rooms before entry.	The Raven may use Commune's reveal once per floor without costing the Witch an action.
4	Hound	+2d6 atk, 24 Health	Tracks any entity that has passed through a Room this floor.	A target hit by the Hound cannot leave its Room until the start of the Hound's next turn.
5	Shade	+1d6 atk, 20 Health	Reveals color composition of all enemies in adjacent Rooms.	The Shade attacks from Invisibility.
6	Bound Demon	+3d6 atk, 36 Health	Reveals the full stat block of one enemy per Round.	The Witch rolls a Sanity Challenge (target 12) each Round it is active. At Lost Sanity the Demon is no longer bound — it acts on the turn stack on no one's behalf.
7	Mouse	+0 atk, 8 Health	Reveals one hidden Room per floor.	Always sneaking. Moves up to 3 spaces per turn and may squeeze into 1 unreachable space per floor.
8	Bat	+1d6 atk, 14 Health	Echolocation — reveals Room contents within 2 spaces without entering.	The Bat's attacks ignore vision penalties, including darkness and Sanity.

The Familiar acts on the Witch's turn and shares one piece of intelligence per Round about adjacent Rooms or entities. It persists for the current floor or until defeated. It cannot be re-summoned mid-floor. A defeated Familiar returns next session.

PART II — THE TOWN & THE OVERWORLD

CHAPTER 4 • THE TOWN, THE GAUNTLET & THE SURVIVAL CLOCK

At the start of each campaign, roll 1d6 twice for the Smith’s favored colors and twice for the distrusted (1 Red, 2 Blue, 3 Green, 4 Purple, 5 Black, 6 Orange; re-roll duplicates). This affects pricing throughout the campaign.

THE INN Food and shelter. The baseline of survival. Costs reset each in-game day. Town patrons may sponsor meals and shelter for other players. Gold contributed to the Inn counts toward event triggers. Meal: 36 gold. Shelter: 72 gold. Both: 108 gold per day.

THE SMITH

Repairs Armor, Gear, Garments, Accessories, and broken loot. Armor is repaired at 36 gold per point, never above maximum. Recolors items. The Smith does not buy, sell, or keep items.

Armor. Armor does not recover on its own. Armor cannot be repaired above its maximum.

Broken items. A broken Gear, Garment, Accessory, or loot item is repaired for one quarter of its sell value. A repaired item returns intact with all effects. PRICELESS items cannot be repaired: broken, they are gone.

Sell values. A sell value with dice is rolled the first time it matters — at a sale or a repair — and stands from then on.

Recolor. One item per in-game day. Bring the item and one Stone of the target color — Ruby for Red, Sapphire for Blue, Amethyst for Purple, Emerald for Green, Topaz for Orange, Obsidian for Black. The Stone is consumed. 36 gold. An item cannot be made Colorless, and Colorless cannot be removed.

The Smith charges more for colors they distrust and less for colors they favor: two favored colors –20%, two distrusted +30%. Disposition is set at campaign start and changes only by Drift. Drifts stack.

THE SQUARE Where town events occur. Gold contributed to Square events grants stat bonuses to all characters the following in-game day.

THE TOMBS Ten levels beneath the Town. Gold and common loot on the upper floors. Rare loot and real danger in the depths. The Lich’s Phylactery on level ten. The social contract of tomb diving is the only protection players have against each other inside.

THE FOREST An endless grid, mapped square by square. Great Celestial and Daedric beings wander it. Its Stones and Flora are the components of Daedric magic and the Giver’s Recipes. No contract governs conduct here.

HEALTH Base 36. Modified by Garment.

ARMOR Each point negates one instance of damage. Base 6. Modified by Gear.

MAGIC Access to spells and special abilities. Powered by gold held in the Gauntlet. For every 600 gold held, Magic increases by 1.

SANITY Starts Whole. Degrades through Tomb exposure, Lich proximity, certain loot effects, and enemy abilities.

GOLD Tracked in X marks along the Gauntlet’s base. Each X represents 100 gold.

EQUIPMENT SLOTS • GEAR — one active piece of equipment • GARMENT — one worn piece of equipment • ACCESSORY — one worn piece of jewelry • LOOT SLOTS — three active loot items at baseline. • SKILLS — three Skill Slots. • CAPSTONE — one dedicated slot. Unlocked by meeting the class’s capstone condition. • ID PANEL — Name and Level.

STATS

Every Lichslayer begins at these values.

STAT	BASE	MODIFIED BY
Health	36	Garment
Armor	6	Gear
Magic	6	Gold — +1 per 600 gold held
Speed	6	Loot
Power	6	Loot
Move	1	Loot

Attacks gain +1d6 per point of Power above 6. Speed grants one additional turn per full 6 above 6.

Stat points. Roll 1d6 six times at character creation. Each result assigns one point.

D6	POINT
1	Power — +1d6 to attacks
2	Speed — +1 Speed
3	Health — +6 Health
4	Armor — +2 Armor
5	Magic — +1 Magic
6	Choose any of the above

Move is gained through loot and skills only.

INVENTORY

Inventory holds what is not equipped. Depth is $1 + \text{maximum Health} \div 6$, rounded down — seven at base.

One slot holds one stack. A stack is up to six identical items, or fewer where the item's own maximum is lower. Treasure follows its own stack line.

Inventory items are not active. They confer no effect and count toward no synchronicity condition.

Moving an item between inventory and an equipment band costs one turn. Components must occupy a Loot slot to be spent.

Every character must eat at least once every 3 in-game days and sleep under shelter at least once every 7 in-game days. A meal is Inn food, carried food, or 3 Flora per character, spent. Shelter is the Inn, a Rest space in the Tombs, or a Spring or Grove in the Forest.

NEGLECT PENALTIES Penalties apply at the end of each day the minimum is not met and stack until the need is met.

DAYS WITHOUT EATING	PENALTY
Day 1-3	No penalty if minimum met
Day 4	−1 to all rolls. Maximum Health −6.
Day 5	−2 to all rolls. Maximum Health −12 in all. Drop one Sanity level.
Day 6+	−3 to all rolls. Maximum Health −18 more each day. Drop one Sanity level each day.

Maximum Health lost to hunger returns at 6 per in-game day in which the character has eaten. Healing of any kind restores Health, never the lost maximum. Maximum Health cannot fall below 6.

DAYS WITHOUT SHELTER	PENALTY
Day 1-7	No penalty if minimum met
Day 8	−1 to all rolls. −6 Health.
Day 9	−2 to all rolls. Drop one Sanity level.
Day 10+	−3 to all rolls. −12 Health per day. Drop one Sanity level per day.

CHAPTER 5 · OVERWORLD EVENTS

ROLLING ORDER

- **Each in-game day** — Roll Inn d12. Roll Retainers d8 if the party has an Aristocrat. If any party is in the Forest: roll the Phenomena d6 at dawn and the Bleed d6 at dusk; roll each new square on the Regions table as it is entered. Roll Square d6 if 100+ gold contributed.
- **Each in-game week (every 7 days)** — Roll Smith d8. Check Idol vanity stage shifts. Check Lich's Attention stage shifts.
- **Each Tomb dive** — Roll floor room tables.
- **Each campaign turn-over** — Carry forward Idol persistence, Familiar memory, Town reputation, Lich's Attention state, Square Watch counter.

THE INN — D12 EVENT TABLE

Modifiers (cumulative)

Patron Investment — +1 per 200 gold contributed to the Inn the previous day (max +3).

Retainers Bonus — +1 per 3 active Retainers across all patrons in the Town.

Square — +2 while a Festival is active.

Lich's Attention — −1 at Stage 1, −2 at Stage 2, −3 at Stage 3. Roll is capped at 12 high and 2 low.

ROLL	EVENT	EFFECT
2	The Lich Stirs	All characters lose 1 Sanity level. Tomb enemy spawn rates increase for one day. Cannot be negated by gold.
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.
4	The Inn Needs Repairs	Shelter cost doubles tomorrow. Sleepers anyway lose 1 Sanity. 200 gold restores normal cost.
5	Lean Times	Meal cost +18 gold for one day. 100 gold reduces back to normal.
6	Quiet Night	Standard costs. No event.
7	Square Watch	Add +1 to the Square Watch counter. At 3, a Festival is held tomorrow morning and the counter resets.
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.
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.
10	The Troupe Arrives	All characters +1 to rolls tomorrow. Meals halved tonight. 50 gold sponsors extends bonus a second day.
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.
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.

THE SMITH — WEEKLY EVENTS

Roll 1d8 at the start of each in-game week.

1D8	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.

THE FOREST — DAILY ROLLS

The Forest is rolled in Chapter 17. One Phenomena d6 at dawn sets the day's weather and the Great Being that walks; a Bleed d6 at dusk decides whether the day carries into the next; every unmapped square is rolled on the Regions table the moment it is entered, and the roll stands for the campaign.

LICH'S ATTENTION — STAGES

Stage 1 • Watching — Trigger: first Floor 4 descent.

Inn — –1 to Inn event rolls. Negative events triggered first. The morning after the trigger, roll the Inn on 1d4+1 — events 2-5, the negative ones.

Tombs — Rooms on floors 1-3 that spawn entities spawn one extra.

Sanity — Sanity Challenges in the Tombs target +2 (target 14 where 12 was, etc.).

Stage 2 • Reaching — Trigger: the first time a player is on Floor 6 or deeper.

Sacrifice — The first character to set foot on Floor 6 or deeper is reduced to 1 Health on arrival. Once per campaign; the party deals with it from there.

Inn — –2 to Inn event rolls. Shrine and Rest spaces on Tomb floors 1-5 become unsafe.

Smith — Smith adjustment events more likely (re-roll 1-2 on Smith table once per week, applied automatically).

Forest — –1 to Region rolls (Gray comes easier). On a Daedric day, roll 1d6 — on 1-3 the Being does not walk.

Sanity — Sanity Challenges in the Tombs target +4. Lost Sanity recovery requires 2 nights of rest instead of 1.

One Town NPC disappears each in-game week — leaves quietly, no event. Square Watch counter cannot exceed 1 while Stage 2 is active.

Stage 3 • Active Conflict — Trigger: the Unbound set completed, or a Tier 3 Vanity Idol raised.

Inn — –3 to Inn event rolls. Inn event table effectively locks to events 2-9 (negative half) for the duration.

Smith — Smith refuses work from any player who has reached Lost Sanity. Disposition disregarded.

Forest — On any Being's day, roll 1d6 — on 1-3 it does not walk. The Giver loses Health twice as fast if unfed.

Tombs — Each floor entered begins with 1d6 entities already on the board, seated by the Judge before the first Room is revealed; roll composition for each.

Sanity — All Sanity Challenges anywhere target +6. Even rest at Inn has a 1d6 chance per night of disturbed sleep (on 1: no Sanity recovery, drop 1 instead).

No Festival may be held while Stage 3 is active. The Square Watch counter does not advance.

Stage 4 • Manifestation — Trigger: the Lich's Crown applied, or multiple Tier 3 Vanity Idols raised. Either alone is enough; both are aspects of the Lich. Worship has built it a body, and it walks the Town.

Tombs — The Tombs boil over. Floor rolls stay at –3. Every Room rolled spawns one extra entity of the floor's own tier. No Shrine or Rest space on any floor is safe or counts as shelter.

The Town — The swarm comes up. At the start of each Round in the Town, 1d6 entities enter from the Tomb mouth; roll composition for each at the tier of the party's deepest floor. When no character can hold the Town, it falls — one of the three ways Stage 4 ends.

Turned — All turned characters are recalled to the Tombs. The Lich seats them on floors of its choosing, and they act as entities under the Judge until Cured, Restored, or Cleansed.

Inn — Inn closes. Players cannot eat or sleep at the Inn. Survival clock advances unchecked.

Smith — Smith flees the Town. Armor, loot, and equipment cannot be repaired or upgraded until the campaign resolves.

Forest — Forest becomes hostile. Every visit triggers an additional enemy encounter (Entities, Floor 7-9 tier). The Square Watch counter resets to 0 and cannot advance.

Sanity — All party members default to Lost Sanity while in the Town. Each Round a character at Lost Sanity spends in the Town, the Lich attempts communion: the Judge rolls 1d6 openly; on a 6 the character passes a Sanity Challenge (target 18) or is turned.

DE-ESCALATION

Stage 1 → 0 — 7 consecutive in-game days without a Tomb dive past Floor 3. The Lich loses interest.

Stage 2 → 1 — 14 consecutive days without a Tomb dive past Floor 5, OR successfully sponsor a Banquet.

Stage 3 → 2 — Destroy all Vanity Idols, OR destroy the Unbound set, OR successfully complete a campaign-defining narrative action the Judge agrees counts.

Stage 4 → 3 — Cannot be de-escalated. Stage 4 only ends when the campaign resolves — Lich defeated, Town destroyed, or party departs the world entirely.

TRAVEL BETWEEN TOWNS

Travel Mechanics

Travel Time — 1d6 in-game days between Towns. Survival clock applies the whole time. Travel through the world is not safe.

Travel Encounters — Roll 1d6 per day of travel. On 1-2: random encounter — roll on the Entities table at the party's deepest Tomb floor tier. On 3-5: nothing. On 6: a stranger met — a possible Retainer recruit or NPC.

Town Inheritance — When a party arrives at a new Town: that Town has its own Smith disposition, its own Inn event history, its own Lich's Attention state, its own Square Watch counter. The party brings their Crystal Gauntlets and reputation; the Town brings everything else.

Cannot Return Immediately — A party that departs a Town cannot return for 7 in-game days. The Lich's Attention on the departed Town may resolve in the party's absence — or escalate. Roll for it.

CHAPTER 6 · THE IDOL

CREATING AN IDOL — PROCESS

Commission — Player declares intent in the Town. Pay the tier's full gold cost. Choose inscription (if any).

Construction — Tier 1 takes 1 in-game day. Tier 2 takes 3. Tier 3 takes 7. During construction the Idol is incomplete and provides no effect.

Activation — The Idol becomes active on the in-game day construction completes. Boons or consequences begin that day.

Inscription Application — A loot-found inscription must be physically applied (it is a consumable loot item — destroyed on application). Without inscription, the Idol is Vanity by default. A wrong inscription grants half the boon and the full consequence.

THE THREE TIERS

Tier 1 · Personal Idol — 1,000 gold · 1 day

Kept in player's room at the Inn or in their own residence.

Subjects Allowed — Self, Companion (party member or Retainer), Memorial (deceased), Deity, Daedric Force.

Properly Inscribed Boon — Apply the inscription's boon to the dedicating player only.

Tier 2 · Square Idol — 5,000 gold · 3 days

Scale — Stands in the Square. Visible to every Town resident and every player.

Subjects Allowed — As Tier 1. A Self-Idol at this tier is publicly noted.

Properly Inscribed Boon — Apply the inscription's boon to all party members AND a Town-wide effect. Persists for one full campaign or until destroyed.

Tier 3 · Great Idol — 15,000 gold + one Rare loot item · 7 days

Construction requires at least one Rare loot item as raw material — consumed on completion.

Memorial Idols at this tier are accepted only for entities of campaign-defining significance (Judge call).

Properly Inscribed Boon — Campaign-altering benefit. Persists across sessions until the Lich is defeated or the Idol destroyed. Players who descended into the Tombs while a properly-inscribed Great Idol stood receive its boon throughout.

THE INSCRIPTIONS

An inscription is a loot item applied to an Idol. Inscriptions are found in Tomb chests on Floor 4 and below, in the Forest, or granted by Great Beings. Each is consumed when applied and cannot be transferred. A wrong inscription grants half the boon and the full

consequence. An Idol without an inscription is Vanity.

The Unbound's Sign — Found: Floor 7-9 Rare Cache. Boon: Sanity recovery doubled at the Inn.

The Giver's Mark — Found: granted by the Giver, fed. Boon: All party members' survival clock penalties delay by 1 tier. The Banquet triggers at 300 gold instead of 500.

The Elemental Sigil — Found: Tomb chest, Floor 4 and below. Each variant — Earth, Water, Fire, Air — is a distinct inscription. Boon: Smith disposition fixes to base price regardless of color. Elemental Call costs no gold.

The Celestial Mark — Found: granted by a Celestial Being approached correctly, at an offer of gold equal to 6x current level with weapons sheathed. Boon: Full Sanity restoration for the dedicating party once per in-game week. The Town heals 36 Health per resident per day.

The Forest Sigil — Found: two Stones combined. Boon: The Forest's hostile encounters reduce by half for the party. Daedric Beings approach this party preferentially.

The Lich's Crown — Forbidden. Found: crafted by a character at Lost Sanity. Cannot be obtained otherwise. Boon (Trap): Applying this inscription to any Idol counts as the most extreme Vanity Consequence regardless of subject. An Idol bearing the Crown is one of the two conditions under which the Lich takes a body — the other is multiple Tier 3 Vanity Idols — and either alone is enough.

THE VANITY CONSEQUENCE SCALE

A Vanity Idol is any Idol without proper inscription, AND any Self-Idol regardless of inscription (with one specific exception: Memorial inscriptions of the Self after the dedicating character's death). Vanity Idols compound — each one active stacks its consequence with prior ones.

Stage 1 — One Tier 1 Vanity Idol Active

Lich Effect — +1 to Lich's Attention escalation table for one in-game week.

Town Effect — Survival clock penalties accrue 1 day faster for the dedicator only.

Sanity Effect — Dedicator rolls Sanity Challenge (target 6) at start of each in-game day. Failure drops Sanity by 1 tier.

Stage 2 — One Tier 2 Vanity Idol OR Multiple Tier 1 Vanity Idols Active

Lich Effect — Lich's Attention escalates one full tier (treat as if next threshold hit).

Town Effect — Smith's color disposition shifts against the dedicator. Inn event table gains +1 chance of negative events for 7 in-game days. One Retainer shifts to Wary.

Sanity Effect — All party members roll Sanity Challenge (target 12) once per in-game week.

Stage 3 — One Tier 3 Vanity Idol OR Multiple Tier 2 Vanity Idols Active

Lich Effect — Lich enters active conflict. Town event table locks to negative events only for 7 in-game days.

Town Effect — Town NPCs begin leaving — lose 1 random NPC per in-game week. Includes Retainers if not paid double standard rate.

Sanity Effect — All party members suffer a permanent -1 to Sanity Challenges while in the Town. Effect ends with Idol's destruction.

Stage 4 — Lich's Crown inscription OR multiple Tier 3 Vanity Idols. Lich's Attention advances to Stage 4 — Manifestation.

Idol Destruction

Time Required — Tier 1 destruction takes 1 in-game day of focused work. Tier 2: 3 days. Tier 3: 7 days. Cannot be rushed.

Cost — Tier 1: free. Tier 2: 500 gold of labor and tools. Tier 3: 2,000 gold AND one Rare loot item (consumed in the breaking).

Effect of Destruction — All Vanity consequences from that Idol cease immediately on completion of destruction. Stage downgrades accordingly if other Vanity Idols remain.

Properly Inscribed Destruction — A properly inscribed Idol that has stood at least 7 days and is then destroyed grants a final boon: the inscription's referenced entity blesses the destroyer with one permanent +1 to a Rating of the destroyer's choice. The blessing is worship: the Lich's Attention escalation table takes +1 for one in-game week, as for a Tier 1 Vanity Idol.

The Lich's Crown Cannot Be Destroyed — Once applied, the Crown inscription is permanent. The Idol may be destroyed; the corruption it introduced remains.

CHAPTER 7 · RETAINERS

Retainers are hired by the Aristocrat and paid daily at the Inn. Common 108 gold per day (18 Health, 3 Armor, Attack +0). Skilled 216 gold per day (30 Health, 6 Armor, Attack +1d6). Exceptional 360 gold per day (42 Health, 9 Armor, Attack +2d6, one loot item). Unpaid Retainers leave at the end of the day.

Each holds one loyalty state: Wary, Standard, or Devoted. New Retainers arrive Standard. Paying double wage for one day shifts a Retainer up one state. Wary Retainers leave on any negative Inn event.

An Aristocrat may maintain a number of Retainers equal to their level.

Roll 1d8 once per in-game day. +1 per 3 Devoted. -1 per Vanity Idol active.

1D8	EVENT	EFFECT
1	Defection	One Retainer leaves with their equipment. Final this campaign.

2	Sickness	One Retainer cannot work 1d4 days. Full wage still owed. A Lich Doctor may treat them for 36 gold and one turn at the Inn.
3	Grievance	One Retainer shifts to Wary, or settle for 50 gold.
4	—	No event.
5	—	No event.
6	Common applicant	Accept or decline at no cost. Arrives Standard.
7	Skilled applicant	Accept or decline at no cost. Arrives Standard.
8+	Exceptional applicant	Accept or decline at no cost. Arrives Standard.

PART III — THE TOMBS

CHAPTER 8 • SANITY

Sanity degrades through prolonged Tomb exposure, proximity to the Lich’s influence, certain loot effects, enemy abilities, damage from colorless entities, and neglect of the survival clock.

WHOLE No penalties.

STRANGE –1 to all rolls.

EDGE –2 to all rolls. May only loot every other round, or roll Challenge (target 12) to loot on off-rounds.

PARANOID –3 to all rolls. Must roll Challenge (target 18) to loot at all.

LOST –4 to all rolls. –1 movement every other round.

SANITY LOSS TRIGGERS • Tomb exposure — Room entries that call for a Sanity Challenge • Proximity to the Lich — any round spent adjacent to the Lich or its Phylactery • Certain loot effects — flagged in the loot table • Enemy abilities — flagged on enemy entries • Damage from Lich-type sources — each instance triggers Sanity Challenge (target 12) • Neglect of the survival clock • Some loot deliberately drains Sanity as a cost of activation

SANITY AND LOOT Certain loot negates Sanity penalties so long as the item remains intact.

RECOVERING HEALTH AND SANITY

A full night of uninterrupted shelter with a meal restores 6 + (level)d6 Health. These dice do not explode. Reduce the dice by 1 for each in-game day the character has missed a meal or shelter since their last full rest. Minimum restoration 6. Sanity recovers one level per full night of uninterrupted shelter sleep if the character has eaten within the last 3 days. Certain Inn events, loot items, and the Giver’s Recipes restore Sanity outside of rest.

CHAPTER 9 • THE BOARD

A space is one Room on the board.

THE TOMBS — THE BOARD The Tombs are ten levels beneath the Town. Each floor is a 5x5 grid. Players occupy rooms not individual squares — movement means moving between rooms. The grid tracks which rooms are revealed, which are blocked, which contain active enemies, and which are clear.

THE 5x5 GRID Twenty-five spaces per floor. Rooms are revealed as players advance. Each revealed room may add enemies to the turn stack. The floor is alive as a whole — enemies persist across rooms until defeated.

TRAPS

A Room may contain a trap. Roll 1d6 on entry unless the trap has been disabled. A trap with a listed effect uses that effect instead of the roll.

1D6	TRAP
1	12 damage, bypassing Armor.
2	Speed –2 for 3 Rounds.
3	Bound. Cannot leave the Room for 1d4 Rounds.
4	Sanity Challenge (target 12) or drop one Sanity level.
5	Poisoned. 6 damage at the start of each turn for 3 Rounds.
6	Frozen. Lose the next turn.

A trap triggers once per character entering the Room.

CHESTS

Chests are where the gold is, and the loop the whole game turns on: dive, find chests, pay rent. Every Room whose entry lists Gold or Loot holds it in chests — a Cache is one chest per player. Every other Room: roll 1d6 when it is revealed. On floors 1-3 a chest is present on 4-6; below Floor 3, on a 6 only. The upper floors are rich and the deep floors are poor — the Lich would rather you stayed shallow, paid your rent, and built it an Idol.

Roll 1d6 when a chest is opened. Gold is always present; loot is present on the listed result.

FLOORS	LOOT PRESENT ON	GOLD
1-3	6	6d6x18
4-6	5-6	4d6x12
7-9	3-6	2d6x6
10	always	—

When loot is present the player rolls on the Loot Table as in Chapter 1 — 1d100 + (Floor – 5) × 10, plus Influence. The Judge rolls the gold.

ROOM CAPACITY BY TYPE When a room reaches maximum capacity it blocks passage until entities are removed. The Lich does not need to attack the party directly. It only needs the board to fill up.

ROOM TYPE	MAXIMUM ENTITIES	NOTES
Hall	2	Bottleneck. Fills fast.
Chamber	4	Standard combat space.
Vault	6	Open. Gold rooms are often Vaults.
Antechamber	3	Transition space. Often has one exit blocked.
Shrine / Rest	0 enemies	Safe until the Lich's attention activates.

CHAPTER 10 • ROOM GENERATION

ROOM ROLL MECHANICS

Frequency — Roll once per Room advance. Players move into a new Room; Judge rolls 1d12 on the appropriate tier table.

Exploding Gold — All gold formulas use exploding d6. A die showing 6 rolls again and adds. No cap.

Enemy Activation — Enemies revealed by room rolls enter the turn stack immediately.

Modifier Application — Apply Lich's Attention and Square state modifiers before reading the result. A modified roll past 12 caps at 12. A modified roll under 1 caps at 1.

Re-Roll Rules — If the rolled room is contextually impossible (e.g., a Rest Chamber after a Sanity Break in the same floor, or a Merchant's Corner after the floor's Merchant has been dispatched), re-roll once. If the re-roll is also impossible, the room is empty.

FLOORS 1-3 — THE UPPER TOMBS

Common • d12 • Colorless & Red

D12	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

D12	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.

FLOORS 7-9 — THE LOWER TOMBS

Rare · d12 · Green & Black

D12	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.

FLOOR 10

Framework · Not Table-Generated

The Gate — The entrance to Floor 10. Locked until every player has cleared at least one Room on Floor 9. The Gate cannot be rushed: players who attempt to force it before the unlock condition is met take 1 Sanity loss each per attempt. Once opened, the Gate cannot be closed, and it cannot be passed upward. Through the Gate there is no retreat from Floor 10, and no withdrawal at 0 Health; the character is permanently lost.

The Floor — Rooms are not rolled. There is no gold. At the start of each Round, 1d6 entities enter at the Gate; roll composition for each. The waves do not stop while the Phylactery exists.

The Phylactery — The Judge places the Phylactery anywhere on the floor board, hidden until a character enters its space. At the start of each Round the Phylactery casts one spell from Lich’s Magic at no cost, targeting the nearest character. The Phylactery is not the Lich.

THE MODIFIER TABLE

How Lich’s Attention & Square State Shift Rolls

Apply modifiers cumulatively before reading the roll.

Lich’s Attention Stage 1 — Watching

–1 to all floor rolls. Edge entries shift down (a roll of 12 becomes 11).

Lich’s Attention Stage 2 — Reaching

–2 to all floor rolls. Shrine results 3-5 are reduced to nothing or +1 to the next roll.

Lich’s Attention Stage 3 — Active Conflict

–3 to all floor rolls. Rest Chambers and Rest Hollows do not count as shelter.

Lich’s Attention Stage 4 — Manifestation

–3 to all floor rolls, as Stage 3. Every Room rolled spawns one extra entity of the floor’s own tier. No Shrine or Rest space counts as shelter.

Square Festival

+2 to all floor rolls for one in-game day. Stacks with Lich’s Attention modifiers.

Character at Lost Sanity

A character at Lost Sanity may re-roll any natural 1 on a Room roll once per Tomb dive.

Daedric Tribute Active

+1 to Region rolls in the Forest while the tribute is active. Does not apply to Tomb floor rolls.

Lich’s Attention Stage 2 and beyond

–1 to Region rolls in the Forest. Does not stack across stages.

CHAPTER 11 · COMBAT & THE TURN STACK

Combat in LICHSLAYER 9000 is not grid-based movement and positioning. The room describes what is happening. The turn stack determines who acts and when.

All spaces in LICHSLAYER 9000 are PVP space. Killing a player: the killer rolls a Sanity Challenge (target 12); on failure they drop one Sanity level.

THE TURN STACK When a room reveals enemies they enter the turn stack immediately. Every character and enemy has a position on the stack. Every entity receives at least one turn per round. Additional turns scale with Speed.

SEATING THE STACK At the start of each Round, entities are seated by Speed, highest first. Ties are rolled — 1d6, exploding, reroll a match. Extra turns from Speed are taken after every entity has acted once, in the same order. Turns from Accell are inserted as the spell says; turns from any other source are taken after the Speed turns.

Enemies on the turn stack are not waiting to be addressed. They are moving through the floor, repositioning. Between player turns an enemy may move to an adjacent room, block a passage, or close on a vulnerable character. The floor is alive.

TAKING THE ATTACK ACTION Characters with a Gear or loot item that allows the attack action may take the attack action. An attack rolls 1d6, plus 1d6 per point of Power above 6, plus the item’s listed dice. Not all characters begin with attack access — loot and gear define what a character can do. A character without offensive loot can still interact, use items, move, and support.

RESOLUTION — EXPLODING d6 All attack rolls and challenge rolls use d6. A die showing 6 rolls again and adds; a chain of 6s keeps rolling. Snake eyes — a roll of all 1s fails regardless of modifiers.

Difficulty targets are multiples of 6:

TARGET	DIFFICULTY
6	Simple

12	Moderate
18	Difficult
24	Daunting
30	Merciless

DAMAGE & HEALTH Each point of Armor negates one full instance of damage, regardless of amount. An instance is a single attack, spell, or trap resolution. Ongoing effects — Poison, burning Rooms, and similar — are not instances and damage Health directly. Armor negates an instance's damage; its other effects still resolve. When Armor is 0, damage strikes Health. Some attacks bypass Armor entirely — flagged on enemy and loot entries. It is repaired at the Smith, or restored by loot, spells, and skills. Armor cannot exceed its maximum.

DOWNS At 0 Health a character is Down, and chooses. Withdraw: the dive ends. The Tomb keeps everything in their Loot slots and inventory, and half their gold, rounded up; their Gear, Garment and Accessory break, PRICELESS ones for good. They wake at the Inn at 1 Health with the Gauntlet, their Skills, level and XP. Or press on at 1 Health: a second Down in the same dive is permanent — the character is lost, and everything with them. Downs count per dive, not per floor. On Floor 10 there is no withdrawal.

THE DOWN WINDOW When a character reaches 0 Health, Responses resolve before the Down does — Rematerialize, Cure, and loot that answers 0 Health act here. If one succeeds, the Down never happened. The window opens on every floor; on Floor 10, if nothing catches you, you are lost.

LOOT BREAKING Loot breaks. When any die in a character's attack or challenge roll shows a 1, roll for the slot checked: 1d6 — 1-2 Gear, 3 Garment, 4 Accessory, 5-6 a Loot slot. For a Loot slot: three slots, roll 1d6 and halve it (1-2 Slot 1, 3-4 Slot 2, 5-6 Slot 3); a five-slot Bandit rolls 1d10 and halves it; a six-slot Bandit rolls 1d6. Re-roll an empty or already broken slot. Medicine Slots hold Flora and are never checked. Then roll 1d6 for the item — on a 1 it breaks. A broken item stays in its slot, confers no effect, and counts toward no synchronicity condition. Broken items are repaired at the Smith. Some loot breaks deliberately as a cost of activation.

A Lost character whose loot breaks mid-combat loses the Sanity-to-bonus conversion immediately. The penalties apply from that moment forward.

SANITY IN COMBAT The following triggers cause Sanity Challenge rolls during combat. Failure drops one Sanity level.

- Any round spent adjacent to a Colorless entity
- Taking damage from a Lich-type source
- Another player character reaching 0 Health on the floor
- Specific enemy abilities — flagged on enemy entries
- Entering a room flagged as a Sanity Test

CHAPTER 12 • ENTITIES

ENTITY	COLOR	FLOOR	LVL	HEALTH	ARMOR	SPEED	ATTACK	ABILITIES
Ghoul	Colorless	1+	1	18	3	6	1d6	Pack Hunter — A Ghoul in a Room with another Ghoul attacks twice each turn.
Zombie	Red	1+	1	24	0	4	1d6	Resilient — The first time reduced to 0 Health this combat, stands back up at 6 Health at the start of the next Round.
Phantom	Blue	4+	5	42	0	10	2d6	Bypass — Attacks ignore Armor entirely. Leech — On hit, the attacker rolls 1d6; on 1-3 the Phantom heals for the damage dealt.
Demon	Purple	4+	5	54	9	8	3d6	Burn — On hit, 1d6 damage at the start of the target's next turn. Charm — On natural 6, the target rolls Sanity Challenge (target 12) or attacks a random ally next turn. Magic 5, +1 per tier below its own. Once a Round, in place of its attack, a Demon may cast one Demon Magic spell at no cost: Silence or Invisibility; on floors 7-10 also Destruction and Dimension Shift; at Lich's Attention Stage 3 or beyond also Crush, on any floor. For spells that use P, its Power is the number of dice in its attack.
Ogre	Green	7+	8	84	6	6	4d6	Colossal Force — Hits break 2 Armor and knock the target back one Room. Rage — At half Health, the Ogre attacks twice each turn for the rest of combat.
Maw	Black	7+	8	60	12	12	2d12	Shadow Step — Moves to any Room within 2 spaces without provoking, twice per Round. Proximity Sanity — Adjacency triggers Sanity Challenge (target 18). Rend — A natural 12 on either die ignores Armor.

Stat blocks assume a standard party at the appropriate floor tier. Scale up by adding Health equal to the Entity's level per additional player beyond four.

Every entity appears on its floor and all floors below. When a Room's entities are placed, roll 1d6 per entity: 1-2 the lowest tier available, 3-4 the middle tier available, 5-6 the floor's own tier. On floors 1-3 all results are the floor's own tier. Depth — an entity on a floor below its own tier attacks with +1d6 per tier below.

THE LICH

The Lich does not walk the Tombs. It manifests only in the Town, at Attention Stage 4 — its block is in Chapter 16. On Floor 10 its manifestation is the Phylactery: a real enemy, and with the waves at the Gate the floor's true peril.

THE PHYLACTERY

Object · Hidden · Floor 10

Health 72 · **Armor** 36 · **Speed** 0 (immobile) · **Attack** none. Casts one spell from Lich's Magic at no cost at the start of each Round,

targeting the nearest character.

Cannot Be Targeted Remotely — A PC must be in the Phylactery's Room to attack it. Spells cast from outside the Room have no effect.

Colorless Immunity — Colorless damage sources do nothing. Most Lich-coded loot is useless against it.

Destruction Conditions — All-Color loot damages at full. Crush — the Breaker capstone or the Demon Magic spell — takes the Phylactery's Armor to 0, and a second Crush takes it to 0 Health: two actions. Whisper-Blade is Colorless and does nothing to it.

Effect of Destruction — The Lich is destroyed with it, wherever it stands. The Tomb collapses: nothing comes from below again, and the Town's economy goes with it. The party takes 12d6×6 gold and one piece of every faction's signature loot. The campaign ends. The Town wakes. Color returns to the world by 1d6×10% over the following week.

PART IV — LOOT & MAGIC

CHAPTER 13 · THE TOMB LOOT TABLE

SIDEBAR — THE FIVE FATES OF LOOT (GEMS, COMPONENTS & THE GLOW)

Every loot item, and gems above all, sits at a fork.

HOLD — Keep it equipped. You get its passive stats and its color counts toward synchronicity. A stat line on any equipped item applies while it is held, whatever its action. The Lich approves of safety.

CONSUME — Items with the Consume action are used and destroyed for their immediate effect. Single use unless Stackable.

COMPONENT — Casting a spell that a loot item is *Component For* consumes that item in the casting. Where a multiplier appears (xN), the caster chooses at the moment of casting: release all N counts in one simultaneous casting, or cast singly up to N times, after which the item is consumed. The choice is made once and cannot be split retroactively.

MERGE — A gem may be merged into socketed jewelry (rings, earrings, necklaces; inscribable scrolls). The gem’s effect becomes permanent on the host item for as long as the host survives, and **the merged gem’s color overrides the host’s color** for all synchronicity purposes. **Jewelry carries exactly one socket.** A gem whose effect is a cast sets that cast on the host — a Topaz makes the host cast Gold Lightning x6. Merging is permanent — the gem cannot be recovered, consumed, or spent as a Component afterward.

CHANNEL — Burn the item entirely into a personal buff. Channel buffs stack with one another and free the loot slot for new acquisitions — the glowing build. **All Channel buffs end when the current dive ends.** They do not persist through the Town, the Inn, or rest. You cannot dive, channel, heal at the Inn, and dive again carrying the stack; the glow is bought fresh each descent.

THE EXCEPTION — The Jeweled Scroll is the sole multi-socket item in the game. Any number of gems. It is priced accordingly, and it is the only one.

THE CLOSED ACTION LIST

- **Attack** — Use this loot to deal damage. Damage values listed in Effect.
- **Block** — Response. Once per Round, negate one instance of physical damage against the holder or an adjacent character. The blocking item then rolls an integrity check.
- **Channel** — Burn this loot for a stat bonus or immunity until the dive ends.
- **Consume** — Use and destroy this loot. Single use unless Stackable noted in Effect.
- **Equip** — Passive while held. Effect is always active in loot slot.
- **Influence** — Add this loot’s dice to any roll — loot, gold, attack, or challenge — yours or another’s, as a Response after the roll is seen. Use as many Influence items on one roll as you like. Influence dice are consumed when rolled: an item listing several dice may roll any number of them at once, the dice rolled are gone, and the item is gone when its last die is spent.
- **Inscribe** — Apply this loot’s effect to another item or spell. Does not destroy either.

Casting from loot. An item that casts a spell casts it once per dive, unless its entry says as an action (repeatable) or lists xN (that many times per dive). Loot-cast spells cost no gold unless the entry says otherwise; Sanity costs are paid. Gear in a Loot slot. A Gear-type item held in a Loot slot confers its stat line and may be spent as a Component or for a cast that breaks it. Its Attack and other actions require the Gear slot.

Aligned caches. Some Rooms and Groves hold a cache aligned to a color. Roll each item as normal, then snap the result to the nearest entry of that color, up or down — Any counts as every color, a Choose entry counts for every color it lists, and on a tie the finder chooses. Alignment never changes the tier: you get what you get, and try to make it work. The Judge’s Gauntlet performs the same snap.

THE LOOT TABLE (121 ENTRIES)

#	NAME	SELL VALUE	COLOR	CLASS	EFFECT	ACTION	COMPONENT FOR	TAG
1	Ancient Coin	6xd100	Any	Treasure	Stackable x10.	Influence	Any Spell	Real historic value
2	Sword	1d100	Red	Gear	Attack all enemies in room.	Attack	Destruction	I guess someone didn't need this anymore
3	Dagger	3d10	Purple	Gear	Attacks keep sneak.	Attack	Destruction	...or this.
4	Red 1d6	level x 3d6	Red	Treasure	Add result to any roll.	Influence	Any Spell	It's red.
5	Grappling Hook	22	Green	Gear	Ascend or descend one floor without using stairs.	Equip	Banish	Rope included
6	Oracle Feather	8d100	Orange	Treasure	Inspect one room per turn without entering.	Equip	Flight	Isn't that just a feather?
7	Torch	8	Orange	Gear	Repels Lesser Dead without dealing damage.	Attack	Blaze	Let there be light.
8	Needle & Thread	1	Colorless	Gear	Grants +1 turn per round. Attack explodes on 1. When a Needle attack explodes on a 1, the Needle is	Equip	Any Colorless Spell	Watch it! Could poke

					the item checked.			someone's eye out with that thing...
9	Shield	xd10	Blue	Gear	+level Armor.	Block	Barrier	Worn and weathered
10	Skull Pristine	1000	Black	Treasure	Immune to Poison.	Influence	Gold Lightning	Well look at that.. All the pieces intact.
11	X-Color Ink	60d6	Any	Treasure	Shift one loot item to chosen color. Stackable x3. Ink for a Scholar's Scroll: halves the gold, chooses the color.	Equip	Any Spell of Color	Rich and Vibrant
12	Skull Broken	55	Blue	Treasure	Immune to Death effects: Death Word and Death Touch.	Influence	Death Word	Oh my..
13	Tattered Ribbon	0	Any	Treasure	If reduced to 0 Health, survive at 1 instead.	Equip	Any Spell of Color	Well I'm sure it was a fine thing at some point.
14	Tattered Scroll	0	Purple	Treasure	Sanity -1. Stackable x3. Scholar's paper: the user pays a Sanity level to cast.	Inscribe	Any Colorless / Black / Orange Spell	Have to do I guess
15	Rotted Fleece	0	Red	Garment	Sanity -2.	Equip	Pestilence	P-ew
16	Broken Sword	1d10x1d10 (0=0)	Blue	Gear	Attack 3d6 exploding on 3. Sanity -1.	Attack	Crush	Really? That's it?
17	Strange HeadCharm	0	Any	Treasure	Nullify all Sanity effects on self.	Equip	Madness	And where did you say you found that again?
18	Candles	1d6	Any	Treasure	Sanity +1. Stackable x6. Reveal invisible Characters in same room.	Equip	Brilliance / Detonate / Sludge	Really sets the mood
19	Pile of Ashes	1	Colorless	Treasure	Sanity -2.	Equip	Any Daedric	Are you keeping that?
20	Veteran's Guard	3d100	Colorless	Garment	+20 Health, +2 Armor.	Equip	Ward / Heavy	Bet I could take a hit in this
21	Spy Glass	73	Colorless	Treasure	+2 Magic.	Equip	Any of The Unbound's Incantations	You see it's really handy
22	Witch Bloom	11	Choose: Green / Black / Purple	Treasure	+1 Magic. Stackable x5.	Equip	Bloom / Ward	Smells like butter
23	Tin of Fresh Cake	27	All Color	Treasure	+1 to all stats. Stackable x3.	Consume	Reanimate / Omega	Mmmm that's the stuff!
24	Blue Sapphire	9d10+99	Blue	Treasure	+2 Speed, +2 Magic. Stackable x3.	Channel	Any Blue Spell	So pretty
25	Bottle of Wind	0+44d4	Red	Treasure	+3 Speed, +1 Move.	Channel	Flight / Any Word / Any Call	Are you joking?
26	Decaying Hand	33	Black	Treasure	Attacks poison target. Attack 6d6 exploding on 6.	Attack	Pestilence / Drain	What are you going to do with that?
27	Living Ivy	7d6	Green	Treasure	Attacks within 1 space poison the target.	Block	Rematerialize / Radiant Touch / Binding	Don't take care of it—it'll thrive!
28	Sleek Gloves	7d100	Black	Garment	+2 Speed, +1 Move.	Equip	Accell / Decell / Freeze	Great fit, Honestly.
29	Purple 1d12	9d12	Purple	Treasure	Add result to any roll.	Influence	Any Spell	This one's purple
30	Striking Stones	50	Blue	Gear	+3 Power. Stackable x2.	Attack	Crush / Blaze	Nice rocks
31	Green 1d10	47	Green	Treasure	Add result to any roll.	Influence	Any Spell	Green this time
32	Unfilled Flask	33	Colorless	Treasure	Set Sanity to Edge.	Consume	Any Colorless Spell	Pick that one up off the ground did you?
33	Emerald Scroll	36d6	Any	Treasure	+2 Armor, +1 Magic. Scholar's paper: recorded at Magic +1.	Inscribe	Any Green / Colorless Spell	Well that's fun paper
34	Boots that Fit	153	Any	Garment	+2 Move, +1 Health.	Equip	Accell / Dimension Shift	Purrrfect
35	False	7d8-5d8	Colorless	Treasure	-10 Magic. This becomes +10 if paired with True	Channel	Any Spell	Omg where'd

	Crystal			Crystal.				you get that?
36	Skeleton Key	3d6	Colorless	Treasure	+2 Speed.	Equip	Ethereal Shift / Null Zone / Banish	Uhm, why do you have that?
37	Cloudy Orb	5d100	Any	Treasure	+2 Magic.	Channel	Invisibility	Can't see a thing
38	Black Emerald	6d6×6d6	Choose: Black / Green	Treasure	Resistant to Black and Green damage.	Channel	Dominate	What even is that?
39	Fine Earrings	7d8×7d8	Any	Accessory	+1d6 to rolls. May be fitted with one gem.	Equip	Celestial Word / Brilliance / Barrier	You can wear them with anything
40	Zombie's Hand in a Bottle	87 +6d6	Red	Treasure	If reduced to 0 Health, revive as a Zombie.	Channel	Death Touch	Gnarly
41	Preserved Salve	111	Green	Treasure	Restore 25 Health. Sanity penalties do not apply until end of round. Stackable x3.	Consume	Radiant Touch	Whoa, that's the stuff!
42	One Gold Ring	222	Green	Accessory	+1d6 to rolls. May be fitted with any one gem.	Equip	Destruction / Crush / Heavy / Freeze	Nice!
43	Refilled Flask	17d8	Orange	Treasure	Set Sanity to Strange.	Consume	Any Spell	Oh yeah got that one from a Friend huh?
44	Iron Mace	25d6 +17d6	Blue	Gear	+2d6 Attack, +2 Armor.	Attack	Crush	Geez that thing's heavy
45	Shining Orb	777	Any	Treasure	Identify all rooms within 1 space at start of each round.	Equip	Brilliance / Ripple / Cleanse / Respite	Shiiiiiny
46	Blue 1d8	12d8+12d8	Blue	Treasure	Add result to any roll.	Influence	Any Spell	No no this one, it's blue
47	Shadow Cape	377	Any	Garment	Sneak does not require an action.	Equip	Any Spell of Color	So is it Black? I guess more like a Gray?
48	Bottle of Shadow	12d12	Any	Treasure	Actions while sneaking do not break sneak.	Channel	Melt in Shadow / Null Zone / Decell / Freeze	Nobody mess with the vibe.. ok?
49	A Fine Necklace	46d8	Any	Accessory	+2d6 to rolls. May be fitted with any one gem.	Equip	Celestial Word / Brilliance / Barrier	Now ain't that a piece
50	Red Ruby	652	Red	Treasure	+1 Magic, +1 Speed. Stackable x6.	Channel	Any Red Spell	The color just goes great with so many things you know?
51	Pristine Statuette	487	Any	Treasure	+3d6 Armor. Immune to physical damage.	Channel	Any Spell of Color	That's the one.
52	Black 1d4	12d4	Black	Treasure	Add result to any roll.	Influence	Any Spell	Black this time.
53	Wing Webbing	362	Black	Treasure	Nullify next spell cast and cast Freeze on that caster.	Channel	Flight / Madness / Blaze / Sludge / Ripple / Wild Call	So you're like a scientist or something?
54	Fresh Scroll	110	Colorless	Treasure	+1 Sanity. Stackable x3. Scholar's paper: no Sanity to write.	Inscribe	Any Green / Red / Purple / Blue Spell	Hot off the press
55	Jagged Maul	37d6 +145	Black	Gear	Attacks +4d6. Breaks 2 Armor on hit.	Attack	Crush / Destruction / Omega	So you like designed it that way?
56	Three Gold Rings	1111	Red	Accessory	Must hold 2 Gold Rings. +3d6.	Equip	Gold Lightning x3	Ok starting to really glam out now.
57	Arcane Scroll	99d8	Purple	Treasure	+2 Magic, +1 Speed. Arcane spells cast twice. May be fitted with any gem. Scholar's paper: the Scroll casts twice.	Inscribe	Any Spell	Ok but like, you do modern stuff too right?
58	Sturdy Staff	112d4	Orange	Gear	+3 Armor, +3 Power. Resistant to Traps.	Attack	Heavy / Crush / Dominate / Banish / Blaze	Sure footed.
59	Purple Amethyst	862	Purple	Treasure	+1 Power, +1 Health. Stackable x6.	Channel	Any Purple Spell	Sparkle Sparkle
60	Frozen Rose	320	Blue	Treasure	+2 Armor, +1 Magic. Cast Freeze at 96 gold per space.	Block	Freeze / Sludge / Dominate / Heavy / Ward / Respite / Cleanse	Isn't that from that one movie?

61	Glimmering Ring	476 +6d12	Any	Accessory	+1 Armor, +1 Power, +1 Speed. Stackable ×5.	Equip	Flight / Barrier / Brilliance / Ripple	Wait wait wait, what's the difference?
62	Green Emerald	472 +7d8	Green	Treasure	+2 Speed, +1 Magic. Stackable ×3.	Channel	Any Green Spell ×3	Aren't they all like that?
63	Black Gauntlets	66d6 +142	Black	Gear	+4 Power, +2 Armor. Pay 66 gold to raise or lower Sanity by one level, once per turn.	Attack	Heavy / Crush / Barrier / Drain / Infernal Word	Fist bump anyone?
64	Bottle of Water	8	Colorless	Treasure	Immune to Blaze and Infernal Word until end of round. Restore +1 Sanity. Stackable ×4.	Consume	Any Green Spell	That's it? It's all you need bro
65	Twisted Fang	77+7d6	Red	Gear	+6d6 Attack.	Attack	Destruction / One-Thousand Blades	Bet that one HURT
66	Hand-Painted Shield	4521	Any	Gear	Automatically block 1d6 attacks. Resist Random Color.	Block	Barrier / Ward / Wall	You can really tell it was made with a lot of... passion!
67	Hand of The Queen	8888	Red	Gear	Immune to physical damage.	Equip	Crush	That's not even yours!
68	Master's Claw	9999	Red	Gear	One-Thousand Blades as an action.	Attack	Any Spell	You're gonna just wear that?
69	Crossbow & 20 Bolts	625+4d6	Black	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.	Attack	Destruction / Crush / Binding	No jokes
70	Burning Rose	153d6	Red	Treasure	+2 Speed, +1 Magic. Cast Blaze ×3 at 111 gold per space.	Attack	Blaze / Infernal Word / Accell / Rematerialize / Madness	I swear she gave it to me like this
71	Orange 1d20	20d20	Orange	Treasure	Add result to any roll.	Influence	Any Orange Spell	Orange
72	X-Tomb Visor	893+9d8	Red	Garment	Examine and identify any chest or Room within 3 spaces.	Equip	Any Spell	Cool Shades!
73	Frozen Rune	451d4	Blue	Treasure	Freeze as an action. May be set as a trap.	Channel	Drain / Freeze	Its what we call Contingency
74	All Herb	420	Green	Treasure	Cleanse as an Action. Ripple is cast automatically at the start of each turn. Stackable ×4.	Consume	Any Green Spell	Is there anything this doesn't do?
75	Dy-No-Mite	818	Black	Treasure	Destroy a Room.	Channel	Null Zone / Destruction ×100	DANGER!
76	Jeweled Scroll	888 + 8d8 per gem	Green	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.	Inscribe	Any Spell (while a color-matched gem is merged)	Now we're talking style!
77	Bottle of Wine	99+99d8	Blue	Treasure	+2 Magic, +2 Armor. If paired with False Crystal: cast Madness or Respite as an action. Stackable ×2.	Channel	Respite / Any Blue Spell	Possible duplicate—what's this one called again?
78	Four Gold Rings	4444	Orange	Accessory	Must hold 3 Gold Rings. +4d6.	Equip	Radiant Touch	Almost
79	The Unbound's Scroll	373	Green	Treasure	Double effectiveness of next spell cast. Scholar's paper: double effectiveness.	Inscribe	Reanimate / One-Thousand Blades	What is this some kind of hide?
80	Big Bag of Gems	999×999d6 +1	Any	Treasure	+5 Power, +5 Magic.	Channel	Crush / Destruction / Dominate / Heavy / Barrier / Brilliance / Sludge / One-Thousand Blades	Show me the money baby!
81	Perfect Shell	77777	Purple	Treasure	+5 Armor. Grants Wall ×3 as action.	Block	Barrier / Ward / Respite / Null Zone / Reanimate	Seamless
82	Bottle of Light	0 during day 10d100 at night	Colorless	Treasure	Cast Brilliance / Celestial Word / Radiant Touch as an action. Stackable ×3.	Channel	Gold Lightning / Any Colorless Spell	Dude... how'd you get that?
83	Swirling Orb	43d6	Colorless	Treasure	+6 Magic, +3 Armor. Conduit for Colorless Spells. Resistant to Spells of Color.	Channel	Rematerialize / Banish / Null Zone / Melt in Shadow / Sludge	Ok nowww we're cooking
84	Pristine	488	Blue	Treasure	Immune to Magic.	Equip	Omega / Celestial	Not even a

	Ribbon						Word / Feast (Repeatable)	blemish!
85	Hand of The King	99999	Purple	Gear	+10 Power.	Equip	Any Red / Colorless Spell	Oh come on!
86	Fiery Topaz	65d6+47	Orange	Treasure	Cast Gold Lightning ×6. Cleanse may be cast on the whole floor.	Channel	Cleanse	It looks like the lights dancing on the inside. Can't you see?
87	Elixir	77	Green	Treasure	Restore target's Armor and Health to full. Stackable ×5.	Consume	Any Green or Red Spell	Now THATS the stuff
88	Living Branch	42	Green	Gear	Bloom as an Action. Elemental Call as an Action.	Inscribe	Any Green Spell	Are you going to bring that inside?
89	True Crystal	PRICELESS	Any	Treasure	Inscribe any Spell to use as an Action.	Channel	Any Spell of Color ×1d6	Junk. Really it's worthless
90	Crystal Flask of Dark Liquid	500	Choose: Black / Blue / Purple	Treasure	+6 Armor Power or Magic dependent on chosen color. Consume: +6d6 to Health, to the next attack, or to the next spell.	Consume	Any Spell of Color	Should I get some cups?
91	Amber Flask of Shadows	5000	Purple	Treasure	Cast Melt in Shadow on your party as an Action at no cost.	Consume	Any Arcana Spell	Well isn't that an interesting ornament!
92	Fitted Home-Spun	PRICELESS	Any	Garment	Immune to Lich's Magic. Sanity penalties do not apply.	Equip	Any Spell of Color	Yeah, got it last year still holding up.
93	A Present Wrapped in Gold	88888	Any	Treasure	Roll 1d6 d100s as if rolling for loot.	Channel	Any Celestial Spell (cast 1d100 times at random targets)	Is it a pony???
94	Exquisite Cuff-Links	3333	Blue	Accessory	Cast Ethereal Shift ×8 at no gold cost per use.	Equip	Any Blue or Red Spells (Repeatable)	Well aren't those nice.
95	The Unbound's Best Bracelet	10000	Red	Accessory	Cast Dominate as action.	Equip	Binding / Heavy / Wall ×5	It's a little gaudy
96	Crystal Flask of X-Color	66×6d6+66	Any	Treasure	Channel into any Spell of Color.	Channel	Any Spell of Color	Look at how that catches the light!
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	9d100	All Color	Treasure	Add result to any roll.	Influence	Any Spell of Color	Ok so this one is Black right?
99	Animate Shield	100	Red	Gear	Block any physical attack 100g, any number of uses.	Block	Wall / Ward / Barrier (Repeatable)	It does its own thing, I'm just here.
100	Whisper-Blade	777	Colorless	Gear	Attacks bypass Armor. +1d6 to Attacks.	Attack	One-Thousand Blades	Shhh!
101	Gold-Thunder Bow	PRICELESS	Green	Gear	Gold Lightning as an action. Attacks may be made within 3 spaces.	Attack	Any Celestial or Arcana Spell.	They call me Zeus.
102	All-Color Orb	888888	All Color	Gear	Conduit for All spells. Resistant to Spells. Immune to Colorless Spells.	Channel	Any Spell of Color (Repeatable)	Wait so it's Black?
103	The Unbound's Mantle	PRICELESS	Black	Garment	Cast Dimension Shift as action at no gold cost (no bonus turn).	Equip	Any Black or Blue Spell (Repeatable)	Great Silver Epaulettes, draped in ever-decaying vegetation
104	Demon-Hand Axe	555	Purple	Gear	+6d6 to Attacks for each Sanity level below Whole.	Attack	Any Black/Purple Spell (Repeatable)	All work and no play
105	10d100	10d100	Any	Treasure	Add result to any roll.	Influence	Any Spell of Color	Big Money no Whammies...
106	Holy Hog's Haunch	9d6	Orange	Gear	Restore 5d6 Health each turn to any character within 1 space. Cast one random Elemental Call as an action.	Attack	Any Celestial Spell	I don't know if I can even finish this myself.
107	Exquisite Cane	999999	Purple	Gear	Accell, Decell, or Freeze on Attack. The holder suffers no Sanity penalties.	Attack	Any Arcana Spell	Endlessly Engraved
108	Excalibur	PRICELESS	Orange	Gear	Attacks explode on all even rolls, or all odd —	Attack	Any Celestial Spell	Ahhhh the

					determined at acquisition. Never breaks.			Balance
109	The Cattle-Prod	999	Blue	Gear	Targets hit must move one floor up or down. Attacks deal no damage. Only one may exist in a party.	Influence	Any of The Unbound's Incantations	Only one
110	Book of All-Things	PRICELESS	Green	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.	Attack	All Spells (dominant color)	Yep its all in there
111	Brand New Winter Coat	99999	Any	Garment	Cast Detonate as action. Immunity to Freeze. Nullify any spell as a response and destroy this item.	Equip	Any Spell of Color	Ahhhhhhh ..so warm
112	The Forgotten Doll	2	Any	Gear	Cast Omega as action.	Equip	Any Spell (x1d6 effectiveness)	Cared for once..
113	Full Set of Seamless Armor	5001	Blue	Garment	Cast Rematerialize on self as a Response in the Down window, at no gold cost and no maximum Health reduction. Once per dive.	Equip	Melt in Shadow / Drain / Heavy / Any Blue Spell	And a Perfect Fit!
114	Scepter of the Emperor	9999999	Orange	Gear	Cast Rematerialize on others as a Response in the Down window. Once per dive.	Equip	Any Celestial Spell (cast up to 1d6 times)	You have the Power
115	Just Another X-Color Ribbon	10	Any	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.	Consume	Any Spell of Color (cast as ALL)	Just another Ribbon
116	The Master's Sash	PRICELESS	Red	Garment	Attack +50d6.	Attack	All Black / Orange / Red Spells	Finely Woven
117	The Unbound's Coat of Arms	PRICELESS	Purple	Treasure	All Blue spells cast twice. Triggers Destruction ALL.	Equip	All Blue Spells	Two Pig Kings & an Opossum as Emperor
118	A Fine Shot of Espresso	500	Black	Treasure	+2 turns this round. Stackable x5.	Consume	Green Spells / Accell	Well pulled
119	The Skull Perfect	99999	All Color	Treasure	All stats set to 9, including maximum Health. All spells cast three times.	Equip	All Spells	In all its luster & glory
120	Five Gold Rings	55555	Any	Accessory	Must hold 4 Gold Rings. +10d6. Cast Gold Lightning x5.	Equip	All Spells	Finally!
121	Tall Glass of Ice Water	36	Any	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.	Consume	Imbibe	Ahhhh so refreshing.

CHAPTER 14 • COLOR SYNCHRONICITY

Synchronicity is read from every equipped item — Gear, Garment, Accessory and every Loot slot, Medicine Slots included. Empty slots are ignored. Colorless is a color for Mono-Color and is ignored by Dual-Color and Full Spectrum.

All loot has color. Spell damage bears its school's color; entity damage bears the entity's color.

COLOR	ENEMY TYPE	PRIMARY FACTION	SECONDARY FACTIONS
Orange	—	Celestial	Demon, Daedric
Black	Maw	Maw	Demon, Lich, Arcane
Blue	Phantom	Phantom	Celestial, Daedric, Arcane
Green	Ogre	Daedric	—
Purple	Demon	Demon	Lich, Unbound
Red	Zombie	Zombie	Celestial, Unbound, Arcane
Colorless	Lich / Celestials	Lich	—

FACTION	COLOR SIGNATURE
Lich	Colorless, Purple, Black
Demon	Black, Purple, Orange
Celestial	Orange, Blue, Red
Daedric	Green, Blue, Orange
Unbound	Red, Purple, Black
Arcane	Red, Blue, Black

THE FOUR SYNCHRONICITY CONDITIONS

MONO-COLOR — All equipped loot shares one color. Effect: 2× damage dealt. ½ damage received. Spells of your color cost half gold.

Colorless counts: a Colorless item breaks any other Mono, and a Mono-Colorless character wears the Lich's color — the Lich and the Phylactery are immune to their damage, Lich's Magic costs them half, and communion treats them as Lost.

FULL SPECTRUM — One of each of the six colors, and no color twice. Anything less is not the full spectrum. Colorless items do not count and do not break it. Effect: 2× damage dealt to Colorless entities. ½ damage received from Colorless sources. Resistant to the Unbound. Access to Colorless magics.

DUAL-COLOR — All equipped loot splits between exactly two colors. Colorless items do not count. Effect: Immune to both colors' enemy types and to any faction whose signature contains both. 2× damage dealt to both colors' enemies.

MONO-TYPE — All equipped loot is the same type regardless of color. Effect: Double effectiveness of all loot abilities.

No condition applies to fewer than three equipped items. Two matching pieces are a coincidence, not a build.

Broken items are ignored when checking synchronicity conditions. Empty slots are ignored, and an *All Color* item counts as every color at once — it completes a spectrum and breaks no Mono.

CHAPTER 15 · THE SPELL SCHOOLS

Casting Times — On Turn: resolves immediately on the caster's turn, consumes the action. Next Turn: declared this turn, resolves at the start of the caster's next turn. End Round: resolves at the end of the current round after all entities have acted. Start Next Round: declared this turn, resolves before any entity acts in the following round. Response: cast in reaction to a trigger outside the caster's turn, costs the caster their next turn's action.

Ranges — Where a spell measures distance in spaces or Rooms by M, use M/3, rounded down, minimum 1. Dice, durations and counts use M. A spell cast from loot is a spell: Silence and Null Zone stop it.

Access — A character may cast a spell if they hold an item that is Component For it, consumed on casting, or has access through a class skill, a conduit, or an item that casts it.

Spell Economy — Gold spent on spells is erased from the Gauntlet immediately — it is consumed, not held. Loot that modifies Magic retroactively affects any spell resolution still pending. Spells that reference Magic use the caster's current Magic at time of casting.

Blue-color loot amplifies The Unbound's Incantations. A character holding one or more Blue loot items treats M as M+1 when casting a Unbound's Incantation. This bonus is flat regardless of Blue loot count. A Mono-Color Blue build reduces all The Unbound's Incantations gold costs by 36 (minimum 0), after the Mono-Color half.

LICH'S MAGIC

Colorless · The Town at Stage 4, and the Phylactery on Floor 10 · Judge-Controlled

Player characters access Lich's Magic only through being turned or through Full Spectrum.

SPELL	COST	TIMING	EFFECT
Dominate	144 gold + 1 Sanity	On Turn	Force a target to take one action of the caster's choosing on their next turn. The action must be physically possible. The target knows they were dominated after the fact.
Drain	72 gold	On Turn	Steal Md6 Health from a target. The caster restores Health equal to the amount drained. Cannot reduce a target below 1 Health unless they are already at 1. Colorless entities are immune.
Death Word	216 gold + 1 Sanity	On Turn	Speak the Word at one target. The target rolls a Challenge (target 30). Failure: reduced to 0 Health regardless of current Health or Armor. Skull Broken stops it. Success: drop two Sanity levels. Cannot be countered once cast. Cannot target the Lich.
Ethereal Shift	180 gold	On Turn	Pass to any Room on the current floor ignoring all obstacles, doors, and room capacities. Become immune to physical damage until the end of the Round. During immunity only spells may be cast — Attack actions are unavailable.
Madness	144 gold + 1 Sanity	End Round	All Rooms within 1 space become Madness zones. Any character who begins or ends their turn in a Madness zone rolls Sanity Challenge (target 12) or drops one Sanity level. Radius increases by 1 space at the start of each Round, to a maximum of M/3 spaces; the zones collapse after M Rounds. The caster is not immune to their own zones.
Pestilence	180 gold + 1 Sanity	End Round	All Rooms within 1 space deal Md6 damage to all living entities at the end of each Round. Radius increases by 1 space at the start of each Round, to a maximum of M/3 spaces, for M Rounds. The Lich, undead, and Colorless entities are immune. The caster is not immune.
Death Touch	216 gold + 2 Sanity	On Turn	Melee range. On contact with a living target, reduce them to 0 Health. The caster becomes a Zombie for 1 Round — acting on the Zombie faction's turn, unable to cast spells, retaining their loot. If reduced to 0 Health while a Zombie, they revive as a permanent Zombie.

DEMON MAGIC

Black · Floors 4-6 Primary

SPELL	COST	TIMING	EFFECT
Invisibility	72 gold	On Turn	Become untargetable. Gain all sneak benefits — attacks from Invisibility deal double damage and do not break it unless the caster takes damage. Ends at the start of the caster's next turn or on taking damage. Spells may be cast from Invisibility without breaking it.

Dimension Shift	216 gold	On Turn	Pass to any Room on any Floor of the Tombs. On arrival take an additional turn immediately — this bonus turn does not consume the next turn. Bypasses the Gate to Floor 10 but not the conditions that open it.
Destruction	144 gold	On Turn	Deal (M+P)d6 damage to the target. The caster immediately takes half that damage rounded down. This damage bypasses Armor and all damage reduction — both the target's and the caster's. If the recoil reduces the caster to 0 Health, the target still takes full damage first.
Infernal Word	108 gold	On Turn	Target Burns. At the start of each of their turns for M turns they take Md6 fire damage. Burning stacks — hit twice, they roll twice per turn. Fire damage is not blocked by Armor from sources other than explicit fire resistance. The Burn ends early if the target enters a water-effect room or receives a Cleanse.
Silence	72 gold	On Turn	Target cannot cast spells for M turns. Loot abilities that are not spells continue to function. Active spells already in effect are not disrupted. Cannot target the Lich.
Crush	108 gold	On Turn	Reduce the target's Armor to 0. A target already at 0 Armor is reduced to 0 Health instead. Cannot target the Lich.
Binding	108 gold + 1 Sanity	On Turn	Target's movement is bound to the caster. Damage the target deals to the caster is split evenly between both. Healing received by either is split between both. Lasts M rounds. The target cannot move more than 1 Room from the caster while Bound. Breaking Binding early costs the caster 36 Health.

CELESTIAL MAGIC

Orange · Crystal Forest Primary

SPELL	COST	TIMING	EFFECT
Brilliance	72 gold	On Turn	All Rooms within M/3 spaces are illuminated and revealed until the end of the next Round. Monsters in illuminated rooms take Md6 damage at the start and end of the spell's duration and deal 50% reduced damage while illuminated. Colorless entities take no damage but are still revealed. Illuminated rooms cannot hold Madness zone effects while Brilliance is active.
Flight	108 gold	On Turn	Become immune to all melee damage for M rounds. Move M/3 spaces ignoring traps. While in Flight, move through rooms at max capacity without being blocked. Flight ends early if the caster makes a melee Attack.
Barrier	72 gold	Response	Restore M/3 Armor (rounded up), divided among up to M characters as the caster chooses. Can target the caster. Cast as a Response, Barrier activates after damage is declared but before it resolves — Armor restored applies to that damage instance.
Radiant Touch	108 gold	On Turn	Melee range. Restore Md6 Health to a living target and remove one active ailment. If cast on an undead or Zombie entity, deal Md6 damage instead. A character at Lost Sanity casting Radiant Touch on themselves rolls Sanity Challenge (target 12) — success restores 1 Sanity level in addition to the Health.
Celestial Word	144 gold + 1 Sanity	On Turn	Speak a Word of Celestial power. Choose one effect at casting: (1) Reveal — expose all hidden information about the target's faction, loot, current Health, and Armor. (2) Rebuke — deal 2Md6 damage to a Demon, Lich, or Maw entity only. (3) Sanctify — designate the current Room as protected; no Sanity Challenges occur here until the end of the next Round. A Room may only be Sanctified once per Tomb dive.
Gold Lightning	216 gold	On Turn	Deal 3Pd6 damage to all Rooms in a line (M+P)/3 spaces long from the caster. Every entity in every Room in the line takes full damage — ally and enemy alike. The caster is not in the line unless they choose to be. Colorless entities take half damage.
Omega	360 gold + 1 Sanity	Start Next Round	Deal (M+P)d6xd6 damage to all Rooms within M/3 spaces. Every entity takes full damage. The caster is affected if they remain in the radius.

ARCANA

Purple · Turn Stack Manipulation

SPELL	COST	TIMING	EFFECT
Accell	72 gold	On Turn	Target gains 1 + (M/3 rounded down) additional turns this Round, inserted immediately after their next turn. Cannot target the Lich. Turns granted by Accell do not trigger loot-break checks.
Decell	72 gold	On Turn	Target loses 1 + (M/3 rounded down) turns from the current Round's turn stack. Turns are removed, not delayed. The Lich loses turns to Decell only if M is 6 or higher.
Freeze	72 gold	On Turn	Target cannot move until the end of the next Round. May still Attack, cast spells, and use loot — only movement is suppressed. Freeze does not stack — a second hit extends the duration by 1 Round. Frozen characters cannot advance floors or retreat through doors.
Wall	108 gold	On Turn	Create a Wall M/3 Rooms in length from the caster's current position. Blocks movement through any room it occupies. Destroyed only by spell damage or the Break action (Challenge target 12, 12 damage to the wall per success). Persists until destroyed or the party exits the floor.
Heavy	108 gold	On Turn	Grant the target M Power and M/2 Armor (rounded up). While Heavy the target cannot move. Lasts until Armor is reduced to 0 or until the end of the next Round.
Detonate	144 gold	End Round	Deal (M+A)d6 damage to all characters — ally and enemy — in a 3 space radius at the end of the current Round. The caster is in the radius.
Rematerialize	216 gold	Response	Cast in the Down window, when a character on the same floor reaches 0 Health. The Down does not occur: the target stands at 50% of their maximum Health, and their maximum Health is permanently reduced by 1d6. Reductions accumulate. Cannot be used more than once per Tomb dive on the same character. Cannot target the Lich.

DAEDRIC MAGIC

Green · Living World · Summon School

SPELL	COST	TIMING	EFFECT
-------	------	--------	--------

Bloom	72 gold	On Turn	Restore Md6 Health to a living character — the target is now Green for synchronicity purposes until the end of the Round. Alternatively, target a Zombie: deal Md6 damage. The Bloom effect against Zombies does not restore Health to the caster.
Ripple	36 gold	On Turn	Detect all Zombies and living entities within M/3 spaces. Location and category are revealed to all party members until the end of the Round. Does not reveal stats, loot, or abilities. Colorless entities and the Lich are not revealed by Ripple.
Ward	72 gold	On Turn	Set a Ward in a target Room. Invisible to enemies. If a Zombie ends its turn in a Warded Room, the Ward detonates — dealing 3Md6 to all Zombies within 1 space radius. Persists until triggered or the party exits the floor. Multiple Wards may be placed. A Room holds only one Ward at a time.
Cleanse	108 gold	On Turn	Choose one: destroy M Zombies in the current Room (no Challenge roll — simply removed), or remove all active ailments from M targets. A target with multiple ailments has all of them removed in a single Cleanse. Cannot target the Lich or Colorless entities.
Respite	108 gold	End Round	At the end of each Round for M Rounds, restore Md6 Health and grant +1 Armor to all non-Zombie characters who end their turn within 1 space of the caster. The caster must remain stationary — moving more than 1 Room from the origin ends Respite.
Elemental Call	144 gold + 1 Sanity	Start Next Round	Summon an Elemental Spirit. It enters at the start of the next Round in the caster's Room and acts on the Daedric faction's turn. Roll 1d6 on the Elemental Spirit Table; cast from a recipe, the Stone's color chooses the Spirit instead (Chapter 17). Only one Spirit may be active per caster. The Spirit remains until defeated, until the caster reaches Lost Sanity, or until the floor is cleared.
Wild Call	180 gold + 1 Sanity	Start Next Round	Summon a Wild Spirit from the Crystal Forest. Wild Spirits act according to their nature. The caster may attempt to direct a Wild Spirit by spending their action on a Challenge roll (target 12). Failure means the Spirit acts freely that Round.

Elemental Spirits — 1d6

1D6	SPIRIT	ABILITY	HEALTH
1	Ember (Fire)	Deals Md6 fire damage to one enemy per Round. Immune to Burn.	M×6
2	Rime (Ice)	Freezes one enemy per Round at no cast cost. Immune to Freeze.	M×8
3	Gust (Wind)	Grants all allies within 1 space +1 Move each Round. Immune to melee.	M×4
4	Sprout (Growth)	Restores M/2 Health to one ally per Round. Cannot attack.	M×6
5	Silt (Earth)	Blocks one Room as Wall. Takes damage instead of the caster once per Round.	M×12
6	Void (Colorless)	Deals 2Md6 to any entity regardless of color resistance. Sanity Challenge (target 12) to all within 1 space each Round, including allies.	M×10

Wild Spirits — 1d6

1D6	SPIRIT	BEHAVIOR	HEALTH
1	The Beast	Attacks the lowest-Health entity in range each Round — ally or enemy.	M×8
2	The Grove	Restores M/3 Health to all entities within 1 space each Round. Cannot be directed.	M×6
3	The Pack	Splits into M Fragments (1 Health each). Each Fragment attacks a random entity for 1d6.	M Fragments
4	The Warden	Occupies a Room and prevents all movement through it for M Rounds. Attacks anything that attempts to pass.	M×14
5	The Rot	Moves toward the nearest damaged entity each Round. Deals 1d6 exploding to each damaged entity in its Room and cannot damage an undamaged one. Consumes any entity at 0 Health: a consumed entity cannot stand back up, be reanimated, or be restored. Does not affect characters.	M×6
6	The Giver's Echo	Restores Md6 Health to the most depleted ally each Round. Drains its own Health to do so — at 0 Health it vanishes. Sanity loss is 0	M×20

THE UNBOUND'S INCANTATIONS

Blue · Destruction · Power · Vestments

The Unbound Vestments are six belongings. When one is found in a Room, roll 1d6 for which: 1 Whisper-Blade (Null Zone) · 2 The Unbound's Mantle (Melt in Shadow) · 3 The Unbound's Best Bracelet (Banish) · 4 The Unbound's Scroll (Reanimate) · 5 The Unbound's Coat of Arms (Blaze) · 6 Candles (Sludge). On a duplicate, roll again. An Incantation may be cast, by any method, only while its Vestment is equipped. One-Thousand Blades requires all six equipped, except when granted as an action by loot.

SPELL	COST	TIMING	EFFECT
Blaze	108 gold	On Turn	M connecting Rooms are set ablaze. Any entity that starts or ends their turn inside a Blazing Room takes Md6 fire damage. Blazing Rooms persist for M Rounds then extinguish. The caster chooses which M Rooms — they must be connected. Fire damage from Blaze is not blocked by Armor.
Melt in Shadow	144 gold	On Turn	Become immune to all damage until the end of the Round and move to any target space within M/3 spaces. Immunity covers damage only — Silence, Freeze, and Dominate still apply. At the end of the Round immunity drops and the caster is fully vulnerable in their new position.
Null Zone	144 gold	On Turn	Spells may not be cast within M/3 spaces of the target point for 1 + (M/3 rounded down) Rounds. Affects all casters equally — ally and enemy. The caster is inside it and also cannot cast. Loot abilities continue to function. The Lich can cast within a Null Zone.
Banish	180 gold	On Turn	Remove the target from the current floor. A banished enemy does not count toward floor clear. A banished player character reappears in the Town at the Inn — at 1 Health, loot intact, survival clock unaffected. Cannot target the Lich.
Sludge	108 gold	On	Rooms within M/3 spaces are covered in Sludge for M Rounds. Any entity that ends their turn in a Sludge Room cannot

		Turn	move on their next turn and takes Md6 damage. If a Sludge Room is also ablaze, the damage is doubled.
Reanimate	144 gold + 1 Sanity	On Turn	Reanimate a fallen entity as a Zombie under the caster's direction. Maximum Health is 50% of its previous maximum. Reanimated entities act on the Zombie faction's turn. Direct them with a Challenge roll (target 6) as the caster's action. If the caster reaches Lost Sanity, Reanimated entities revert to standard Zombie behavior. Cannot target the Lich or Colorless entities.
One-Thousand Blades	360 gold + 2 Sanity · Lost Sanity required	On Turn	This spell may only be cast at Lost Sanity. Deal (P+S+H+A+M)d6xd6 damage split amongst all entities in the current Room and all adjacent Rooms — ally and enemy alike. The caster is included. Damage is split as evenly as possible; the caster assigns any remainder.

THE GIVER'S RECIPES

Red · Crystal Forest · Self-Cost · The Lich's Direct Opposite

Health costs are rolled on exploding d6.

SPELL	COST	TIMING	EFFECT
Suggestion	Md6 Health (caster)	On Turn	The target must move one Room in a direction the caster chooses instead of their declared action this turn. Resolution: the target rolls 1d6 against a weighted target based on type — Lesser enemies (Ghoul, Zombie) beat a 2; Standard enemies (Demon, Phantom, Ogre, Maw) beat a 4; Great Beings beat a 6 (exploding applies); Player characters beat their Magic rating; the Lich is immune. If the target beats the number, their declared action proceeds normally and the caster's Health cost is still paid.
Another!	2Md6 Health (caster)	Response	Cast immediately after an ally uses a consumable loot item. That consumable's effect triggers again — a second application. The consumable is not restored. Does not work on non-consumables.
Imbibe	Md6 Health (caster)	On Turn	Transfer up to Md6 Health from the caster to a target ally. The caster loses this Health; the ally gains it. Cannot heal an ally above their maximum Health. Cannot reduce the caster below 1 Health — the transfer stops at 1 if it would kill the caster.
Saunter	Md6 Health (caster)	On Turn	Move up to M/3 spaces ignoring room capacity limits and enemy engagement rules. While Sauntering the caster cannot be targeted for attacks. Saunter ends the moment the caster takes an aggressive action.
Nap	3Md6 Health (caster) · caster skips this turn	Next Turn	Restore full Health to all allies within M/3 spaces. Restore 1 Sanity level to all allies within M/3 spaces. Reset the food requirement of the survival clock for all allies within M/3 spaces.
Dismissal	Md6 Health (caster)	On Turn	Remove one active ailment from any target — ally or enemy. Against an enemy, Dismissal removes beneficial effects: Invisibility, Heavy, active Barrier Armor, Ward protection.
Feast	All remaining Health (caster) · minimum 1 Health remains	Start Next Round	Spend all but 1 Health. At the start of the next Round: restore all allies to full Health. Restore all allies to Whole Sanity. Reset both survival clocks for all allies. Dispel all active ailments from all allies. Remove all Lich's Attention overworld effects for one in-game day. The caster is left at 1 Health with no Armor, unable to cast Giver spells for the remainder of the floor. The Giver takes a piece: the caster's maximum Health is permanently reduced by 6.

PART V — THE LICH

CHAPTER 16 · THE LICH'S ATTENTION & THE PHYLACTERY

The Lich is colorless. It has no body of its own; worship builds it one. Every Vanity Idol, every Crown, every atrocity the Town commits in its name is the Town assembling the thing that will consume it — and at Attention Stage 4 the work is done, and the Lich walks the Town. It never walks the Tombs. Its Phylactery lies on the tenth floor, and while it stands, nothing done to the Lich is final. The moment players push past certain thresholds, its attention activates.

ATTENTION TRIGGERS

TRIGGER	EFFECT
First player descends to Floor 4	Stage 1 begins (Chapter 5). Rooms on floors 1-3 that spawn entities spawn one extra; the next morning's Inn roll is 1d4+1 (events 2-5).
First player on Floor 6 or deeper	Stage 2 begins (Chapter 5). The first character to set foot on Floor 6 or deeper is reduced to 1 Health on arrival.
First Unbound Vestment piece acquired	The Lich recognizes the threat of a complete set. For one in-game week: on floors 1-3, an entity die showing 6 places a Demon instead; the Smith charges +30% on every color.
The Unbound set completed	Stage 3 begins (Chapter 5). Each floor entered begins with 1d6 entities already on the board, seated by the Judge before the first Room is revealed.
A character reaches Lost Sanity, or stands in Mono-Colorless	The Lich attempts communion. The Judge rolls 1d6 openly; on a 6 the Lich reaches through — the character passes a Sanity Challenge (target 18) or is turned.
A Great Being is defeated	The Lich wears the Being's color for one in-game week: the first Room revealed on each floor adds one entity of that color — a Phantom for the Celestial, an Ogre for the Daedric. The Giver's death collapses the Forest (Chapter 17).

THE LICH

The Lich has no body. It manifests only at Attention Stage 4, in the Town — animated by worship, sustained by its Phylactery.

Health 360 · Armor 36 · Speed 12 · Magic 18 · Attack 6d6 · Colorless

Add 36 Health per player beyond four, 12 per player at Lost Sanity, and 24 per Unbound Vestment piece equipped in the party. Two turns per Round. All damage dealt is Colorless. Immune to Colorless damage.

Armor — Bypassed only by All-Color loot. Crush cannot target the Lich.

Free Magic — One spell from Lich's Magic per turn at no cost.

Death Word — Once per encounter, the Lich speaks the Word at one character. Resolve as the spell.

Sanity Touch — On hit: Sanity Challenge (target 18). Adjacency is a Sanity Challenge (target 18) each Round regardless of attack.

Lich's Attention — Every Round, the Lich chooses one character. That character rolls a Sanity Challenge (target 18).

Targeting — The Lich attacks the character holding the most gold.

Revival — While the Phylactery stands, the Lich revives at the start of the next Round at half Health when reduced to 0.

Resolution — The Lich is destroyed only with its Phylactery. Nothing done to the Lich in the Town is final while the Phylactery stands.

TURNING & THE CURE

A character turned by the Lich is a Zombie: they keep their Skills, loot, and Ratings, gain Resilient, and count as a Zombie for all effects. They act on the Lich's behalf, with full PVP access, and cannot leave the Tombs voluntarily. While characters are turned, Inn event rolls take −1 per turned character. Turning has four exits.

CLEANSE (Daedric) — The spell removes Zombies; a turned character is one. It is legal for players to Cleanse a turned player. It is a player-killing.

RESTORE (Celestial) — Celestial restoration magic dispels the turning.

CURE (Lich Doctor capstone) — Cure cures the turning.

THE PILGRIMAGE — The turned may leave the Tombs only toward the Forest. Gather one flower of every color and return to a Shrine. The Pilgrimage must be completed within 6 in-game days of the turning, or the turning becomes permanent. No cure applies past the sixth day.

The Phylactery. Floor 10 object. Destroying it destroys the Lich and ends the Tomb permanently. The Witch's Oneness may inhabit the Phylactery — gains its spells; the Witch dies if it is destroyed during inhabitation.

PART VI — THE FOREST

CHAPTER 17 • THE FOREST

The Forest is infinite expanse on a single level. Great Celestial and Daedric beings wander it.

BEING	APPROACH	BOON IF ALLOWED TO PROSPER
Celestial Being	Offer gold equal to 6× current level. No weapons drawn.	All Town characters restore 36 Health and 1 Sanity level per in-game day for one week. The party learns one Celestial Magic spell.
Daedric Being	Offer a piece of equipped loot as tribute. Must be willingly given.	The Smith's color disposition shifts to favor the offering's color for one week. The party gains access to one Daedric spell.
The Giver	Feed it. Bring food from the Inn — 216 gold minimum.	All Town characters reduce daily survival costs by half for one week. Three feedings across a campaign open the Giver's Recipes.

A defeated Being leaves no loot. Entities carry nothing, in the Tombs or the Forest; what a Being guards is in its Grove.

Groves. Each Great Being keeps a Grove somewhere in the Forest — found on the Regions table, one per Being per campaign. A Grove is lush ground: two Patches, a Spring, and, for the Celestial and the Daedric, a cache of 1d4 items aligned to the Being's signature colors (Chapter 14; roll and snap as in Chapter 13). The Giver's Grove holds no cache: three Patches and a Spring, and a fed Giver feeds the party — a meal for everyone present. A Being rests in its Grove on the days it does not walk.

Each Being casts from its school at no gold or Health cost, one spell per turn. Add 18 Health per Being per player beyond four.

BEING	HEALTH	ARMOR	SPEED	MAGIC	ATTACK
Celestial Being	216	18	12	12	3d6
Daedric Being	216	12	12	12	4d6
The Giver	288	6	6	12	—

The Giver does not attack. Its Recipes act. Its Feast restores the Giver as well, and the Giver pays nothing for it — no Health, and no piece taken.

Approach and defence. No Being initiates combat. The Celestial and the Giver do not fight unless attacked; the Daedric defends if attacked.

The Forest answers. Each Round the Giver is attacked, roll 1d6 — on 4–6 a Wild Spirit rises in its defence: roll 1d6 on the Wild Spirits table (Chapter 15). It acts according to its nature, on the Giver's turn, and stands with the Giver until the end of combat.

Feeding the Giver. A character who has fed the Giver three times across a campaign gains access to the Giver's Recipes at their current Magic rating.

Hunger. The Giver loses 60 Health per in-game week unfed. At 0 Health it dies and the Forest ecosystem collapses by half — half the rooms, half the Great Being appearances.

Defeat costs. Killing a Celestial Being drops every player in the party 1 Sanity level. Killing a Daedric Being drops the killer 1 Sanity level. Killing the Giver drops every player 2 Sanity levels and collapses the Forest as above. Sanity lost this way is permanent; it does not recover by rest.

An incorrect approach yields nothing. A defeated Being's boon is lost to the Town permanently this campaign. If players take the Giver's boons and stop feeding it, it starves; the Forest dies with it.

Forest loot is environment-specific and does not appear in the Tombs. All Forest loot is consumable: a Stone or Flora is spent when its effect is used or when it is cast as a component. Stones stack as listed; Flora stack to six. A stack is spent one at a time.

COMPONENT CASTING

A spell is available only while its components occupy Loot slots. Components are consumed at casting.

Every recipe is one flower and one fungus, unless listed otherwise.

Forest path. Components only. No gold. M equals the number of complete recipes spent in the cast. Gold may not raise M.

Tomb path. Gold and the Tomb loot components listed on the spell. M is the caster's Magic rating.

Daedric Magic takes either path: free from a recipe, gold and Tomb components otherwise. Some Tomb loot casts it outright.

The Giver's Recipes cost the caster's Health as listed. Flora raise M and are not required to cast.

Learned spells. The Scholar inscribes a Scroll of any spell cast or witnessed; a learned spell is cast with gold at the Scholar's Magic rating at the time of recording and requires no components. The Witch learns a spell through Commune; a learned spell is cast for 1 Sanity level and requires no components.

Flora held in the Lich Doctor's Medicine Slots count as occupying Loot slots.

DAEDRIC	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.

THE GIVER'S RECIPES	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

THE FOREST

The Forest is an endless grid on a single level, mapped square by square. No contract governs conduct here.

The Forest's Regions (d12 · rolled once, at first entry · endless)

The Forest is an endless field of squares around the Town. The Town sits at the center of the first sheet; when a sheet fills, begin another and number it. Known ground is walked freely. An unmapped square is rolled the moment it is entered, and the roll stands for the campaign.

Pace — 6 squares a day on known ground; 3 a day breaking new ground.

Sustenance — A day in the Forest costs a meal like any other: carried food, or 3 Flora per character, spent. A Spring or a Grove counts as shelter for the survival clock. Stay out as long as you can feed yourselves.

Too far — At the end of any day the party is more than 6 squares from the Town by the shortest mapped path, each character rolls a Sanity Challenge (target 12). An Old Road resets the count.

Cultivation — Plant a Flora on Quiet Ground and the square becomes a Patch of that Flora, size 1. Leave one and it doubles by next week.

Modifiers — +1 to Region rolls while a Daedric tribute is active; −1 at Attention Stage 2 and beyond. On a day of Harvest, yields and depletion double in every square entered. On a day of Spring, every Patch regrows. While the Forest is collapsed, roll 1d6 on entering new ground: on 1–3 it is Gray, whatever the d12 says.

D12	REGION	CONTENT
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.

The Stones (d6 · one per color · vein loot)

All Stones are gems: they Hold, Consume, Component, Merge, and Channel per the Five Fates. Each Stone is Component For any spell of its color. Each vein yields 1d6 stones (exploding). **When a vein empties, the region grays — permanently, this campaign.** Nothing regrows in gray. A day spent in a grayed region forces a Sanity Challenge (target 12).

D6	STONE	COLOR	EFFECT
1	Ruby	Red	+1 Magic, +1 Speed. Stackable ×6.
2	Sapphire	Blue	+2 Speed, +2 Magic. Stackable ×3.
3	Amethyst	Purple	+1 Power, +1 Health. Stackable ×6.
4	Emerald	Green	+2 Speed, +1 Magic. Stackable ×3.
5	Topaz	Orange	Cast Gold Lightning ×6.

Colorless does not grow.

The Flora (d12 • Consume • Component For The Giver’s Recipes, color-matched)

Harvest rule: take a whole patch and it dies. Leave at least one and the patch doubles by next in-game week.

D12	FLORA	COLOR	EFFECT
1	Red Rose	Red	Restore 12 Health.
2	Orange Marigold	Orange	Restore 1 Sanity level.
3	Blue Bluebell	Blue	Restore 6 Armor.
4	Green Hellebore	Green	Cleanse one ailment.
5	Purple Foxglove	Purple	+1 Magic until the dive ends.
6	Black Batflower	Black	Sanity –1. Certain Recipes require it.
7	Red Muscaria	Red	+1 Power until the dive ends.
8	Orange Omphalotus	Orange	+1 turn next round.
9	Indigo Milk Cap	Blue	+1 Speed until the dive ends.
10	Green Russula	Green	Your next attack poisons its target.
11	Amethyst Deceiver	Purple	Your next spell casts twice.
12	Black Deadman’s Fingers	Black	Set Sanity to Edge. Component: any Colorless spell.

The Phenomena (d6 • daily roll • the being is the weather)

One roll at dawn each in-game day. The result is the Forest’s state, and the weather says who walks — read off the faction colors in Chapter 14. **Spring:** the Daedric Being. **Harvest:** the Celestial. **Sun** or **Rain** — Orange and Blue belong to both — roll 1d6: 1–3 the Celestial, 4–6 the Daedric. **Shade** and **Storm:** no Great Being walks. The walking Being is met in the first new square the party enters that day; if the party breaks no new ground, roll 1d6 at dusk — on a 6 it walks into camp.

The Giver — 1d6 at dawn: 1–3 it is at its Grove; 4–6 it wanders, and finds any party carrying 216+ gold of Inn food before the day is out.

Bleed — 1d6 at dusk: on a 6, today’s phenomenon carries into tomorrow alongside the new roll, and both apply.

A defeated Being leaves no loot; the boon it would have granted the Town is lost permanently. Honoring the day’s weather, as below, is its own smaller boon.

D6	PHENOMENON	COLOR	WHILE PRESENT	APPROACH	BOON IF ALLOWED TO PROSPER
1	Sun	Orange	+1 to all rolls in the Forest.	Stand in the open. Offer nothing. Wait one full turn.	The Town restores 36 Health per resident the next day.
2	Rain	Blue	Flora patches yield double today.	Offer a filled flask, willingly.	Inn shelter is free for one week.
3	Spring	Green	All flora regrows instantly today.	Plant something — return one flora to the ground.	The Smith repairs at no charge for one week.
4	Shade	Black	Sneak is free; Sanity Challenges +6 difficulty.	Extinguish every light the party carries.	One character’s Sanity restored to Whole.
5	Storm	Purple	Spells cost half gold; loot breaks on 1–3 today.	Cast any spell into the sky, at full cost.	All spellcasting half cost for the Town, one week.
6	Harvest	Red	All yields double. All depletion doubles.	Feed it — 216 gold of food from the Inn.	Survival costs halved for the Town, one week.

Presented by Verso Vox Vertere

A Vinterravore Game

© 2026 Vinterravore

† • ∪ λ θ \